

GRASSY KNOLL: THE JFK ASSASSINATION SIMULATION

AN INTERACTIVE ~~FACT~~ TEXT ADVENTURE

TOM KIDD

REPTILIAN SOFTWARE

MAY/JUNE 1995 - VERSION 1.0 RELEASE 1

Made And Compiled For/With THE

MASTER'S EDITION OF THE ADVENTURE
GAME TOOLKIT Version 1.56

SCHEDULED RELEASE DATE for VERSION 1 RELEASE 1
JULY 4, 1995

GAMING CONCEPT: NEVERMIND VIETNAM, FORGET CASTRO, WHO CARES ABOUT THE POLITICS POSSIBLY SURROUNDING THE JFK ASSASSINATION? INSTEAD, THE MURKIE EVENTS UNFOLDING IN DEALY PLAZA ON NOV 22, 1963 HAVE ~~BEEN THEMSELVES~~ IN THE MOST DISPUTE AMONGST ASSASSINATION BUFFS.

THIS ALLOWS YOU, VIA THE MAJOR OF THE TEXT ADVENTURE, TO BE AT DEALY PLAZA, "TO WATCH THE PARADE." SHAKE HANDS WITH LEE HARVEY OSWALD, WAVE AT JFK, DODGE BULLETS AROUND YOU, FOLLOW THE LIMO TO THE HOSPITAL, IT'S ALL UP TO YOU. STARTING AN HOUR FROM THE ASSASSINATION, YOU CAN BE AT THE GRASSY KNOLL, OR EVEN IN THE SCHOOL BOOK DEPOSITORY! TAKING AS MANY OF THE EVENTS AS WE COULD FIND, WE CREATE A 90% FACTIONAL RE CREATION OF THE EVENTS. HOWEVER, DON'T EXPECT TO WITNESS LHD AT THE ASSASSINATION TIME, OR AT THE GRASSY KNOLL, FOR THAT MATTER. FURTHER, AN ATTEMPT TO WARN OTHERS OF THE ASSASSINATION WILL CAUSE YOU TO BE IGNORED OR BE CARTED AWAY TO A MENTAL HOSPITAL. QUARANTEED TO PRSS PEOPLE OFF, ESPECIALLY ASSASSINATION BUFFS!

JFK TIL

10-1

GRASSY KNOLL:

The JFK ASSASSINATION SIMULATION

~~SPACE~~ BASED ON THE BOOKS

THE WARREN COMMISSION REPORT:

THE OFFICIAL REPORT ~~OF~~ OF THE
PRESIDENT'S COMMISSION ON THE
ASSASSINATION OF PRESIDENT
JOHN F. KENNEDY

AND

OF THE TRAIL OF THE ASSASSINS
by JIM GARRISON

GAME AND TEXT © 1995 by
Tom Kidd

INTRODUCTION

It's been Six years since you last saw Dana Wilkins, your old High School Sweetheart. Since then, you graduated from Texas A&M, and you're starting /spdt! to make a name for yourself in your field. However, love eludes you and you hear that Dana is single. She wanted to meet you. She says it's urgent.

Well, it's worth a shot. She lives in Grand Prairie, Texas, and she works at the Texas School Book Depository, which is somewhere on Elm Street in Dallas.

On the upside, Dana was a real looker back in Texas High, class of '57. On the downside, Dallas is a whole 3 hours away from Texarkana, Texas.

So, on November 22, 1963, you take off from work, and head ~~for~~ for Big "D". When you get to the Dealey Plaza around 10 o'clock, it takes you an hour to find a parking space, some 3 blocks away. Seems some parade is in town. Oh, yes. The president's in it. Great. You don't get to Dealey until 11:00. You've got to meet Dana at Noon. She works on the ~~2nd~~ floor of the School Book

JFK.A67

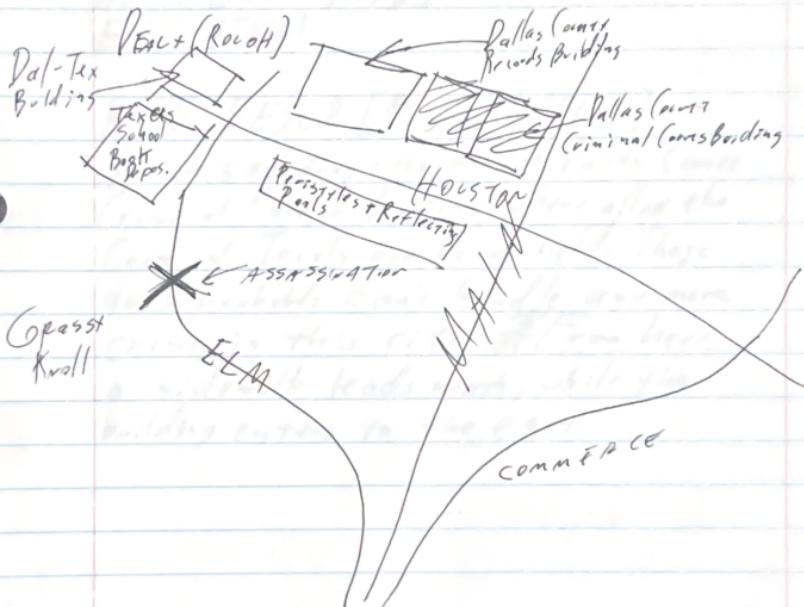
Page 2

Repository. This promises to be an interesting weekend.

END INTRO

Fake name, Fake Plot, Real Goals.

MAP OF Dealey Plaza (in zone) A.D.C. 5/27/85



JFK.A6T

Page 6

STARTING_ROOM [Outside DCCCB]

ROOM [Outside DCCCB]

Outside the Dallas County Criminal Courts Building

EAST [DCCCB]

NORTH [Outside DCRB]

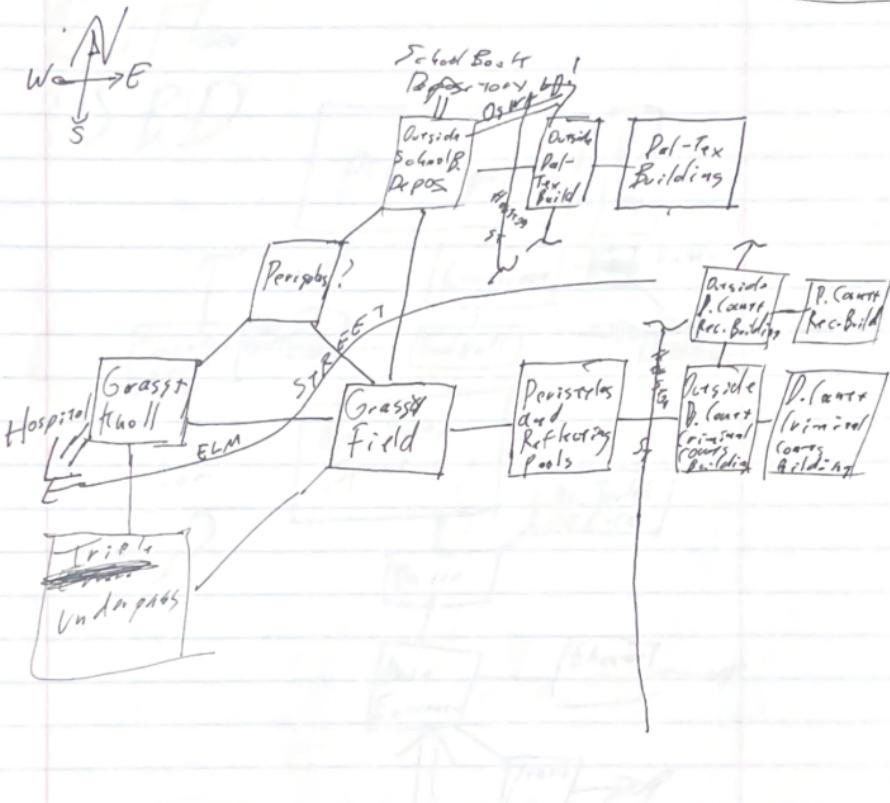
END_ROOM

ROOM_DESCR [Outside DCCCB]

You are standing outside the Dallas County Criminal Courts Building, where all of the Criminal Trials are being held. These guys probably can't handle any more crime in this city. ~~#~~ From here, a sidewalk leads north, while the building enters to the east

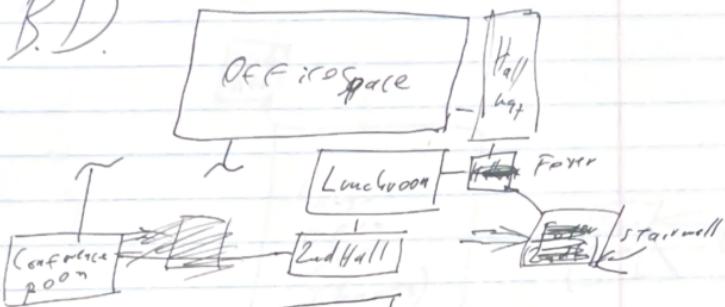
JFK.AG T

Page 3



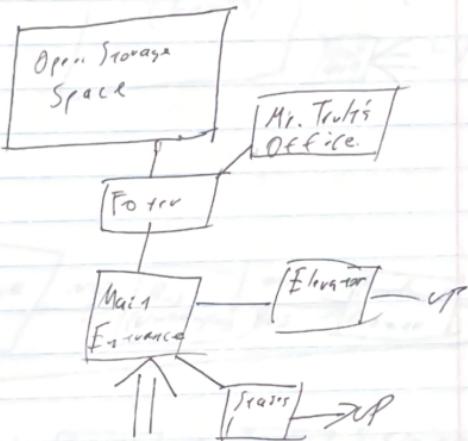
2nd Floor

S.B.D.

