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From the Selected Works of Jemma Everyhope-Roser

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I'm Sorry, I Love You

Jemma Everyhope-Roser, *Western Washington University*



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I'm Sorry, I Love You

By

Jemma Everyhope-Roser

Accepted in Partial Completion
of the Requirements for the Degree
Master of Fine Arts

ADVISORY COMMITTEE

Professor Carol Guess, Chair

Professor Kelly Magee

Associate Professor Nicole Brown

GRADUATE SCHOOL

David L. Patrick, Dean

Master's Thesis

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Jemma Everyhope-Roser

May 18, 2023

I'm Sorry, I Love You

A Thesis
Presented to
The Faculty of
Western Washington University

In Partial Fulfillment
Of the Requirements for the Degree
Master of Fine Arts

by
Jemma Everyhope-Roser
May 2023

Abstract

“I’m Sorry, I Love You” spans the author’s childhood, utilizing both the author’s memory and the memory of familial oral tradition. ISIL is meant to be a compassionate portrait of the power literacy grants in developing resiliency, touching on adversity related to the neglect that results from being raised by parents with mental illness and substance abuse disorders. ISIL is not meant to critically approach these experiences but to offer an evocative, immersive, emotional perspective that invites others into the space of what this means.

Technically, ISIL is a visual novel written within a visual novel engine that shares visual novel (VN) features like environments (background images), sprites (character images), and animations. It is an autobiographical work that utilizes limited interactivity.

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Critical Preface

As a professional narrative designer I desired to produce an interactive work adjacent to my area of expertise for my thesis. “I’m sorry, I love you,” (ISIL) is a hybrid work: as cinematic interactive creative nonfiction work speaking to survivorship it pushes against the narrative conventions of a commercial form best known for romance and erotica. In this critical preface I will discuss the creative decisions I made regarding this work, contextualizing each decision within the larger discussions within the various fields ISIL interfaces with as a creative hybrid piece. I will discuss visual CNF/memoir, Ren’Py and interactivity within visual novels, the choices behind my image sequences, visual rhetoric in relation to neurodivergence (specifically, dyslexia but also briefly synesthesia). Overall, my critical preface will seek to answer the question: Why tell this story like that?

Materiality: What was used in the making?

I’d like to discuss how I made the initial draft of ISIL because I believe that materiality, even in terms of digital tools, dictates form. After writing a justification for the germ of the idea to my instructor for ENG 510: Rhetoric: New & Material Publics, I drafted this document initially through sketches on index cards through a series of rough sketches. The text I wrote in [ink](#). I transferred this into [Ren’Py](#), a Creative Commons (CC) visual novel engine that I learned to write in when creating my ENG 513 teaching portfolio so that I could easily construct the narrative as a visual, playable work. I used music from [Bandcamp](#) with permission from the artist and CC sound effects from [freesound.org](#), a resource graduate instructors recommend to students for their ENG 101 podcasts. Because I have no photographs of my childhood, I created a series of collages using CC and other reference photos, tracing and otherwise modifying these

reference images to create unique hand-drawn environments, sprites, and animations. To do this, I used Sketchbook Pro due to its brush dynamics and my Wacom tablet. Sketchbook's "Flipbook" functionality allowed me to create the longer animations; shorter animations were coded directly into Ren'Py as timed image sequences. I used online converters to change files into formats compatible with Ren'Py. The file is currently approximately 17 minutes long, in terms of playtime. It is not optimized.

The goal for this work is span my early childhood to young adulthood, approximately ages 4-18 utilizing both my memory and the memory of the oral tradition that existed within my family. ISIL is meant to be a compassionate portrait of the power literacy grants in developing resiliency, touching on adversity related to the neglect that results from being raised by parents with mental illness and substance abuse disorders. Tonally, I attempt to couple despair with delight. Its arc will end with a mixed triumph/despair of being formally disowned at age 18 and accepted into college. ISIL is not meant to critically approach these experiences but to offer an evocative, immersive, emotional perspective that invites others into the space of what this *means*.

Technically, ISIL is a visual novel written within a visual novel engine that shares visual novel (VN) features like environments (background images), sprites (character images), and animations. However, I am not aware of any other visual novel that is an autobiography—and there are reasons for that. In this essay, I will be contextualizing the artistic decisions I've made regarding this work—which is still very much in progress.

Graphic and Text-Based Memoir: Why not write a memoir or a graphic novel?

Since college, my friends, family, editors, coworkers, and even strangers have told me I ought to consider writing a memoir. When I wrote *Highfell Grimoires*, my editor urged, saying readers enjoy "peering behind the curtain," a la *Wizard of Oz*. As someone who has desired to be

accepted on the merits of my work and not my person, I resisted that suggestion. Early attempts seemed either too intimate or too navel-gazey. I hated how my tone undercut my story.

Interactive fiction (IF) forces the writer to write for and with audience. When I write IF, I never write alone and in a windowless room (Annie Dillard's famous advice).

ISIL, though incomplete, has the same Western arc prevalent in memoirs such as *Sickened: The Memoir of a Munchausen by Proxy Childhood* by Julie Gregory: initiating event/situation, obstacle, overcoming the obstacle, triumph. It's the same arc visible in novelized versions of the same story, like *Speak*. But, although I've read many such memoirs, personally I found myself more engaged and immersed in visual stories, like [Marbles](#) or [The Tree of Ecstasy and Unbearable Sadness](#). Both are image-based explorations of living with bipolar. Telling these stories visually seems to offer a simultaneity that allows the authors to present a messier, more complex journey—which I desired for ISIL, as the tidiness of these survivorship arcs bothers me on an intellectual and emotional level. In both *Marbles* and *The Tree of Ecstasy and Unbearable Sadness*, the minimal text and reliance on visual elements create more immersion as the reader works to relate text to image.

