

Multimedia Demo Script  
an original script  
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{A156,003,156,009,164,009}

(1) ROCKY COURTYARD

It is a rock-hewn courtyard, old and decaying, but clearly having once been elegant.

To the north is the imposing ediface of a temple, to the west is a gaping chasm, completely impassible.

South of us is a gate, an apple orchard just beyond it.

GO TO GATE (2)  
GO TO TEMPLE (3)  
GO TO CHASM (4)

(2) ORCHARD GATE

> IF YOU TRY TO OPEN THE GATE THEN  
>> IF YOU HAVE THE <KEY TO THE ORCHARD GATE> THEN

The gate creaks open.

GO TO ORCHARD (5)

^^ OTHERWISE

The gates rattle but you can't get through.

<< ENDIF  
< ENDIF

GO TO ROCKY COURTYARD (1)

(3) TEMPLE

The temple is elegant, bas-relief images of strange animals covering the walls.

You can go around the temple to the left or right.

GO TO RIGHT AROUND TEMPLE (7)  
GO TO LEFT AROUND TEMPLE (6)

(4) CHASM

An uncrossable chasm at your feet.

> IF YOU JUMP THEN  
  
GOTO YOU'RE DEAD (16)  
  
< ENDIF

GO TO ROCKY COURTYARD (1)

(5) ORCHARD

Congratulations! You're in. Eat an apple while you're here.

GO TO ORCHARD GATE (2)

(6) LEFT AROUND TEMPLE

Broken Columns litter your path as you walk around the temple, finally opening up and leaving you at the inner buildings.

GO TO INNER BUILDINGS (8)

(7) RIGHT AROUND TEMPLE

Broken Columns litter your path as you walk around the temple. Midway around, you'll find an open door.

> IF YOU ENTER THE DOOR THEN

GO TO TEMPLE ROOM (13)

< ENDIF

The walkway continues around finally opening up and leaving you at the inner building

GO TO INNER BUILDINGS (8)

(8) INNER BUILDINGS

> IF <CLOCK IS SET> THEN

GO TO BACK OF TEMPLE (10)

< ENDIF

A large ornate door blocks your way, a lion headed knocker on the front door.

> IF YOU USE THE KNOCKER THEN

It hits the door with a loud booming sound, but no one opens it.

< ENDIF

> IF YOU LOOK UP THEN

You will see more carvings and a sign over the door, held up by two clocks.

>> IF YOU EXAMINE THE SIGN THEN YOU'VE <EXAMINED SIGN> AND

It says:

When time and place are correct, then the doors to opportunity will open.

<< ENDIF

>> IF YOU HAVE <EXAMINED SIGN> AND YOU CLIMB UP THEN

You can reach the two clocks.

>>> IF YOU SET THE TWO CLOCK HANDS TO BOTH POINT AT THE DOOR THEN THE <CLOCK IS SET> AND

The door opens silently.

GO TO HALLWAY OF INNER BUILDING (9)

GO TO BACK OF TEMPLE (10)

<<< ENDIF

<< ENDIF

< ENDIF

GO TO BACK OF TEMPLE (10)

(9) HALLWAY OF INNER BUILDING

It's a long hallway, water on the floor.

There is a door to the right of you.

> IF YOU TRY AND OPEN DOOR THEN

it creaks open.

GO TO LIBRARY (14)

< ENDIF

the hallway extends to an inner courtyard

GO TO INNER COURTYARD (15)

GO TO INNER BUILDINGS (8)

(10) BACK OF TEMPLE

More bas-relief, these even weirder. From here you can go either left or right around the temple.

GO TO INNER BUILDINGS (8)  
GO TO RIGHT AROUND TEMPLE II (11)  
GO TO LEFT AROUND TEMPLE II (12)

(11) RIGHT AROUND TEMPLE II

Broken Columns litter your path as you walk around the temple, finally opening up and leaving you at the rocky courtyard.

GO TO ROCKY COURTYARD (1)

(12) LEFT AROUND TEMPLE II

Broken Columns litter your path as you walk around the temple. Midway around, you'll find an open door.

> IF YOU ENTER THE DOOR THEN

GO TO TEMPLE ROOM (13)

< ENDIF

The walkway continues around finally opening up and leaving you at the rocky courtyard.

GO TO ROCKY COURTYARD (1)

(13) TEMPLE ROOM

A small temple, long pews on either side.

An OLD PRIEST stands with his back to you at the alter, mumbling something in what sounds like Latin.

> IF YOU SPEAK TO HIM THEN

PRIEST  
(without turning)  
Go away!

>> IF YOU CONTINUE TRYING TO TALK TO HIM THEN

PRIEST (CONT'D)  
(still without turning)  
If you value your soul, then turn back  
before it's too late... go, leave me!

<< ENDIF

< ENDIF

> IF YOU WALK UP TO THE PRIEST THEN

He turns, and you see that he's quite dead, maggots crawling in what's left of his face... he lunges for you and you quickly join his condition...

GO TO YOU'RE DEAD (16)

< ENDIF

GO TO RETURN (0)

(14) LIBRARY

Lots of books and a large key on the table.

> IF YOU TAKE KEY THEN YOU HAVE <KEY TO THE ORCHARD GATE> .

GO TO RETURN (0)

(15) INNER COURTYARD

Lots of cool statues.

GO TO HALLWAY OF INNER BUILDING (9)

(16) YOU'RE DEAD

That's it!