Man In The Mirror

The Escape

A text-based suspense game by

The Terrific Trio

Problem Statement

Write a program in Python to simulate a text-based suspense game.

Team Members

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List of files

- main.py
- HQ.py
- _CORE_.py
- colorify.py
- attic_room.py
- attic.py
- chemical_room.py
- water_room.py
- banquet_hall.py
- dance_hall.py
- reception.py

```python
# IMPORTS
from HQ import control
import _CORE_ as c
from colorify import fg, bg, pencil, mitm
from time import sleep
# ----------------------------------------------------------------------------
# CONTROL STACK AND FUNCTIONS
stack = []
def push(fn):
    stack.append(fn)
def pop():
    stack.pop()
def peek():
    return stack[len(stack) - 1]
# ----------------------------------------------------------------------------
# INITIALIZATION
push(control["atticRoom"])
# ----------------------------------------------------------------------------
# GAME CONTROL VARIABLES AND FUNCTIONS
def start():
    isFirstTime = True
    while True:
        if c.stackCommand == '':
            pass
        else:
            tokens = c.stackCommand.split(' ')
            if tokens[0] == "ADD":
                push(control[tokens[1]])
                isFirstTime = True
                c.stackCommand = ''
            elif tokens[0] == "POP":
                pop()
                c.stackCommand = ''

        if isFirstTime:
            peek()(True)
            isFirstTime = False
        else:
            peek()(False)
# ----------------------------------------------------------------------------
# MAIN PROGRAM
pencil.cls()
pencil.writew(mitm.title + "MAN IN THE MIRROR: ", 0.1)
sleep(0.5)
pencil.writew("THE ESCAPE" + mitm.reset + "\n")
dir(c)
pencil.read(mitm.userChoice + "Press ENTER to continue..." + mitm.reset)
pencil.cls()
pencil.write(mitm.process + "INSTRUCTIONS:")
pencil.read(
    mitm.reset +
    ''' This game displays all text as if it is being typed. Please don't press anything
    till it's done.
Press ENTER only when a line ends with three dots (...)\n\n'''+
f'''Cutscenes are colored in {mitm.cutscene}magenta{mitm.reset}, so wait till the
complete cutscene is completed before pressing ENTER.'''+
'''\n\nPress ENTER to dive down deep into the world of uncertainity...''')
start()
```

```
import _CORE_
import attic_room
import attic
import chemical_room
import water_room
import banquet_hall
import dance_hall
import reception

control = {
  "atticRoom": attic_room.exe,
  "atticMain": attic.exe,
  "chemicalRoom": chemical_room.exe,
  "waterRoom": water_room.exe,
  "banquetHall": banquet_hall.exe,
  "danceHall": dance_hall.exe,
  "reception": reception.exe
}
```

```python
# Very important file. Don't mess with it unless you know what's happening in here.

# use this variable to modify stack
stackCommand = ''

# The flags which will be set when an event happens
# Types:
#         1] _ = item flag
#         2] . = action flag
#         3] # = cutscene flag
flags = {
    # attic room falgs
    "_chestKey": False,
    ".openChest": False,
    "_clay": False,
    "_copper": False,
    ".copperMolten": False,
    "_smallKey": False,
    ".smelt": False,
    ".openAttic": False,

    # attic flags
    "_hammer": False,
    "#acidFound": False,
    ".brokeLock": False,
    "#neutralized": False,

    # water room flags
    "_telephone": False,
    ".waterReacted": False,
    ".pushed": False,

    # chemical room flags
    "_sodium": False,
    ".learnReaction": False,
    ".seeReaction": False,

    # banquet hall falgs
    "#heightFromWin": False,
    "_knife": False,
    "_safeKey": False,

    # dance room flags
    "_crowbar": False,
    ".openedWindow": False,
    "_deliveryCard": False,
    ".planned": False,

    # reception flags
    "_coin": False,
    ".callPlaced": False,
    ".attachedCable": False
}
```

```python
1    from sys import stdout, stdin
2    from time import sleep
3
4    class bg:
5        black = "\u001b[40m"
6        red = "\u001b[41m"
7        green = "\u001b[42m"
8        yellow = "\u001b[43m"
9        blue = "\u001b[44m"
10       magenta = "\u001b[45m"
11       cyan = "\u001b[46m"
12       white = "\u001b[47m"
13       def rgb(r, g, b):
14           return f"\u001b[48;2;{r};{g};{b}m"
15
16   class fg:
17       black = "\u001b[30m"
18       red = "\u001b[31m"
19       green = "\u001b[32m"
20       yellow = "\u001b[33m"
21       blue = "\u001b[34m"
22       magenta = "\u001b[35m"
23       cyan = "\u001b[36m"
24       white = "\u001b[37m"
25       def rgb(r, g, b):
26           return f"\u001b[38;2;{r};{g};{b}m"
27
28   class pencil:
29       reset = "\u001b[0m"
30       bold = "\u001b[1m"
31       underline = "\u001b[4m"
32       reverse = "\u001b[7m"
33       clear = "\u001b[2J"
34       clearline = "\u001b[2K"
35       up = "\u001b[1A"
36       down = "\u001b[1B"
37       right = "\u001b[1C"
38       left = "\u001b[1D"
39       nextline = "\u001b[1E"
40       prevline = "\u001b[1F"
41       top = "\u001b[0;0H"
42
43       def cls():
44           pencil.write(fg.white + bg.black + pencil.clear + pencil.top)
45
46       def to(x, y):
47           return f"\u001b[{y};{x}H"
48
49       def write(text="\n"):
50           stdout.write(text)
51           stdout.flush()
52
53       def writew(text="\n", wait=0.05):
54           for char in text:
55               stdout.write(char)
56               stdout.flush()
57               sleep(wait)
58
59       def writewb(*stuff, wait=0.5):
60           for s in stuff:
61               pencil.writew(s)
62               sleep(wait)
63
64       def read(begin=""):
65           text = ""
66           stdout.write(begin)
67           stdout.flush()
```

```python
        while True:
            char = ord(stdin.read(1))
            if char == 3:
                return
            elif char in (10, 13):
                return text