Images can startle, intrigue, and contrast in ways that a text-based experience can't. For example, although *My Favorite Thing Is Monsters* is fiction that draws heavily on the author's experience, its format permits the author/artist to approach difficult topics like death, disability, sexuality and social roles, through visual metaphor more effectively than it would have using text-based implication. Although *The Boat* differs in genre, its partial interactivity, animations, and sound effects (SFX) create an intense immersive experience that wouldn't be the same in a purely cinematic or text-based offering. Its dynamic qualities create an *experience*.

When first describing this work during ENG 510, I summarized this effect with an example that appears early in ISIL: It's easier to create an emotional impact from an image of a two-year-old drinking a beer than it is to create that same impact through a page-long text-based description of the same scene. Images gestalt differently than text.

Narratology vs. Ludology: Is this really a game?

While the narratology vs. ludology debate is considered old hat (Kokonis), in my experience it still rears its head in discussions of narrative vs. mechanics and, in many studios, the segregation of writers' rooms from development and implementation. Previously, I argued that visual novels qualify as "games," in particular RPGs, due to how the reader/players engage in strategic decision-making in order to achieve desired narrative outcomes, frequently making decisions that "their character" would make especially on the path-based games in Romance Club. However, due to the choice structures I plan on discussing later within the critical preface, I wish to say that strategic decision-making is not possible in ISIL. Nowhere in the narrative do the choices require strategy. As such, I will be referring to my audience as "readers" or "viewers" rather than "players" throughout the duration of the critical preface. ISIL is playable and written in a game engine using many visual novel conventions but it is not a game.

Ren'Py and Interactivity within Visual Novels: Should choices always have impact?

While choosing to write this in Ren'Py (Atom) was a practical decision as I'd already begun learning the markup language, I wish to contextualize ISIL within how choice functions within visual novels. Ren'Py is a visual novel engine, principally developed for implementing manga-style erotic/romantic VNs, so the graphic user interface (GUI) and built-in functionalities are largely built for this type of storytelling (as a result I had to modify much of this code in

back-end work that's largely invisible). For my craft essay I discussed the importance of choice in erotic VN scenes as well as how the field hasn't "kept up" with newer discussions regarding active, continuing, informed consent. But why have interactivity in ISIL at all?

To summarize my craft essay, I explored how choice and consent doubly function as a player-reader giving consent to experience erotic content as well as role-playing the consent of their own character. I also discussed that when the erotic content is opt-in/opt-out but otherwise non-interactive within a scene, this can cause players to be "trapped" in a scene where the erotic content (such as strangulation or oral sex) may not be as comfortable for them, with no way to opt out, perpetuating the idea of irrevocable consent (*Rage of the Titans*, *Romance Club*). But this discussion opened questions for me regarding the other ways choices might be used within IF to create emotional content.

When discussing with my seven-year-old some tactics that I engaged in as a small child to find food, my son said: "I would never do that. No matter how hungry I was." Of course, I've heard permutations of the same comment(s) from adults. In ISIL I wanted to create and explore the feelings of complicity that a child can have in their own neglect or abuse when the child gives consent or makes choices due to parental duress. So, when the reader is given *one* choice to click in an interactive engine designed for branching narratives, it's meant to make the player feel complicit in the decision-making (in general, railroading is not a best practice in IF). An example of this is in the "Hug John" scene. The other type of choice I have in ISIL is the looping choice, where choices are slowly erased, leaving but one remaining choice. This is a mechanic visible during the scene when I am required to ask my mother to come home. This will also be a key mechanic during the summer foraging sequence, which is still in progress, and will emphasize how the different strategies were key to getting enough(ish) to eat. However, both

mechanics contravene the primary tenant of IF: that choices must matter and impact the outcome of a story.

As a result, in its heart, ISIL is *not* a commercial work. Yet this move also follows other trends visible in game-making for narrative-heavy works, which tend to have more limited or limiting mechanics to retain a cohesive arc. In 3-D environments, these games are often walking simulators (a frequent complaint about *What Remains of Edith Finch*, *Dear Esther*, or *Valley of Shadow*). In terms of its autobiographical content, limiting branching to focus on a single arc does make sense. Although it might be entertaining to have false branching and fake choices, like in *Neil Patrick Harris: Choose Your Own Autobiography*, such an artistic decision would've resulted a tonally lighter work that may have been incompatible with my subject matter. Sticking to the traditional memoir/survivorship arc fits the content.

Image Sequences: Why is this form of interactivity present in the narrative?

In addition, you'll notice another form of interactivity in this piece in the form of image sequences that the viewer clicks through. This is not a form of interactivity associated with visual novels. The closest analog is point-and-click puzzle games but (as I don't know how to write image-mapping into Ren'Py—yet) that doesn't correlate exactly to these sequences. The image sequences are currently the “sausage plate,” the “snap peas,” the “breaking glass” sequence, the “yap yap” sequence, and the “eggs.” Even though these are linear, the sequences are meant to reclaim the agency of the viewer/child, placing the viewer in the child's position; they're all in first-person POV for that reason. For most sequences, the viewer is meant to feel the same delight that the child would in devouring a meal or breaking a glass. The exception is the “yap yap” sequence, where there should be a feeling of complicity in “talking too much” and being

scolded for it at the end of the sequence. These forms of interactivity are enjoyable—at least, my children enjoy them—and provide a break in the pacing while also serving a narrative purpose.

