

WILHELM
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karl-erik tallmo

Visual Iris Open

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Karl-Erik Tallmo

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This is an artist's book,
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The content is the Hypertalk code from Karl-Erik Tallmo's
hypertext novel "The Watcher's Ability to Interfere"
("Iakttagarens förmåga att ingripa"), which was
the first hypertext novel to be published in Sweden 1992.

More information is available on the web at

<http://www.nisus.se/tallmo/watcher>

<http://www.nisus.se/tallmo/visual>

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TheWatcher.src

on openStack (global coinFlip, specialStack, groups): set cursor to watch, show groups, put *"Line"* into Groups, set the userlevel to 5, put *"About The Watcher's ..."* into first menuItem of menu 1, set the menuMessage of menuItem 1 of menu 1 to *"myCopyright"*, set the menuMessage of menuItem *"Help"* of menu *"Go"* to *"myHelp"*, createMenu, get the screenRect, put it into thisScreen, get item 3 in thisScreen; if it < 623 then set the rect of card window to 0,0,640,344, set the location of card window to 0,0, end if; if it > 623 then set the rect of card window to 0,20,640,364, set the location of card window to 0,20, end if; if specialStack is *"yes"* then put empty into specialStack, exit openStack, end if; hide msg, hide scroll window, go cd 1; if cd fld id 7 is not empty then get line 2 in cd fld id 7, put it into coinFlip, end if; end openStack.

on arrowKey theKey: if theKey is *"left"* then prevCd, if theKey is *"right"* then nxtCd, if theKey is *"up"* then answer *"You can only use the*

right and left arrow keys on the keyboard.", if theKey is "down" then answer "You can only use the right and left arrow keys on the keyboard.", end arrowkey.

on myCopyright: answer ""*The Watcher's Ability to Interfere*" version 1.0.2." & return & return & "© Karl-Erik Tallmo and Nisus Publishing 1992, 1994." & return & return & "*Hyperfiction*TM is a trademark registered by Nisus Publishing." & return & return & "ISBN 91-630-1522-6", end myCopyright.

on createMenu: if menu "Go" contains "First" then delete menuItem "First" of menu "Go", if menu "Go" contains "Last" then delete menuItem "Last" of menu "Go", if menu "Go" contains "Message" then delete menuItem "Message" of menu "Go", if there is a menuItem "Next" in menu "Go" then delete menuItem "Next" of menu "Go", if menu "Go" contains "Prev" then delete menuItem "Prev" of menu "Go"; if there is not a menu "The Watcher" then create menu "The Watcher", put "About The Watcher's ..." & return & "Manual" & return & "Control Panel" & return & "Marked words" & return & "Exit novel ..." into menu "The Watcher", set the checkmark of menuItem "Marked words" of menu "The Watcher" to true, end if; end createMenu.

on doMenu var (global Groups): if var = "Hjälp" then myHelp; if var = "Exit novel ..." then specialHome, exit doMenu, end if; if var = "Control Panel" then Showpanel; if var = "Marked words" then (if Groups is empty or Groups is "Star" then show groups, set the checkmark of menuItem "Marked words" of menu "The Watcher" to true, put "Line" into Groups, exit doMenu, end if) (if Groups is "Line" then hide groups, set the check-

mark of menuItem *"Marked words"* of menu *"The Watcher"* to false, put *"Star"* into Groups, end if) end if; if var = *"Manual"* then myHelp, if var = *"About The Watcher's ..."* then myCopyright, else pass doMenu; end doMenu.

on extraHome: answer *"Do you wish to quit HyperCard or go Home?"* with *"Cancel"* or *"Quit"* or *"Home stack"*, if it is *"Cancel"* then exit extraHome; if it is *"Quit"* then doMenu *"Quit Hypercard"*, exit extraHome, end if; if it is *"Home stack"* then go home, end if; if there is a window *"Control Panel"* then close window *"Control Panel"*, unlock screen, end extraHome.

on myHelp: push this cd, visual iris open slow, go cd id 163328, end myHelp.

on nxtCd (global coinFlip): get the number of this cd; if it is 571 then (if coinFlip is *"Heads"* then lock screen, push this card, visual zoom out, go cd id 2960 of stack *"Single"* in a new window, windowLoca, unlock screen, exit nxtCd, end if) (if coinFlip is *"Tails"* then lock screen, push this card, visual zoom out, go cd id 7546 of stack *"Single"* in a new window, windowLoca, unlock screen, exit nxtCd, end if) end if; if it is 707 then answer *"This is the last page of the novel. You can only browse in the other direction."*, exit nxtCd, end if; if it is 713 then answer *"To leave the page click the bent arrow on the panel or the overview titles."*, exit nxtCd, end if; visual wipe left, go next cd, end nxtCd.

on prevCd (global coinFlip): get the number of this cd; if it is 572 then (if coinFlip is *"Heads"* then lock screen, visual zoom out, go cd 12 of stack *"Single"* in a new window, windowLoca, unlock screen, exit

prevCd, end if) (if coinFlip is *"Tails"* then lock screen, push this card, visual zoom out, go cd 21 of stack *"Single"* in a new window, windowLoca, unlock screen, exit prevCd, end if) end if; if it is 708 or it is 714 then answer *"To leave the page click the bent arrow on the panel or the overview titles."*, exit prevCd, end if; visual wipe right, go prev cd, end prevCd.

on showPanel: get the screenRect, put it into thisScreen, get item 3 in thisScreen; if it < 623 then palette *"Control Panel"*, set loc of window *"Control Panel"* to *"373,308"*, end if; if it > 623 then palette *"Control Panel"*, set loc of window *"Control Panel"* to *"521,148"*, end if; show window *"Control Panel"*, end showPanel.

on calcPage: get the number of cards in this stack, put it into stackBig, get bkgnd fld *"Pagina"*, put it into thisPage, put $((\text{thisPage}/705)*100)$ into Perzent, put $(\text{Perzent}/5)$ into Digits, get Digits, put it into y, put *"-----"* into Dashes, put 1 into x, repeat until $x > (y+0.2)$: put *"•"* into char x in Dashes, add 1 to x, end repeat, ask *"You have read"* & thisPage & *" pages of"* & return & *"a total of 705 pages."* & return & return & Dashes & return & return & *"Which page do you wish to go to?"*, if it is empty or it is 0 then exit calcPage; if it is 704 or it is 705 then answer *"Sorry, the author doesn't want you to peek at the ending!"*, exit calcPage, end if; if it > 705 then answer *"There are only 705 pages."*, exit calcPage, end if; put it+2 into Nezt, go cd Nezt, exit calcPage, end calcPage.

on specialSearch: ask *"Enter your search word – then click OK or press Return (several times)."*, if it is *"Cancel"* or it is empty then exit specialSearch; else set blindTyping to true, put *"find string"* & space &

quote & it & quote & return into msg, hide msg, type return, if the result is *"not found"* then answer *"The word doesn't exist."* with OK, end if; end specialSearch.

on bookmarkFor: go next marked card, if the result is not empty then answer *"There are no marked pages."*, end bookmarkFor.

on bookmarkBa: go previous marked card, if the result is not empty then answer *"There are no marked pages."*, end bookmarkBa.

on showMargin: lock screen, show bkgnd fld id 23, select last char in bkgnd fld id 23; if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if; if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if; set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end showMargin.

on specialHome: answer *"Do you wish to quit HyperCard or go Home?"* with *"Cancel"* or *"Quit"* or *"Home stack"*, if it is *"Cancel"* then exit specialHome; if it is *"Quit"* then lock screen, get the long name of this cd, go cd 1, put return & it into cd fld id 4, doMenu *"Quit Hypercard"*, exit specialHome, end if; if it is *"Home stack"* then lock screen, get the long name of this cd, go cd 1, put return & it into cd fld id 4, go home, end if; close window *"Control Panel"*, unlock screen, end specialHome.

on specialPop: if the visible of bkgnd fld id 29 is the visible of bkgnd fld id 29 then lock screen, hide bkgnd fld id 29, go this cd, unlock screen with iris close, end if; if the visible of bkgnd fld id 23 is the visible of bkgnd fld id 23 then lock screen, hide bkgnd fld id 23, set icon of bkgnd btn id 39 to 0, go this cd, unlock screen with wipe right, end if; pop cd into myPopp; if *"Home"* is in myPopp then exit specialPop; else visual

zoom in slow, go myPopp, end if; end specialPop.

on overView (global fromThisPage, Spezialni): get number of this card, if 707 < it and it < 714 then put "*Brukz*" into Spezialni, push this cd, get bkgnd fld "*Pagina*", put it into fromThisPage, visual iris open slow, go cd id 8422, end overView.

on screenChoice (global screenStatus): get screenStatus, if it is empty then put "*none*" into Present, if it is "*Black*" then put "*Blackw/4grays*" into Present, if it is "*Color*" then put "*16/256/Color*" into Present, answer "*Present setting:* " & Present & return & return & "*Do you wish to reset this stack for*" & return & "*black & white/4 grays screen*" & return & "*or for*" & return & "*16 or 256 grays and color*" with "*Cancel*" or "*Blackw/4grays*" or "*16/256/Color*"; if it is "*Cancel*" then exit screenChoice, end if; if it is "*Blackw/4grays*" then set cursor to watch, lock screen, push this cd, go cd 1, put return & "*Black*" into cd fld id 6, put "*Black*" into screenStatus, pop cd, unlock screen, show window "*Control Panel*", end if; if it is "*16/256/Color*" then set cursor to watch, lock screen, push this cd, go cd 1, put return & "*Color*" into cd fld id 6, put "*Color*" into screenStatus, pop cd, unlock screen, show window "*Control Panel*", end if; end screenChoice.

on frontPage: visual iris close very slow, go cd 1, end frontPage.

on manFunk: push this cd, lock screen, go cd 720, set the cantModify of this stack to true, put randmze(cd field id 2) into cd field id 2, get line 1 to 4 in cd fld id 2, put it into fourLines, pop cd, unlock screen, show bkgnd fld id 29, put return & return & fourLines into bkgnd fld id 29, wait 3 seconds, hide bkgnd fld id 29, set the cantModify of this stack to false,

end manFunk.

on legFunk: push this cd, lock screen, go cd 720, set the cantModify of this stack to true, put randmze(cd field id 1) into cd field id 1, get line 1 to 4 in cd fld id 1, put it into fourLines, pop cd, unlock screen, show bkgnd fld id 29, put return & fourLines into bkgnd fld id 29, wait 3 seconds, hide bkgnd fld id 29, set the cantModify of this stack to false, end legFunk.

on findThis (global thisTrigger, cardNo, firstChunk, secondChunk): get thisTrigger; if "*face*" is in thisTrigger then put "*Face*" into Clazz; else if "*drop*" is in thisTrigger then put "*Face*" into Clazz; else if "*delay*" is in thisTrigger then put "*Face*" into Clazz; else if "*next to*" is in thisTrigger then put "*Face*" into Clazz; else if "*slipped*" is in thisTrigger then put "*Face*" into Clazz; else if "*blue*" is in thisTrigger then put "*Blue*" into Clazz; else if "*strang*" is in thisTrigger then put "*Blue*" into Clazz; else if "*connect*" is in thisTrigger then put "*Blue*" into Clazz; else if "*childhood*" is in thisTrigger then put "*Blue*" into Clazz; else get the random of 2, wait 1 second, if it is 1 then put "*Blue*" into Clazz, if it is 2 then put "*Face*" into Clazz, end if; set cantModify of this stack to true, repeat 2 times: if Clazz is "*Face*" then get the random of 19, (if it is 1 then put "*20*" into cardNo, put "*71*" into firstChunk, put "*72*" into secondChunk, flashAway, end if) (if it is 2 then put "*39*" into cardNo, put "*62*" into firstChunk, put "*65*" into secondChunk, flashAway, end if) (if it is 3 then put "*586*" into cardNo, put "*39*" into firstChunk, put "*40*" into secondChunk, flashAway, end if) (if it is 4 then put "*269*" into cardNo, put "*49*" into firstChunk, put "*50*" into secondChunk, flashAway, end if)