            else:
                text += chr(char)

    def readw(begin="", wait=0.05):
        text = ""
        for char in begin:
            stdout.write(char)
            stdout.flush()
            sleep(wait)
        while True:
            char = ord(stdin.read(1))
            if char == 3:
                return
            elif char in (10, 13):
                return text
            else:
                text += chr(char)


# MAN IN THE MIRROR
# constants for colors
class mitm:
    reset = bg.black + fg.white
    process = fg.black + bg.cyan
    option = fg.black + bg.green
    userChoice = fg.black + bg.yellow
    cutscene = fg.black + bg.magenta
    item = fg.black + bg.rgb(254, 80, 0)
    question = fg.white + bg.rgb(128, 0, 128)
    title = fg.black + bg.red
    error = fg.red + bg.black
```

```python
1    import _CORE_ as c
2    import os
3    from colorify import *
4    from time import sleep
5
6    def boxLeft():
7      pencil.cls()
8      pencil.readw(mitm.process + "The box is made of wood and can hold many things, but it
         is locked...",0.05)
9      if c.flags["_smallKey"]:
10       cho = pencil.read(mitm.question + "Want to try to unlock it using " + mitm.item +
            "SMALL KEY" + mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
11       if cho == 'N':
12         return
13       elif cho != 'Y':
14         print()
15         pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
16         return
17       else:
18         pencil.write(mitm.process)
19         print()
20         pencil.readw("You insert and turn the key in the box, and it opens...",0.05)
21         pencil.read("YOU FOUND " + mitm.item + "CLAY" + mitm.reset)
22         c.flags["_clay"] = True
23
24   def boxRight():
25     pencil.cls()
26     pencil.readw(
27       mitm.process + "The box is made of wood and can hold many things, but it is
           locked...", 0.05)
28     if c.flags["_smallKey"]:
29       cho = pencil.read(mitm.question + "Want to try to unlock it using " + mitm.item +
            "SMALL KEY?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
30       if cho == 'N':
31         return
32       elif cho != 'Y':
33         print()
34         pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
35         return
36       else:
37         pencil.write(mitm.process)
38         print()
39         pencil.readw("You insert and try to turn the key in the box, but it doesn't
             open...", 0.05)
40
41   def furnace():
42     pencil.cls()
43     if not c.flags[".copperMolten"]:
44       pencil.readw(mitm.process + "You go to the machine and inspect it. It is a furnace
           which can even melt metal. This is what that has been heating the room...")
45     if c.flags[".copperMolten"]:
46       pencil.readw(mitm.process + "There is the molten copper in this furnace...")
47       if c.flags["_clay"]:
48         cho = pencil.read(mitm.question + "Want to use the " + mitm.item + "CLAY" + mitm.
              question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
49         if cho == 'N':
50           return
51         elif cho != 'Y':
52           print()
53           pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
54           return
55         else:
56           pencil.write(mitm.process)
57           print()
58           pencil.readw("You make a cup out of clay and scoop the molten copper into it...",
                0.05)
59           c.flags[".smelt"] = True
```

```python
60              return
61          if c.flags["_copper"] and not c.flags[".copperMolten"]:
62              cho = pencil.read(mitm.question + "Want to use it to melt the " + mitm.item + "PIECE
                OF COPPER" + mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
63              if cho == 'N':
64                  return
65              elif cho != 'Y':
66                  print()
67                  pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
68                  return
69              else:
70                  pencil.write(mitm.process)
71                  print()
72                  pencil.readw("You put the piece of copper and melt it. Only if there was something
                    to hold it...", 0.05)
73                  c.flags[".copperMolten"] = True
74                  if c.flags["_clay"]:
75                      cho = pencil.read(mitm.question + "Want to use the " + mitm.item + "CLAY" + mitm.
                        question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
76                      if cho == 'N':
77                          return
78                      elif cho != 'Y':
79                          print()
80                          pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
81                          return
82                      else:
83                          pencil.write(mitm.process)
84                          print()
85                          pencil.readw("You make a cup out of clay and scoop the molten copper into
                            it...", 0.05)
86                          c.flags[".smelt"] = True
87
88      def bed():
89          pencil.cls()
90          pencil.readw(mitm.process + "You look at the bed on which you were lying. It seems
            pretty old, and now you start inspecting it...")
91          pencil.readw("Nothing on it...")
92          pencil.readw("You then see under the bed and find a piece of copper. It might be
            useful later...")
93          pencil.read("YOU FOUND " + mitm.item + "COPPER" + mitm.reset)
94          c.flags["_copper"] = True
95
96      def window():
97          pencil.cls()
98          pencil.writew(mitm.process + "You go to the window and push it.")
99          sleep(0.5)
100         pencil.writew(" It opens a little and closes shut, but drops a small key down.")
101         sleep(0.5)
102         pencil.readw(" You pick it up...")
