

[start]: /Intro

- quick note at the top about weird links if needed
- setting and exposition are given
 - in the form of a news cast\emergency broadcast?

```
> _Turn Off the TV_ /  
set [invBlanket] to 0  
set [invBatteries] to 0  
set [invNotebook] to 0  
set [invSpace] to 10  
set [invLimit] to 10
```

[Turn Off the TV]:

set [location] to 1

/You turn off the TV. The first thing on your mind is to get out of there, but going empty handed sounds like a bad idea. You can't carry a whole lot on your person, but you can fit an okay amount in your old backpack, which you pick up from the floor beside the couch and sling over your back.

You only have so much room in your bag. Choose what you carry wisely.

In the living room, you can see a throw blanket, some batteries, and a notebook and pencil.
What do you take?

```
> _Blanket_  
> _Batteries_  
> _Notebook and Pencil_  
/
```

[Blanket]:

set [invBlanket] to 1

decrease [invSpace]

decrease [invSpace]

decrease [invSpace]

/You take the blanket, roll it up tightly, and tuck it neatly into your bag. It takes up quite a bit of space.

Take anything else?

v these are causing the "func not available" error

/

```
if [invBatteries] equals 0
then
/> _Batteries_
/
end
if [invNotebook] equals 0
then
/> _Notebook and Pencil_
/
end
```

```
/> _Next Room_
```

```
> Check _Inventory_?/
```

```
[batteries]:
set [invBatteries] to 1
/You take the batteries and drop them into your bag. They don't take up much space./
```

```
[notebook and pencil]:
set [invNotebook] to 1
/You take the notebook and put it into your bag, along with a single No. 2 pencil. It doesn't take up too much space./
```

```
[inventory]:
/Space Available: [invSpace] of [invLimit]
___/
if [invBlanket] equals 1
then
/Blanket -3/
end
if [invBatteries] equals 1
then
/Batteries -1/
end
if [invNotebook] equals 1
then
/Notebook and Pencil -2/
end
```