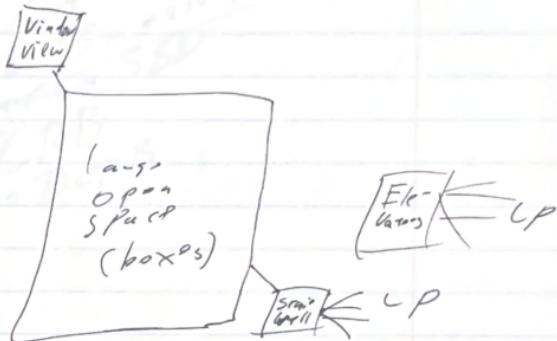


1st Floor

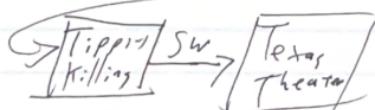
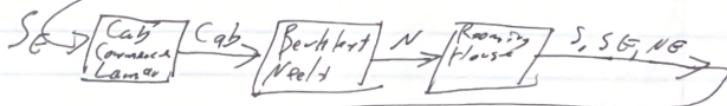
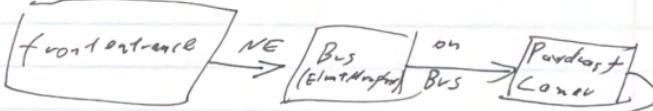
S.B.D.



6th Floor
S.B.D.



Oswald!
(alter)



Mar 22, 1967

Errors

- ✓ West not East in Outside DTB
✓ Descr. too long in Out DTB (from DTB)
✓ Spallation in Out DTB to east
 don't enter SBD
✓ Can't go east from SBD
✓ RRB in DCRB
✓ Not E in DCRB
Capita (color in DCRB)

Jaded much in afternoon.

Nov. 22, 1963?

11:40 A.M. JFK arrives

11:50 Parade Starts

~ 12:30 Enters Dealey Plaza

12:31-2 assassination!

12:33 LHO leaves SBD

1:00 JFK ~~is~~ DOA

12:34 DPD radio describes LHO

12:45 LHO desc. Broadcast

12:40 LHO boards bus at 1st stop,

/ come back to P. & TWCR/

12:37 Insp. J. Fletcher Sawyer orders no one leaves SBD

/ conclusions, TWCR p. 18/

add edge or c in st. (blonde woman)

Jim Sez . . .

- CH① Charles Brear - Grassy Field
- CH② Sean Hill, Max Moran - Grassy Field
- CH③ William Newman - New Elm
- CH④ Abe Zapruder - Perogos

✓ ① 12:15 Epileptic Seizure on Elm Street. (disturbing)
② TSBD being refurbished, lots of unknown

workers about.

✓ ③ Cop w/ R. f. l. and some others are behind fence.

CH④ James Hague, 6'1 1/2+ bullet flags. in car pass.

✓ ⑤ Get w/ Black on biellin

✓ ⑥ After 12:30 pander one on on Elm

✓ ⑦ After 12:30 A Swab weaponized bollies are heard

CH⑧ Father/men Joe Smith rushing to GK after OSS.

TW⑨ Random questions w/o detainment
possible twist

✓ ⑩ Secret Service men about

✓ ⑪ Hobo walked through Dealey Plaza

✓ ⑫ 12:15 Oswald in lounge!

✓ ⑬ \$12:15 Bonus for Williams egg lunch on

✓ ⑭ 6th floor (man)

✓ ⑮ 12:20 Secret Service men visible on 6th floor.

✓ ⑯ 12:31-2 Oswald seen on 2nd floor lounge room

✓ ⑰ 12:33 Oswald leaves TSBD

Policemen stand door (no one gets in)

- (17) 1:00 Oswald goes to room 217 house.
(18) 1:04 Oswald leaves rooming house
(19) 1:10 - 1:15 Tippit killed
(20) " " Sonora road from under

Character

Dana Wilkins

Creature [Dana Wilkins]

Dana ~~Wilkins~~ ← Name

Woman ← ~~adjective~~

There is a woman staring at you.

LOCATION [Grassy Knoll]

? → WEAPON [Knife]

POINTS 50

GROUP MEMBER

END_CREATURE

WOMAN

CREATURE_SYNTHMS Dana Wilkins Woman

PICTURE [Who wants to be Dana?]
Ma'am

END_CREATURE

CREATURE_DESC
etc.

END_CREATURE_DESC

Chuck (Charles A. Coughlin, M.D.) sez

12:30ish - ASSASSINATION

12:37 - Phone call to PHT to prep. Trauma Room

12:40 - Physician arrives

- Jackie outside TR I

- Right side of JFK brain gone

- Hole in throat (JFK)

- Sensors tried unsuccessfully to revive him

12:45ish - Cliff Hill waves goes at Doctors

- ? 1st doc B + Nurse Doris Nelson

(outside TR I)

12:45ish - CAC comes out of JFK's torso, strips him of back brace. Leaves, bracelets on, looking

12:48ish - Jim Conoco performs Tachymetry
CAC announces a possible pulse, but no blood pressure.

12:49:34 Catheter inserted into heart,

JFK hooked up to accu. breath monitor.

12:52 - JFK dies.

Final version of the game disk MUST contain following files:

MRUN.EXE
GKNOLL.BAT
GKNOLL.VOC
GKNOLL.D\$\$
GKNOLL.DA1
GKNOLL.DA2
GKNOLL.DA3
GKNOLL.DA4
GKNOLL.DA5
GKNOLL.DA6

And optionally these files:

GKNOLL.TTL -- a title file
GKNOLL.INS -- an instruction file

Successful Compile -- Erasing intermediary (.DAT, .CMD, and .MSG) files
Press any key to continue . . .

TITLE

COLORS WHITE YELLOW BLACK YELLOW RED

GRASSY KNOLL:

The JFK Assassination Simulation

Based on the books

The Warren Commission Report

and

On The Trail of the Assassins

by Jim Garrison

Game and Text Copyright 1995 by Tom Kidd

END_TITLE

INSTRUCTIONS

During the game your commands can be expressed in the format:

<verb phrase> <(multiple) noun phrase(s)> <preposition> <noun phrase/object>

For example:

PUT THE GREEN ROCK BEHIND THE OAK TREE

READ MY POETRY BOOK

SWIM IN THE SWIMMING POOL

EXAMINE THE GOLD RING, THE DWARF AND THE SILVER NECKLACE

EAT THE CELERY AND THE ONION

SHOOT THE BURGLAR WITH THE REVOLVER

ATTACK HIM

("HIM" will refer to last noun mentioned, e.g., the burglar)

GET THE BOOK (also: TAKE THE BOOK)

READ IT

("IT" will refer to last noun mentioned, e.g., the book)

GET ALL

Compound commands can be created by connecting single commands (like those above) with "AND", "THEN" or the punctuation symbols "," or ";" to connect two or more separate commands, such as:

CLIMB DOWN THE LADDER THEN SOUTH, WEST AND NORTHWEST

GET THE CLOAK AND THEN EXAMINE IT; READ THE LABEL

DROP THE FOOD AND THE BOTTLE THEN UNLOCK THE DOOR AND THEN LEAVE

The game uses a number of special commands for various "housekeeping" chores.

These are all pretty standard for most adventure games. Specifically:

HELP, SCORE, INVENTORY, VERBOSE, LIST EXITS, SAVE, RESTORE, SCRIPT, UNSCRIPT
and QUIT.

The function keys have been predefined to stand for several of the most frequently used commands. Similarly, the cursor keys correspond to the various movement/compass directions.

Hitting the "?" key (during the game) will display a diagram of keys and their definitions.

END_INSTRUCTIONS

VERB

LIGHT IGNITE BURN

EXTINGUISH UNLIGHT

Replaced by
CAPT status?

ATTACK BREAK KICK SMASH
Dummy_Verb1 GO CLIMB ENTER
Dummy_Verb2 YES
Dummy_Verb3 NO
Dummy_Verb4 STOP
Dummy_Verb5 FIND
Dummy_Verb6 BUILD
Dummy_Verb7 WAKE
Dummy_Verb8 SWIM
Dummy_Verb9 YOHO
Dummy_Verb10 SIT
Dummy_Verb11 RUB
Dummy_Verb12 JUMP
Dummy_Verb13 SAY
Dummy_Verb14 CHOP CUT
Dummy_Verb15 FILL
Dummy_Verb16 AWAY
Dummy_Verb17 BUNYON
Dummy_Verb18 POUR FREE RELEASE
Dummy_Verb19 KISS
Dummy_Verb20 GIVE FEED
Dummy_Verb21 EMPTY
Dummy_Verb22 FOLLOW
END_Verb

VOCABULARY

! This is the default AGT verb list for the "menu-driven" parser for ADVLAND

! AGAIN should be the first A-verb

1 Again
2 Attack
3 Attack With
1 away
2 Break
3 Break with

1 Brief
2 build

1 bunyon

2 Burn

2 Chop

2 Close

2 Climb up

2 Climb down

2 climb to

2 Cut

! DOWN should be the first D-verb

1 Down

2 Drop

2 Drink

! EAST should be the first E-verb

1 East

2 Examine

2 Eat

2 empty

2 Enter

1 Exit

2 Extinguish

2 feed

3 Feed to

3 Fill with
2 find
2 free
! GET should be the first G-verb
2 Get
3 Give to
2 Go to
! HELP should be the first H-verb
1 Help
2 Heat
2 Hit
3 Hit with
2 Hold
! INVENTORY should be the first I-verb
1 Inventory
2 Ignite
1 Jump
2 Jump to
2 kick
2 Kill
3 Kill With
2 kiss
! LOOK AROUND should be the first L-verb
1 Look around
2 Look at
1 List Exits
2 Light
3 Light With
3 Lock with
! NORTH should be the first N-verb
1 North
1 Northeast
1 Northwest
1 no
! OPEN should be the first O-verb
2 Open
3 Put in
3 Pour on
3 Pour in
! QUIT should be the first Q-verb
1 Quit
! READ should be the first R-verb
2 Read
2 release
2 Rub
1 Restore
! SOUTH should be the first S-verb
1 South
1 Southeast
1 Southwest
1 Score
1 Save
1 say
1 Scream
2 Scream At
1 Script
1 Shout
1 Sit
2 smash

1 stop
1 Swim
! TAKE should be the first T-verb
2 Take
2 Throw
3 Throw at
! UP should be the first U-verb
1 Up
2 unlight
2 Unlock
1 Unscript
! VERBOSE should be the first V-verb
1 Verbose
1 Version
! WEST should be the first W-verb
1 West
1 Wait
2 wake
1 Yell
2 Yell At
1 yes
1 yoho
END_VOCABULARY

#DEFINE [noun weight] 13
#DEFINE [NoWhere] 0

PICTURES

[GK02] GK02
[GK03] GK03
[GK04] GK04
[GK05] GK05
[GK06] GK06
[GK07] GK07
[GK08] GK08
[GK09] GK09
[GK10] GK10
[GK11] GK11
[GK12] GK12
[GK13] GK13
[GK14] GK14
[GK15] GK15
[GK16] GK16
[GK17] GK17
[GK18] GK18
[GK19] GK19
[GK20] GK20
[GK21] GK21
[GK22] GK22
[GK23] GK23
[GK24] GK24
[GK25] GK25
[GK26] GK26
[GK27] GK27
[GK28] GK28
[GK29] GK29
[GK30] GK30
[GK31] GK31
[GK32] GK32

[GK33] GK33
[GK34] GK34
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[GK41] GK41
[GK42] GK42
[GK43] GK43
[GK44] GK44
[GK45] GK45
[GK46] GK46
[GK47] GK47
[GK48] GK48
[GK49] GK49
[GK50] GK50
[GK51] GK51
[GK52] GK52
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[GK64] GK64
[GK65] GK65
[GK66] GK66
[GK67] GK67
[GK68] GK68
[GK69] GK69
[GK70] GK70
END_PICTURES

INTRODUCTION

It's been six years since you last saw Dana Wilkins, your old High School Sweetheart. Since then, you've graduated from Texas A&M, and you're starting to make a name for yourself in your field. However, true love still eludes you, and you hear that Dana is single. She called Wednesday. She wanted to meet you. She said that it was urgent.