(if it is 5 then put "336" into cardNo, put "89" into firstChunk, put "92" into secondChunk, flashAway, end if) (if it is 6 then put "499" into cardNo, put "97" into firstChunk, put "99" into secondChunk, flashAway, end if) (if it is 7 then put "464" into cardNo, put "89" into firstChunk, put "91" into secondChunk, flashAway, end if) (if it is 8 then put "373" into cardNo, put "118" into firstChunk, put "120" into secondChunk, flashAway, end if) (if it is 9 then put "140" into cardNo, put "72" into firstChunk, put "74" into secondChunk, flashAway, end if) (if it is 10 then put "325" into cardNo, put "94" into firstChunk, put "96" into secondChunk, flashAway, end if) (if it is 11 then put "444" into cardNo, put "90" into firstChunk, put "92" into secondChunk, flashAway, end if) (if it is 12 then put "497" into cardNo, put "46" into firstChunk, put "48" into secondChunk, flashAway, end if) (if it is 13 then put "254" into cardNo, put "36" into firstChunk, put "37" into secondChunk, flashAway, end if) (if it is 14 then put "338" into cardNo, put "98" into firstChunk, put "99" into secondChunk, flashAway, end if) (if it is 15 then put "442" into cardNo, put "95" into firstChunk, put "97" into secondChunk, flashAway, end if) (if it is 16 then put "459" into cardNo, put "67" into firstChunk, put "68" into secondChunk, flashAway, end if) (if it is 17 then put "473" into cardNo, put "40" into firstChunk, put "42" into secondChunk, flashAway, end if) (if it is 18 then put "496" into cardNo, put "51" into firstChunk, put "53" into secondChunk, flashAway, end if) (if it is 19 then put "637" into cardNo, put "9" into firstChunk, put "10" into secondChunk, flashAway, end if) end if; if Clazz is "Blue" then get the random of 12, (if it is 1 then put "50" into cardNo, put "30" into

firstChunk, put "33" into secondChunk, flashAway, end if) (if it is 2 then put "415" into cardNo, put "48" into firstChunk, put "50" into secondChunk, flashAway, end if) (if it is 3 then put "513" into cardNo, put "11" into firstChunk, put "13" into secondChunk, flashAway, end if) (if it is 4 then put "640" into cardNo, put "6" into firstChunk, put "6" into secondChunk, flashAway, end if) (if it is 5 then put "436" into cardNo, put "61" into firstChunk, put "63" into secondChunk, flashAway, end if) (if it is 6 then put "331" into cardNo, put "39" into firstChunk, put "41" into secondChunk, flashAway, end if) (if it is 7 then put "200" into cardNo, put "4" into firstChunk, put "5" into secondChunk, flashAway, end if) (if it is 8 then put "212" into cardNo, put "87" into firstChunk, put "89" into secondChunk, flashAway, end if) (if it is 9 then put "172" into cardNo, put "32" into firstChunk, put "34" into secondChunk, flashAway, end if) (if it is 10 then put "178" into cardNo, put "40" into firstChunk, put "41" into secondChunk, flashAway, end if) (if it is 11 then put "596" into cardNo, put "66" into firstChunk, put "68" into secondChunk, flashAway, end if) (if it is 12 then put "161" into cardNo, put "14" into firstChunk, put "15" into secondChunk, flashAway, end if) end if; end repeat, pop cd into Holder, visual zoom in, pop cd, set cantModify of this stack to false, end findThis.

on flashAway (global cardNo, firstChunk, secondChunk): push this cd, visual zoom out, go cd cardNo, select word firstChunk to secondChunk in bkgnd fld 1, wait 3 seconds, select empty, end flashAway.

on Stewardess: play "Please.snd", end Stewardess.

on Clapping: play *"Clapping.snd"*, end Clapping.

on Buzz: play *"PhoneVoid.snd"*, end Buzz.

on Webern: play *"Leichten.snd"*, end Webern.

on playCart: play *"Cartoon.snd"*, end playCart.

on playAir: play *"Air.snd"*, end playAir.

on Childhood (global screenStatus): if screenStatus is *"Color"* then picture *"Landing"*, file, shadow, false, 8, set loc of window *"Landing"* to *"75,78"*, set the visible of window *"Landing"* to true, wait 4 seconds, close window *"Landing"*, end if; if screenStatus is *"Black"* then picture *"Landing.bw"*, file, shadow, false, 8, set loc of window *"Landing.bw"* to *"75,78"*, set the visible of window *"Landing.bw"* to true, wait 4 seconds, close window *"Landing.bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end Childhood.

on smallFrame (global screenStatus): if screenStatus is *"Color"* then picture *"Smallframe"*, file, dialog, false, 8, set loc of window *"Smallframe"* to *"288,93"*, set the visible of window *"Smallframe"* to true, wait 10 seconds, close window *"Smallframe"*, end if; if screenStatus is *"Black"* then picture *"Smallframe.bw"*, file, dialog, false, 8, set loc of window *"Smallframe.bw"* to *"288,93"*, set the visible of window *"Smallframe.bw"* to true, wait 10 seconds, close window *"Smallframe.bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end smallFrame.

on showMap (global screenStatus): if screenStatus is *"Color"* then

picture "Map", file, shadow, false, 8, set loc of window "Map" to "75,50", set the visible of window "Map" to true, wait 10 seconds, close window "Map", end if; if screenStatus is "Black" then picture "Map-bw", file, shadow, false, 8, set loc of window "Map-bw" to "75,50", set the visible of window "Map-bw" to true, wait 10 seconds, close window "Map-bw", end if; if screenStatus is empty then answer "Can't find your screen type. Try clicking "Screen choice" and choose correct type.", end if; end showMap.

on showProud (global screenStatus): if screenStatus is "Color" then picture "Proud", file, shadow, false, 8, set loc of window "Proud" to "75,42", set the visible of window "Proud" to true, wait 10 seconds, close window "Proud", end if; if screenStatus is "Black" then picture "Proud-bw", file, shadow, false, 8, set loc of window "Proud-bw" to "75,42", set the visible of window "Proud-bw" to true, wait 10 seconds, close window "Proud-bw", end if; if screenStatus is empty then answer "Can't find your screen type. Try clicking "Screen choice" and choose correct type.", end if; end showProud.

on Goldeneyed: picture "Eyes.p", file, shadow, false, 8, set loc of window "Eyes.p" to "75,50", set rect of window "Eyes.p" to "75,50,268,110", set the visible of window "Eyes.p" to true, wait 3 seconds, close window "Eyes.p", end Goldeneyed.

on oldAct (global screenStatus): if screenStatus is "Color" then picture "Fem", file, shadow, false, 8, set loc of window "Fem" to "75,87", set the visible of window "Fem" to true, wait 4 seconds, close window "Fem", end if; if screenStatus is "Black" then picture "Fem.bw", file, sha-

dow, false, 8, set loc of window "Fem.bw" to "75,87", set the visible of window "Fem.bw" to true, wait 4 seconds, close window "Fem.bw", end if; if screenStatus is empty then answer "Can't find your screen type. Try clicking "Screen choice" and choose correct type.", end if; end oldAct.

on oldFriend: picture "Old friend.p", file, shadow, false, 8, set loc of window "Old friend.p" to "75,44", set the visible of window "Old friend.p" to true, wait 10 seconds, close window "Old friend.p", end oldFriend.

on phoneBooth (global screenStatus): if screenStatus is "Color" then picture "Taxi", file, shadow, false, 16, set loc of window "Taxi" to "75,50", set the visible of window "Taxi" to true, wait 10 seconds, close window "Taxi", end if; if screenStatus is "Black" then picture "Taxi-bw", file, shadow, false, 8, set loc of window "Taxi-bw" to "75,45", set the visible of window "Taxi-bw" to true, wait 10 seconds, close window "Taxi-bw", end if; if screenStatus is empty then answer "Can't find your screen type. Try clicking "Screen choice" and choose correct type.", end if; end phoneBooth.

on Pagoda (global screenStatus): if screenStatus is "Color" then picture "Chinatown", file, shadow, false, 8, set loc of window "Chinatown" to "75,45", set the visible of window "Chinatown" to true, wait 10 seconds, close window "Chinatown", end if; if screenStatus is "Black" then picture "Chinatown-bw", file, shadow, false, 8, set loc of window "Chinatown-bw" to "75,45", set the visible of window "Chinatown-bw" to true, wait 10 seconds, close window "Chinatown-bw", end if; if screenStatus is empty then answer "Can't find your screen type. Try click-

ing *"Screen choice" and choose correct type.*", end if; end Pagoda.

on Liquor (global screenStatus): if screenStatus is *"Color"* then picture *"Taibaijiu"*, file, shadow, false, 8, set loc of window *"Taibaijiu"* to *"75,63"*, set the visible of window *"Taibaijiu"* to true, wait 10 seconds, close window *"Taibaijiu"*, end if; if screenStatus is *"Black"* then picture *"Taibaijiu-bw"*, file, shadow, false, 8, set loc of window *"Taibaijiu-bw"* to *"75,63"*, set the visible of window *"Taibaijiu-bw"* to true, wait 10 seconds, close window *"Taibaijiu-bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end Liquor.

on showGas: picture *"Gas.p"*, file, shadow, false, 8, set loc of window *"Gas.p"* to *"75,50"*, set the visible of window *"Gas.p"* to true, wait 10 seconds, close window *"Gas.p"*, end Showgas.

on showHammer (global screenStatus): if screenStatus is *"Color"* then picture *"Hammer"*, file, shadow, false, 16, set loc of window *"Hammer"* to *"75,88"*, set the visible of window *"Hammer"* to true, wait 10 seconds, close window *"Hammer"*, end if; if screenStatus is *"Black"* then picture *"Hammer-bw"*, file, shadow, false, 8, set loc of window *"Hammer-bw"* to *"75,88"*, set the visible of window *"Hammer-bw"* to true, wait 10 seconds, close window *"Hammer-bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end showHammer.

on showDownFall (global screenStatus): if screenStatus is *"Color"* then picture *"Downfall"*, file, shadow, false, 16, set loc of window *"Downfall"* to *"75,42"*, set the visible of window *"Downfall"* to true, wait

10 seconds, close window *"Downfall"*, end if; if screenStatus is *"Black"* then picture *"Downfall-bw"*, file, shadow, false, 8, set loc of window *"Downfall-bw"* to *"75,42"*, set the visible of window *"Downfall-sw"* to true, wait 10 seconds, close window *"Downfall-bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end showDownFall.

on showBackStage (global screenStatus): if screenStatus is *"Color"* then picture *"Backstage"*, file, shadow, false, 16, set loc of window *"Backstage"* to *"75,85"*, set the visible of window *"Backstage"* to true, wait 10 seconds, close window *"Backstage"*, end if; if screenStatus is *"Black"* then picture *"Backstage-bw"*, file, shadow, false, 8, set loc of window *"Backstage-bw"* to *"75,85"*, set the visible of window *"Backstage-bw"* to true, wait 10 seconds, close window *"Backstage-bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end showBackStage.

on showShip (global screenStatus): if screenStatus is *"Color"* then picture *"Ship"*, file, shadow, false, 16, set loc of window *"Ship"* to *"75,48"*, set the visible of window *"Ship"* to true, wait 10 seconds, close window *"Ship"*, end if; if screenStatus is *"Black"* then picture *"Ship-bw"*, file, shadow, false, 8, set loc of window *"Ship-bw"* to *"75,47"*, set the visible of window *"Ship-bw"* to true, wait 10 seconds, close window *"Ship-bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end

if; end showShip.

on showBus (global screenStatus): if screenStatus is *"Color"* then picture *"Bus"*, file, shadow, false, 16, set loc of window *"Bus"* to *"75,90"*, set the visible of window *"Bus"* to true, wait 10 seconds, close window *"Bus"*, end if; if screenStatus is *"Black"* then picture *"Bus-bw"*, file, shadow, false, 8, set loc of window *"Bus-bw"* to *"75,90"*, set the visible of window *"Bus-bw"* to true, wait 10 seconds, close window *"Bus-bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end showBus.

on showCar (global screenStatus): if screenStatus is *"Color"* then picture *"Car"*, file, shadow, false, 16, set loc of window *"Car"* to *"75,45"*, set the visible of window *"Car"* to true, wait 6 seconds, close window *"Car"*, end if; if screenStatus is *"Black"* then answer *"This image is unfortunately not available in black and white."*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end showCar.

on showPit (global screenStatus): if screenStatus is *"Color"* then picture *"Pit"*, file, shadow, false, 16, set loc of window *"Pit"* to *"75,42"*, set the visible of window *"Pit"* to true, wait 10 seconds, close window *"Pit"*, end if; if screenStatus is *"Black"* then picture *"Pit-bw"*, file, shadow, false, 8, set loc of window *"Pit-bw"* to *"75,44"*, set the visible of window *"Pit-bw"* to true, wait 10 seconds, close window *"Pit-bw"*, end if; if screenStatus is empty then answer *"Can't find your screen type. Try clicking "Screen choice" and choose correct type."*, end if; end showPit.

on closeStack: set the numberformat to *"0"*, get the freeSize of this

stack, put it into thisMuch, divide thisMuch by 1000; if thisMuch > 60 then answer *"This stack needs compacting. It will take approx. 30 seconds."*, doMenu *"Compact stack"*, end if; if there is a window *"Control Panel"* then close window *"Control Panel"*; if there is a window *"Single"* then go stack *"Single"*, doMenu *"Close stack"*, end if; if there is a window *"Highway"* then go stack *"Highway"*, doMenu *"Close stack"*, end if; reset menuBar, end closeStack.