Visual Rhetoric/Neurodivergence: Why are the animations important?

In the context of this Critical Preface, I will speak of my dyslexia and synesthesia as neurodivergence rather than disability, which was how I was raised to perceive my cognitive architecture. Because dyslexia and synesthesia differ between individuals, especially in terms of its comorbidities, I will need to describe how dyslexia and synesthesia impact my life in order to explain the artistic decisions I've made regarding how I chose to depict it in ISIL.

Currently, dyslexia manifests in my life in several areas. I can't read analog clocks, maps, geometric diagrams, or diagrams on instruction manuals. I can't tell left from right and sometimes have difficulty seeing symmetry, asymmetry, or other visual patterns on objects. I have difficulty recognizing faces, especially when individuals are decontextualized. I can't recognize most actors or understand the dialogue in movies without subtitles. I have a comorbid auditory processing disorder, which means I can't hear language predictably when there's cross-talk, heavy bass, music, or other auditory "interference," such as in a car. I can't hear most song lyrics without extreme repetition or looking them up. I can't hear meter in poetry. I still have underdeveloped proprioception so I need to pay attention to physical tasks that others can accomplish automatically. It's impossible for me to follow dance instruction. When I am stressed, emotional, tired, or frustrated, I can't read text.

However, I'm a "compensated" dyslexic, which means I read on the "wrong" side of my brain, the right side, which is physically distant from the language processing centers on the left side of my brain. Although my cognitive differences impact my life daily, this is invisible unless I make it apparent—or unless one spends a significant amount of time with me. I can function

adequately in most situations without disclosing. I am a “whole word” reader. I don’t read phonetically or have an interior narrator but directly visualize the words that I write and read. As a result, I read more quickly than many standard readers and it’s easier for me to visually memorize texts. I can also easily visualize systems, whether it’s a complex schedule or a complex branching narrative. Because I primarily recognize people through body language, I find certain aspects of classroom management, like small group work, easier than I might otherwise. For other areas, where I’m not compensated, I need to ask for assistance, like when it comes to reading maps or diagrams, understanding locational directions, or requesting subtitles or for someone to repeat themselves in a noisy room.

In ISIL, I wanted to depict this through animations, to contrast my early reading attempts with later reading attempts. Currently, I have completed only one animation in the series, “ball,” which is based off an incident that I experienced in special ed. I reuse this animation but the two later instances will be replaced. Often I hear the question about what it’s like, to be unable to read as an adult. What do I “see” when I can’t read letters? Using the animation I tried to encapsulate the experience of attempting to read, the distortion of letters, how the symbols become more abstract and how meaning “dissolves” as I become increasingly frustrated. Later animations will show how the words can become “encapsulated” and “stable” to me when they’re “whole” and I’m not reading phonetically. Further animations would include the connection between words/images that cause them to be indistinguishable to me as I read, and how I experience reading as immersive. Sequentially over the course of these literacy-related animations I intended to expand the color palette for the images associated with reading to one that’s brighter, more kaleidoscopic, a process that’s intended to speak to how this relates to my synesthesia.

The synesthesia that I have is mild and erratic. It involves being able to taste emotions and colors and sometimes certain clear sounds. To me, feelings do have specific colors and flavors; and colors have specific emotions and flavors. Touch can also have flavor. I allude to this cognitive difference during the brief star twinkling animation.

As I have engaged in discussions about whether my non-verbal cognitive style, typical of many dyslexics, counts as “thinking,” I wanted to be able to invite others into how I see the world to show the symbiotic relationship between my dyslexic differences and how I experience literacy. While this relationship ties into the overall narrative arc (e.g. reading and writing saved my life), I wanted to use the animations and color changes in particular as a form of visual rhetoric, persuading my audience that my form of cognition exists.

The Big 17 Minutes: What’s next?

ISIL, like many theses, is not yet a complete work but a partial work. I would like to complete it. I would be aiming to have it be approximately 60 minutes in terms of a complete playthrough. I’d like a change to go through and refine the art, and I still have unfinished questions in regards to how to handle the typography. I’d like to have custom music and sound effects. I would need to have beta testers to review pacing and look for bugs. I also have unfinished questions about when the ISIL should force a more “cinematic” perspective, allow click-through, or be timed. ISIL could be posted on itch.io, the internet interactive fiction database, and exported for mobile and Steam. It’s not saleable—it won’t ever be, in a conventional sense, commercial—but I do want to get it out there.

The Too-Hybrid Hybrid Work: Why write ISIL at all?

On the AMA I did for RC on Reddit on Jan. 14, a reader let me know how meaningful my [Medium essay](#)—originally written for ENG 501: Rhetoric: In the Making in 2020—was to her. Perhaps the first time I felt "not alone" or "understood" as a child was when I started being able to read books. Somehow, through the cumulative effect of words coupled with narrative, we can resonate and sometimes feel less alone in the dark when we feel recognized by a stranger halfway across the world with the commonality of being human. I hope that ISIL's hybrid format increases its immersive potential—and that, if only briefly and for a moment, with "I'm sorry, I love you," allows you to see me and that you, somehow, will feel seen—even in the dark.

Simplified Script

I'm Sorry

,

I Love You

Depictions and mentions of...

child abuse and neglect;
verbal and physical assault;
sexual abuse and assault."

But it's not about that.

It's simply a story.

It's as true as stories ever are.

Please play with sound.

Hush.

"I am little. Maybe four or five."

"I don't know that my mother isn't like other mothers."

"I do know that I'm different from other children."

"She sits for hours, typing."

"She draws birds with color pencils."

"She spins wool, weaves baskets."

"She tells me stories at night."