103         pencil.read("YOU FOUND " + mitm.item + "SMALL KEY" + mitm.reset)
104         c.flags["_smallKey"] = True
105
106     def door():
107         pencil.cls()
108         pencil.readw(mitm.process + "You go to the door and try to open it, but it is
            locked...")
109         if c.flags["_smallKey"]:
110             cho = pencil.read(mitm.question + "Want to try to unlock it using " + mitm.item +
                "SMALL KEY" + mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
111             if cho == 'N':
112                 return
113             elif cho != 'Y':
114                 print()
115                 pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
116                 return
117             else:
118                 pencil.write(mitm.process)
```

```python
119          print()
120          pencil.readw("You try to fit the key but it's too small...", 0.05)
121          if c.flags[".smelt"]:
122            cho = pencil.read(mitm.question + "Want to mess with the " + mitm.item + "MOLTEN
                COPPER" + mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
123            if cho == 'N':
124              return
125            elif cho != 'Y':
126              print()
127              pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
128              return
129            else:
130              pencil.write(mitm.reset)
131              pencil.cls()
132              pencil.writew(mitm.cutscene + "You dip the key in the molten copper and
                  immediately put in into the keyhole.\n")
133              sleep(0.5)
134              pencil.readw("It solidifies and then you turn it, and the lock clicks open as
                  you enter what feels like an attic...")
135              c.stackCommand = "ADD atticMain"
136              return
137
138    def exe(firstTime):
139      options = {}
140      pencil.write(pencil.reset)
141      pencil.cls()
142      pencil.write(mitm.process)
143      if firstTime:
144        pencil.readw("You wake up on a bed in a small room. The room has two boxes, a weird
            machine, a small window and a door...", 0.05)
145        pencil.readw("You are profusely sweating due to the air being unnaturally hot...",
            0.05)
146      else:
147        pencil.write("You wake up on a bed in a small room. The room has two boxes, a weird
            machine, a small window and a door.\n")
148        pencil.write("You are profusely sweating due to the air being unnaturally hot.\n")
149      pencil.write(mitm.reset)
150      if not c.flags["_clay"]:
151        sleep(0.5)
152        pencil.write(mitm.reset + "    " + mitm.option + "1]" + mitm.reset + " Inspect the
            box on the left\n")
153        options[1] = boxLeft
154      if not False:
155        sleep(0.5)
156        pencil.write(mitm.reset + "    " + mitm.option + "2]" + mitm.reset + " Inspect the
            box on the right\n")
157        options[2] = boxRight
158      if not c.flags[".smelt"]:
159        sleep(0.5)
160        pencil.write(mitm.reset + "    " + mitm.option + "3]" + mitm.reset + " Inspect the
            machine\n")
161        options[3] = furnace
162      if not c.flags["_copper"]:
163        sleep(0.5)
164        pencil.write(mitm.reset + "    " + mitm.option + "4]" + mitm.reset + " Inspect the
            bed\n")
165        options[4] = bed
166      if not c.flags["_smallKey"]:
167        sleep(0.5)
168        pencil.write(mitm.reset + "    " + mitm.option + "5]" + mitm.reset + " Inspect the
            window\n")
169        options[5] = window
170      if not False:
171        sleep(0.5)
172        pencil.write(mitm.reset + "    " + mitm.option + "6]" + mitm.reset + " Inspect the
            door\n")
173        options[6] = door
```

```
174        sleep(0.5)
175        choice = pencil.read("Enter your choice: " + mitm.userChoice)
176        if choice.isdigit():
177          choice = int(choice)
178          pencil.write(mitm.reset)
179          if choice in options:
180            options[choice]()
181          else:
182            pencil.read("Invalid option!")
183        else:
184          pencil.read("Enter an integer")
```

```python
import _CORE_ as c
from colorify import pencil, mitm, bg, fg
from time import sleep

def table():
  pencil.cls()
  pencil.writew(mitm.process + "You go to the table and find a hammer on it.")
  pencil.readw(' It might be useful...')
  pencil.read("YOU FOUND " + mitm.item + "HAMMER" + mitm.reset)
  c.flags["_hammer"] = True

def whiteDoor():
  pencil.cls()
  pencil.writew(mitm.process + "You go to the white door and open it.")
  pencil.readw(" There is a room inside...")
  c.stackCommand = "ADD waterRoom"
  return

def greyDoor():
  pencil.cls()
  pencil.write(mitm.process)
  if not c.flags[".brokeLock"]:
    pencil.writew("You go to the grey door and inspect the padlock.")
    sleep(0.5)
    pencil.writew(" It is old.")
    pencil.readw(" Only if you had something to break it open...")
    if c.flags["_hammer"]:
      cho = pencil.read(mitm.question + "Want to try to unlock it using " + mitm.item +
      "HAMMER" + mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
      if cho == 'N':
        return
      elif cho != 'Y':
        print()
        pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
        return
      else:
        pencil.write(mitm.process)
        print()
        pencil.readw(
          "You break open the lock and open the door. It leads into a room...", 0.05)
        c.flags[".brokeLock"] = True
        c.stackCommand = 'ADD chemicalRoom'
        return
  else:
    c.stackCommand = 'ADD chemicalRoom'
    return

def stairs():
  pencil.cls()
  if not c.flags["#acidFound"]:
    pencil.readw(mitm.cutscene + '''You go to the stairs and notice a liquid on the
    stairs. While you were wondering what it is, you sneeze because of the dust and a
    piece of blue litmus paper stuck to you falls onto the liquid. It instantly turns
    red and corrodes to dust. You understand it is an acid not to be messed with. Only
    if there was something to neutralize it...''')