on flipThisCoin (global coinFlip, Adam, Eve): put empty into coinFlip, hide bkgnd fld id 23, set the cantModify of this stack to true, choose select tool, show cd btn id 3, show cd btn id 4, wait 1 second, hide cd btn id 3, wait 40 ticks, show cd btn id 3, drag from 358,198 to 460,244, hide cd btn id 2, drag from 406,200 to 406,160, drag from 406,160 to 406,120, doMenu *"Rotate left"*, drag from 406,120 to 406,80, doMenu *"Rotate left"*, doMenu *"Rotate left"*, drag from 406,80 to 406,70, doMenu *"Rotate left"*, doMenu *"Rotate left"*, drag from 406,70 to 406,80, doMenu *"Rotate left"*, drag from 406,80 to 406,120, doMenu *"Rotate left"*, drag from 406,120 to 406,160, doMenu *"Rotate left"*, drag from 406,160 to 406,200, show cd btn id 2, get the random of 99; if it < 50 then hide cd btn id 3, put *"Heads"* into coinFlip, end if; if it > 49 then hide cd btn id 4, put *"Tails"* into coinFlip, end if; choose browse tool, wait 70 ticks, set the cantModify of this stack to false, lock screen, push this cd, go cd 1, put return & coinFlip into cd fld id 7, pop cd, unlock screen, end flipThisCoin.

on openCard: get marked of this cd; if it is true then hide bkgnd btn id 9, show bkgnd btn id 41, end if; if it is false then hide bkgnd btn id 41,

show bkgnd btn id 9, end if; end openCard.

on closeCard: hide bkgnd fld id 29, hide bkgnd fld id 23, set icon of bkgnd btn id 39 to 0, end closeCard.

on nowTrigg: exit nowTrigg, end nowTrigg.

on mouseUp: hide me, show bkgnd btn id 41, set marked of this cd to true, end mouseUp.

on mouseUp: set lockText of bkgnd fld 1 to true, hide me, end mouseUp.

on mouseStillDown: if the style of bkgnd fld 4 is scrolling then repeat: get the scroll of bkgnd fld 4, set scroll of bkgnd fld 4 to (it+11), if the mouse is up then exit mouseStillDown, end repeat; else exit mouseStillDown, end if; end mouseStillDown.

on mouseUp: hide me, show bkgnd btn id 9, set marked of this cd to false, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 28, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 19, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp: lock screen, hide me, go this cd, unlock screen with iris

close, end mouseUp.

on mouseUp: calcPage, end mouseUp.

on openCard: hide bkgnd fld id 29, hide bkgnd fld id 23, set icon of bkgnd btn id 39 to 0, get marked of this cd; if it is true then hide bkgnd btn id 9, show bkgnd btn id 41, end if; if it is false then hide bkgnd btn id 41, show bkgnd btn id 9, end if; end openCard.

on nowTrigg: exit nowTrigg, end nowTrigg.

on mouseUp: hide me, show bkgnd btn id 41, set marked of this cd to true, end mouseUp.

on mouseUp: set lockText of bkgnd fld 1 to true, hide me, end mouseUp.

on mouseStillDown: if the style of bkgnd fld 4 is scrolling then repeat: get the scroll of bkgnd fld 4, set scroll of bkgnd fld 4 to (it+7), if the mouse is up then exit mouseStillDown, end repeat; else exit mouseStillDown, end if; end mouseStillDown.

on mouseUp: hide me, show bkgnd btn id 9, set marked of this cd to false, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 28, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show

bkgnd btn id 19, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp: lock screen, hide me, go this cd, unlock screen with iris close, end mouseUp.

on mouseUp: calcPage, end mouseUp.

on openCard: get marked of this cd; if it is true then hide bkgnd btn id 9, show bkgnd btn id 41, end if; if it is false then hide bkgnd btn id 41, show bkgnd btn id 9, end if; end openCard.

on closeCard: hide bkgnd fld id 29, hide bkgnd fld id 23, set icon of bkgnd btn id 39 to 0, end closeCard.

on nowTrigg: exit nowTrigg, end nowTrigg.

on mouseUp: hide me, show bkgnd btn id 41, set marked of this cd to true, end mouseUp.

on mouseUp: set lockText of bkgnd fld 1 to true, hide me, end mouseUp.

on mouseStillDown: if the style of bkgnd fld 4 is scrolling then repeat: get the scroll of bkgnd fld 4, set scroll of bkgnd fld 4 to (it+11), if the mouse is up then exit mouseStillDown, end repeat, else, exit mouseStillDown, end if; end mouseStillDown.

on mouseUp: hide me, show bkgnd btn id 9, set marked of this cd to false, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 28, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 19, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp: lock screen, hide me, go this cd, unlock screen with iris close, end mouseUp.

on mouseUp: calcPage, end mouseUp.

on openCard: get marked of this cd; if it is true then hide bkgnd btn id 9, show bkgnd btn id 41, end if; if it is false then hide bkgnd btn id 41, show bkgnd btn id 9, end if; end openCard.

on closeCard: hide bkgnd fld id 29, hide bkgnd fld id 23, set icon of bkgnd btn id 39 to 0, end closeCard.

on nowTrigg: exit nowTrigg, end nowTrigg.

on mouseUp: hide me, show bkgnd btn id 41, set marked of this cd to true, end mouseUp.

on mouseUp: set lockText of bkgnd fld 1 to true, hide me, end mouseUp.

on mouseStillDown: if the style of bkgnd fld 4 is scrolling then repeat: get the scroll of bkgnd fld 4, set scroll of bkgnd fld 4 to (it+11), if the mouse is up then exit mouseStillDown, end repeat, else, exit mouseStillDown, end if; end mouseStillDown.

on mouseUp: hide me, show bkgnd btn id 9, set marked of this cd to false, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 28, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): lock screen, hide me, go this cd, unlock screen with iris close, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp: calcPage, end mouseUp.

on openCard (global screenStatus, coinFlip): hide menuBar, if there is a window *"Control Panel"* then hide window *"Control Panel"*, set blindTyping to false, hide msg; if card field *"Username"* is empty then set lockText of card field *"Username"* to false, ask *"Type your name here:"*, put it into personalName, get loc of card field *"Username"*, click at it, repeat: if personalName is empty then answer *"To be able to use your book you must mark it."*, ask *"Type your name here:"*, put it into personalName, get loc of card field *"Username"*, click at it, next repeat; else exit repeat, end if; end repeat; repeat: if the number of chars in personalName > 18 then answer *"Too long. Try to write first name initials."*, ask *"Type your name here:"*, put it into personalName, get loc of card field *"Username"*, click at it, next repeat; else exit repeat, end if; end repeat, put personalName into myz, hide msg, type *"Ex libris "* & myz,

select empty, set lockText of card field "Username" to true, end if; set blindTyping to false, hide msg; if cd fld id 6 is empty then answer "Do you have a screen set to" & return & "BLACK & WHITE/FOUR GRAYS" & return & "or a screen for" & return & "16 OR 256 GRAYS OR COLOR?" with "Cancel" or "Blackw/4grays" or "16/256/Color", (if it is "Cancel" then put "cancelling", exit openCard, end if) (if it is "Blackw/4grays" then put return & "Black" into cd fld id 6, put "Black" into screenStatus, end if) (if it is "16/256/Color" then put return & "Color" into cd fld id 6, put "Color" into screenStatus, end if); else get line 2 in cd fld id 6, put it into screenStatus, end if; end openCard.

on closeCard: show menuBar, if there is not a window "Control Panel" then showPanel, show window "Control Panel", end closeCard.

on mouseUp: visual wipe left, go next cd, end mouseUp.

on mouseUp: myCopyright, end mouseUp.

on mouseUp: get line 2 in cd fld id 4; if it is empty then answer "Unknown error. There is no such bookmark."; else go it, showPanel, end if; end mouseUp.

on mouseUp: extraHome, end mouseUp.

on mouseUp: if the optionKey is down then put empty into cd fld "Username", end if; if the commandkey is down then show msg, end if; end mouseUp.

on nowTrigg: set cantModify of this stack to true, lock screen, put return & return & return & "If it's worth doing, it's worth overdoing." & return & "Zippy the Pinhead" into bkgnd fld 1, set the textstyle of line 4 of bkgnd fld 1 to italic, unlock screen, wait 4 seconds, set cantModify of

this stack to false, end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is kXk then lock screen, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"gasholder.*"* then put *"Giddiness on top of that great cylinder; embedded in the shady greenery lay the gas company's various brick buildings."* into bkgnd fld id 23, lock screen, show bkgnd fld id 23, set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"Castle*"* then put *"Like a cubistic lion, with the wings stretching forward, like majestically projecting paws."* into bkgnd fld id 23, lock screen, show bkgnd fld id 23, set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"man*"* then manFunk, end if; end nowTrigg.

on openCard: put empty into bkgnd fld id 23, end openCard.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"wish?*"* then set the numberformat to "0", show bkgnd fld id 23, put 1 into x, repeat until the mouseClick: put $(9.81*x*x)/2$ & *" meters' fall so far."* into bkgnd fld id 23, wait 1 second, add 1 to x, end repeat, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"there.*"*

then set the cantModify of this stack to true, put "*another* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*drop* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*and* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*another,* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*adding* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*to* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*the amount* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*of* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*liquid* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*until* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*it* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*ran* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*over* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*the* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*edge,* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*bringing* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*a* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*saltiness* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*to* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*her* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*tongue,* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*and* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*time* " into word 39 in bkgnd fld 1, wait 30 ticks, put "*restarted.* " into word 39 in bkgnd fld 1, wait 30 ticks, set the cantModify of this stack to false, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*explanations.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*handcuffs.**" then lock screen, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn

id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"not.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"plastic.*"* then set the cantModify of this stack to true, lock screen, put *"CERBO 2", it said. Was she number 2 according to somebody's concepts?"* & return & return & return & return & return & return & return & return & return & return & return & return & return & return & return & return before bkgnd fld id 23, set scroll of bkgnd fld id 23 to 0, show bkgnd fld id 23, go this cd, unlock screen with wipe left, wait 2 seconds, hide bkgnd fld id 23, set the cantModify of this stack to false, hide bkgnd fld id 23, end if; if it is *"ahead.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"radio.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"themselves.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"her.*"* then lock screen, show bkgnd fld id 23, put return & return & *"Imagine, it's breakfast every day!"* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"swallowed.*"* then lock

screen, show bkgnd fld id 23, put *"Each time he let slip a "there we go", which provoked her so that she started a delay, a counter ritual."* & space & *"Full of empathy she asked what it really was like to work at a hospital like this one, and she tried to sound as if she took interest in a case."* & space & *"The blond boy gave some evasive answer, very aware of the centrally controlled clock out in the hallway, which methodically turned, approaching new tasks on the work schedule."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"candy-shopping.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"paper sheet.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"life.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"six-hundred five*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"later.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"ceiling.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"admonition.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"floor,*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"she.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"bed,*"* then lock screen, show bkgnd fld id 23, put return & *"'I can't!'"* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"bubbled,*"* then lock screen, show bkgnd fld id 23, put return & return & return & return & return & return & *"'Now I really sound insane", she thought."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"child.*"* then lock screen, show bkgnd fld id 23, put return & return & return & return & return & return & return & return & return & return & *"Shouting while inhaling was dangerous, her mother had told her."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "teacup,*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "lip.*" then lock screen, show bkgnd fld id 23, put "She could remember his shirts and his sweaty armpits, she remembered his penis, how he had been fumbling" & space & "between her legs, how he used to moan on top of her, with his mouth wide open, as when eating, but now" & space & "it was her memory that was being consumed." into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "shell*" then lock screen, show bkgnd fld id 23, put "Eggs should be decapitated with a knife; he despised people who just crushed it against the table." into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "spoon*" then lock screen, show bkgnd fld id 23, put "She had put it down with a certain precision, as when you lay a table." into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "off.*" then

lock screen, show bkgnd fld id 23, put *"The formula describing the married state read side times side times side divided by two, up through the clouds, the ones foreboding thunder."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"conversation?*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"killing.*"* then lock screen, show bkgnd fld id 23, put *"And exactly in that moment he had got hit straight in the head by a salt shaker," & space & "thrown away with great accuracy in aim across the kitchen, but just as sudden it had been back in her hand again" & space & "and she had put it down on the table, from which it had never been moved."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"down.*"* then lock screen, show bkgnd fld id 23, put *"She had carefully planned her eating, so that the ham, the potatoes , and the stew" & space & "would disappear approximately at the same time; it would have been a disgrace to leave a mush of spinach behind on the plate," & space & "as something from a vomiting rabbit."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id