"She brushes my hair."

"She warms up my clothes on the wood stove on cold mornings."

"She knows the trees' secrets."

"She sings Joni Mitchell songs."

"She writes my dreams in a little book."

"Only I know the truth."

"My father is a bakery truck driver."

"My mother is a cashier."

"I have a little brother."

"He's fifteen months younger than me."

"We live in a cabin in Port Townsend."

"No one knows where my mother is."

"She is missing for 3. weeks."

"It is the best time of my life."

"She won't come back unless you ask her."

"NO!"

"She left because of you."

"I don't want to!"

"You have to."

"Why me? Why do I have to do it?"

"She thinks you don't love her."

"Fine."

"It isn't the first time."

"She stole me and my brother when I was two and a half leaving suddenly with nothing but her children in the night."

"My father remembered she wanted to see the Canadian geese migrating."

"He searched through our belongings, found her plans, and drove north."

"He got in an accident on the road with his old beater van."

"But he also found \$500 in rotted cash by the side of the road, as he walked."

"Everything we had when I was a child was limned with fire."

"Crackly."

"Black,"

"and dry."

"The only thing I ever loved about your mother... was what a cheap date she was."

"She could get high off anything."

"I didn't want kids."

"You were surprise."

"She knew I was going to leave her,"

"so she got pregnant to trap me."

"You were born when I was 39."

"I'd almost lost hope."

"On the night you were born,"

"there was a storm."

"I was terrified."

"A tree came down on the house."

"When I went to the hospital, I hid in the closet."

"Why?"

"Your brother..."

"He killed his twin in the womb."

"He did?"

"Strangled him."

"Really?"

"You were the funniest kid."

"You loved your red boots more than anything,"

"loved beer, couldn't get enough of it."

"Should've known you'd become a vegetarian when I caught you feeding a spider a cracker."

"You were born gentle."

"Not that anyone'd marry you!"

"You were a bad baby."

"Never would stop crying."

"But that didn't matter."

"Why not?":

"You don't understand!"

"I don't have to take care of you."

"The ghost does it!"

"The ghost?"

"He's so kind."

"So, so kind..."

"I can hear him walking at night..."

"...and if I wait long enough, you always stop crying."

"Do you know how I know there's a ghost?"

"How?"

"He takes care of you."

"So I don't have to."

"funniest"

"little"

"thing"

"They'd be looking around."

"Looking at you."

"This little blond girl."

"And they'd look right past us, me and your mother."

"Like we couldn't possibly be your parents."

"Sticky tape!"

My father has nerve damage.

In California, he drove a taxi.

Before, he was a dog catcher.

Once, he broke up a dog fight.

Both animals turned on him.

Sometimes, glasses slip through his fingertips.

"yap"

"yap"

"yap"

"yap"

"yap"

"yap"

"Can't you just shut up."

"You talk too much."

"Sit up straight."

"I know your thoughts."

"I can read your mind."

"I wish..."

"Are you trying to whistle?"

"... Yes."

"Who are you, anyway?"

"I was just hiking. Never been here before."

"Ya wanna learn to whistle?"

"Sure!"

"What's that?"

"An owie."

"No, that."

"A bandaid."

"Oh, that girl?"

"She's just a spoiled, spoiled little girl."

"Do you know why a honeysuckle is called a honeysuckle?"

"Why?"

"Because it has honey in it you can suck out. It's called nectar."

"Would you like to try some snap peas?"

I taste the stars

bright and blue as steel on my tongue

a flavor that sings electric like high e.

"I wish that..."

"I wish that tomorrow will be a better day."

"Say thank you to John!"

"Without John, you would not have your clarinet."

"(Hug John.)":

"Never be alone with John."

"I know that!"

Goldie was a goldfish.

One day she got separated from her school.

"You know what they say..."

"You can't fix clumsy or..."

"Never mind."

"I don't think your daughter is a good fit for ballet."

"The consensus of research into balance and dyslexia over a 2-year period has been that balance deficits may be identified in around % of a sample of children with dyslexia and around 2% of a sample of adults with dyslexia."

"AWCETT, A.J. (211), Balance and reading are separate symptoms of dyslexia. *Developmental Medicine & Child Neurology*, 3: 24-2. <https://doi.org/1111/j.14-74.21.3>."

"She always plays alone on the playground."

"People with dyslexia are impaired in their recognition of faces and other visually complex objects. Their holistic processing of faces appears to be intact, suggesting that dyslexics may instead be specifically impaired at part-based processing of visual objects."

"Sigurdardottir HM, Ívarsson E, Kristinsdóttir K, Kristjánsson Á. Impaired recognition of faces and objects in dyslexia: Evidence for ventral stream dysfunction? *Neuropsychology*. 21 Sep;2():73-. doi:37/neu1. Epub 21 Feb 2. PMID: 243213."

"A number of studies have claimed that negative social skills identified in such people might relate to the inability to decode subtle social cues. In particular, facial expression has been identified as critical to the development of social responsiveness, with some studies finding that children with learning disabilities/dyslexia were less accurate in interpreting facial emotions."

"Sigurdardottir HM, Ívarsson E, Kristinsdóttir K, Kristjánsson Á. Impaired recognition of faces and objects in dyslexia: Evidence for ventral stream dysfunction? *Neuropsychology*. 21 Sep;2():73-. doi:37/neu1. Epub 21 Feb 2. PMID: 243213."

"She doesn't listen."

"Approximately half of the participants with developmental dyslexia showed clinically significant diminished performance on the FPT and DPT indicative of APD (Auditory Processing Disorder). These results indicate that the percentage of persons with developmental dyslexia and comorbid APD may be substantial enough to warrant serious clinical considerations."