    if c.flags[".seeReaction"]:
      pencil.readw(mitm.process + 'Now you understood what the reaction was for...')
      c.flags[".learnReaction"] = True
    c.flags["#acidFound"] = True
  else:
    pencil.readw(mitm.process + "There is the strong acid on the stairs. You cannot
    pass...")
  if c.flags["#neutralized"]:
    pencil.cls()
    pencil.readw(mitm.process + "You go down the stairs...")
    c.stackCommand = "ADD banquetHall"
    return
```

```python
62        if c.flags[".waterReacted"]:
63          stuff = mitm.question + "Want to use the " + mitm.item + "NaOH" + mitm.question +
            "?(Y/N):" + mitm.reset + " " + mitm.userChoice
64          cho = pencil.read(stuff).upper()
65          if cho == 'N':
66            return
67          elif cho != 'Y':
68            print()
69            pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
70            return
71          else:
72            pencil.write(mitm.reset)
73            pencil.cls()
74            pencil.write(mitm.cutscene)
75            print()
76            pencil.writew("You pour the chemical on to the acid, and it neutralises with a
              sizzling sound. You go down the stairs and find a door.")
77            sleep(0.5)
78            pencil.writew(" As you are about to open it, you come across a sinister
              realization: ")
79            sleep(0.5)
80            pencil.writew("\nConcentrated acids evaporate fast.", 0.1)
81            sleep(0.25)
82            pencil.writew(" Really fast.", 0.1)
83            sleep(0.5)
84            pencil.writew("\nThen why was acid on the stairs at the first place")
85            pencil.writew("...?", 0.5)
86            sleep(0.5)
87            pencil.readw("\nSuddenly you hear creaking sounds from the attic as you open the
              door into an abandoned banquet hall...")
88            c.stackCommand = "ADD banquetHall"
89            c.flags["#neutralized"] = True
90            return
91
92      def exe(firstTime):
93        options = {}
94        pencil.write(pencil.reset)
95        pencil.cls()
96        pencil.write(mitm.process)
97        if firstTime:
98          pencil.readw("You enter an attic-ish room which is completely dusty. There is a grey
            coloured door with a padlock on it, and a white coloured door...")
99          pencil.readw("There is a table in the corner, and at the other end of the room are
            stairs that go downwards...")
100       else:
101         pencil.write("You enter an attic-ish room which is completely dusty. There is a grey
            coloured door with a padlock on it, and a white coloured door.\n")
102         pencil.write("There is a table in the corner, and at the other end of the room are
            stairs that go downwards.\n")
103       pencil.write(pencil.reset)
104       if not c.flags["_hammer"]:
105         sleep(0.5)
106         pencil.write(mitm.reset + "     " + mitm.option + "1]" + mitm.reset + " Inspect the
            table\n")
107         options[1] = table
108       if not False:
109         sleep(0.5)
110         pencil.write(mitm.reset + "     " + mitm.option + "2]" + mitm.reset + " Inspect the
            white door\n")
111         options[2] = whiteDoor
112       if not False:
113         sleep(0.5)
114         pencil.write(mitm.reset + "     " + mitm.option + "3]" + mitm.reset + " Inspect the
            grey door\n")
115         options[3] = greyDoor
116       if not False:
117         sleep(0.5)
```

```python
118         pencil.write(mitm.reset + "     " + mitm.option + "4]" + mitm.reset + " Inspect the
            stairs\n")
119         options[4] = stairs
120     sleep(0.5)
121     choice = pencil.read("Enter your choice: " + mitm.userChoice)
122     if choice.isdigit():
123         choice = int(choice)
124         pencil.write(mitm.reset)
125         if choice in options:
126             options[choice]()
127         else:
128             pencil.read(mitm.error + "Invalid option!")
129     else:
130         pencil.read(mitm.error + "Enter an integer")
```

```python
import _CORE_ as c
import os
from colorify import *
from time import sleep

def table():
    pencil.cls()
    pencil.readw(mitm.process + "You go to the table and find a paper on it. You pick it
        up and see that there is a chemical reaction written on it: ")
    pencil.write(mitm.reset + "NaOH + conc. H\u2082SO\u2084 → Na\u2082SO\u2084 +
        H\u2082O")
    if c.flags['#acidFound']:
        pencil.readw("\n" + mitm.process + "You now know exactly which chemicals to use
            so that you can neutralise the acid on the stairs...")
        c.flags[".learnReaction"] = True
    else:
        pencil.readw("\n" + mitm.process + "The equation doesn't really make sense, but
            you remember it anyway...")
        c.flags[".seeReaction"] = True

def shelf():
    pencil.cls()
    pencil.readw(mitm.process + "You search through the shelves. No useful chemicals at
        all...")
    if c.flags[".learnReaction"]:
        pencil.writew("Finally you find a bottle of sodium.")
        pencil.readw(" You keep it for the reaction...")
        pencil.read("You found " + mitm.item + "SODIUM" + mitm.reset)
        c.flags["_sodium"] = True

def exitRoom():
    c.stackCommand = "POP"
    return

def exe(firstTime):
    options = {}
    pencil.write(pencil.reset)
    pencil.cls()
    pencil.write(mitm.process)
    if firstTime:
        pencil.readw("You enter the grey door. It looks like an abandoned chemistry lab,
            but no apparatus at all...")
        pencil.readw("There is a shelf on the wall with bottles of chemicals and a table
            in a corner...")