Well, it's at least worth a shot. She lives in Grand Prairie, Texas, and she works at the School Book Depository, which is somewhere on Elm Street in Dallas.

On the upside, Dana was a real looker back in Texas High School, class of '57. On the downside, Dallas is a whole 3 hours away from Texarkana, Texas.

So, on November 22, 1963, you take off from work, and head for Big "D". When you get near the Dealy Plaza, around 10:00, it takes about an hour to find a parking space some three blocks away. Seems some parade is in town. Oh, yes, the President's in it. Great. You can't get to Dealy until 12:00. You've got to meet Dana for lunch at noon. No doubt she'll also want to watch the parade as well. Great. She works on the second floor of the School Book Depository. Perfect. This promises to be an interesting weekend.

END_INTRO

STARTING_ROOM [Outside DCCCB]

STARTING_TIME 1200

DELTA_TIME 3

STATUS_OPTION 1

ROOM [Outside DCCCB]

Outside DCCCB

EAST [DCCCB]

NORTH [Outside DCRB]

PICTURE [GK02]

END_ROOM

ROOM_DESCR [Outside DCCCB]

You are standing outside the Dallas County Criminal Courts Building, where all of the city's criminal trials are being held. These guys probably can't handle any more crime in this city. From here, a sidewalk leads north, while the building enters to the east.

END_ROOM_DESCR

HELP [Outside DCCCB]

Go inside if you want, but remember, your purpose here is not in there. Get to the School Book Depository now!

END_HELP_DESCR

ROOM [DCCCB]

The DCCCB

WEST [Outside DCCCB]

PICTURE [GK03]

END_ROOM

ROOM_DESCR [DCCCB]

This is the Dallas County Criminal Courts Building. It is bustling with lawyers, judges, and tourists, most of which are seeking shelter from the Texas heat outside. There is an exit to the west.

END_ROOM_DESCR

HELP [DCCCB]

As nice and comfortable as this is, you really ought to be getting back to your once (and maybe future) girlfriend!

END_HELP_DESCR

ROOM [Outside DCRB]

Outside the DCRB

SOUTH [Outside DCCCB]

NORTH [Outside DTB]

EAST [DCRB]

PICTURE [GK04]

END_ROOM

ROOM_DESCR [Outside DCRB]

You're standing outside the Dallas County Records building. Your uncle was born in Dallas, and if your guess is correct, his birth certificate is in there somewhere. You can follow the sidewalk to the north or south, or you can beat the heat by entering the building to the east.

END_ROOM_DESCR

HELP [Outside DCRB]

Go inside if you want, but remember, your purpose here is not in there. Get to the School Book Depository now!

END_HELP_DESCR

ROOM [DCRB]

The DCRB

WEST [Outside DCRB]

PICTURE [GK05]

END_ROOM

ROOM_DESCR [DCRB]

You're standing in the Dallas County Records Building. With the possible exception of the receptionist and the tourists beating the heat, the place is empty. Cold, but empty. There is an exit to the east.

WEST

END_ROOM_DESCR

HELP [DCRB]

As nice and comfortable as this is, you really ought to be getting back to your once (and maybe future) girlfriend!

END_HELP_DESCR

ROOM [Outside DTB]

Outside the Dal-Tex Building.

EAST [DTB]

WEST [Outside SBD]

SOUTH [Outside DCRB]

PICTURE [GK06]

END_ROOM

ROOM_DESCR [Outside DTB]

You're standing outside the Dal-Tex Building. You don't have a clue what Dal-Tex makes (or even if it's a company), and the outside of this establishment doesn't help much. You can cross Houston Street to the west, or you can enter the building to the east.

Mention south

END_ROOM_DESCR

HELP [Outside DTB]

Go inside if you want, but remember, your purpose here is not in there. Get to the School Book Depository now!

END_HELP_DESCR

ROOM [DTB]

The Dal-Tex Building

WEST [Outside DTB]

PICTURE [GK07]

END_ROOM

ROOM_DESCR [DTB]

This is the Dal-Tex Building, and the insides don't give much help as to exactly what in the hell the Dal-Tex Building is. There are some people here, and the place is at least air conditioned. There is an exit to the west.

END_ROOM_DESCR

HELP [DTB]

As nice and comfortable as this is, you really ought to be getting back to your once (and maybe future) girlfriend!

END_HELP_DESCR

ROOM [Outside SBD] *you're outside, there's a great view.*

Outside the SBD

NORTH [SBD]

SOUTH [Grassy Field]

EAST [Outside DTB]

SOUTHWEST [Pergolas]

PICTURE [GK08]

END_ROOM

ROOM_DESCR [Outside SBD]

Well, you've made it to the School Book Depository. There are people hanging around outside, some even sitting down on the grass outside, to watch the parade. There are also some people sitting at open windows, hoping to catch a glimpse of the parade. The entrance to the School Book Depository is to the north. Across the street to the east is the Dal-Tex Building. Across Elm street to the south is a large grassy field. And to the southwest *is* ^{some} *are some* Pergolas.

END_ROOM_DESCR

HELP [Outside SBD]

Well, Dingleberry, seeing as how your whole purpose in driving up here for three hours is in this building to the north, you might as well go in there.

END_HELP_DESCR

ROOM [Grassy Field]

A Grassy Field

NORTH [Outside SBD]

NORTHWEST [Pergolas]

WEST [Grassy Knoll]

SOUTHWEST [Underpass3]

PICTURE [GK09]

END_ROOM

ROOM_DESCR [Grassy Field]

This grassy field looks like a great place for a picnic, and indeed there are some people picnicing here. You can also get a great view of the parade that's coming. Across Elm Street to the north is the School Book Depository, to the northwest, there are *som* ^{some} Pergolas, and to the west, there is a grassy knoll. To the southwest, there is a triple underpass.

END_ROOM_DESCR

HELP [Grassy Field]

Well, it's cute and all, but remember your purpose here (whatever that may be).

END_HELP_DESCR

ROOM [Pergolas]

Pergolas

NORTHEAST [Outside SBD]

SOUTHEAST [Grassy Field]

SOUTHWEST [Grassy Knoll]

PICTURE [GK10]

END_ROOM

ROOM_DESCR [Pergolas]

You're standing here outside some pergolas (structures consisting of parallel colonnades supporting an open roof of girders and cross rafters). Across Elm Street to the southeast is a large grassy field. To the northeast is the

School Book Depository, and to the southwest, there is a grassy knoll.
END_ROOM_DESCR

HELP [Pergolas]

Well, it's cute and all, but remember your purpose here (whatever that may be).

END_HELP_DESCR

ROOM [Grassy Knoll]

Grassy Knoll

NORTHEAST [Pergolas]

EAST [Grassy Field]

SOUTH [Underpass3]

PICTURE [GK11]

END_ROOM

ROOM_DESCR [Grassy Knoll]

This appears to be a grassy knoll. As with everything today, there are a lot of people here. There is a nice shade tree here, right up near a spiked wooden fence. To the northeast are some pergolas, and across the street to the east, there is a grassy field. To the south, there is a triple underpass
END_ROOM_DESCR

HELP [Grassy Knoll]

You know, if someone really wanted to kill the president, this would be a great place to try and get a shot off....

END_HELP_DESCR

ROOM [SBD]

The School Book Depository

SOUTH [Outside SBD]

SOUTHEAST [SBDStairs1]

NORTH [Foyer1]

PICTURE [GK12]

END_ROOM

ROOM_DESCR [SBD]

This is the School Book Depository's Main Entrance. The building appears to be being refurbished, and there are lots of workers moving about. There are people working here, and there is a foyer to the north. There is also some stairs to the southeast. You can also leave to the south.
END_ROOM_DESCR

HELP [SBD]

You've come this far, now do it!

END_HELP_DESCR

ROOM [SBDStairs1]

Stairwell, first floor

NORTHWEST [SBD]

UP [SBDStairs2]

PICTURE [GK13]

END_ROOM

ROOM_DESCR [SBDStairs1]

This stairwell can take you up. There is also an exit to the northwest. There are some workers in outfits going up and down the stairs.

END_ROOM_DESCR

```
HELP [SBDstairs1]
Hello, Mr. Tyler.....going up?
END_HELP_DESCR

ROOM [Foyer1]
Foyer, first floor
SOUTH [SBD]
NORTH [OSS]
NORTHEAST [Truly]
PICTURE [GK14]
END_ROOM

ROOM_DESCR [Foyer1]
This is a Foyer of sorts, whose exits lead north, northeast, and to the south.
There are some workers in outfits here, all giving you that "you don't belong
here" look.
END_ROOM_DESCR

ROOM [OSS]
Open Storage Space
SOUTH [Foyer1]
PICTURE [GK15]
END_ROOM

ROOM_DESCR [OSS]
This is a big, open, storage space. What'd you expect from a Book Depository?
There are some more workers in outfits here. You can go south to exit.
END_ROOM_DESCR
    and lots of boxes

HELP [OSS]
You're getting colder.....
END_HELP_DESCR

ROOM [Truly]
Mr. Truly's Office
SOUTHWEST [Foyer1]
PICTURE [GK16]
END_ROOM

ROOM_DESCR [Truly]
This appears to be the somewhat well-kept (and somewhat dirty) office of a Mr.
Roy S. Truly. The only exit is to the southwest.
END_ROOM_DESCR
    hot

ROOM [SBDstairs2]
Stairs, second floor
DOWN [SBDstairs1]
UP [SBDstairs6]
NORTHWEST [Foyer2]
PICTURE [GK17]
END_ROOM

ROOM_DESCR [SBDstairs2]
This is the stairwell of the second floor. Unspectacular, except for the fact
that it leads up and down. There is also an exit for this floor to the
northwest.
END_ROOM_DESCR

ROOM [Foyer2]
```

Foyer, second floor
NORTH [Hallway]
WEST [Lunchroom]
SOUTHEAST [SBDStairs2]
PICTURE [GK18]
END_ROOM

ROOM_DESCR [Foyer2]

This is another Foyer of sorts, with exits to the north, west, and to the southeast. There are still more workers here, moving about.
END_ROOM_DESCR

ROOM [Hallway]
Hallway
SOUTH [Foyer2]
WEST [OSpace]
PICTURE [GK19]
END_ROOM

ROOM_DESCR [Hallway]

This is a hallway, whose one purpose is to lead to the office space to the west, and to the Foyer to the south.