39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"before.*"* then lock screen, show bkgnd fld id 23, put *"It had all turned out exactly as she had imagined. Her mother had assured her that she understood," & space & "she had explained how trivial it really was just to "catch a sort of mental" & space & "cold", that it wasn't anything to be ashamed of and that she loved her daughter just" & space & "as much as before. As long as Joanna had kept quiet, her mother had been able to stick to" & space & "the script. When Joanna had listened for about half an hour, however, she started to interpose" & space & "a word or two, some small remark, a slight correction of a misunderstanding," & space & "and soon the tears came, then the self-pity and then the accusations. And it all ended up" & space & "in a "how can you hate your own mother so much?" Then the visiting hour was over and Joanna's mother had" & space & "tried to wipe away her tears with her thorough-cried handkerchief. When she had left, after a few clouded and" & space & "hard-won words of farewell, and the door had softly closed, dampened by a rubber trundle, Joanna felt" & space & "emptied of arguments, like when she was a child and her mother had faked" & space & "heart attacks, just to show her daughter, or the father, how miserable they made her."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll

of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"abroad."* then set the cantModify of this stack to true, put return & *"And then: "No, one of us must die, and it won't be me."* after line 2 in bkgnd fld 1, select line 3 in bkgnd fld 1, wait 3 seconds, put *"And then: "She's right, I am not quite mentally sane."* into line 3 in bkgnd fld 1, select line 3 in bkgnd fld 1, wait 3 seconds, set the cantModify of this stack to false, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"harder.*"* then showMargin, end if; end nowTrigg.

on openCard: hide bkgnd fld id 23, put empty into bkgnd fld 1, wait 1 second, put 1 into x, repeat for the number of lines in bkgnd fld id 23: get line x in bkgnd fld id 23, put it into bkgnd fld 1; if the mouse is down then put empty into bkgnd fld 1, visual iris close very slow to black, go next card, exit openCard, end if; wait 3 seconds, add 1 to x, end repeat, wait 6 seconds, put empty into bkgnd fld 1, visual iris close slow to black, go next card, end openCard.

on closeCard: put empty into bkgnd fld 1, end closeCard.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"topologically*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"blue*"* then findThis, end if; if it is *"warehouses.*"* then lock screen, show bkgnd fld id 23, put *"A sort of eroticism that had been deep frozen through habitual smiling and a servility, combined with the authority accorded to a clearly defined area."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39

to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"identification.*"* then lock screen, show bkgnd fld id 23, put *"The same feeling as he had during his school years, when he went through health examination, being one of the boys lined up"* & space & *"alphabetically, confronted by a female doctor of"* & space & *"Slavic origin, who always ended her cursory inspection, almost absentmindedly – as if by chance,"* & space & *"so as to seem discreet – pulling her index finger"* & space & *"in one's undershorts' elastic, for a quick exposure of"* & space & *"possible pubic hair growth. They all extracted secret information about him"* & space & *"by putting two and two together from the various data in his documents."* into bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"company.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"tinfoil.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"clock*"* then lock screen, put *"In the completely secure world of an airport, time exists only"* & space & *"in relation to the timetables and the airborne vehicles whose maneuvers"* & space & *"are overseen from a glass tower"*

with many telephones; every load of passengers" & space & "also arrives with its own time, its own solstice, transported in" & space & "pressurized cabins from other airports where time is apparently different." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"it.*"* then lock screen, put *"The first puff on a cigarette was always a sort of replica of that first" & space & "deep drag he had inhaled. Almost the same giddy feeling as then of" & space & "forcing something foreign into one's body."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"interpretation.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"horizon.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"Varta Gasworks*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"disastrous.*"* then lock screen, put *"The engineer who had guided him had been employed at the gasworks for thirty" & space & "years and yet never*

once been up on the roof of the gasholder, but that day he had" & space
& "finally gotten an excuse for such an unnecessary adventure, taking
with him" & space & "his camera, an old twin-lens reflex. The faithful old
servant had looked" & space & "happy when he handed over photocopied
details of the gasholder's" & space & "volume, the piston stroke
height, and the constitution of the twenty-cornered cylinder's surface."
into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id
23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39
to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn
id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock
screen with wipe left, end if; if it is *"compartment.*"* then lock screen, put
return & return & return & return & return & return & return & return &
return & return & return & return & return & *"The delayed equivalent in
cuisine to the art of printing."* into bkgnd fld id 23, show bkgnd fld id 23,
select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then
set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is
0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id
23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"semicircles.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"wind.*"*
then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"it.*"* then
showMargin, end if; if it is *"childhood*"* then findThis, end if; end
nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*invigoration.**" then showMargin, end if; end nowTrigg.

on openCard: wait 2 seconds, select word 39 to 40 in bkgnd fld 1, wait 30 ticks, select empty, select word 39 to 40 in bkgnd fld 1, wait 30 ticks, select empty, end openCard.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*eternal.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*halves.**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*places.**" then Stewardess, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*clinker.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*man.**" then manFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*away.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*circumstances.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*activity.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*sky.**" then showMargin, end if; end nowTrigg.

on openCard: hide cd fld "*Cabin*", hide window "*Control Panel*", show cd fld id 2, wait 4 seconds, hide cd fld id 2, ShowHarb, show window "*Control Panel*", end openCard.

on ShowHarb: put rndmze(cd field "Cabin") into cd field "Cabin", set cantModify of this stack to true, put empty into bkgnd fld 1, get cd fld "Cabin", put it into Cabin, put 1 into x, put 1 into y, repeat for the number of lines in Cabin: get line x in Cabin, put " " & it after bkgnd fld 1; if the mouse is down then set the cantModify of this stack to false, go cd id 33222, show window "Control Panel", unlock screen, exit ShowHarb, end if; if the number of chars in bkgnd fld 1 > 430 then wait 5 seconds, lock screen, go next card, add 1 to y, (if y=6 then set cantModify of this stack to false, exit ShowHarb, end if) put empty into bkgnd fld 1, unlock screen, end if; add 1 to x, wait 5 seconds, end repeat, set cantModify of this stack to false, go cd id 33222, end ShowHarb.

function rndmze holder: put the number of lines in holder into counter, repeat with i=1 to counter: set cursor to busy, put random(counter) into switcher, put line i of holder into temp, put line switcher of holder into line i of holder, put temp into line switcher of holder, end repeat, return(holder), end rndmze.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "hand.*" then lock screen, put "The experienced indifference that a stewardess displayed when explaining" & space & "about the location of the life jacket and the function of the oxygen mask was exactly" & space & "the same that characterized a radiology nurse when she instructed a" & space & "patient about the body positions he was supposed to adopt once she had" & space & "disappeared behind the radiation-proof wall." into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "dripped*" then lock screen, put "The calcite solution that

was segregated in the cave fell from the end of the stalactite," & space & "in the eternal gap where time was measured, onto the tip of the stalagmite," & space & "like a shimmering pearl of retrograded rebirth, like a geological replica of" & space & "how Adam gained life through the index of God and became His mirror image." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"down.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"with it.*"* then lock screen, put return & *"The owners of the garments were depersonalized, in the obscure areas a whole new breed of" & space & "diffuse blue-gray figures arose, insignificant like dust bunnies, the light parts became places of refuge where" & space & "another reality prevailed, and exactly as on the movie screen they were ennobled through" & space & "a sort of projection."* into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is *"name.*"* then lock screen, put *"This black and white scene was soon interrupted for a take in color, showing a new" & space & "host walking up a shady lane in some small town, kindly talking to us about this and that. Then" & space & "another black and white sequence was shown, where a singer in a checkered suit partly walked" & space & "and partly danced along the same*

small town lane. He sang that he was in love and that" & space & "he talked through his hat. This singer was obviously identical with the gray-headed" & space & "host, only here he was preserved in a thirty years younger edition. This made Peter" & space & "feel uncomfortable, in the same way as when he saw ads where people held up pictures" & space & "of themselves in order to demonstrate the effect of a certain remedy. It was the same sort of" & space & "knowledge of something irrevocable as when on a clear night you look up at a" & space & "star and realize that its light was emitted millions of years ago and that it" & space & "in reality already might be extinct." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"studio.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"book*"* then lock screen, put return & *"The large covers of an atlas were slammed shut in a school corridor. And then: a" & space & "pair of white girl skates during a quick cutting pirouette, engraving arcs" & space & "in the cold glassy ice, upsetting circles."* into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"ones.*"* then lock screen, put return & return & *"Maybe it was the fear of landing that came already. Or could it be" & space & "the fear of arriving?"* into

bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"downwards.*"* then Childhood, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"caress.*"* then lock screen, put return & return & *"Like when one slowly pulls off a long silk scarf."* into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"whizzing,*"* then playAir, end if; if it is *"applause*"* then Clapping, end if; if it is *"expression.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"blue*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"avenue!*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"twinkling.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"wrong.*"* then showMargin, end if; if it is *"slipped*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"alternative room.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"cloth.*"* then lock screen, put return & *"This was the first occurrence in the room, the first act, and the descent and impact"* & space & *"of the cigarette"*

packet had the same symbolic value as when a claimer of" & space & "a mining find in the wilderness makes his marking stake penetrate the ground." into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*writing career.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*blanket,**" then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*ill.**" then lock screen, put "*Peter had a special mind set toward disappointments: they were simply the natural" & space & "state. When they did not occur, something was wrong, a cancelled train which soon was to be" & space & "replaced by an extra, and at some rare occasion, when fate persistently contradicted him, he could" & space & "quietly indulge in a cautious attitude of happy surprise. Now, however, it was" & space & "different. This was the normal state."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "*light**" then lock screen, put "*On this new day the ceiling lamp seemed to be meaningless – an absurd festivity decoration from" & space & "another country, which some ethnologist had ripped out of its context of merry but tenaciously" & space & "dancing men in embroidered pants; now the symbol of a dead ceremony."* into bkgnd fld id 23, show bkgnd

fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"psyche!*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"two.*"* then lock screen, put return & return & *"... two, three, four – the pill covered conveyer belt at a pharmaceutical factory where Peter" & space & "had once worked. In proud formation they had wobbled forward, a stream of coated cures, for each and every one" & space & "its own illness."* into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is *"grass.*"* then lock screen, put return & return & *"Across fields shrouded in nightly fog, the distant clamor and commotion of people who were enjoying themselves, could be discerned."* into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"leisure.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"it.*"* then smallFrame, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"second voice.*"* then showMargin, end if; if it is *"dross*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end

nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"nose.*"* then showMargin, end if; if it is *"two*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"welcome drink.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"drops of fat.*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"smile*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"state of aggregation.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is *"strange*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"digression.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on closeCard: hide bkgnd fld id 23, end closeCard.

on mouseUp: visual barn door close very slow to black, go this card, show bkgnd fld id 23, select word 1 in bkgnd fld id 23, wait 1 second, select empty, wait 30 ticks, hide bkgnd fld id 23, end mouseUp.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"academic humor*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"hand.*"*

then Buzz, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "over*" then put return & return & *"The boiling giant cauldron of humankind, where bodies slowly turned ..."* into bkgnd fld id 29, lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, wait 3 seconds, hide bkgnd fld id 29, end if; if it is "water*" then put return & return & *"Swarming, swimming, swaying! Wake up! Wake up!"* into bkgnd fld id 29, lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, wait 3 seconds, hide bkgnd fld id 29, end if; if it is "excrement.*" then set cantModify of this stack to true, put *"He woke up veiled in fog. An incessant bubbling emerged from his stomach and a vexing ache stretched itself"* & space & *"from his tongue, through the throat and down to the diaphragm. He staggered away from the bed and switched off"* & space & *"the flickering TV, and then all of a sudden he was overwhelmed by a somnambulistic impulse to look out through the window:"* & space & *"the woman was still there, slowly and floatingly waving, like a tree in a gentle"* & space & *"wind. But didn't she have a green blouse on before? Now she was dressed in red. Peter moved away from"* & space & *"the window and fell down on the bed again. Unbelievable!"* into bkgnd fld 1, select line 1 in bkgnd fld 1, wait 20 seconds, select empty, set cantModify of this stack to false, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "hide.*" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "stripe.*"

then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*immediately.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*sleep.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*situation.**" then showMargin, end if; if it is "*easy?**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*protection.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*experiences.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*out.**" then showMap, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*development'.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*leak.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*God**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*Time**" then set cursor to watch, set the cantModify of this stack to true, repeat 100 times: get the long time, put it into word 10 in bkgnd fld 1; if the

mouse is down then set the cantModify of this stack to false, exit repeat, end if; end repeat, set the cantModify of this stack to false, end if; if it is "*did.**" then showMargin, end if; end nowTrigg.