    else:
        pencil.write("You enter the grey door. It looks like an abandoned chemistry lab,
            but no apparatus at all.")
        pencil.write("\nThere is a huge closet leaned on the wall.\n")
    pencil.write(pencil.reset)
    if not c.flags[".learnReaction"]:
        sleep(0.5)
        pencil.write(mitm.reset + "    " + mitm.option + "1]" + mitm.reset + " Inspect
            the table\n")
        options[1] = table
    if not c.flags["_sodium"]:
        sleep(0.5)
        pencil.write(mitm.reset + "    " + mitm.option + "2]" + mitm.reset + " Inspect
            the shelf\n")
        options[2] = shelf
    if not False:
        sleep(0.5)
        pencil.write(mitm.reset + "    " + mitm.option + "3]" + mitm.reset + " Exit the
            room\n")
        options[3] = exitRoom
    sleep(0.5)
    choice = pencil.read("Enter your choice: " + mitm.userChoice)
    if choice.isdigit():
```

```python
            choice = int(choice)
            pencil.write(mitm.reset)
            if choice in options:
                options[choice]()
            else:
                pencil.read(mitm.error + "Invalid option!")
        else:
            pencil.read(mitm.error + "Enter an integer")
```

```python
import _CORE_ as c
from colorify import mitm, pencil, bg, fg
from time import sleep

def closet():
    pencil.cls()
    if not c.flags["_crowbar"]:
        pencil.readw(mitm.process + "It looks a normal closet, but on close observation you
        find a gap small enough to put a lever rod and push it away...")
    if c.flags[".pushed"]:
        pencil.readw(mitm.process +
            "It is a closet which has been pushed aside, revealing a safe...")
        if c.flags["_safeKey"]:
            cho = pencil.read(mitm.question + "Want to use the " + mitm.item + "SAFE KEY" +
            mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
            if cho == 'N':
                return
            elif cho != 'Y':
                print()
                pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
                return
            else:
                pencil.write(mitm.process)
                print()
                pencil.writew("You unlock the deskand find a telephone reciever.")
                pencil.readw(" You keep it with you...")
                pencil.read("You found " + mitm.item + "TELEPHONE RECEIVER" + mitm.reset)
                c.flags["_telephone"] = True
    if c.flags["_crowbar"]:
        cho = pencil.read(mitm.question + "Want to try to push the closet away using " + mitm
        .item + "CROWBAR" + mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).
        upper()
        if cho == 'N':
            return
        elif cho != 'Y':
            print()
            pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
            return
        else:
            pencil.write(mitm.process)
            print()
            pencil.readw("You push away the rack using the crowbar. It reveals a safe in the
            wall...", 0.05)
            c.flags[".pushed"] = True
            if c.flags["_safeKey"]:
                cho = pencil.read(mitm.question + "Want to use the " + mitm.item + "SAFE KEY" +
                mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
                if cho == 'N':
                    return
                elif cho != 'Y':
                    print()
                    pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
                    return
                else:
                    pencil.write(mitm.process)
                    print()
                    pencil.writew("You unlock the deskand find a telephone reciever.")
                    pencil.readw(" You keep it with you...")
                    pencil.read("You found " + mitm.item + "TELEPHONE RECEIVER" + mitm.reset)
                    c.flags["_telephone"] = True

def puddle():
    pencil.cls()
    pencil.readw(mitm.process + "You go to the puddle. The water is fresh enough for a
    reaction...")
    if c.flags["_sodium"]:
        cho = pencil.read(mitm.question + "Want to use the " + mitm.item + "SODIUM" + mitm.
```

```python
                    question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
61          if cho == 'N':
62              return
63          elif cho != 'Y':
64              print()
65              pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
66              return
67          else:
68              pencil.write(mitm.process)
69              print()
70              pencil.writew("You pour sodium into the water which reacts explosively and leaves
                    a residue.")
71              pencil.readw(" You collect this residue in the bottle...")
72              pencil.read("You found " + mitm.item + "NaOH" + mitm.reset)
73              c.flags[".waterReacted"] = True
74
75      def exitRoom():
76          c.stackCommand = "POP"
77          return
78
79      def exe(firstTime):
80          options = {}
81          pencil.write(pencil.reset)
82          pencil.cls()
83          pencil.write(mitm.process)
84          if firstTime:
85              pencil.readw(mitm.process + "You enter the white door. It has water dripping from
                    the ceiling and has formed a puddle...")
86              pencil.readw("There is a huge closet leaned on the wall...")
87          else:
88              pencil.write(mitm.process + "You enter the white door. It has water dripping from
                    the ceiling and has formed a puddle.")
89              pencil.write("\nThere is a huge closet leaned on the wall.\n")
90          pencil.write(pencil.reset)
91          if not c.flags["_telephone"]:
92              sleep(0.5)
93              pencil.write(mitm.reset + "     " + mitm.option + "1]" + mitm.reset + " Inspect the
                    closet\n")
94              options[1] = closet
95          if not c.flags[".waterReacted"]:
96              sleep(0.5)
97              pencil.write(mitm.reset + "     " + mitm.option + "2]" + mitm.reset + " Inspect the
                    puddle\n")
98              options[2] = puddle
99          if not False:
100             sleep(0.5)
101             pencil.write(mitm.reset + "     " + mitm.option + "3]" + mitm.reset + " Exit the
                    room\n")
102             options[3] = exitRoom
103         sleep(0.5)
104         choice = pencil.read("Enter your choice: " + mitm.userChoice)
105         if choice.isdigit():
106             choice = int(choice)
107             pencil.write(mitm.reset)
108             if choice in options:
109                 options[choice]()
110             else:
111                 pencil.read(mitm.error + "Invalid option!")