END_ROOM_DESCR

ROOM [OSpace]
Office Space
EAST [Hallway]
SOUTH [ConRoom]
PICTURE [GK20]
END_ROOM

ROOM_DESCR [OSpace]

This is some open office space, with nice little desks, and lots of pencils. Most of the people seem to be crowded around the windows. There are exits to the east and to the south.

END_ROOM_DESCR

ROOM [Lunchroom]
Lunchroom
EAST [Foyer2]
SOUTH [Hallway2]
PICTURE [GK21]
END_ROOM

ROOM_DESCR [Lunchroom]

This is a lunchroom, complete with boring tables, a Coke machine, and one of those things that sells you stale sandwiches. There is an exit to the east, and one to the south.

END_ROOM_DESCR

ROOM [Hallway2]
Hallway
NORTH [Lunchroom]
WEST [ConRoom]
PICTURE [GK22]
END_ROOM

ROOM_DESCR [Hallway2]

This is a hallway, whose sole purpose is to lead to the west and to the north.

END_ROOM_DESCR

ROOM [ConRoom]
Conference Room
NORTH [OSpace]
EAST [Hallway2]
PICTURE [GK23]
END_ROOM

ROOM_DESCR [ConRoom]

This is an unused conference room, presumably because of the current lunch hour. There is a long table, some chairs here, a portrait of Govenor Connaly. There are some exits to the north and to the east.

END_ROOM_DESCR

ROOM [SBDStairs6]
Stairway, sixth floor
DOWN [SBDStairs2]
NORTHWEST [LOSpace]
PICTURE [GK24]
END_ROOM

ROOM_DESCR [SBDStairs6]

This is the stairwell for the sixth floor. The third, fourth and fifth floor looked so boring, you skipped over them. There is an exit to the northwest, and another one down.

X
(Really!)

END_ROOM_DESCR
ROOM [LOSpace]
Large Open Space
SOUTHEAST [SBDStairs6]
NORTHWEST [Window6]
PICTURE [GK25]
END_ROOM

ROOM_DESCR [LOSpace]

This is a large open space, with lots of boxes and stuff. There are some more workers working and moving about. The window view to the northwest would provide an excellent view of the parade (though it's hard to get to). There is also an exit to the southeast.

END_ROOM_DESCR

ROOM [Window6]
Window, sixth floor
SOUTHEAST [LOSpace]
PICTURE [GK26]
END_ROOM

ROOM_DESCR [Window6]

This window gives a perfect view of the parade, or at least the back of it as it passes by. There is an exit to the southeast.

END_ROOM_DESCR

COMMAND ANY
AtLocation [Lunchroom]
TimeGT 1214
TimeLT 1221
PrintMessage [Lunchit]
END_COMMAND

MESSAGE [Lunchit]

There is a man in the lunchroom, who has the name Oswald on his outfit, eating lunch.
END_MESSAGE

COMMAND ANY

AtLocation [Outside SBD]

TimeGT 1214

TimeLT 1221

PrintMessage [Seizure1]

END_COMMAND

MESSAGE [Seizure1]

There is a man in the street, who is having an epileptic seizure. There
are people gathered all around.

END_MESSAGE

COMMAND ANY

AtLocation [Window6]

TimeGT 1214

TimeLT 1221

PrintMessage [Lunch1]

END_COMMAND

MESSAGE [Lunch1]

There is a man sitting at the window, ~~his~~ name tag says Bonnie Ray Williams,
~~who~~ is sitting here eating his chicken lunch.

END_MESSAGE

COMMAND ANY

AtLocation [Lunchroom]

TimeGT 1230

TimeLT 1233

PrintMessage [Lunch2]

END_COMMAND

MESSAGE [Lunch2]

There is a man, with the name Oswald on his outfit, who appears to be on his
way out of the building

END_MESSAGE

COMMAND ANY

AtLocation [Outside SBD]

TimeGT 1232

TimeLT 1235

PrintMessage [ByeOswald1]

END_COMMAND

MESSAGE [ByeOswald1]

There is a man, with the name Oswald on his outfit, leaving the School Book
Depository, despite all of the police and others surrounding the entrance.
If you want, you can follow him to the northeast.

END_MESSAGE

COMMAND ANY

AtLocation [Grassy Knoll]

TimeGT 1220

TimeLT 1230

PrintMessage [CopFence]

END_COMMAND

MESSAGE [CopFence]

There are some people standing behind the wooden picket fence. One of them appears to be a police officer, and he appears to have a rifle.

END_MESSAGE

ROOM [Underpass3]

Triple Underpass

NORTH [Grassy Knoll]

NORTHEAST [Grassy Field]

PICTURE [GK27]

END_ROOM

ROOM_DESCR [Underpass3]

This is a triple underpass, formed by the convergence of Elm, Main and Commerce street, all coming together under the railroad overpass. There is a grassy field to the northeast, and a grassy knoll to the north.

END_ROOM_DESCR

COMMAND ANY

AtLocation [Pergolas]

TimeGT 1225

TimeLT 1230

PrintMessage [BlackUMB]

END_COMMAND

MESSAGE [BlackUMB]

There is a man, standing near Elm Street, dressed in black, who has just now opened a black umbrella.

END_MESSAGE

COMMAND ANY

AtLocation [Outside DTB]

TimeGT 1230

TimeLT 1245

PrintMessage [Pand]

END_COMMAND

MESSAGE [Pand]

There is pandemonium on the streets, with people running all over the place, cops everywhere arresting people, and even some people who look like Secret Service agents.

END_MESSAGE

COMMAND ANY

AtLocation [Outside DCRB]

TimeGT 1230

TimeLT 1245

PrintMessage [Pand]

END_COMMAND

COMMAND ANY

AtLocation [Outside DCCCB]

TimeGT 1230

TimeLT 1245

PrintMessage [Pand]

END_COMMAND

COMMAND ANY

AtLocation [Outside SBD]
TimeGT 1230
TimeLT 1245
PrintMessage [Pand]
END_COMMAND

COMMAND ANY
AtLocation [Pergolas]
TimeGT 1230
TimeLT 1245
PrintMessage [Pand]
END_COMMAND

COMMAND ANY
AtLocation [Grassy Knoll]
TimeGT 1230
TimeLT 1245
PrintMessage [Pand]
END_COMMAND

COMMAND ANY
AtLocation [Grassy Field]
TimeGT 1230
TimeLT 1245
PrintMessage [Pand]
END_COMMAND

COMMAND ANY
AtLocation [Underpass3]
TimeGT 1230
TimeLT 1245
PrintMessage [Pand]
END_COMMAND

COMMAND LOOK
AtLocation [Window6]
TimeGT 1230
PrintMessage [UhOhOswald1]
END_COMMAND

MESSAGE [UhOhOswald1]
There are some bullet casings, laying neatly here, and a paper bag.
END_MESSAGE

COMMAND LOOK
AtLocation [LOSpace]
TimeGT 1230
PrintMessage [UhOhOswald2]
END_COMMAND

MESSAGE [UhOhoswald2]
There is a rifle here, laying in the boxes.
END_MESSAGE

COMMAND ANY
AtLocation [Pergolas]
TimeGT 1245
TimeLT 1250
PrintMessage [Hoboes]
END_COMMAND

MESSAGE [Hoboes]

Some officers from the Dallas Police Department are marching three hoboes in
handcuffs to a patrolcar.
END_MESSAGE

COMMAND ANY

AtLocation [Outside SBD]
TimeGT 1219
TimeLT 1226
PrintMessage [SSI]
END_COMMAND

MESSAGE [SSI]

You can see what appear to be Secret Service Men in the windows of the 6th
floor of the School Book Depository
END_MESSAGE

COMMAND ANY

AtLocation [Pergolas]
TimeGT 1219
TimeLT 1226
PrintMessage [SSI]
END_COMMAND

COMMAND ANY

AtLocation [SBD]
TimeGT 1232
TimeLT 1235
PrintMessage [ByeOswald1]
END_COMMAND

COMMAND ANY

AtLocation [Ospace]
TimeGT 1231
TimeLT 1234
PrintMessage [Lunch2]
END_COMMAND

CREATURE [Dana Wilkins]

Dana
Woman
There is a woman here, staring at you.
LOCATION [Backstage]
POINTS 50
CREATURE_SYNOMYS DANA WILKINS WOMAN MA'AM
GROUPMEMBER
WOMAN
END_CREATURE

CREATURE_DESCR [Dana Wilkins]

The woman here keeps staring at you. What, is everybody in Dallas a great big
freak? Oh, wait! It looks like Dana Wilkins!
END_CREATURE_DESCR

TALK_DESCR [Dana Wilkins]

"Oh my God, is it really you? I knew you'd come!"
END_TALK_DESCR

ASK_DESCR [Dana Wilkins]

"I can't believe you's come all this way and ask me about that! Come here
and give me a big hug!"
And with that ~~hug~~, you know you've done good.
END_ASK_DESCR

CREATURE [Zapruder]

Abraham

Man

There is a man here, standing on the Stairwell, holding an 8mm Movie Camera.

