

ITEMOBJECTS FOR INVENTORY
ARRAY...



= iPhone



= CocaineTray



= AvastarTabloid

ROOM Object: IntroScreen
Available text commands:
NORTH, SOUTH, EAST, WEST,
NORTHWEST, SOUTHWEST,
NORTHEAST, SOUTHEAST, TOUCH,
SNORT, GET, READ DROP,
INVENTORY, Y/N...
Press space bar to enter Second Life
for the first time!

Space
Bar...

ROOM Object: OpenSourceBar
IF YES (WinArea - ROOM
Object)
NO (GameOver1 - ROOM Object)

ROOM Object:
GameOver1

ROOM Object: WinArea
IF YES (POffice - ROOM Object)
IF NO (PartyArea - ROOM
Object)

ROOM Object:
PartyArea
IF YES (WinArea -
ROOM Object)

ROOM Object - POffice
COMMANDS:
IF SNORT COCAINE (CocaineTray -
ROOM Object)
IF GET IPHONE
(KenzoAnswer1 - ROOM Object)



ROOM Object - DanceParty
Available EXIT Objects:
SOUTHWEST
SOUTHEAST

SHORT COCAINE

GET IPHONE

ROOM FEELS
iPhone
Cocaine Tray

ROOM Object - ClockLobby
Available EXIT Objects:
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - PartyAngels
Available EXIT Objects:
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - KenzoAnswer1
IF YES (KenzoAnswer2 - ROOM Object)
IF NO (KenzoAnswer3 - ROOM Object)

ROOM Object - AvastarBar
Available EXIT Objects:
EAST

ROOM Object - AvastarOffice
Available EXIT Objects:
WEST

ROOM Object - AvastarLobby
Available EXIT Objects:
NORTH
SOUTH

ROOM Object - ClockCorridor
Available EXIT Objects:
NORTHWEST

ROOM Object - DeadEnd
Available EXIT Objects:
NORTHEAST

ROOM Object - PartyAngels3
Available EXIT Objects:
NORTHWEST
SOUTHWEST

ROOM Object - MiamiVice
Available EXIT Object - NORTHWEST
IF ("SNORT COCAINE")
= GameOver2 - ROOM Object

ROOM Object - KenzoAnswer2
IF YES (InterviewAngels1 - ROOM Object)
IF NO (KenzoAnswer5 - ROOM Object)

ROOM Object - KenzoAnswer3
AVAILABLE COMMANDS:
GET A LIFE
COMMIT SUICIDE
IF "GET A LIFE" (KenzoAnswer4 - ROOM Object)
IF "COMMIT SUICIDE" (GameOver2 - ROOM Object)

ROOM Object - VendingMachine
Available EXIT Object:
NORTH

ROOM Object - AvastarCover1
IF ("READ PAGE
11") = PImage
Page 11

ROOM Object - InterviewAngels1
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels2
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels3
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels4
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels5
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels6
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels7
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels8
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels9
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels10
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels11
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels12
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels13
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels14
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels15
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels16
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels17
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels18
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels19
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

ROOM Object - InterviewAngels20
Available EXIT Objects:
NORTH
NORTHWEST
SOUTHWEST
SOUTHEAST

PImage
PAGE11.
Available EXIT Objects:
VendingMachine

ROOM Object - KenzoCode
IF keyPressed (SPACE)
TheEnd - ROOM Object

ROOM Object - KenzoCode
IF keyPressed (SPACE)
TheEnd - ROOM Object

ROOM Object - KenzoCode
IF keyPressed (SPACE)
TheEnd - ROOM Object

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IF keyPressed (SPACE)
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IF keyPressed (SPACE)
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IF keyPressed (SPACE)
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IF keyPressed (SPACE)
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IF keyPressed (SPACE)
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IF keyPressed (SPACE)
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IF keyPressed (SPACE)
TheEnd - ROOM Object

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IF keyPressed (SPACE)
TheEnd - ROOM Object

ROOM Object - KenzoCode
IF keyPressed (SPACE)
TheEnd - ROOM Object

ROOM Object - KenzoCode
IF keyPressed (SPACE)
TheEnd - ROOM Object

ROOM Object
- TheEnd

ROOM Object - GameOver2