"King, Wayne M.; Lombardino, Linda J.; Crandell, Carl C.; Leonard, Christiana M.. Comorbid Auditory Processing Disorder in Developmental Dyslexia. *Ear and Hearing* 24():p 44-4, October 23. | DOI:7/1.AUD.437.17.1A."

"She's not trying."

"Their parents and teachers see a bright, enthusiastic child who is not learning to read and write. Time and again, dyslexics and their parents hear, 'He's such a bright child; if only he would try harder.' Ironically, no one knows exactly how hard the dyslexic is trying. The pain of failing to meet other people's expectations is surpassed only by dyslexics' inability to achieve their goals. This is particularly true of those who develop perfectionistic expectations in order to deal with their anxiety. They grow up believing that it is 'terrible' to make a mistake. However, their learning disability, almost by definition means that these children will make many 'careless' or 'stupid' mistakes. This is extremely frustrating to them, as it makes them feel chronically

inadequate. This in the long term can cause them a lot of problems in their personal and social life."

"Your daughter is dyslexic and socially maladjusted."

"Next year, she will be going into the special class."

"TRY HARDER!":

"Your brother is the son of our Lord."

"The True Lord."

"The Messiah of the Jews."

"How did I know he was the son of God?"

"This is the part I like best."

"I don't remember knowing my brother was the son of God."

"But I like the idea that when I was a baby I had mystical knowledge no one else had."

"My baby brother's secret."

"You are my reincarnated dead sister."

"You and I, we've always been sisters."

"Our lives are doomed to repeat themselves."

"In every life, you're killed."

"Raped and murdered."

"And left to die."

"It'll happen to you."

"You'll be killed before the age of 12."

"I've seen it."

"He'll leave you in a ditch."

"That's where you'll die. Alone."

"How do you know?"

My father is going to college.

He wants to be a teacher.

We are moving to Bellingham.

"If you do this..."

"I will be cast into the darkness forever."

"and you, all of you..."

"...you will have nothing but endless light."

"Your mother..."

"can tell the future."

"Your father..."

"is a fool."

"He only thinks that because..."

"on our first date I recited what he'd eaten that day."

"He's a very messy eater."

"At your new school, no one will know."

"You must never, ever tell."

"Don't ever tell that you have dyslexia."

"You must never, ever tell."

"We're 'losing' your file when we move. No one has to know."

"Never, ever tell."

"People will think you're stupid."

"Never tell."

"Don't tell."

Our new house is red.

Pretend to read.

At my new school no one knows me.

Pretend.

"What's your book about?"

Lie.

"Your parents didn't show up at the parent-teacher meeting."

"My father is at school."

"My mother is..."

"Sleeping, maybe."

"She can sleep or days and days. Weeks. Even months."

"Or watching TV."

"She can watch TV for days and days without stopping."

"I... see."

"She doesn't draw anymore."

"Or spin. Or weave."

"Or write down my stories."

"I don't like this."

"But at least it's not scary."

"When she gets up..."

"I'm a cougar!"

"And I can do whatever I want!"

"Saturday"

"Sunday"

"If I do the dishes, can I have seconds?"

"You on free lunch?"

"Honey. You can help out as much as you like, but..."

"...as long as everyone else has had their firsts,"

"you can have thirds for all I care."

"Back again?"

"You sure do eat a lot."

"For such a skinny little thing."

"I don't want to."

"I'm so hungry I throw up uncontrollably for hours."

"I have no energy. I fall asleep."

"I faint in my bedroom. No one notices."

Try the college.

Lucky!

College students leave their leftovers on a table at the VU.

I find an untouched slice of tomato and artichoke pizza on the top of a trash can.

I eat it.

It is delicious.

Try a neighbor.

"You can have them, if you like?"

"You'd think your parents don't feed you!"

"I can't ask again. What if she tells my mother?"

Try a friend's house.

Amanda gives me cheese whizz. It is delicious.

Crystal's parents tell me to go home and eat a real dinner.

Rebecca isn't home. She's at horse camp.

Steal money from my father's wallet.

I walk to the grocery outlet with my little brother."

I buy a chocolate bar.

We eat it on the way back.

It's melting in the foil, in our hands.

The asphalt sears our bare feet.

Burgle a house.

I push open the bathroom window.

There is a box of cookies in the kitchen cupboard.

Try the fridge.

The vegetable drawers are full, soft gray pillows of mold.

The rice has some mold on it.

I eat it. I get a stomachache.

It dissolves in my hands, black.

"I don't know what that used to be."

"I can't eat that."

"I can cut the mold off the cheese."

"So many colors."

"I can spit out the goopy parts of the apple."

Try the pantry.

"I don't think cans of tomatoes should be brown on the top."

"Canned potatoes! Yummy."

"That has bugs in it."

Beg at a grocery store.

"They're for the deer!"

"I don't think you're supposed to feed the deer, but I'll see what we have..."

Try a college student."

Her name is Katie and I love her.

She wears fairy wings and brings me on walks to the arboretum.

She tells me the names of the plants there.

Then we come home for a fairy tea party and she makes me sandwiches.

"Katie's gone. She was, like, having an affair with her professor."

"They, like, ran off. I think they're in Europe or something."

Sally teaches me how to cook stir fries.

"I miss my mom."

"Sally moved out. She didn't want to live with dudes."

"I don't suppose it's right to ask you to sauna."

"Wanna drum circle?"

Try a church.

It's Sunday!

I get gummy bears for answering all the questions right about Moses!

It's Sunday!

I get cookies after Sunday School.