112         else:
113             pencil.read(mitm.error + "Enter an integer")
```

```python
1    import _CORE_ as c
2    from colorify import bg, fg, pencil, mitm
3    from time import sleep
4
5    def window():
6      pencil.cls()
7      pencil.writew(mitm.cutscene + "You look out of the window. It is very dark outside,
         but you can see the building you are in due to moonlight.")
8      sleep(0.5)
9      pencil.readw(" You see that it has 4 floors in total...")
10     sleep(0.5)
11     pencil.readw("You feel the urge to get away from there as soon as possible...")
12     c.flags["#heightFromWin"] = True
13
14   def mirror():
15     pencil.cls()
16     pencil.writew(mitm.cutscene + "You look at yourself in the mirror. ")
17     sleep(0.5)
18     pencil.writew("You look exhausted and disturbed, thanks to that sinister experience. ")
19     sleep(0.5)
20     pencil.readw("As you go into thoughts of you wishing to be at home than being stuck in
         this place, you see something so frightening that you almost start crying...")
21     pencil.readw("In one of the dark corners of the room, near the dance hall door, you
         see a dark silhouette of a man with glowing eyes glaring at you...")
22     pencil.writew("You stare at that figure, aghast, and when you come back to your senses
         and turn back, there is no one but the door swings open and you here footsteps from
         inside. ")
23     sleep(0.5)
24     pencil.writew("It is then you realise, you are not alone in that building. \n")
25     sleep(0.5)
26     pencil.readw("There is someone sinister and frightening in that with eyes on you,
         always...")
27     pencil.writew("It is the Man In The Mirror, ")
28     sleep(0.5)
29     pencil.readw("and he is on the hunt for you...")
30     pencil.read("You found " + mitm.item + "SAFE KEY" + mitm.reset)
31     c.flags["_safeKey"] = True
32
33   def desks():
34     pencil.cls()
35     pencil.readw(mitm.process + "You go to the desks and open them, but you don't find
         anything..." + mitm.reset)
36
37   def banquetTable():
38     pencil.cls()
39     pencil.write(mitm.process)
40     pencil.writewb("You search on the table everywhere, up and down, right and left. ",
         "It is completely empty. ", "Save for a tablecloth. ", "\nAs you are about to leave, ",
          "you trip on the tablecloth and a knife tinkles down from it.")
41     pencil.readw(" You pick the knife...")
42     pencil.read("You found " + mitm.item + "KNIFE" + mitm.reset)
43     c.flags["_knife"] = True
44
45   def danceHall():
46     pencil.cls()
47     if not c.flags["_safeKey"]:
48       pencil.readw(mitm.process + "You try to open the door, but it is locked...")
49     else:
50       pencil.readw(mitm.process + "You open the door and enter the dance hall...")
51       c.stackCommand = "ADD danceHall"
52
53   def goBack():
54     c.stackCommand = "POP"
55     return
56
57   def exe(firstTime):
58     options = {}
```

```python
59        pencil.write(pencil.reset)
60        pencil.cls()
61        pencil.write(mitm.process)
62        if firstTime:
63          pencil.writew("You enter an abandoned banquet hall. It has a small dining table in
            the centre, with five chairs each on the sides. ")
64          pencil.writew("\nThere is a closet on one side of the room and a set of desks on the
            other side.")
65          pencil.writew("\nThere is a also a door at the opposite side which appears to not
            have a handle.")
66          pencil.readw("\nLastly, there is a large mirror on the wall...")
67        else:
68          pencil.write("You enter an abandoned banquet hall. It has a small dining table in
            the centre, with five chairs each on the sides. ")
69          pencil.write("\nThere is a closet on one side of the room and a set of desks on the
            other side.")
70          pencil.write("\nThere is a also a door at the opposite side which appears to not
            have a handle.")
71          pencil.write("\nLastly, there is a large mirror on the wall.\n")
72        pencil.write(mitm.reset)
73        if not c.flags["#heightFromWin"]:
74          sleep(0.5)
75          pencil.write(mitm.reset + "     " + mitm.option + "1]" + mitm.reset + " Inspect the
            window\n")
76          options[1] = window
77        if not c.flags["_safeKey"]:
78          sleep(0.5)
79          pencil.write(mitm.reset + "     " + mitm.option + "2]" + mitm.reset + " Inspect the
            mirror\n")
80          options[2] = mirror
81        if not False:
82          sleep(0.5)
83          pencil.write(mitm.reset + "     " + mitm.option + "3]" + mitm.reset + " Inspect the
            desks\n")
84          options[3] = desks
85        if not c.flags["_knife"]:
86          sleep(0.5)
87          pencil.write(mitm.reset + "     " + mitm.option + "4]" + mitm.reset + " Inspect the
            banquet table\n")
88          options[4] = banquetTable
89        if not False:
90          sleep(0.5)
91          pencil.write(mitm.reset + "     " + mitm.option + "5]" + mitm.reset + " Inspect the
            dance hall door\n")
92          options[5] = danceHall
93        if not False:
94          sleep(0.5)
95          pencil.write(mitm.reset + "     " + mitm.option + "6]" + mitm.reset + " Go back to
            the attic\n")
96          options[6] = goBack
97        sleep(0.5)
98        choice = pencil.read("Enter your choice: " + mitm.userChoice)
99        if choice.isdigit():
100           choice = int(choice)
101           pencil.write(mitm.reset)
102           if choice in options:
103               options[choice]()
104           else:
105               pencil.read(mitm.error + "Invalid option!")