LOCATION [Pergolas]

CREATURE_SYNOMYS ABRAHAM ZAPRUDER MAN OLD DUDE

MAN

END_CREATURE

CREATURE_DESCR [Zapruder]

This older gentleman, accompanied by a younger lady (presumably a relative), apparently is a big fan of the President's, and also enjoys filming everything. His 8mm Movie Camera doesn't stray from Elm Street and the parade.
END_CREATURE_DESCR

TALK_DESCR [Zapruder]

He doesn't seem to hear you, and the hearing aide alludes you to why. However, the woman with him gives you a mean look.

END_TALK_DESCR

ASK_DESCR [Zapruder]

He doesn't answer you, and you'd probably do better not question total strangers.

END_ASK_DESCR

CREATURE [Mr. Truly]

Truly

Man

There is a man sitting here, in a business suit.

LOCATION [Truly]

CREATURE_SYNOMYS MAN TRULY SUIT MR MR. FATSO

MAN

END_CREATURE

CREATURE_DESCR [Mr. Truly]

The man sitting here is Mr. Truly, and apparently, he holds some sort of authority over the School Book Depository. Maybe he knows where Dana is.
END_CREATURE_DESCR

TALK_DESCR [Mr. Truly]

"Who are you? How'd you get in here? Are you one of those damn workers, because if you are, you CAN'T use the phone! I can't believe you people walk around this place like it's no big deal! Do you have an appointment?....Wait, I don't have a secretary. Nevermind."

END_TALK_DESCR

ASK_DESCR [Mr. Truly]

"I'm afraid I really don't know. Now would you please leave."

END_ASK_DESCR

COMMAND ASK ABOUT DANA

InRoom [Mr. Truly]

PrintMessage [IKnow]

DoneWithTurn

END_COMMAND

MESSAGE [IKnow]

"Oh, Dana? Yeah, she told me to tell you that she went over to the Grassy Knoll to go watch the parade. She must think of me as some damn message service. Now get out of here!"

END_MESSAGE

COMMAND ASK NAME

AtLocation [Pergolas]

PrintMessage [ZapMe]

DoneWithTurn

END_COMMAND

COMMAND ASK NAME

AtLocation [Grassy Knoll]

PrintMessage [DanaThis]

PlusScore 50

DoneWithTurn

END_COMMAND

MESSAGE [ZapMe]

The woman standing next to him says "His name is Abraham Zapruder. What's yours?"

END_MESSAGE

MESSAGE [DanaThis]

"Don't you recognize me? I'm Dana Wilkins!"

END_MESSAGE

CREATURE [James Hague]

Charles

Man

There is a man standing here, right next to the triple underpass.

LOCATION [Underpass3]

CREATURE_SYNONYMS MAN JAMES HAGUE GUY DUDE

MAN

END_CREATURE

CREATURE_DESCR [James Hague]

There is a man standing here, near the triple underpass, who is holding a camera, likely to get a head shot of the President (with the camera).

END_CREATURE_DESCR

ASK_DESCR [James Hague]

"What'd you say? It's too damn hot. I feel like I'm gonna die of heat exhaustion."

END_ASK_DESCR

TALK_DESCR [James Hague]

"I hope the parade goes well. You can't say that Dallas doesn't love the President."

END_TALK_DESCR

COMMAND ASK NAME

AtLocation [Underpass3]

InRoom [James Hague]

PrintMessage [BryErs]

DoneWithTurn

END_COMMAND
MESSAGE [BryErs]
"Me? Oh, my name is James Hague. Can't wait to see the President, how about you?"
END_MESSAGE

COMMAND ANY
TimeGT 1230
SwapLocations [Zapruder]
END_COMMAND

CREATURE [JH+MM]
Jean
Women
There are two women here, watching for the parade.
LOCATION [Grassy Field]
CREATURE_SYNONYMS JEAN HILL MARY MORMON WOMAN WOMEN BITCHES RED
WOMAN
END_CREATURE

CREATURE_DESCR [JH+MM]
There are two women here, one in regular blue and brown clothes, and the blonde one in a red dress. They are obviously friends and here together.
END_CREATURE_DESCR

TALK_DESCR [JH+MM]
"Oh, are you lost? We can help you find where you're going, right after the parade. You're in Texas, the friendly state!" says the lady in red.
Well, no duh!
END_TALK_DESCR

ASK_DESCR [JH+MM]
"I'm afraid I have no idea what you're talking about."
Thanks a heap, lady.
END_ASK_DESCR

COMMAND ASK NAME
AtLocation [Grassy Field]
InRoom [JH+MM]
PrintMessage [BillieJean]
DoneWithTurn
END_COMMAND

MESSAGE [BillieJean]
The woman in red responds, "My name is Jean Hill, and this is my friend Mary Mormon."
END_MESSAGE

CREATURE [WN]
William
Man
There is a man here, among others, standing particularly close to Elm Street.
LOCATION [Outside SBD]
CREATURE_SYNONYMS WILLIAM NEWMAN MAN GUY SIR DUDE ASSWIPE
MAN
END_CREATURE

TALK_DESCR [WN]

"Huh? Oh, no, I don't have a camera."
END_TALK_DESCR

ASK_DESCR [WN]
"What? Oh, no, my Record Player is not broken."
END_ASK_DESCR

COMMAND ASK NAME
AtLocation [Outside SBD]
InRoom [WN]
PrintMessage [WNce]
DoneWithTurn
END_COMMAND

MESSAGE [WNce]
"Huh? Oh, my name is William Newman."
END_MESSAGE

ROOM [Backstage]
This room is for the cast to stay in while they wait.
NORTH [SBD]
END_ROOM

ROOM_DESCR [Backstage]
This room is for the cast to stay in while they wait.
END_ROOM_DESCR

CREATURE [Joe Smith]
Joe
Officer
There is an officer here, apparently just ran to get here.
LOCATION [Backstage]
CREATURE_SYNONYMS SMITH SIR PIG
MAN
END_CREATURE

TALK_DESCR [Joe Smith]
"What? You saw shots coming from where?"
END_TALK_DESCR

ASK_DESCR [Joe Smith]
"I can't be bothered with such a question, especially at this time."
END_ASK_DESCR

COMMAND ASK NAME
AtLocation [Grassy Knoll]
InRoom [Joe Smith]
PrintMessage [BITEME]
DoneWithTurn
END_COMMAND

MESSAGE [BITEME]
"My name is Officer Joe Smith. What did you see?"
END_MESSAGE

COMMAND ANY
AtLocation [Grassy Knoll]
TimeGT 1233
Chance 50

```
PrintMessage [Arrest!]
GoToRoom [Jail]
SetTime 1330
DoneWithTurn
END_COMMAND
```

```
MESSAGE [Arrest!]
"Well, since you obviously saw the incident, we have to take you in for questioning," says Officer Joe Smith.
And with that, you are taken to jail.
END_MESSAGE
```

```
ROOM [Jail]
Jail Cell
PICTURE [GK29]
END_ROOM
```

```
ROOM_DESCR [Jail]
This is a jail cell in the Dallas Police Department, and you are surrounded by people you recognize as being in Dealy Plaza just a few minutes ago. It is obvious that you will be here for a while.
END_ROOM_DESCR
```

```
COMMAND ANY
AtLocation [Jail]
TimeGT 1400
NOT InRoom [Dana Wilkins]
PrintMessage [Oopsy]
SendToRoom [ENDGAME!]
DoneWithTurn
END_COMMAND
```

```
MESSAGE [Oopsy]
Well, since this is a dark day in the history of America, it will take some time to sort things out. Even worse, you've completely missed Dana Wilkins, and love eludes you one more time. Damn.
END_MESSAGE
```

```
COMMAND ANY
AtLocation [Jail]
TimeGT 1400
InRoom [Dana Wilkins]
PrintMessage [GoodJob!]
SendToRoom [ENDGAME!]
DoneWithTurn
END_COMMAND
```

```
MESSAGE [GoodJob!]
Well, since this is a dark day in the history of America, it will take some time to sort things out. But you've got a date next weekend with Dana, so things could be worse.
END_MESSAGE
```

```
COMMAND ANY
AtLocation [Grassy Field]
TimeGT 1233
Chance 50
PrintMessage [Arrest!]
GoToRoom [Jail]
```

SetTime 1330
DoneWithTurn
END_COMMAND

COMMAND ANY
AtLocation [Outside DCRB]
TimeGT 1233
Chance 50
PrintMessage [Arrest]
GoToRoom [Jail]
SetTime 1330
DoneWithTurn
END_COMMAND

COMMAND ANY
AtLocation [Outside DCCCB]
TimeGT 1233
Chance 50
PrintMessage [Arrest]
GoToRoom [Jail]
SetTime 1330
DoneWithTurn
END_COMMAND

COMMAND ANY
AtLocation [Outside SBD]
TimeGT 1233
Chance 25
PrintMessage [Arrest]
GoToRoom [Jail]
SetTime 1330
DoneWithTurn
END_COMMAND

COMMAND ANY
AtLocation [Pergolas]
TimeGT 1233
Chance 50
PrintMessage [Arrest]
GoToRoom [Jail]
SetTime 1330
DoneWithTurn
END_COMMAND

COMMAND SOUTH
AtLocation [SBD]
TimeGT 1240
PrintMessage [LockedIn]
DoneWithTurn
END_COMMAND

MESSAGE [LockedIn]

It appears that you cannot exit the School Book Depository, as it has been sealed off by the Dallas Police Department. Seems some people heard shots coming from the building.