on closeCard: set the cantModify of this stack to false, end closeCard.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*despair.**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*evening.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*in,**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*nine.**" then set the cantModify of this stack to true, put "*eight*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, put "*seven*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, put "*six*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, put "*five*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, put "*four*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, put "*three*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, put "*two*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, put "*one*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, put "*zero*" into last word of bkgnd fld 1, select last word in bkgnd fld 1, wait 25 ticks, set the cantModify of this stack to false, go next card, select word 2 in bkgnd fld 1, wait 30 ticks, select empty, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*broad-axe**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*childhood,**" then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*wide open**" then Goldeneyed, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*hair**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*splinter**" then lock screen, put return & return & "*The queen's oysters, furiously thrown in the snowdrift*" into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*rings**" then lock screen, put return & return & "*A medieval, concentric city plan.*" into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*fracture,**" then lock screen, put return & return & "*The Floor, The Secluded Room, New York, USA, The Earth, The Universe.*" into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*scar**" then lock screen, put return & return & "*She looks like the letter R.*" into bkgnd fld id 29, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*hindsight wisdom.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*danger.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"transformation.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"light.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is *"then,*"* then oldAct, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"stale,*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"turned on*"* then lock screen, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"loss.*"* then oldFriend, end if; if it is *"state.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"draught.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"stiff.*"* then lock screen, put *"How come he felt so incredibly like an American right here in this bathroom? Was it due to the hundreds"* & space & *"of American movies, where middle class Americans hit by depression"* & return & *"stood in their underwear"* & space & *"shaving for the first time"*

in a week, delivering a line now and then" & space & "to the wife, who was just putting pancakes and maple syrup on the table, or could it be the young women," & space & "who either feverishly groped for razor blades or hazardous tablets in the bathroom cabinet, or" & space & "quickly scribbled down a message on the mirror with lipstick, before they were taken away by" & space & "kidnappers?" into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"gone.*"* then lock screen, put return & return & return & return & return & return & *"It seemed as if his facial muscles signaled their positions to the mind, which immediately" & space & "registered a fleetingly struck basic chord from the state of mind that normally used to" & space & "cause this particular expression."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"Nonsense.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is *"thing.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"sights*

worth seeing.*" then lock screen, put *"The tea had been so light that he wondered if he really experienced the taste of tea or merely"* & space & *"the taste of the memory of tea. He had drunk it as if it was a mental exercise, tasted every"* & space & *"drop, slowly sifted the liquid over his tongue, swallowing smaller and smaller amounts just to see how"* & space & *"small a sip could become. Invigorated by this the full belly's obscene aptitude for"* & space & *"the philosophy of scarcity, he had returned to his room and started to clean his nails."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"paralytic*"* then lock screen, put *"paralytic, characterized by paralipsis (gr. paraleipsis, fr. paraleipein 'omit'); a"* & space & *"rhetoric figure, which means to imply an omission and thus so much stronger"* & space & *"emphasize that which is supposed to be omitted."* into bkgnd fld id 23, set the textstyle of word 1 in bkgnd fld id 23 to bold, set the textstyle of word 6 in bkgnd fld id 23 to italic, set the textstyle of word 8 in bkgnd fld id 23 to italic, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"He.*"* then lock screen, put *"Peter did not want to gain strength from something that*

in all probability only was" & space & "the invented straw, which humans in their bewilderment tried to catch. Psychologically speaking it was a" & space & "natural response to the awareness of one's own perishability, and it irritated him that he" & space & "himself sometimes became a spineless victim to this mechanism, as if he had bought a certain commodity," & space & "due to some commercial which appealed to his most primitive needs." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "desirable." then lock screen, put "But then, one faces a new paradox, since the attainment of something desirable is" & space & "a sort of pleasure; only the striving for an unobtainable desirable suffering" & space & "could be a suffering worth striving for." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.*

on nowTrigg (global thisTrigger): get thisTrigger; if it is "force.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "course.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "tennis match*" then lock screen, show bkgnd fld id 23, select last char in bkgnd

fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"wallet.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"Stockholm.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"crossed.*"* then legFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"photography school.*"* then lock screen, put *"I wanted to realize a dream I've had for a long time," she said, "to move to New York and"* & space & *"apply for admission at a photography school."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"possibilities.*"* then lock screen, put return & return & return & return & return & *"I'd rather try to develop the artistic possibilities of photography," she said."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end

if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is " *sat.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is " *ironic.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*territory.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*knee,**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*boring.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is " *lump of clay**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*spoken.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*stains**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*masturbation.**" then lock screen, put "*He shamelessly violated all of the waitresses in the dining-hall, one at a time. He reached*" & space & "*a howling ejaculation, and at the same time he saw Joanna's face above the starched collar of one waitress,*" & space & "*it was all shiny, with a puzzled*

expression and the lips silently moving." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"earlier.*"* then lock screen, put *"The text read: "How did I become such a swine? It is in fact a complete mystery to me;" & space & "as a child and youth I was very decent, almost puritanical. My upbringing had been" & space & "irreproachable and irreproachable I became too. Then, which ghastly forces could have" & space & "depraved a paragon of virtue, such as myself, in this way, how could a person be degraded to such a" & space & "pool of vomit as I had become? Twenty-one years is hardly the age at which one starts to write one's" & space & "autobiography – and still, somehow the unfathomable succession of faux pas and transgressions," & space & "whose sum presently constitutes my personality, must be revealed and accounted for, candidly" & space & "and honestly.""* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"words.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"catastrophe.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"musical passages*"* then playCart, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"Peter.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"bed.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"conceptual world.*"* then showMargin, end if; if it is *"knot.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"not.*"* then lock screen, put *"So, this was something that possessed such a degree of validity that it was placed under the eyes of"* & space & *"newspaper editors, typesetters and proofreaders."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"down.*"* then lock screen, put return & return & return & return & return & return & *"If Peter didn't hear the shot, he should have noticed the turmoil. And shouldn't somebody have asked"* & space & *"him to testify, since he lived so close by? It appeared unreal, as if the newspaper article was"* & space & *"freely fabricated."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of

bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*slipped*.*" then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*met*.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*street*".*" then showMargin, end if; if it is "*shots*.*" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*telephone booth*.*" then phoneBooth, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*word*.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*street scene*.*" then Pagoda, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*unbearable*.*" then showMargin, end if; if it is "*happiness!*".*" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*later*".*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*background*.*" then Liquor, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*room*.*"

then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*sound.**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*cleaver,**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*Liao.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*time**" then lock screen, put "*Feng held his hand illusively over his mouth*" into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "*Thai coast.**" then lock screen, put return & return & return & return & return & "*But all that was easy stuff.**" into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*check pattern**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*knees.**" then play "*Click*", visual iris open very fast to inverse, go this card, end if; if it is "*smoulder.**" then play

"Click", visual iris open very fast to inverse, go this card, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "surge.*" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "roosters.*" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "sigh.*" then wait 20 ticks, play "Click", visual iris open very fast to inverse, go this card, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "Joanna*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "marines.*" then showProud, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "deed.*" then showMargin, end if; if it is "individuality.*" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "man*" then manFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "Applegarth.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "dusk.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "points.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "points.*" then lock screen, put "*On the radio, the singer resumed with the words "I've found me a place in a boxcar, so I take my guitar",*" & space & "*then a short pause, as if he took a quick drag on a cigarette, "to pass some time".*" into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "*cheramic insulators.**" then lock screen, put ""*Late at night it's hard to rest, I hold your picture to my chest", the singer sang*" & space & "*in a drunken voice, "and I feel fine", but the strings swept back as a reminder of reality: "But"*" & space & "*it's a rainy night in Georgia", and then he sang harder than before: "baby it's a rainy"*" & space & "*night in Georgia"; the phrase was repeated in a hurt, frail and cursing manner until the music faded*" & space & "*out.*" into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "*music.**" then lock screen, put "*His voice had a timbre which reminded him of certain early mornings during his military service, when*" & space & "*a doctor with a captain's rank lectured on medical care to the drowsy, newly awa-*

kened recruits. The thoroughly waxed," & space & "spool-shaped moustaches had endowed him with the features of an antiquated lounge fop, and he" & space & "had spun his sugar sweet voice so that Peter in an almost intoxicated state drifted away beyond the words to" & space & "an empire of variously sounding expirations, tongue positions and pyrotechnical sputter, which had delighted" & space & "him so immensely that he had hoped that the lesson would never end." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"most".** then set cursor to watch, visual zoom open, lock screen, go stack *"Highway"*, end if; end nowTrigg.

on openCard: showPanel, end openCard.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"world,.*"* then showCar, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"index finger.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"men.*"* then manFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"happen.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"cat's*

*urine.**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*gaze.**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*skin.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*face.**" then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*looks.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*edge.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*silent.**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*waving.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*design.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*excuses.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*case.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*role?**"

then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"men"* then manFunk, end if; if it is *"eggshell,*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"back support.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"one.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"evoked.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"cross,*"* then showHammer, end if; if it is *"away.*"* then showDownFall, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"possible.*"* then showBackStage, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"this.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"China!"** then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"smiling,*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"word*"* then lock screen, put return & return & return & return & return & return & return & return & *"Pretended to be at a loss for words."* into

bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "mouth.*" then lock screen, put return & return & return & return & return & return & return & return & return & return & return & "At each breath her lips got sort of sucked in and stuck to each other." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "gas stove,*" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "idea.*" then showMargin, end if; if it is "man?*" then manFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "was.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "here,*" then lock screen, put "Her arm now found its way around his neck." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn

id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"at heart,*"* then lock screen, put *"With some amusement she scratched his beard, and her voice got the same tone as when one talks to a pet."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"in there,*"* then lock screen, put return & return & return & return & return & *"And now her hand glided down his chest."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"mental activity.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"sandwiches.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"backs.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"him.*"* then showMargin, end if; if it is *"leaves.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*tone.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*Men.**" then manFunk, end if; if it is "*cigarette.**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*cross references,**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*drops.**" then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*it,**" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*them.**" then push this cd, visual zoom out, go cd id 2061, select line 5 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*strangers.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*street noise.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*twinkles.**" then play "*Click*", visual iris open very fast to inverse, go this card, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*Street'.*" then showShip, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*heard.**" then push this cd, go cd id 2061, select line 7 to 8 in bkgnd fld 1, end if;

end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"interest.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"loneliness.**"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"neck.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"blue*"* then findThis, end if; if it is *"leg*"* then legFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"from behind.*"* then showMargin, end if; if it is *"peccatum.* "* then push this cd, go cd id 2370, select line 4 to 5 in bkgnd fld 1, end if; if it is *"ached,*"* then playAir, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"him.**"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"face*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"Haymarket,*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"cigarettes.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"beer.*"* then showMargin, end if; if it is *"landed!*"* then showBus, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "grass.*" then lock screen, put *"He did not experience the gain in distance linearly, according to the axiom about the shortest distance between two" & space & "points, but rather as much bigger; big as the area he intercepted by taking a short cut."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "the eyes.*" then lock screen, put *"Her dog had stopped to grub out something, and while she let that happen, she looked up" & space & "at Peter with eyes from the previous century. Maybe she was engrossed in her own contemplation, or was it just that she had" & space & "the pace and candor of older times preserved in her body? Or was she for a moment transformed" & space & "to a woman of the same age as Peter, trying to catch his heart with a glance forgetful of" & space & "cataracts? Did he resemble somebody from her past? If she was thrown back to the time for some" & space & "painful loss, he on the other hand felt at this moment just as bitter an inability; he couldn't" & space & "see the reflection, only vaguely sense it under her thin, wrinkled skin, in her dim, tarrying eyes," & space & "on her lips which seemed to be only one nerve impulse away from opening up and releasing a shout, and all of a sudden he felt ashamed of" & space & "not being somebody else. The second was over, the dog jerked the leash and dragged" & space & "the woman back to the present decade."* into bkgnd fld id 23, show bkgnd fld id 23, select last

char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*elegance?*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*glance**" then lock screen, put "*She saw both an accomplice and an enemy, maybe a sister, behind the glass.*" into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "*gasholder,**" then lock screen, put "*The enigmatic apparition of the gasholder had captivated Peter with the force of a many thousands of years old*" & space & "*place of sacrifice from a foreign culture during a summer night stroll a few years earlier. He had*" & space & "*descended a slope and step by step the gasholder had more and more revealed itself from the*" & space & "*greenery and risen in a sort of dark and damp, silent majesty in the unreal glare from*" & space & "*the street lamps, which also cast some light on to the tree tops. Together with the deep blue*" & space & "*night sky the whole surroundings had yielded a supernatural impression, yes indeed, the atmosphere had been*" & space & "*the same as in a movie. This probably contributed to his strong wish to write the gasholder's monograph*" & space & "*and to write on such an extreme level that not*

medium which lets us experience time, with meetings, laundry days and study groups" & space & "plotted: the future is decided, therefore it exists, it tells us, but in reality" & space & "is each day much more blank than any unwritten page in the calendar," & space & "anything and nothing can happen." into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*is.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*thoroughly.*"* then lock screen, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*leg.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*her;*"* then showMargin, end if; if it is "*tuam.** " then push this cd, go cd id 2370, select line 7 to 8 in bkgnd fld id 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*wave*"* then playAir, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*TV*"