106       else:
107           pencil.read(mitm.error + "Enter an integer")
```

```python
import _CORE_ as c
from colorify import pencil, mitm, bg, fg
from time import sleep
import sys

def gramaphone():
    pencil.cls()
    pencil.write(mitm.process)
    pencil.writew("You go to the gramaphone and inspect it. ")
    sleep(0.5)
    pencil.readw("It is pretty old. No chances of it working...")
    pencil.readw("You fiddle with the gramaphone and a contact card of a mattress delivery
       service falls down...")
    pencil.read("YOU FOUND " + mitm.item + "CONTACT CARD" + mitm.reset)
    c.flags["_deliveryCard"] = True

def tableLeft():
    pencil.cls()
    pencil.readw("You go to the table on the left and inspect it. You find nothing...")

def tableRight():
    pencil.cls()
    pencil.readw("You go to the table on the right and find a crowbar on it. It might be
       useful...")
    pencil.read("YOU FOUND " + mitm.item + "CROWBAR" + mitm.reset)
    c.flags["_crowbar"] = True

def escapeWindow():
    pencil.cls()
    pencil.write(mitm.process)
    if not c.flags[".openedWindow"]:
        pencil.readw("The window is closed with a rope tied to the frame. Only if you had
           something to cut it off...")
        if c.flags["_knife"]:
            cho = pencil.read(mitm.question + "Want to try to cut it using " + mitm.item +
               "KNIFE" + mitm.question + "?(Y/N):" + mitm.reset + " " + mitm.userChoice).upper()
            if cho == 'N':
                return
            elif cho != 'Y':
                print()
                pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
                return
            else:
                pencil.write(mitm.process)
                pencil.readw(
                    "You cut the rope with the knife, and the window falls open...")
                c.flags[".openedWindow"] = True

    if c.flags[".openedWindow"]:
        pencil.cls()
        pencil.writewb(
            mitm.cutscene + "You look through the window. ", "It is still dark outside, and
               you look down. ", "You are on the second floor, and there is one chance of escape:
               ", "A jump through the window. ")
        pencil.readw("But to survive you need something to break your fall...")

        if c.flags["_deliveryCard"] and not c.flags[".planned"]:
            pencil.writewb("Oh yes! ", "The mattress delivery service exists! \n", "You need
               to somehow place a call to that service and order a good amount of them so that
               you will land safely.\n", "As you are lost in calculations and ideas, the
               gramophone in the corner of the room starts playing all of a sudden, which
               frightens you to death. ", "You go to the gramaphone to turn it off, and then look
               back at the window. " )
            pencil.readw("To your horror, you find yourself standing face to face with the Man
               In The Mirror...")
            pencil.writewb("You close your eyes, and scream at the top of your voice. But when
               you open your eyes, he is gone.", " Now you are sure of one thing: ")
```

```
55          pencil.readw("You must either escape fast or scream to death...")
56          c.flags[".planned"] = True
57
58
59     if c.flags[".callPlaced"]:
60       pencil.cls()
61       pencil.writew(mitm.cutscene)
62       pencil.writewb("You go to the window and wait desperately for the mattress truck to
             arrive. ", "After half an hour he finally arrives and parks the truck as you told
             him to do. ", "Without waiting for another second, you jump out of the window and
             fortunately land safely on the mattresses. ", "You then yell at the driver to speed
             away, which he does. ", "As you breath a sigh of relief and look at the building
             that held you prisoner for such a long time, ")
63       pencil.readw("you see him again..", 0.1)
64       pencil.readw("Those glaring eyes, from the window you took your leap of life...")
65       pencil.writew("You wish to never see those eyes again, ")
66       sleep(0.5)
67       pencil.readw("but little did you know that those eyes will haunt you for the rest of
             your life...")
68
69       pencil.cls()
70       pencil.readw(mitm.title + "THE END", 0.1)
71       pencil.writew("\n\nOr...? ", 0.1)
72       pencil.readw("To be continued??")
73       pencil.readw("\nOnly time will tell...", 0.1)
74       sys.exit()
75
76     if c.flags[".planned"]:
77       pencil.readw(mitm.process + "You need to place a call to the mattress service before
             doing anything else...")
78
79   def receptionDoor():
80     pencil.cls()
81     pencil.readw(mitm.process + "You open the door and enter the dance hall...")
82     c.stackCommand = "ADD danceHall"
83     return
84
85   def goBack():
86     pencil.cls()
87     c.stackCommand = "POP"
88     return
89
90   def exe(firstTime):
91     options = {}
92     pencil.write(pencil.reset)
93     pencil.cls()
94     pencil.write(mitm.process)
95     if firstTime:
96       pencil.readw("You enter the dance floor from the banquet hall, breathing heavily and
             unsure where to proceed...")
97       pencil.readw("You see two tables at each side of the hall, with a stage in the
             centre...")
98       pencil.readw("You also see a gramaphone, a large window and a door that leads
             downstairs...")