END_MESSAGE

COMMAND ANY

AtLocation [SBD]

TimeGT 1245

Chance 90

PrintMessage [Arrest2]

GoToRoom [Jail2]

SetTime 1330

DoneWithTurn

END_COMMAND

COMMAND ANY

AtLocation [SBDStairs1]

TimeGT 1245

Chance 90

PrintMessage [Arrest2]

GoToRoom [Jail2]

SetTime 1330

DoneWithTurn

END_COMMAND

COMMAND ANY

AtLocation [SBDStairs2]

TimeGT 1245

Chance 90

PrintMessage [Arrest2]

GoToRoom [Jail2]

SetTime 1330

DoneWithTurn

END_COMMAND

COMMAND ANY

AtLocation [SBDStairs6]

TimeGT 1245

Chance 25

PrintMessage [Arrest2]

GoToRoom [Jail2]

SetTime 1330

DoneWithTurn

END_COMMAND

COMMAND ANY

AtLocation [Foyer1]

TimeGT 1245

Chance 90

PrintMessage [Arrest2]

GoToRoom [Jail2]

SetTime 1330

DoneWithTurn

END_COMMAND

COMMAND ANY

AtLocation [Foyer2]

TimeGT 1245

```
Chance 50
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND
```

```
COMMAND ANY
AtLocation [Truly]
TimeGT 1245
Chance 90
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND
```

```
COMMAND ANY
AtLocation [OSS]
TimeGT 1245
Chance 90
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND
```

```
COMMAND ANY
AtLocation [Hallway]
TimeGT 1250
Chance 50
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND
```

```
COMMAND ANY
AtLocation [Hallway2]
TimeGT 1250
Chance 50
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND
```

```
COMMAND ANY
AtLocation [Lunchroom]
TimeGT 1250
Chance 90
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND
```

```
COMMAND ANY
AtLocation [ConRoom]
```

TimeGT 1250
Chance 90
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND

COMMAND ANY
AtLocation [LOSpace]
TimeGT 1255
Chance 75
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND

COMMAND ANY
AtLocation [Window6]
TimeGT 1300
Chance 90
PrintMessage [Arrest2]
GoToRoom [Jail2]
SetTime 1330
DoneWithTurn
END_COMMAND

MESSAGE [Arrest2]
"Well, since you were in the School Book Depository, we need to take you in for questioning," says Officer Chris Whitaker of the Dallas Police Department.
And with that, you are taken to jail.
END_MESSAGE

ROOM [Jail2]
Jail Cell
PICTURE [GK30]
END_ROOM

ROOM_DESCR [Jail2]
This is a jail cell in the Dallas Police Department, and you are surrounded by people you recognize as being in the School Book Depository just a few minutes ago. It is obvious that you will be here for a while.
END_ROOM_DESCR

ROOM [ENDGAME!]
Game Over.
GAME_END
END_ROOM

NOUN [CokeMach]
Machine
Coke
There is a Coke Machine here. Insert a quarter, and get a drink.
LOCATION [Lunchroom]
SIZE 10
OPEN
PUSHABLE
NOUN_SYNONYMS COKE MACHINE COKE DRINK SHIT

END_NOUN

NOUN [Quarter]

Quarter

Rusted

There is a quarter on the ground here.

LOCATION [DCCCB]

SIZE 1

POINTS 5

END_NOUN

COMMAND PUT QUARTER IN MACHINE

IsCarrying [Quarter]

InRoom [CokeMach]

AtLocation [Lunchroom]

PrintMessage [DrinkUp]

SwapLocations [Coke] [Quarter]

DoneWithTurn

END_COMMAND

NOUN [Coke]

Bottle

Coke

There are some bottles of Coke here.

LOCATION [CokeMach]

SIZE 1

DRINKABLE

END_NOUN

MESSAGE [DrinkUp]

You insert the quarter into the Coke machine, and it gives you a bottle of Coke. You then open the Coke.

END_MESSAGE

COMMAND GET MACHINE

AtLocation [Lunchroom]

InRoom [CokeMach]

PrintMessage "Are you crazy? It's too damn heavy!"

END_COMMAND

COMMAND GET QUARTER

AtLocation [Lunchroom]

InRoom [CokeMach]

InRoom [Quarter]

PrintMessage "Your arm's not long enough."

DoneWithTurn

END_COMMAND

NOUN [FoodMach]

Food

Dispenser

There is a Sandwich Dispenser here.

LOCATION [Lunchroom]

OPEN

SIZE 10

NOUN_SYNONYMS FOOD DISPENSER

END_NOUN

NOUN_DESCR [FoodMach]

This is a sandwich dispensing mechanism that gives you a nasty stale sandwich
in exchange for a quarter.

END_NOUN_DESCR

NOUN [Sandwich]

Ham&Cheese

Sandwich

There are some Ham and Cheese Sandwiches here.

LOCATION [FoodMach]

SIZE 1

NOUN_SYNONYMS SANDWICH HAM CHEESE POISON

EDIBLE

POISONOUS

END_NOUN

NOUN_DESCR [Sandwich]

This is a typical Ham and Cheese sandwich, though this one appears to be
unwrapped.

END_NOUN_DESCR

COMMAND PUT QUARTER IN DISPENSER

IsCarrying [Quarter]

InRoom [FoodMach]

AtLocation [Lunchroom]

PrintMessage [EatUp]

SwapLocations [Sandwich] [Quarter]

DoneWithTurn

END_COMMAND

MESSAGE [EatUp]

You now have the Ham and Cheese sandwich. Good thing, too, since it's
lunchtime and all.

END_MESSAGE

COMMAND GET DISPENSER

AtLocation [Lunchroom]

InRoom [CokeMach]

PrintMessage "Are you crazy? It's too damn heavy!"

END_COMMAND

ROOM [P+RP]

Peristyles and Reflectng Pools

EAST [Outside DCCCB]

WEST [Grassy Field]

PICTURE [GK32]

END_ROOM

ROOM_DESCR [P+RP]

Well, looks like the whole resurrection thing worked, but all that orange
smoke appears to have startled some of the old timers sitting here, at the
beautiful peristyles and reflecting pools. You would do good to leave here
and avoid any further embarrassment. You can go east to the Dallas County
Criminal Courts Building, or you could go west to that grassy field. Either
way, you probably shouldn't come back.

END_ROOM_DESCR

RESURRECTION_ROOM [P+RP]

COMMAND NORTHEAST

AtLocation [Outside SBD]

TimeGT 1231

TimeLT 1240

GoToRoom [E+M]

DoneWithTurn

END_COMMAND

ROOM [E+M]

Elm and Main Street

SOUTHEAST [Outside SBD]

PICTURE [GK33]

END_ROOM

ROOM_DESCR [E+M]

The man known as Oswald gets on a bus here at the intersection of Elm and Main Street. If you wish, you can board the bus and see where he goes, or you can go back to Dealy Plaza to the southeast.

END_ROOM_DESCR

NOUN [Bus]

Bus

White

There is a White Bus Here

LOCATION [E+M]

UNMOVEABLE

END_NOUN

COMMAND GET ON BUS

AtLocation [E+M]

NOT_IsCarrying [Quarter]

TimeGT 1230

TimeLT 1245

PrintMessage [F03]

DoneWithTurn

END_COMMAND

COMMAND GET ON BUS

AtLocation [E+M]

IsCarrying [Quarter]

TimeGT 1230

TimeLT 1245

PrintMessage [F01]

SwapLocations [Quarter]

GoToRoom [P+L]

SetTime 1244

DoneWithTurn

END_COMMAND

COMMAND GET ON BUS

AtLocation [E+M]

TimeGT 1245

PrintMessage [F02]

DoneWithTurn

END_COMMAND

MESSAGE [F01]

You get on the Bus, where the driver asks for a quarter. You give it to him, and then the bus goes to Paydras Street and Lamar Street. Then Oswald gets off the bus, as do you. Then Oswald goes to the southeast. You can also go to

Dealy Plaza to the southwest.
END_MESSAGE

ROOM [P+L]
Paydras and Lamar Street
SOUTHEAST [C+L]
SOUTHWEST [Outside DCCCB]
PICTURE [GK34]
END_ROOM

MESSAGE [FO2]
Well, the bus has left, and you can't get on it (obviously). Since you don't want to get lost in Downtown Dallas, you might as well go southeast, back to Dealy Plaza.
END_MESSAGE

MESSAGE [FO3]
You get on the Bus, but the Bus Driver demands a quarter to ride. Damn. And you forgot all your change. He kicks you off. Might as well go back to Dealy Plaza to the southeast.
END_MESSAGE

ROOM [C+L]
Commerce and Lamar Street.
SOUTHWEST [Outside DCCCB]
PICTURE [GK35]
END_ROOM

ROOM_DESCR [C+L]
Here, Oswald hails a cab. If you want, you can FOLLOW OSWALD.
END_ROOM_DESCR

ROOM_DESCR [P+L]
Here, Oswald goes southeast. You can follow him, or go to the southwest, back to Dealy Plaza.
END_ROOM_DESCR

COMMAND FOLLOW
AtLocation [C+L]
GoToRoom [B+N]
SetTime 1254
DoneWithTurn
END_COMMAND

ROOM [B+N]
Beckley and Neely
NORTH [1026NB]
PICTURE [GK36]
END_ROOM

ROOM_DESCR [B+N]
You grab the bottom of the cab, and get out from under it when it gets to the intersection of Berkley and Neely Streets. Oswald doesn't see you. Hey, it could happen! Oswald isn't here, but you could've swore he went north. Might as well go North and follow him.
END_ROOM_DESCR

ROOM [1026NB]
1026 North Beckley Ave.

PICTURE [GK37]
SOUTHWEST [B+N]
SOUTH [DAVIS]
END_ROOM

COMMAND ANY
AtLocation [B+N]
SetTime 1303
END_COMMAND

ROOM_DESCR [1026NB]
Here, at 1026 North Beckley Ave., is a rooming house. Oswald leaves here and goes south. Never even saw you.
END_ROOM_DESCR

ROOM [DAVIS]
Davis and Beckley Street
NORTH [1026NB]
EAST [DAVIS+C]
PICTURE [GK38]
END_ROOM

ROOM_DESCR [DAVIS]
This is the intersection of Davis and Beckley Street. Oswald went east from here.
END_ROOM_DESCR

ROOM [DAVIS+C]
Davis and Commerce Street
WEST [DAVIS]
SOUTHEAST [10+C]
PICTURE [GK39]
END_ROOM

ROOM_DESCR [DAVIS+C]
This is the intersection of Davis and Crawford Street. Oswald went southeast from here.
END_ROOM_DESCR

ROOM [10+C]
10th and Commerce Street
NORTHWEST [DAVIS+C]
NORTHEAST [10+P]
PICTURE [GK40]
INITIAL
This is the intersection of 10th and Crawford Street. Oswald went northeast from here. From the northeast, you can hear gunshots. Great.
END_INITIAL
END_ROOM

ROOM_DESCR [10+C]
This is the intersection of 10th and Crawford Street. Oswald went northeast from here.
END_ROOM_DESCR

COMMAND ANY
AtLocation [10+C]
SetTime 1316
END_COMMAND

ROOM [10+P]

10th St. and Patton Ave.

SOUTHWEST [10+C]

SOUTHEAST [C+J]

PICTURE [GK41]

INITIAL

This is the intersection of 10th St. and Patton Ave. You can see Oswald going southeast.

END_INITIAL

END_ROOM

ROOM_DESCR [10+P]

This is the intersection of 10th St. Oswald went southeast from here.