*screen.**" then lock screen, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is "*leg*",*" then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*out*",*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*fainting-fit*.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*cares*.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*fell asleep*.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*marble*.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*room*.*" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*violently*.*" then set the cantModify of this stack to true, put ""*I think I am starting*"" into word 41 to 43 in bkgnd fld 1, select word 41 to 43 in bkgnd fld 1, wait 2 seconds, put ""*I think I am starting*"" and then: "*to get old*."" into word 41 to 43 in bkgnd fld 1, select word 41 to 47 in bkgnd fld 1, wait 2 seconds, set the cantModify of this stack to false, end if; end

nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"it.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"only.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"some.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"conversation*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"threads.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"gaiety.*"* then showMargin, end if; if it is *"gaps*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"inability,*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"understood.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"out.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"Joanna,*"* then showMargin, end if; if it is *"slid*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"me!*"* then showMargin, end if; if it is *"next to*"* then findThis, end if; end

nowTrigg.

on openCard: show cd btn id 1, end openCard.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*pane of glass**" then hide cd btn id 1, wait 2 seconds, show cd btn id 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*confirmed.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*silence.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*blue**" then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*rail-road.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*Peter.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*maternal grandmother.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*appear?**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*table top.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*torments,**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*intonation.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"sleep."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"blanket,"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"two?"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"blanket."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"glass rod."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"tips."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"Peter."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"speak."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"voice."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"she?"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"picture."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"relationship."* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"domin-*

*ions.**" then showMargin, end if; if it is *"air.*"* then flipThisCoin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"laboratory.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"he.*"* then showPit, end if; if it is *"face*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"he.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is *"viewfinder.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"Peter.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"lilac colored.*"* then lock screen, put *"What would he be without the light? What would the light be without him?"* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"again.*"* then lock screen, put *"Peter could feel on his skin exactly the position in which he had frozen inside the camera."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, play *"Click.snd"*, go this cd, unlock screen with iris open very fast to inverse, select line 1 in bkgnd fld id 23,

wait 1 second, select empty, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"doubt.*"* then showMargin, end if; if it is *"wife.* "* then push this card, go cd id 9248, select line 8 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"breathe.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"window-sill.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"poetic?*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"nostalgic.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"strange*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"start.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"The man*"* then manFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"face.*"* then lock screen, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"this.* "* then push this cd, go cd id 9248, select line 10 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*chin.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*nterval.**" then Webern, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*members.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*unbearable.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*delayed.**" then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*face**" then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*leg,**" then legFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*content.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*Chinatown!''**" then push this cd, visual zoom out slow, go cd id 29663, select word 15 to 82 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*leg,**" then legFunk, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*Six-hundred sixty-six.**" then get the date, put it into toDay, delete char 1 to 3 in toDay, delete char 3 in toDay, (if toDay is 0606 then push this cd, visual barn door open slow to inverse, go cd id 198051, visual zoom in slow, go

cd id 198051, select word 67 to 72 in bkgnd fld 1, exit nowTrigg, end if; repeat: get the random of 628; if it is 1 or it is 2 or it is 47 or it is 80 or it is 707 then next repeat, else exit repeat; end repeat, put it into randomPage, push this cd, visual zoom out slow, go cd randomPage, select word 6 to 66 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"both?*"* then showMargin, end if; if it is *"given.*"* then push this cd, visual zoom out, go cd id 9524, select line 1 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"worst.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"embarrassing.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"weak in health.*"* then showMargin, end if; if it is *"mouth.*"* then push this cd, visual zoom out, go cd id 9524, select line 3 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"breast.*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"blanket.*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"week.*"* then lock screen, put return & return & return & return & return & return & return & *"Here he lifted his pen, began on a new paragraph and started the first letter with a big elegant loop:"* into bkgnd fld id 23, show

bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; if it is *"novel.*"* then lock screen, put return & return & return & return & return & return & return & return & return & *"Once again he lifted his pen and examined his fingers to see if there were any ink stains."* into bkgnd fld id 23, show bkgnd fld id 23, select last char in bkgnd fld id 23, (if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if) (if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if) set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"cheered.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"always.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"practice.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"evening window.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"mirror.*"* then push this cd, visual zoom out, go cd id 165502, select word 7 to 30 in bkgnd fld 1, wait 2 seconds, select word 42 to 47 in bkgnd fld 1, wait 1 second, select empty, pop cd, end if; if it is *"glass.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*good?*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*stain.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*comb?*"* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; if it is "*refrigerator.*"* then showMargin, end if; if it is "*lion.*"* " then push this cd, visual zoom out, go cd id 9524, select line 5 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*drops*"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*bello-wed!*"* then push this cd, visual zoom out, go cd id 95474, select word 51 to 90 in bkgnd fld id 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*shiny.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*omin-ous.*"* then showMargin, end if; if it is "*slaughtered.*"* " then push this cd, visual zoom out, go cd id 9524, select line 7 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*disap-pointed.*"* then showMargin, end if; if it is "*harvest.*"* " then push this cd, visual zoom out, go cd id 9730, select line 1 in bkgnd fld 1, end if; if it is "*face.*"* then findThis, end if; if it is "*she,*"* then playAir, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"never"* then push this cd, visual zoom out, go cd id 107807, select word 38 in bkgnd fld 1, wait 20 ticks, select word 42 in bkgnd fld 1, wait 20 ticks, select word 46 in bkgnd fld 1, wait 60 ticks, pop cd, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"tree;"* then showMargin, end if; if it is *"dealbabor.*"* then push this cd, visual zoom out, go cd id 9248, select line 1 to 2 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"ears.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"side.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"cabinets.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"nothing.*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"mirror"* then push this cd, visual zoom out to inverse, go cd id 180423, select word 78 to 82 in bkgnd fld 1, wait 2 seconds, go cd id 82006, select word 84 to 91 in bkgnd fld 1, wait 2 seconds, go cd id 69575, select word 39 to 44 in bkgnd fld 1, wait 2 seconds, go cd id 61763, select word 91 to 101 in bkgnd fld 1, wait 2 seconds, go cd id 115007, select word 6 to 13 in bkgnd fld 1, wait 2 seconds, visual zoom in, pop cd, end if; if it is *"childhood"* then findThis, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"over-*

*coat.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"car radiator.*"* then showMargin, end if; if it is *"corner.* "* then push this cd, visual zoom out, go cd id 9730, select line 3 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"way.* "* then lock screen, show bkgnd fld id 29, go this card, unlock screen with iris open, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"newspapers;*"* then showMargin, end if; if it is *"honey ...* "* then push this cd, visual zoom out, go cd id 9730, select word 35 to 54 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"picture postcard.*"* then showMargin, end if; if it is *"abdomen.* "* then push this cd, visual zoom out, go cd id 9730, select line 5 in bkgnd fld 1, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"to*"* then push this cd, visual zoom out, go cd id 95474, select word 12 to 14 in bkgnd fld 1, wait 3 seconds, visual zoom in, pop cd, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"sight?*"* then go next cd, end if; end nowTrigg.

on openCard: put empty into bkgnd fld id 23, set the cantModify of this stack to true, put *" Alas, my eyes, why must I behold this sight?"* into bkgnd fld 1, wait 1 second, put return & return & *" She had her eyes closed when she threw herself off the edge,"* after bkgnd fld 1, select line 3

on mouseUp (global thisTrigger): hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp: exit mouseUp, end mouseUp.

on openCard (global fromThisPage, whichButton, Spezialni): hide cd fld id 43, hide cd fld id 44, hide window "Control Panel", hide cd btn "Prologue", hide cd btn "Manual", hide cd btn "Atlantic", hide cd btn "Hotelsickness", hide cd btn "Cityplan", hide cd btn "Awful", hide cd btn "Day", hide cd btn "Proposal", hide cd btn "Duck's feet", hide cd btn "Applegarth", hide cd btn "Christmas dinner", hide cd btn "Eye", hide cd btn "Tales", hide cd btn "Thunder", hide cd btn "Art", hide cd btn "Darkroom", hide cd btn "Drive", hide cd btn "Diary", hide cd btn "End", get Spezialni; if it is "ManualZ" then show cd btn "Manual", put "Manual" into whichButton, put empty into Spezialni, show cd fld id 44, end if; get fromThisPage; if it < 46 then show cd btn "Prologue", put "Prologue" into whichButton, end if; if 45 < it and it < 128 then show cd btn "Atlantic", put "Atlantic" into whichButton, end if; if 127 < it and it < 153 then show cd btn "Hotelsickness", put "Hotelsickness" into whichButton, end if; if 152 < it and it < 179 then show cd btn "Cityplan", put "Cityplan" into whichButton, end if; if 178 < it and it < 204 then show cd btn "Awful", put "Awful" into whichButton, end if; if 203 < it and it < 237 then show cd btn "Day", put "Day" into whichButton, end if; if 236 < it and it < 261 then show cd btn "Proposal", put "Proposal" into whichButton, end if; if 260 < it and it < 306 then show cd btn "Duck's feet", put "Duck's feet" into whichButton, end if; if 305 < it and it < 343 then show cd btn "Applegarth", put "Applegarth" into whichButton, end if; if 342 < it and it

< 385 then show cd btn "*Christmas dinner*", put "*Christmas dinner*" into whichButton, end if; if 384 < it and it < 427 then show cd btn "*Eye*", put "*Eye*" into whichButton, end if; if 426 < it and it < 456 then show cd btn "*Tales*", put "*Tales*" into whichButton, end if; if 455 < it and it < 499 then show cd btn "*Thunder*", put "*Thunder*" into whichButton, end if; if 498 < it and it < 550 then show cd btn "*Art*", put "*Art*" into whichButton, end if; if 549 < it and it < 597 then show cd btn "*Darkroom*", put "*Darkroom*" into whichButton, end if; if 596 < it and it < 638 then show cd btn "*Drive*", put "*Drive*" into whichButton, end if; if 637 < it and it < 674 then show cd btn "*Diary*", put "*Diary*" into whichButton, end if; if 673 < it and it < 706 then show cd btn "*End*", put "*End*" into whichButton, end if; if x < it and it < y then show cd btn "", put "" into whichButton, end if; FlashButton, show cd fld id 43, end openCard.

on Flashbutton (global whichButton): repeat 4 times: set the hilite of cd btn whichButton to true, wait 12 ticks, set the hilite of cd btn whichButton to false, wait 12 ticks, end repeat, end FlashButton.

on closeCard: hide cd fld id 43, hide cd fld id 44, hide cd btn "*Manual*", show window "*Control Panel*", end closeCard.

on mouseUp: answer "*Do you wish to go back?*" with "*Cancel*" or "*OK*", if it is "*Cancel*" then exit mouseUp; if it is "*OK*" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: visual zoom out slow, go cd 3, end mouseUp.

on mouseUp: answer "*Do you wish to go back?*" with "*Cancel*" or "*OK*", if it is "*Cancel*" then exit mouseUp; if it is "*OK*" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or *"OK"*, if it is *"Cancel"* then exit mouseUp; if it is *"OK"* then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or *"OK"*, if it is *"Cancel"* then exit mouseUp; if it is *"OK"* then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or *"OK"*, if it is *"Cancel"* then exit mouseUp; if it is *"OK"* then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or *"OK"*, if it is *"Cancel"* then exit mouseUp; if it is *"OK"* then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or *"OK"*, if it is *"Cancel"* then exit mouseUp; if it is *"OK"* then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or *"OK"*, if it is *"Cancel"* then exit mouseUp; if it is *"OK"* then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or *"OK"*, if it is *"Cancel"* then exit mouseUp; if it is *"OK"* then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or *"OK"*, if it is *"Cancel"* then exit mouseUp; if it is *"OK"* then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer *"Do you wish to go back?"* with *"Cancel"* or