It's not a Sunday.

Look for money on the street

"Hey, chica! Chica! Over here. Hey, girl."

"What?"

"You need some money?"

"Maybe."

"Well, you ever need some money, you come work for me, girl."

"I'll think about it."

"You know where to find me, pretty chica. I know some people who'd like you."

"Baby, go home. You don't need to see this."

"Oh!"

"May I have... \$3 worth of fudge please?"

"Where have you been?"

"Outside."

"Who were you with?"

"All my friends are at summer camp."

"Who were you with?"

"No one!"

"Who were you fucking?"

"Tell me!"

"You little slut!"

"What have you been taking?"

"Are you high?"

Rebecca comes back.

"Do you want to listen to the Beatles?"

"My dad got me a CD player because my mom sent me to horse camp."

"Maybe you can stay for dinner! I'll ask my mom."

"Oh! I thought you were a vegetarian. Are you sure?"

In August, the tall pear tree in the backyard drops its fruit.

I can eat pears every day if I want.

Brown, mushy from their fall, syrupy sweet with rot.

Swarming with wasps.

"You're eight years old, and you can't read."

"You need to learn before you finish 3rd grade."

"If you don't learn soon, you will never learn."

"We won't stop until you've learned."

It is about an orphan named Jemmy.

He is taken off the streets.

to be a whipping boy because

the King can't punish the Prince,

because the Prince is a Prince.

So they punish Jemmy instead.

"This book will explain why I punish you instead of your brother when he does something wrong."

The End. So far.

Full Script


```
define dissolve = Dissolve(2.0)
```

init python:

```
config.keymap['game_menu'].remove('mouseup_3')  
config.keymap['quit'].append('mouseup_3')  
config.keymap['game_menu'].remove('K_ESCAPE')  
config.keymap['quit'].append('K_ESCAPE')
```

init:

```
default askyourmotherisno = False  
default askyourmotherisidontwantto = False  
default askyourmotheriswhy = False  
default askyourmothercount = 0  
default eatingcount = 0  
default idontwantto = 0  
default trythecollege = 0  
default tryaneighbor = 0  
default askafriend = 0  
default walletsteal = False  
default burglehouse = False  
default tryfridge = 0  
default trypantry = 0  
default grocerystore = False  
default trycollegestudent = 0
```



```
default moneyonthestreets = 0

default darkmenu = False

default lightmenu = False

default singlewood = False

image motherstrailer_speechbubble = "images/motherstrailer_speechbubble.png"

image screamingwomen = Movie(size=(1920,1080), channel="movie",
play="images/screamingwomen.webm", loop=True)

image hush = Movie(size=(1920,1080), channel="movie", play="images/hush.ogg",
loop=True)

image thegeesevideo = Movie(size=(1920,1080), channel="movie",
play="thegeesevideo.webm", loop=False)

image goldiethfishanimated = Movie(size=(1920,1080), channel="movie",
play="goldiethfishanimated.webm", loop=False)

image readingballanimation = Movie(size=(1920,1080), channel="movie",
play="readingballanimation.webm", loop=True)

image readingballanimation2 = Movie(size=(1920,1080), channel="movie",
play="readingballanimation.webm", loop=True)

image readingballanimation3 = Movie(size=(1920,1080), channel="movie",
play="readingballanimation.webm", loop=True)

image hand_dark = "images/hand_dark.png"

image waiting:

    "waiting1.jpg"

    pause 1.0

    "waiting2.jpg"

    pause 0.5

    "waiting3.jpg"

    pause 0.5
```

"waiting4.jpg"

pause 0.5

"waiting5.jpg"

pause 0.5

"waiting6.jpg"

pause 0.5

"waiting3.jpg"

pause 0.5

"waiting2.jpg"

pause 0.5

repeat

image darkness:

"darkness1.png"

pause 0.5

"darkness2.png"

pause 0.5

"darkness3.png"

pause 0.5

"darkness4.png"

pause 0.5

"darkness5.png"

pause 0.5

"darkness6.png"

pause 0.5

"darkness7.png"

pause 0.5

"darkness9.png"

pause 0.5

"darkness10.png"

pause 0.5

"darkness11.png"

pause 0.5

repeat

image imskerd:

"imskerd1.jpg"

pause 0.5

"imskerd2.jpg"

pause 0.5

"imskerd3.jpg"

pause 0.5

"imskerd4.jpg"

pause 0.5

"imskerd5.jpg"

pause 0.5

"imskerd6.jpg"

pause 0.5

"imskerd7.jpg"

pause 0.5

"imskerd8.jpg"

pause 0.5

"imskerd9.jpg"

pause 0.5

"imskerd10.jpg"

pause 0.5

"imskerd11.jpg"

pause 0.5

"imskerd12.jpg"

pause 0.5

"imskerd13.jpg"

pause 0.5

"imskerd14.jpg"

pause 0.5

"imskerd15.jpg"

pause 0.5

"imskerd16.jpg"

pause 0.5

"imskerd17.jpg"

pause 0.5

"imskerd18.jpg"

pause 0.5

"imskerd19.jpg"

pause 0.5

"imskerd20.jpg"

```
pause 0.5
"imskerd21.jpg"
pause 0.5
"imskerd22.jpg"
pause 0.5
"imskerd23.jpg"
pause 0.5
"imskerd24.jpg"
pause 0.5
repeat
```

image animatedbglight:

```
"animatedbackground1.jpg"
pause 0.5
"animatedbackground2.jpg"
pause 0.5
"animatedbackground3.jpg"
pause 0.5
"animatedbackground4.jpg"
pause 0.5
"animatedbackground5.jpg"
pause 0.5
repeat
```

image movingshadows:

"movingshadows1.png"

pause 0.5

"movingshadows2.png"

pause 0.5

"movingshadows3.png"

pause 0.5

"movingshadows4.png"

pause 0.5

"movingshadows5.png"

pause 0.5

"movingshadows6.png"

pause 0.5

"movingshadows7.png"

pause 0.5

"movingshadows8.png"

pause 0.5

"movingshadows9.png"

pause 0.5

repeat

image housetree:

"housetree.jpg"

pause 0.5

"housetree1.jpg"

pause 0.5

"housetree2.jpg"

pause 0.5

repeat

image ghostseriesbg:

"ghostseriesbg1.jpg"

pause 0.5

"ghostseriesbg2.jpg"

pause 0.5

"ghostseriesbg3.jpg"

pause 0.5

"ghostseriesbg4.jpg"

pause 0.5

repeat

image rainbgseries:

"rain1.png"

pause 0.5

"rain2.png"

pause 0.5

"rain3.png"

pause 0.5

"rain4.png"

pause 0.5

"rain5.png"

pause 0.5

repeat

image spiderfall:

"passingthetimeseriesspider1.png"

pause 0.5

"passingthetimeseriesspider2.png"

pause 0.5

"passingthetimeseriesspider3.png"

pause 0.5

"passingthetimeseriesspider4.png"

pause 0.5

"passingthetimeseriesspider5.png"

pause 0.5

"passingthetimeseriesspider6.png"

pause 0.5

"passingthetimeseriesspider7.png"

pause 0.5

"passingthetimeseriesspider8.png"

pause 0.5

"passingthetimeseriesspider9.png"

pause 0.5

"passingthetimeseriesspider10.png"

pause 0.5

repeat

image twinklingstars:

"passingthetimeseries_stars1.jpg"

pause 0.2

"passingthetimeseries_stars2.jpg"

pause 0.2

"passingthetimeseries_stars3.jpg"

pause 0.2

"passingthetimeseries_stars4.jpg"

pause 0.2

repeat

transform fade_inout_blink:

alpha 0.08

easeout_back 2 alpha 0.9

pause 0

ease 2 alpha 0.0

alpha 0.08

easeout_back 2 alpha 0.9

pause 0

ease 2 alpha 0.0

alpha 0.08

easeout_back 2 alpha 0.9

pause 0

ease 2 alpha 0.0

transform fade_in:

alpha 0.08

easein 2 alpha 0.9

pause 0

label main_menu:

return

label start:

hide quick_menu

play music "music/Michael Bell - The Owls - 01 Pieces of the Moon had Come Back Broken from the World Below.mp3"

scene black

\$ renpy.pause(0.5, hard=True)

show screen title1

\$ renpy.pause(2.0, hard=True)

show screen title2

\$ renpy.pause(1.5, hard=True)

show screen title3

hide title3

hide title2

hide title1

\$ renpy.pause(6.0, hard=True)

jump triggerwarninglabel

screen title1:

timer 6.0 action Hide("title1", dissolve)

text "I'm sorry" at fade_in:

size 70

xpos 0.4 ypos 0.3

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#FFFFFF"

screen title2:

timer 4.0 action Hide("title2", dissolve)

text ", " at fade_in:

size 70

xpos 0.45 ypos 0.5

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#FFFFFF"

screen title3:

timer 4.0 action Hide("title3", dissolve)

text "I love you" at fade_in:

size 70

xpos 0.4 ypos 0.7

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#FFFFFF"

label triggerwarninglabel:

\$ _skipping = False

\$ renpy.pause(0.5, hard=True)

show screen triggerwarning

\$ renpy.pause(2.0, hard=True)

show screen triggerwarning2

#\$ renpy.pause(1.5, hard=True)

\$ renpy.pause(6.0, hard=True)

jump butitsnotaboutthat

screen triggerwarning:

timer 4.0 action Hide("triggerwarning", dissolve)

text "Depictions and mentions of..." at fade_in:

size 40

xpos 0.3 ypos 0.3

```
font "fonts/IMFellEnglishSC-Regular.ttf"  
color "#FFFFFF"
```

```
screen triggerwarning2:
```

```
timer 5.0 action Hide("triggerwarning2", dissolve)
```

```
text "child abuse and neglect;" at fade_in:
```

```
size 30
```

```
xpos 0.45 ypos 0.4
```

```
font "fonts/IMFellEnglishSC-Regular.ttf"
```

```
color "#FFFFFF"
```

```
text "verbal and physical assault;" at fade_in:
```

```
size 30
```

```
xpos 0.45 ypos 0.45
```

```
font "fonts/IMFellEnglishSC-Regular.ttf"
```

```
color "#FFFFFF"
```

```
text "sexual abuse and assault." at fade_in:
```

```
size 30
```

```
xpos 0.45 ypos 0.5
```

```
font "fonts/IMFellEnglishSC-Regular.ttf"
```

```
color "#FFFFFF"
```

```
label butitsnotaboutthat:
```

```
$ renpy.pause(0.5, hard=True)
```

```
show screen butitsnotaboutthatscreen1
```

```
$ renpy.pause(2.0, hard=True)
```

```
show screen butitsnotaboutthatscreen2
```

```
show screen butitsnotaboutthatscreen3
```

```
$ renpy.pause(7.0, hard=True)
```

```
jump playwithsound
```

```
screen butitsnotaboutthatscreen1:
```

```
timer 4.0 action Hide("butitsnotaboutthatscreen1", dissolve)
```

```
text "But it's not about that." at fade_in:
```

```
size 50
```

```
xpos 0.2 ypos 0.2
```

```
font "fonts/IMFellEnglishSC-Regular.ttf"
```

```
color "#FFFFFF"
```

```
screen butitsnotaboutthatscreen2:
```

```
timer 5.0 action Hide("butitsnotaboutthatscreen2", dissolve)
```

```
text "It's simply a story." at fade_in:
```

```
size 30
```

```
xpos 0.45 ypos 0.4
```

```
font "fonts/IMFellEnglishSC-Regular.ttf"
```

```
color "#FFFFFF"
```

```
screen butitsnotaboutthatscreen3:
```

```
timer 6.0 action Hide("butitsnotaboutthatscreen3", dissolve)
```

```
text "It's as true as stories ever are." at fade_in:
```

```
size 30
xpos 0.45 ypos 0.45
font "fonts/IMFellEnglishSC-Regular.ttf"
color "#FFFFFF"
```