END_ROOM_DESCR

ROOM [C+J]

Crawford St. and Jefferson Blvd.

NORTHEAST [10+P]

SOUTHWEST [TEXAST]

PICTURE [GK42]

END_ROOM

ROOM_DESCR [C+J]

This is the intersection of Crawford St. and Jefferson Blvd. Oswald probably went southwest from here

END_ROOM_DESCR

NOUN [Body]

Body

Dead

There is a body here.

LOCATION [10+P]

UNMOVEABLE

END_NOUN

NOUN_DESCR [Body]

The body appears to be that of an officer Tippet. You're no coroner, but you can tell that he was recently killed by bullet wounds.

END_NOUN_DESCR

COMMAND GET ANY

AtLocation [10+P]

PrintMessage [DontTouch]

DoneWithTurn

END_COMMAND

COMMAND GET ANY

AtLocation [C+J]

PrintMessage [DontTouch]

DoneWithTurn

END_COMMAND

NOUN [Jacket]

Jacket

Nondescript

There is a nondescript jacket lying on the ground here.

UNMOVEABLE

LOCATION [C+J]

END_NOUN

MESSAGE [DontTouch]
In light of today's events, it's probably best not to touch or disturb anything you see, especially this, as it would be disturbing evidence.
END_MESSAGE

ROOM [TEXAST]
Texas Theater
POINTS 500
NORTH [Jail13]
SOUTH [Outside DCCCB]
PICTURE [GK43]
END_ROOM

ROOM_DESCR [TEXAST]
This is the Texas Theater, where you think you just saw Oswald go into. However, it is currently being swarmed by cops. You can enter the theater to the north, or start heading back to the south.
END_ROOM_DESCR

COMMAND SOUTHWEST
AtLocation [C+J]
SetTime 1350
END_LOCATION

MESSAGE [Arrest3]
"Well, since you obviously saw the incident, we have to take you in for questioning," says Officer Bill Cook.
And with that, you are taken to jail.
END_MESSAGE

ROOM [Jail13]
Jail Cell
NORTH [Jail13]
PICTURE [GK44]
END_ROOM

ROOM_DESCR [Jail13]
This is a jail cell in the Dallas Police Department, and you are alone. It is obvious that you will be here for a while.
END_ROOM_DESCR

COMMAND ANY
AtLocation [Jail13]
TimeGT 1430
NOT InRoom [Dana Wilkins]
SendToRoom [ENDGAME!]
PrintMessage [Oopsy2]
END_COMMAND

COMMAND ANY
AtLocation [Jail13]
TimeGT 1400
InRoom [Dana Wilkins]
SendToRoom [ENDGAME!]
PrintMessage [GoodJob2]
END_COMMAND

MESSAGE [GoodJob2]

Well, since this is a dark day in the history of America, it will take some time to sort things out. In Addition, it will be a long time, if ever, to prove that the man that you followed killed Kennedy. But you've got a date next weekend with Dana, so things could be worse.

END_MESSAGE

COMMAND NORTH
AtLocation [TEXAST]
SetTime 1430
PrintMessage [Arrest3]
END_COMMAND

MESSAGE [Oopsy2]

Well, since this is a dark day in the history of America, it will take some time to sort things out. Even worse, since you followed some nut that you thought killed the President, you've completely missed Dana Wilkins, and love eludes you one more time. Damn.

END_MESSAGE

COMMAND SOUTH
AtLocation [TEXAST]
SetTime 1430
END_COMMAND

NOUN [Oswald]
Oswald
Lee
Lee Harvey Fuckin' Oswald!
LOCATION [Backstage]
END_NOUN

NOUN [Limo]
Limo
Black
There is a black limousine here.
LOCATION [Backstage]
NOUN_SYNONYMS LIMO LIMOUSINE CAR BLACK
END_NOUN

COMMAND GET IN LIMO
AtLocation [Grassy Field]
PrintMessage [Hitch Ride]
SetTime 1240
GoToRoom [Outside PH]
DoneWithTurn
END_COMMAND

COMMAND GET IN LIMO
AtLocation [Grassy Knoll]
TimeGT 1233
PrintMessage [Hitch Ride]
SetTime 1240
GoToRoom [Outside PH]
DoneWithTurn
END_COMMAND

COMMAND GET IN LIMO
AtLocation [Underpass3]
TimeGT 1233

```
PrintMessage [Hitch Ride]
SetTime 1240
GoToRoom [Outside PH]
DoneWithTurn
END_COMMAND

ROOM [Outside PH]
Outside Parkland Hospital ER
EAST [Underpass3]
WEST [ERLobby]
PICTURE [GK45]
INITIAL
You are here at Parkland Hospital, standing outside the Emergency Room. Some Secret Service agents and plenty of Doctors and Surgeons have just escorted the wounded President inside. The Hospital enters to the west, while a walk to Dealy Plaza is to the east.
END_INITIAL
END_ROOM
```

```
ROOM_DESCR [Outside PH]
You are here at Parkland Hospital, standing outside the Emergency Room. The Hospital enters to the west, while a walk to Dealy Plaza is to the east.
END_ROOM_DESCR
```

```
COMMAND EAST
AtLocation [Outside PH]
AddToTime 10
END_COMMAND
```

```
ROOM [ERLobby]
Emergency Room Lobby
NORTH [ERHall]
EAST [Outside PH]
PICTURE [GK46]
INITIAL
This is the lobby of the Emergency Room of Parkland Hospital. You were able to enter the lobby because of the commotion outside. There is similar commotion here, though it appears obvious that the President is in the hallway to the north.
END_INITIAL
END_ROOM
```

```
ROOM_DESCR [ERLobby]
This is the lobby of the Emergency Room of Parkland Hospital. The Emergency Room Hallway is to the north, while the exit outside is to the east.
END_ROOM_DESCR
```

```
ROOM [ERHall]
Emergency Room Hallway
SOUTH [ERHall]
NORTH [TRI]
PICTURE [GK47]
END_ROOM
```

```
ROOM_DESCR [ERHall]
This is the Emergency Room Hallway of the Parkland Hospital. Trama Room 1, which is the room that they wheeled the President into, enters to the north.
END_ROOM_DESCR
```

ROOM [TRI]

Trauma Room I

SOUTH [ERHall]

PICTURE [GK49]

INITIAL

This is Trauma Room I, where the President has just been taken. There are lots of people here. Surgeons, Doctors, and Secret Service Agents. Due to the confusion, no one notices your presence.

END_INITIAL

END_ROOM

ROOM_DESCR [TRI]

This is Trauma Room I, where the President has just been taken. There are lots of people here. Surgeons, Doctors, and Secret Service Agents. Due to the confusion, no one notices your presence.

END_ROOM_DESCR

MESSAGE [Hitch Ride]

You run after the Limousine, carrying the now wounded President. In the ~~dark~~ confusion and rush that followed, you were somehow able to grab the limousine, and the vehicle takes you to Parkland Hospital.

END_MESSAGE

CREATURE [Jackie]

Jackie

Kennedy

The first lady, covered in blood, is sitting here.

LOCATION [ERHall]

CREATURE_SYNONYMS JACKIE KENNEDY JAQUELINE O'NASSIS FIRST LADY

POINTS 100

WOMAN

END_CREATURE

CREATURE_DESCR [Jackie]

Jackie Kennedy, the First Lady of the United States, is sitting here, splattered with blood and other such bodily matter, crying with her head buried in her hands.

END_CREATURE_DESCR

TALK_DESCR [Jackie]

She's too overcome with emotion to answer. Plus, you're not supposed to be here, so you'd do good not to draw attention to yourself.

END_TALK_DESCR

ASK_DESCR [Jackie]

She's too overcome with emotion to answer. Plus, you're not supposed to be here, so you'd do good not to draw attention to yourself.

END_TALK_DESCR

NOUN [Gurney]

Gurney

Hospital

There is a Hospital Gurney in the hallway here.

LOCATION [ERLobby]

OPEN

UNMOVEABLE

END_NOUN

NOUN [Magic Bullet]

Bullet
Pristine
There is a pristine bullet here.
LOCATION [Gurney]
END_NOUN

COMMAND GET ANY
AtLocation [ERLobby]
PrintMessage [DontTouch]
DoneWithTurn
END_COMMAND

NOUN_DESCR [Gurney]
There is a Hospital Gurney here, and judging from the appearance, it was used to wheel the President here after the shooting.
END_NOUN_DESCR

NOUN_DESCR [Magic Bullet]
There is a perfect pristine bullet here, and it looks as if it has been fired, though likely not into anything dense.
END_NOUN_DESCR

COMMAND ANY
AtLocation [TR1]
TimeGT 1239
TimeLT 1246
PrintMessage [NoBrain]
END_COMMAND

MESSAGE [NoBrain]
It appears obvious upon viewing the head of the President that the right side of his brain is missing.
END_MESSAGE

COMMAND ANY
AtLocation [TR1]
TimeGT 1240
TimeLT 1247
PrintMessage [HolyThroat]
END_COMMAND

MESSAGE [HolyThroat]
It is also becoming more obvious to you and the surgeons that there is a large hole in the President's throat.
END_MESSAGE

COMMAND ANY
AtLocation [TR1]
TimeGT 1241
TimeLT 1248
PrintMessage [NoLuck]
END_COMMAND

MESSAGE [NoLuck]
The surgeons are trying, unsuccessfully, to revive the President.
END_MESSAGE

COMMAND ANY
AtLocation [ERHall]

TimeGT 1244
TimeLT 1248
PrintMessage [Asshole]
END_COMMAND

MESSAGE [Asshole]
There is a man here, a Secret Service Agent named Clint Hill (nevermind how you know that), who is waving a gun, and making threats.
END_MESSAGE

COMMAND ANY
AtLocation [ERHall]
TimeGT 1245
TimeLT 1249
PrintMessage [DumbAsshole]
END_COMMAND

MESSAGE [DumbAsshole]
Nurse Doris Nelson is trying (somewhat successfully) to talk down Clint Hill.
END_MESSAGE

COMMAND ANY
AtLocation [TR1]
TimeGT 1244
TimeLT 1248
PrintMessage [Nude]
END_COMMAND

MESSAGE [Nude]
Dr. Charles A. Crenshaw is cutting off JFK's trouser legs, and taking off his back brace, in preparation for surgery. However, he leaves the President's boxer shorts on, in order to preserve a bit of dignity.
END_MESSAGE