"OK", if it is "Cancel" then exit mouseUp; if it is "OK" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer "Do you wish to go back?" with "Cancel" or "OK", if it is "Cancel" then exit mouseUp; if it is "OK" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer "Do you wish to go back?" with "Cancel" or "OK", if it is "Cancel" then exit mouseUp; if it is "OK" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer "Do you wish to go back?" with "Cancel" or "OK", if it is "Cancel" then exit mouseUp; if it is "OK" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer "Do you wish to go back?" with "Cancel" or "OK", if it is "Cancel" then exit mouseUp; if it is "OK" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer "Do you wish to go back?" with "Cancel" or "OK", if it is "Cancel" then exit mouseUp; if it is "OK" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer "Do you wish to go back?" with "Cancel" or "OK", if it is "Cancel" then exit mouseUp; if it is "OK" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: answer "Do you wish to go back?" with "Cancel" or "OK", if it is "Cancel" then exit mouseUp; if it is "OK" then visual zoom in, pop cd, end if; end mouseUp.

on mouseUp: visual zoom out slow, go cd 48, end mouseUp.

on mouseUp: visual zoom out slow, go cd 48, end mouseUp.

on mouseUp: visual zoom out slow, go cd 130, end mouseUp.

on mouseUp: visual zoom out slow, go cd 155, end mouseUp.

on mouseUp: visual zoom out slow, go cd 181, end mouseUp.

on mouseUp: visual zoom out slow, go cd 206, end mouseUp.

on mouseUp: visual zoom out slow, go cd 239, end mouseUp.

on mouseUp: visual zoom out slow, go cd 263, end mouseUp.

on mouseUp: visual zoom out slow, go cd 307, end mouseUp.

on mouseUp: visual zoom out slow, go cd 345, end mouseUp.

on mouseUp: visual zoom out slow, go cd 345, end mouseUp.

on mouseUp: visual zoom out slow, go cd 387, end mouseUp.

on mouseUp: visual zoom out slow, go cd 429, end mouseUp.

on mouseUp: visual zoom out slow, go cd 458, end mouseUp.

on mouseUp: visual zoom out slow, go cd 501, end mouseUp.

on mouseUp: visual zoom out slow, go cd 552, end mouseUp.

on mouseUp: visual zoom out slow, go cd 599, end mouseUp.

on mouseUp: visual zoom out slow, go cd 640, end mouseUp.

on mouseUp: visual zoom out slow, go cd 676, end mouseUp.

on mouseUp: myHelp, end mouseUp.

on mouseUp: myHelp, end mouseUp.

on openCard: hide cd fld id 1, hide cd fld id 2, end openCard.

function randmze holder: put the number of lines in holder into counter, repeat with i=1 to counter: set cursor to busy, put random(counter) into switcher, put line i of holder into temp, put line switcher of holder into line i of holder, put temp into line switcher of holder, end repeat, return(holder), end randmze.

Highway.src

on openStack: unlock screen, set the menuMessage of menuItem 1 of menu 1 to *"myCopyright"*, set the menuMessage of menuItem *"Help"* of menu *"Go"* to *"myHelp"*, hide bkgnd fld 2, hide bkgnd fld 3, hide bkgnd fld 6, hide bkgnd fld 4, hide bkgnd fld 5, hide bkgnd fld 7, set the rect of card window to 0,20,640,364, get the screenRect, put it into thisScreen, get item 3 in thisScreen; if it < 623 then set the location of card window to 0,0, end if; if it > 623 then set the location of card window to 0,20, end if; hide msg, hide scroll window, end openStack.

on myCopyright: answer *"The Watcher's Ability to Interfere" version 1.01.* & return & return & *"© Karl-Erik Tallmo and Nisus Publishing 1992.* & return & return & *"Hyperfiction™ is a trademark registered by Nisus Publishing.* & return & return & *"ISBN 91-630-1522-6"*, end myCopyright.

on specialHome: answer *"Do you wish to quit HyperCard or go*

Home?" with *"Cancel"* or *"Quit"* or *"Home stack"*, if it is *"Cancel"* then exit specialHome; if it is *"Quit"* then lock screen, get the long name of this cd, go cd 1, put return & it into cd fld id 4, doMenu *"Quit Hypercard"*, exit specialHome, end if; if it is *"Home stack"* then lock screen, get the long name of this cd, go cd 1, put return & it into cd fld id 4, go home, end if; close window *"Control Panel"*, unlock screen, end specialHome.

on closeStack: set the numberformat to *"0"*, get the freeSize of this stack, put it into thisMuch, divide thisMuch by 1000; if thisMuch > 60 then put *"Please wait. This stack needs to be compacted. It will take a few seconds."* into bkgnd fld 7, show bkgnd fld 7, doMenu *"Compact stack"*, hide bkgnd fld 7, end if; end closeStack.

on doMenu var (global Groups): if var = *"Exit novel ..."* then specialHome, exit doMenu, end if; if var = *"Control Panel"* then answer *"The panel can not be used on these special pages. Return to the main text by clicking the bent arrow button."*, end if; if var = *"Marked words"* then answer *"This function does not work on these special pages."*, end if; if var = *"Manual"* then answer *"Return to the main text by clicking the bent arrow button. Then choose the command Manual again."*, end if; if var = *"About The Watcher's ..."* then myCopyright, else pass doMenu; end doMenu.

on myHelp: answer *"First return to the main text by clicking the bent arrow button. Then choose the command Help again."*, end myHelp.

on openbackground: put empty into bkgnd fld 1, end openbackground.

on mouseUp: set lockText of bkgnd fld 1 to true, hide me, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 28, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 19, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp: lock screen, hide me, go this cd, unlock screen with iris close, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 19, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 19, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 19, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on openCard (global aCopy, deliveredAy, nowLeftAys, thisRandomNo, pCopy, deliveredPee, nowLeftPees, mCopy, deliveredEm, nowLeftEms): unlock screen, put "*(Here follows a se-*

quence. You don't need to do anything. The text will load automatically. Cancel by typing command-[period])" into bkgnd fld 7, show bkgnd fld 7, hide cd btn id 1, lock screen, show bkgnd fld "test", put rndmze(bkgnd field "test") into bkgnd field "test", show bkgnd fld "PJ", put rndmze(bkgnd field "PJ") into bkgnd field "PJ", show bkgnd fld "General", put rndmze(bkgnd field "General") into bkgnd field "General", hide bkgnd fld "test", hide bkgnd fld "PJ", hide bkgnd fld "General", put empty into bkgnd fld 1, unlock screen, put empty into aCopy, put empty into deliveredAy, put empty into nowLeftAys, put empty into pCopy, put empty into deliveredPee, put empty into nowLeftPees, put empty into mCopy, put empty into deliveredEm, put empty into nowLeftEms, put empty into thisRandomNo, wait 2 seconds, hide bkgnd fld 7, put 9 into zDelay, set cursor to watch, get line 1 in bkgnd fld 2, put it & " " into recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 2 in bkgnd fld 2, put return & " " & it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put recentBlock after bkgnd fld 1, wait zDelay seconds, get line 3 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 4 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 5 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 6 in bkgnd fld 2, put it & " " into recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 7 in bkgnd fld 2, put it & " " into

recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, peeSentence, put deliveredPee & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, emSentence, put deliveredEm & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 8 in bkgnd fld 2, put it & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 9 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, aySentence, put deliveredAy & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 10 in bkgnd fld 2, put it & " " into recentBlock, emSentence, put deliveredEm & " " after recentBlock, get line 11 in bkgnd fld 2, put it & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, emSentence, put deliveredEm & " " into recentBlock, get line 12 in bkgnd fld 2, put it & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, aySentence, put deliveredAy & " " into recentBlock, get line 13 in bkgnd fld 2, put it & " " after recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 14 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 15 in bkgnd fld 2, put it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 16 in bkgnd fld 2, put it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait

zDelay seconds, get line 17 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 18 in bkgnd fld 2, put return & " " & it after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, peeSentence, put deliveredPee & " " into recentBlock, get line 19 in bkgnd fld 2, put it after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 20 in bkgnd fld 2, put it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 21 in bkgnd fld 2, put it & " " into recentBlock, emSentence, put deliveredEm & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 22 in bkgnd fld 2, put it & " " into recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 23 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 24 in bkgnd fld 2, put it & " " after recentBlock, emSentence, put deliveredEm & " " after recentBlock, get line 25 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, peeSentence, put deliveredPee & " " into recentBlock, get line 26 in bkgnd fld 2, put it & " " after recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 27 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 28 in bkgnd fld 2, put it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 29 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds,

aySentence, put deliveredAy & " " into recentBlock, get line 30 in bkgnd fld 2, put it & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 31 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, aySentence, put deliveredAy & " " into recentBlock, get line 32 in bkgnd fld 2, put it & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 33 in bkgnd fld 2, put it & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 34 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, emSentence, put deliveredEm & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait 4 seconds, show cd btn id 1, show cd btn id 5, end openCard.

on aySentence (global aCopy, deliveredAy, nowLeftAys): if aCopy is empty then put bkgnd fld 4 into aCopy, if nowLeftAys is empty then put 19 into nowLeftAys, get the random of nowLeftAys, put it into thisRandomNo, get line thisRandomNo in aCopy, put it into deliveredAy, delete line thisRandomNo in aCopy, subtract 1 from nowLeftAys, if nowLeftAys is 0 then put empty into nowLeftAys, end aySentence.

on peeSentence (global pCopy, deliveredPee, nowLeftPees): if pCopy is empty then put bkgnd fld 5 into pCopy, if nowLeftPees is empty then put 9 into nowLeftPees, get the random of nowLeftPees, put it into this-

RandomNo, get line thisRandomNo in pCopy, put it into deliveredPee, delete line thisRandomNo in pCopy, subtract 1 from nowLeftPees, if nowLeftPees is 0 then put empty into nowLeftPees, end peeSentence.

on emSentence (global mCopy, deliveredEm, nowLeftEms): if mCopy is empty then put bkgnd fld 6 into mCopy, if nowLeftEms is empty then put 6 into nowLeftEms, get the random of nowLeftEms, put it into thisRandomNo, get line thisRandomNo in mCopy, put it into deliveredEm, delete line thisRandomNo in mCopy, subtract 1 from nowLeftEms, if nowLeftEms is 0 then put empty into nowLeftEms, end emSentence.

function rndmze holder: put the number of lines in holder into counter, repeat with i=1 to counter: set cursor to busy, put random(counter) into switcher put line i of holder into temp put line switcher of holder into line i of holder, put temp into line switcher of holder, end repeat, return(holder), end rndmze.

on mouseUp (global aCopy, deliveredAy, nowLeftAys, thisRandomNo, pCopy, deliveredPee, nowLeftPees, mCopy, deliveredEm, nowLeftEms): put *"(The sequence will repeat. You don't need to do anything. The text will load automatically. Cancel by typing command-[period])"* into bkgnd fld 7, show bkgnd fld 7, lock screen, show bkgnd fld "test", put rndmze(bkgnd field "test") into bkgnd field "test", show bkgnd fld "PJ", put rndmze(bkgnd field "PJ") into bkgnd field "PJ", show bkgnd fld "General", put rndmze(bkgnd field "General") into bkgnd field "General", hide bkgnd fld "test", hide bkgnd fld "PJ", hide bkgnd fld "General", put empty into bkgnd fld 1, unlock screen, put

empty into aCopy, put empty into deliveredAy, put empty into nowLeftAys, put empty into pCopy, put empty into deliveredPee, put empty into nowLeftPees, put empty into mCopy, put empty into deliveredEm, put empty into nowLeftEms, put empty into thisRandomNo, wait 2 seconds, hide bkgnd fld 7, put 9 into zDelay, set cursor to watch, get line 1 in bkgnd fld 2, put it & " " into recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 2 in bkgnd fld 2, put return & " " & it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put recentBlock after bkgnd fld 1, wait zDelay seconds, get line 3 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 4 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 5 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 6 in bkgnd fld 2, put it & " " into recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 7 in bkgnd fld 2, put it & " " into recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, peeSentence, put deliveredPee & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, emSentence, put deliveredEm & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 8 in bkgnd fld 2, put it & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 9 in bkgnd fld 2, put it & " " after recentBlock, put " " &

recentBlock into bkgnd fld 1, wait zDelay seconds, aySentence, put deliveredAy & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 10 in bkgnd fld 2, put it & " " into recentBlock, emSentence, put deliveredEm & " " after recentBlock, get line 11 in bkgnd fld 2, put it & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, emSentence, put deliveredEm & " " into recentBlock, get line 12 in bkgnd fld 2, put it & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, aySentence, put deliveredAy & " " into recentBlock, get line 13 in bkgnd fld 2, put it & " " after recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 14 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 15 in bkgnd fld 2, put it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 16 in bkgnd fld 2, put it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 17 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 18 in bkgnd fld 2, put return & " " & it after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, peeSentence, put deliveredPee & " " into recentBlock, get line 19 in bkgnd fld 2, put it after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 20 in bkgnd fld 2, put it & " " into recentBlock,

aySentence, put deliveredAy & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 21 in bkgnd fld 2, put it & " " into recentBlock, emSentence, put deliveredEm & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 22 in bkgnd fld 2, put it & " " into recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 23 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 24 in bkgnd fld 2, put it & " " after recentBlock, emSentence, put deliveredEm & " " after recentBlock, get line 25 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, peeSentence, put deliveredPee & " " into recentBlock, get line 26 in bkgnd fld 2, put it & " " after recentBlock, peeSentence, put deliveredPee & " " after recentBlock, get line 27 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, get line 28 in bkgnd fld 2, put it & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 29 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, aySentence, put deliveredAy & " " into recentBlock, get line 30 in bkgnd fld 2, put it & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 31 in bkgnd fld 2, put it & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, aySentence, put deliveredAy & " " into recentBlock, get line 32 in bkgnd fld 2, put it & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, get line 33 in bkgnd fld 2, put it & " " after recentBlock,

aySentence, put deliveredAy & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait zDelay seconds, get line 34 in bkgnd fld 2, put it & " " into recentBlock, peeSentence, put deliveredPee & " " after recentBlock, put " " & recentBlock into bkgnd fld 1, wait zDelay seconds, emSentence, put deliveredEm & " " into recentBlock, aySentence, put deliveredAy & " " after recentBlock, aySentence, put deliveredAy & " " after recentBlock, put return & " " & recentBlock after bkgnd fld 1, wait 4 seconds, show cd btn id 1, show cd btn id 5, end mouseUp.