99     else:
100      pencil.write("You enter the dance floor from the banquet hall, breathing heavily and
             unsure where to proceed.\n")
101      pencil.write("You see two tables at each side of the hall, with a stage in the
             centre.\n")
102      pencil.write("You also see a gramaphone, a large window and a door that leads
             downstairs.\n")
103    pencil.write(mitm.reset)
104    if not c.flags["_deliveryCard"]:
105      sleep(0.5)
106      pencil.write(mitm.reset + "    " + mitm.option + "1]" + mitm.reset + " Inspect the
             gramaphone\n")
107      options[1] = gramaphone
```

```python
            if not False:
               sleep(0.5)
               pencil.write(mitm.reset + "        " + mitm.option + "2]" + mitm.reset + " Inspect the
               table on the left\n")
               options[2] = tableLeft
            if not c.flags["_crowbar"]:
               sleep(0.5)
               pencil.write(mitm.reset + "        " + mitm.option + "3]" + mitm.reset + " Inspect the
               table on the right\n")
               options[3] = tableRight
            if not False:
               sleep(0.5)
               pencil.write(mitm.reset + "        " + mitm.option + "4]" + mitm.reset + " Inspect the
               window\n")
               options[4] = escapeWindow
            if not False:
               sleep(0.5)
               pencil.write(mitm.reset + "        " + mitm.option + "5]" + mitm.reset + " Inspect the
               door\n")
               options[5] = receptionDoor
            if not False:
               sleep(0.5)
               pencil.write(mitm.reset + "        " + mitm.option + "6]" + mitm.reset + " Go back to
               banquet hall\n")
               options[6] = goBack
         sleep(0.5)
         choice = pencil.read("Enter your choice: " + mitm.userChoice)
         if choice.isdigit():
               choice = int(choice)
               pencil.write(mitm.reset)
               if choice in options:
                     options[choice]()
               else:
                     pencil.read(mitm.error + "Invalid option!")
         else:
               pencil.read(mitm.error + "Enter an integer")
```

```python
 1   import _CORE_ as c
 2   from colorify import pencil, mitm, bg, fg
 3   from time import sleep
 4
 5   def table():
 6     pencil.cls()
 7     pencil.writewb(mitm.process + "You go to the table and search on it. ", "Nothing
         interesting.")
 8     pencil.readw("You then check the desk and find a coin...")
 9     pencil.read("YOU FOUND " + mitm.item + "COIN" + mitm.reset)
10     c.flags["_coin"] = True
11
12   def telephone():
13     pencil.cls()
14     pencil.writewb(mitm.process + "You go to the telephone and inspect it. ", " It looks
         like it still works.")
15     pencil.readw("\nJust that the telephone receiver is missing...")
16     if c.flags["_telephone"] and not c.flags[".attachedCable"]:
17       cho = pencil.read(mitm.question + "Attach the " + mitm.item +
18                         "TELEPHONE RECEIVER" + mitm.question + "?(Y/N):" +
19                         mitm.reset + " " + mitm.userChoice).upper()
20       if cho == 'N':
21         return
22       elif cho != 'Y':
23         print()
24         pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
25         return
26       else:
27         pencil.write(mitm.process)
28         pencil.readw(
29           "You attached the receiver, and then you hear the dial tone...")
30         pencil.readw("But it looks like you need a coin to use it...")
31         c.flags[".attachedCable"] = True
32     if c.flags[".attachedCable"]:
33       pencil.readw(mitm.process +
34                    "You have attached the receiver, and it just needs a coin...")
35       if c.flags["_coin"] and c.flags["_deliveryCard"]:
36         cho = pencil.read(mitm.question + "Use the " + mitm.item + "COIN" +
37                           mitm.question + "?(Y/N):" + mitm.reset + " " +
38                           mitm.userChoice).upper()
39         if cho == 'N':
40           return
41         elif cho != 'Y':
42           print()
43           pencil.write(bg.black + fg.red + "Invalid option!" + mitm.reset)
44           return
45         else:
46           pencil.write(mitm.process)
47           pencil.readw("You insert the coin, and dial the number...")
48           pencil.readw("You ask them to bring a couple old mattresses stacked on each
               other, in the truck...")
49           pencil.readw("Though confused why would a person want old matresses, they agree
               to it...")
50           pencil.readw(mitm.item + "CALL PLACED.")
51           c.flags[".callPlaced"] = True
52
53   def mainDoor():
54     pencil.cls()
55     pencil.writewb(mitm.process + "You go to the main door and try to open it. ", "No
         matter how much you try, it doesn't move an inch.")
56     pencil.readw("\nLooks like the only option you have now is the window...")
57
58   def exe(firstTime):
59     options = {}
60     pencil.write(pencil.reset)
61     pencil.cls()
62     pencil.write(mitm.process)
```

```python
        if firstTime:
            pencil.writew("You enter the reception, which is completely empty aside from a
            table, a help desk, and a telephone. ")
            sleep(0.5)
            pencil.writewb("Finally you see it. ", "The entrance door too. ")
            pencil.readw("You can now escape!...")
        if not c.flags["_coin"]:
            sleep(0.5)
            pencil.write(mitm.reset + "     " + mitm.option + "1]" + mitm.reset + " Inspect the
            table\n")
            options[1] = table
        if not c.flags[".callPlaced"]:
            sleep(0.5)
            pencil.write(mitm.reset + "     " + mitm.option + "2]" + mitm.reset + " Inspect the
            telephone\n")
            options[2] = telephone
        if not False:
            sleep(0.5)
            pencil.write(mitm.reset + "     " + mitm.option + "3]" + mitm.reset + " Inspect the
            main door\n")
            options[3] = mainDoor
        sleep(0.5)
        choice = pencil.read("Enter your choice: " + mitm.userChoice)
        if choice.isdigit():
            choice = int(choice)
            pencil.write(mitm.reset)
            if choice in options:
                options[choice]()
            else:
                pencil.read(mitm.error + "Invalid option!")
        else:
            pencil.read(mitm.error + "Enter an integer")
```