COMMAND ANY
AtLocation [TR1]
TimeGT 1246
TimeLT 1249
PrintMessage [TM!]
END_COMMAND

MESSAGE [TM!]
Dr. Jim Carrico perfors a trachiomoty, while Dr. Charles A. Crenshaw discovers that there is a pulse, though no blood pressure.
END_MESSAGE

COMMAND ANY
AtLocation [TR1]
TimeGT 1248
TimeLT 1251
PrintMessage [Ouch]
END_COMMAND

MESSAGE [Ouch]
The doctors insert a cathader into the President's heart, while his breathing is now being performed by a machine.
END_MESSAGE

COMMAND ANY

AtLocation [TRI]
TimeGT 1251
TimeLT 1300
PrintMessage [DOA]
END_COMMAND

MESSAGE [DOA]
President John F. Kennedy has been pronounced dead.
END_MESSAGE

NOUN [Camera]
Camera
Expensive
There is a Camera here.
LOCATION [DTB]
READABLE
PUSHABLE
POINTS 5
NOUN_SYNONYMS CAMERA PICTURE FILM
END_NOUN

NOUN_DESCR [Camera]
This is an expensive camera, and the empty surroundings seem to imply that
this is a lost camera. It's some sort of 35mm job, with one big button on top.
It's also got some sort of initials on it.
END_NOUN_DESCR

TEXT [Camera]
The camera is engraved with the initials "W.M.".
END_TEXT

PUSH_DESCR [Camera]
The camera's flash goes off, and the unit itself makes some noise. Great. Now
the owner will always remember you, assuming the damn thing has film.
END_PUSH_DESCR

COMMAND PUSH CAMERA
AtLocation [Outside SBD]
TimeLT 1240
PrintMessage [OhShit]
SwapLocations [Camera]
PlusScore 50
DoneWithTurn
END_COMMAND

MESSAGE [OhShit]
As you push the button in this location, the man standing here says, "Hey! You
found it! My Camera! Thanks a lot!"
And you get a warm, fuzzy feeling inside.
END_MESSAGE

COMMAND ANY
AtLocation [Truly]
FirstVisitToRoom
SwapLocations [Cooler] [Dana Wilkins]
END_COMMAND

NOUN [Cooler]
Cooler

Igloo
There is an Igloo Cooler here.
LOCATION [Grassy Knoll]
POINTS 5
CLOSED
END_NOUN

COMMAND GIVE COOLER TO ANY
AtLocation [Underpass3]
InRoom [James Hague]
PrintMessage [ThanksAShitload]
SwapLocations [Cooler]
PlusScore 50
DoneWithTurn
END_COMMAND

MESSAGE [ThanksAShitload]
"Wow! Thanks, man! Now I won't die of heat exhaustion."
And you get a warm fuzzy inside.
END_MESSAGE

NOUN [Knife]
Knife
Pocket
There is a pocket knife here.
LOCATION [OSS]
CLOSED
CLOSEABLE
END_NOUN

NOUN_DESCR [Knife]
This is the kind of pocket knife that would be ideal for a killer: a large
blade, very sharp, and folds down into a neat carrying case.
END_NOUN_DESCR

COMMAND KILL ANY WITH KNIFE
InRoom [WN]
IsCarrying [Knife]
PrintMessage [BadBoy]
SwapLocations [WN] [Dead Body]
DoneWithTurn
END_COMMAND

MESSAGE [BadBoy]
You attack and kill the innocent person. Now, your knife is covered in blood,
and everyone is staring at you. Maybe you shouldn't have done that.
END_MESSAGE

NOUN [Dead Body]
Body
Dead
There is a dead body lying here
LOCATION [Backstage]
END_NOUN

COMMAND KILL ANY WITH KNIFE
InRoom [Dana Wilkins]
IsCarrying [Knife]
PrintMessage [BadBoy]

SwapLocations [Dana Wilkins] [Dead Body]
DoneWithTurn
END_COMMAND

COMMAND KILL ANY WITH KNIFE
InRoom [Zapruder]
IsCarrying [Knife]
PrintMessage [BadBoy]
SwapLocations [Zapruder] [Dead Body]
DoneWithTurn
END_COMMAND

COMMAND KILL ANY WITH KNIFE
InRoom [Mr. Truly]
IsCarrying [Knife]
PrintMessage [BadBoy]
SwapLocations [Mr. Truly] [Dead Body]
DoneWithTurn
END_COMMAND

COMMAND KILL ANY WITH KNIFE
InRoom [James Hague]
IsCarrying [Knife]
PrintMessage [BadBoy]
SwapLocations [James Hague] [Dead Body]
DoneWithTurn
END_COMMAND

COMMAND KILL ANY WITH KNIFE
InRoom [JH+MM]
IsCarrying [Knife]
PrintMessage [BadBoy]
SwapLocations [JH+MM] [Dead Body]
DoneWithTurn
END_COMMAND

COMMAND KILL ANY WITH KNIFE
InRoom [Joe Smith]
IsCarrying [Knife]
PrintMessage [BadBoy]
SwapLocations [Joe Smith] [Dead Body]
DoneWithTurn
END_COMMAND

NOUN_DESCR [Dead Body]
There is a dead body here, obviously killed by a pocket knife of some sort.
Oh, and by the way, people are staring at you and that bloody knife of yours.
END_NOUN_DESCR

COMMAND ANY
InRoom [Dead Body]
Chance 95
PrintMessage [Arrest4]
GoToRoom [Jail4]
DoneWithTurn
END_COMMAND

MESSAGE [Arrest4]
Because of the fact that there's a dead body here, and because you've got a

bloody knife, the Dallas Police Department has arrested you and placed you in jail. You have been charged with murder in the first degree. Don't fuck with Texas. We've got the Electric Chair.
END_MESSAGE

ROOM [Jail14]
Jail Cell
END_ROOM

ROOM_DESCR [Jail14]
This is a Jail Cell. Your murder charge is being processed. You're gonna be here a long time.
END_ROOM_DESCR

CREATURE [Bubba]
Bubba
Big
There is a large individual here named Bubba that wants you to bend over.
LOCATION [Jail14]
HOSTILE
TIME_THRESH 5
THRESHOLD 3
MAN
END_CREATURE

NOUN [Hanky]
Hankerchief
White
There is a white hankerchief here.
LOCATION [DCRB]
POINTS 50
NOUN_SYNONYMS HANKERCHIEF WHITE HANKY NAPKIN KNAPKIN COFFEE FILTER
END_NOUN

NOUN_DESCR [Hanky]
This is an ordinary white hankerchief, perfect for crying into.
END_NOUN_DESCR

COMMAND GIVE HANKERCHIEF TO JACKIE
SwapLocations [Hanky]
PrintMessage [ThankU]
PlusScore 100
DoneWithTurn
END_COMMAND

MESSAGE [ThankU]
Jackie takes the hankerchief, and thanks you.
END_MESSAGE

COMMAND ANY
AtLocation [Window6]
TimeGT 1229
TimeLT 1236
PrintMessage [NoNoNo]
SendToRoom [SBDStairs6]
END_COMMAND

COMMAND ANY
AtLocation [LOSpace]

TimeGT 1229
TimeLT 1236
PrintMessage [NoNoNo]
SendToRoom [SBDStairs6]
END_COMMAND

MESSAGE [NoNoNo]
For some strange, inexplicable reason, you feel as if you should get out of
this room. Maybe it's those gunshots.
END_MESSAGE

COMMAND ANY
AtLocation [Outside DCRB]
TimeGT 1224
TimeLT 1231
PrintMessage [ByeParade]
END_COMMAND

MESSAGE [ByeParade]
The parade goes by. When it gets to Elm Street, though, something happens.
END_MESSAGE

COMMAND ANY
AtLocation [Outside DCCCB]
TimeGT 1224
TimeLT 1231
PrintMessage [ByeParade]
END_COMMAND

COMMAND ANY
AtLocation [Outside DTB]
TimeGT 1224
TimeLT 1234
PrintMessage [JFKShot]
END_COMMAND

COMMAND ANY
AtLocation [Outside SBD]
TimeGT 1224
TimeLT 1234
PrintMessage [JFKShot]
END_COMMAND

COMMAND ANY
AtLocation [Underpass3]
TimeGT 1224
TimeLT 1234
PrintMessage [JFKShot]
END_COMMAND

MESSAGE [JFKShot]
The parade is passing by.
And here's the president.
Wait.
He's been shot.
More shots are ringing out.
He's been shot in the head.
The limo drives on.
END_MESSAGE

```
COMMAND ANY
AtLocation [Grassy Field]
TimeGT 1226
TimeLT 1230
PrintMessage [JFKShot2]
WaitForReturn
ShowPicture [GK50]
PrintMessage [JFKShot3]
SendToRoom [Underpass3]
AddToTime 5
END_COMMAND
```

```
COMMAND ANY
AtLocation [Grassy Knoll]
TimeGT 1226
TimeLT 1230
PrintMessage [JFKShot2]
WaitForReturn
ShowPicture [GK50]
PrintMessage [JFKShot3]
SendToRoom [Underpass3]
AddToTime 5
END_COMMAND
```

```
COMMAND ANY
Atlocation [Pergolas]
TimeGT 1226
TimeLT 1230
PrintMessage [JFKShot2]
WaitForReturn
ShowPicture [GK50]
PrintMessage [JFKShot3]
SendToRoom [Outside SBD]
AddToTime 5
END_COMMAND
```

```
MESSAGE [JFKShot2]
The parade is passing by.
And here's the president.
Wait.
He's been shot.
END_MESSAGE
```

```
MESSAGE [JFKShot3]
More shots are ringing out.
He's been shot in the head.
The limo drives on.
END_MESSAGE
```

Pict List.

Outside DCRB - GK04

0

Outside DTB - GK06 - IMAG01
? Outside LB - GK08 ✓
Grassy Field - GK09 - IMAG03
Pergolas - GH10 - IMAG06
Grassy Knoll - GH11 - IMAG04
Truly - GH16 - IMAG14
Window 6 - GH26 ✓
Underpass 3 - GH27 - IMAG02
EndGame 74 - GH65 - IMAG12A
75 - GH66

Off Chris - GH68 - X13A
Bubble - GH80 - IMAG09
Dana - GH81 - X12A
J.T. - GH82
JH-MN - GH83 - X11B
WN - GH84 - X15A
Off Bill - GH44 - X16A
IMAG009