on aySentence (global aCopy, deliveredAy, nowLeftAys): if aCopy is empty then put bkgnd fld 4 into aCopy, if nowLeftAys is empty then put 19 into nowLeftAys, get the random of nowLeftAys, put it into thisRandomNo, get line thisRandomNo in aCopy, put it into deliveredAy, delete line thisRandomNo in aCopy, subtract 1 from nowLeftAys, if nowLeftAys is 0 then put empty into nowLeftAys, end aySentence.

on peeSentence (global pCopy, deliveredPee, nowLeftPees): if pCopy is empty then put bkgnd fld 5 into pCopy, if nowLeftPees is empty then put 9 into nowLeftPees, get the random of nowLeftPees, put it into thisRandomNo, get line thisRandomNo in pCopy, put it into deliveredPee, delete line thisRandomNo in pCopy, subtract 1 from nowLeftPees, if nowLeftPees is 0 then put empty into nowLeftPees, end peeSentence.

on emSentence (global mCopy, deliveredEm, nowLeftEms): if mCopy is empty then put bkgnd fld 6 into mCopy, if nowLeftEms is empty then put 6 into nowLeftEms, get the random of nowLeftEms, put

it into thisRandomNo, get line thisRandomNo in mCopy, put it into deliveredEm, delete line thisRandomNo in mCopy, subtract 1 from nowLeftEms, if nowLeftEms is 0 then put empty into nowLeftEms, end emSentence.

function rndmze holder: put the number of lines in holder into counter, repeat with i=1 to counter: set cursor to busy, put random(counter) into switcher put line i of holder into temp put line switcher of holder into line i of holder, put temp into line switcher of holder, end repeat, return(holder), end rndmze.

on mouseUp (global specialStack): put "yes" into specialStack, put empty into bkgnd fld 1, visual iris close, go cd id 99721 of stack "*The Watcher's Ability ...*", end mouseUp.

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on openStack (global coinFlip, specialStack): set cursor to watch, set the userlevel to 5, put *"About The Watcher's ..."* into first menuItem of menu 1, set the menuMessage of menuItem 1 of menu 1 to *"myCopyright"*, set the menuMessage of menuItem *"Help"* of menu *"Go"* to *"myHelp"*, createMenu, windowLoca, hide msg, hide scroll window, showPanel, end openStack.

on windowLoca: get the screenRect, put it into thisScreen, get item 3 in thisScreen; if it < 623 then set the rect of card window to 0,0,640,344, set the location of card window to 0,0, end if; if it > 623 then set the rect of card window to 0,20,640,364, set the location of card window to 0,20, end if; end windowLoca.

on createMenu: if menu *"Go"* contains *"First"* then delete menuItem *"First"* of menu *"Go"*, if menu *"Go"* contains *"Last"* then delete menuItem *"Last"* of menu *"Go"*, if menu *"Go"* contains *"Message"* then

delete menuItem *"Message"* of menu *"Go"*, if there is a menuItem *"Next"* in menu *"Go"* then delete menuItem *"Next"* of menu *"Go"*, if menu *"Go"* contains *"Prev"* then delete menuItem *"Prev"* of menu *"Go"*; if there is not a menu *"The Watcher"* then create menu *"The Watcher"*, put *"About The Watcher's ..."* & return & *"Manual"* & return & *"Control Panel"* & return & *"Marked words"* & return & *"Exit novel ..."* into menu *"The Watcher"*, end if; end createMenu.

on doMenu var (**global Groups**): if var = *"Help"* then myHelp; if var = *"Exit novel ..."* then specialHome, exit doMenu, end if; if var = *"Control Panel"* then Showpanel; if var = *"Marked words"* then (if Groups is empty or Groups is *"Star"* then show groups, put *"Line"* into Groups, exit doMenu, end if) (if Groups is *"Line"* then hide groups, put *"Star"* into Groups, end if) end if; if var = *"Manual"* then myHelp, if var = *"About The Watcher's ..."* then myCopyright, else pass doMenu; end doMenu.

on arrowkey theKey: if theKey is *"left"* then prevCd, if theKey is *"right"* then nxtCd, if theKey is *"up"* then put *"NO"*, if theKey is *"down"* then put *"NO"*, end arrowkey.

on myHelp: answer *"This function does not work on these special pages."*, end myHelp.

on showPanel: get the screenRect, put it into thisScreen, get item 3 in thisScreen; if it < 623 then palette *"Control Panel"*, set loc of window *"Control Panel"* to *"373,308"*, end if; if it > 623 then palette *"Control Panel"*, set loc of window *"Control Panel"* to *"521,148"*, end if; show window *"Control Panel"*, end showPanel.

on showMargin: lock screen, show bkgnd fld id 23, select last char in

bkgnd fld id 23; if scroll of bkgnd fld id 23 is not 0 then set icon of bkgnd btn id 39 to 3584, end if; if scroll of bkgnd fld id 23 is 0 then set icon of bkgnd btn id 39 to 0, end if; set scroll of bkgnd fld id 23 to 0, go this cd, unlock screen with wipe left, end showMargin.

on myCopyright: answer ""*The Watcher's Ability to Interfere*" version 1.01." & return & return & "© Karl-Erik Tallmo and Nisus Publishing 1992." & return & return & "Hyperfiction™ is a trademark registered by Nisus Publishing." & return & return & "ISBN 91-630-1522-6", end myCopyright.

on nxtCd (global coinFlip, specialStack): get the number of this cd; if it is 12 then set cursor to watch, lock screen, put "yes" into specialStack, visual zoom in, go cd 572 of stack "*The Watcher's Ability ...*" in a new window, unlock screen, exit nxtCd, end if; if it is 21 then set cursor to watch, lock screen, put "yes" into specialStack, visual zoom in, go cd 572 of stack "*The Watcher's Ability ...*" in a new window, unlock screen, exit nxtCd, end if; visual wipe left, go next cd, end nxtCd.

on prevCd (global coinFlip, specialStack): get the number of this cd; if it is 13 then set cursor to watch, lock screen, put "yes" into specialStack, visual zoom in, go cd 571 of stack "*The Watcher's Ability ...*" in a new window, unlock screen, exit prevCd, end if; if it is 1 then set cursor to watch, lock screen, put "yes" into specialStack, visual zoom in, go cd 571 of stack "*The Watcher's Ability ...*" in a new window, unlock screen, exit prevCd, end if; visual wipe right, go prev cd, end prevCd.

on specialSearch: answer "*This function does not work on these special pages.*", end specialSearch.

on specialHome: answer *"Do you wish to quit HyperCard or go Home?"* with *"Cancel"* or *"Quit"* or *"Home stack"*, if it is *"Cancel"* then exit specialHome; if it is *"Quit"* then set cursor to watch, lock screen, get the long name of this cd, doMenu *"Close stack"*, go cd 1 of stack *"The Watcher's Ability ..."*, put return & it into cd fld id 4, doMenu *"Quit Hypercard"*, exit specialHome, end if; if it is *"Home stack"* then set cursor to watch, lock screen, get the long name of this cd, doMenu *"Close stack"*, go cd 1 of stack *"The Watcher's Ability ..."*, put return & it into cd fld id 4, go home, end if; close window *"Control Panel"*, unlock screen, end specialHome.

on specialPop: if the visible of bkgnd fld id 29 is the visible of bkgnd fld id 29 then lock screen, hide bkgnd fld id 29, go this cd, unlock screen with iris close, end if; if the visible of bkgnd fld id 23 is the visible of bkgnd fld id 23 then lock screen, hide bkgnd fld id 23, set icon of bkgnd btn id 39 to 0, go this cd, unlock screen with wipe right, end if; pop cd into myPopp; if *"Home"* is in myPopp then exit specialPop; else visual zoom in slow, go myPopp, end if; end specialPop.

on overView: answer *"This function does not work on these special pages."*, end overView.

on bookmarkBa: answer *"This function does not work on these special pages."*, end bookmarkBa.

on bookmarkFor: answer *"This function does not work on these special pages."*, end bookmarkFor.

on frontPage: answer *"This function does not work on these special pages."*, end frontPage.

on screenChoice: answer *"This function does not work on these special pages."*, end screenChoice.

on myHelp: answer *"This function does not work on these special pages."*, end myHelp.

on closeStack: set the numberformat to "0", get the freeSize of this stack, put it into thisMuch, divide thisMuch by 1000; if thisMuch > 40 then answer *"This stack needs to be compacted. It will take a few seconds."*, doMenu *"Compact stack"*, end if; end closeStack.

on nowTrigg: exit nowTrigg, end nowTrigg.

on closeCard: hide bkgnd fld id 29, hide bkgnd fld id 23, set icon of bkgnd btn id 39 to 0, end closeCard.

on mouseUp: set lockText of bkgnd fld 1 to true, hide me, end mouseUp.

on mouseStillDown: if the style of bkgnd fld 4 is scrolling then repeat: get the scroll of bkgnd fld 4, set scroll of bkgnd fld 4 to (it+7), if the mouse is up then exit mouseStillDown, end repeat; else exit mouseStillDown, end if; end mouseStillDown.

on mouseUp: answer *"This function does not work on these special pages."*, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 28, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp (global thisTrigger): if the shiftKey is down and the optionKey is down then set the lockText of bkgnd fld 1 to false, show bkgnd btn id 19, exit mouseUp, end if; hide msg, get the clickText, put it into thisTrigger, send nowTrigg to this card, end mouseUp.

on mouseUp: lock screen, hide me, go this cd, unlock screen with iris close, end mouseUp.

on mouseUp: answer *"This function does not work on these special pages."*, end mouseUp.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"pride?*"* then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"suicide.*"* then put *"It was thoroughly planned and he had referred to every human being's inviolable right to"* & space & *"decide the time to die. When people with a similar aptitude as his own"* & space & *"voluntarily and almost zealously gave themselves to death, he regarded this as a piece of collegial advice;"* & space & *"in the same way as their work could form a school, their actions insisted on imitation."* into bkgnd fld id 23, showMargin, end if; if it is *"course of life.*"* then put *"Right now I am passive, while the clock is active, he thought. And if one died, he thought further,"* & space & *"exactly while looking at the clock; maybe this would be as if one by accident happened to look at it precisely"* & space & *"when it stops: one wouldn't be able to tell whether it was the clock or one's life that came to a halt."* into bkgnd fld id 23, showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is *"some-*

*thing.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*become.**" then showMargin, end if; end nowTrigg.

on nowTrigg (global thisTrigger): get thisTrigger; if it is "*suicide.**" then put "*It was thoroughly planned and he had referred to every human being's inviolable right to*" & space & "*decide the time to die. When people with a similar aptitude as his own*" & space & "*voluntarily and almost zealously gave themselves to death, he regarded this as a piece of collegial advice;*" & space & "*in the same way as their work could form a school, their actions insisted on imitation.*" into bkgnd fld id 23, showMargin, end if; if it is "*course of life.**" then put "*Right now I am passive, while the clock is active, he thought. And if one died, he thought further,*" & space & "*exactly while looking at the clock; maybe this would be as if one by accident happened to look at it precisely*" & space & "*when it stops: one wouldn't be able to tell whether it was the clock or one's life that came to a halt.*" into bkgnd fld id 23, showMargin, end if; if it is "*do.**" then put "'*Look, now he does it again, it's so like him.*"' into bkgnd fld id 23, showMargin, end if; end nowTrigg.