label playwithsound:

```
$ renpy.pause(1.0, hard=True)
show screen playwithsoundscreen
$ renpy.pause(5.0, hard=True)
jump thestorystart
```

screen playwithsoundscreen:

```
timer 3.0 action Hide("playwithsoundscreen", dissolve)
image "images/headphones.png" at fade_in:
    xpos 0.35 ypos 0.1
text "Please play with sound." at fade_in:
    size 50
    xpos 0.36 ypos 0.7
    font "fonts/IMFellEnglishSC-Regular.ttf"
    color "#FFFFFF"
```

label thestorystart:

```
scene black
scene hush
```

```
pause (1.0)
play sound "sounds/match-strike.ogg"
pause (1.0)
show screen hush
play sound "sounds/shush.ogg"
pause (15.0)
hide screen hush
jump thestorystart2
```

screen hush:

```
timer 5.0 action Hide("hush", dissolve)
text "Hush." at fade_in:
    size 80
    xpos 0.65 ypos 0.4

    color "#000000"
```

label thestorystart2:

```
scene hush29 with fade
show screen hush2
play sound "sounds/shush.ogg"
pause (4.0)
hide screen hush2
jump thestorystart3
```


screen hush2:

timer 3.0 action Hide("hush2", dissolve)

text "Hush." at fade_in:

size 170

xpos 0.66 ypos 0.45

color "#000000"

label thestorystart3:

scene black with fade

show screen wheniamlittle

show screen wheniamlittle2

show screen wheniamlittle3

pause (5.0)

hide screen wheniamlittle with fade

hide screen wheniamlittle2 with fade

hide screen wheniamlittle3 with fade

jump mymothercould

screen wheniamlittle:

timer 5.0 action Hide("wheniamlittle", dissolve)

text "I am little. Maybe four or five." at fade_in:

size 30

xpos 0.35 ypos 0.3

color "#ffffff"

screen wheniamlittle2:

timer 5.0 action Hide("wheniamlittle2", dissolve)

text "I don't know that my mother isn't like other mothers." at fade_in:

size 30

xpos 0.35 ypos 0.4

color "#ffffff"

screen wheniamlittle3:

timer 5.0 action Hide("wheniamlittle3", dissolve)

text "I do know that I'm different from other children." at fade_in:

size 30

xpos 0.35 ypos 0.5

color "#ffffff"

label mymothercould:

scene screamingwomen

pause (3.0)

scene motherseriesbg
show motherseriestypewriter2
show screen mymothercouldwrite
pause (5.5)
hide screen mymothercouldwrite
show motherserieshawk3
show screen mymothercoulddraw
pause (5.5)
hide screen mymothercoulddraw
show motherseriesspinning4
show screen mymothercouldspin
pause (5.5)
hide screen mymothercouldspin
show motherseriesreading5
show screen mymothercouldread
pause (5.5)
hide screen mymothercouldread
show motherserieshair6
show screen mymothercouldbraid
pause (5.5)
hide screen mymothercouldbraid
show motherserieswoodstove7
show screen mymothercouldwarm
pause (5.5)
hide screen mymothercouldwarm

show motherseriestree8

show screen mymothercouldunderstandtrees

pause (5.5)

hide screen mymothercouldunderstandtrees

show motherseriesgull9

show screen mymoutherwrotedownmydreams

pause (5.5)

hide screen mymoutherwrotedownmydreams

jump hushagain

screen mymothercouldwrite:

timer 5.0 action Hide("mymothercouldwrite", dissolve)

transform:

rotate 17

text "She sits for hours, typing.":

size 29

xpos 0.14 ypos 0.27

color "#000000"

screen mymothercoulddraw:

timer 5.0 action Hide("mymothercoulddraw", dissolve)

transform:

rotate 8

text "She draws birds with color pencils.":

size 30

xpos 0.28 ypos 0.52

color "#000000"

screen mymothercouldspin:

timer 5.0 action Hide("mymothercouldspin", dissolve)

transform:

rotate 357

text "She spins wool, weaves baskets.":

size 30

xpos 0.55 ypos 0.199

color "#000000"

screen mymothercouldread:

timer 5.0 action Hide("mymothercouldread", dissolve)

transform:

rotate 0

text "She tells me stories at night.":

size 30

xpos 0.53 ypos 0.63

color "#000000"

screen mymothercouldbraid:

timer 5.0 action Hide("mymothercouldbraid", dissolve)

transform:

rotate 345

text "She brushes my hair.":

size 30

xpos 0.76 ypos 0.55

color "#000000"

screen mymothercouldwarm:

timer 5.0 action Hide("mymothercouldwarm", dissolve)

transform:

rotate 335 #320 #previously 345 for an angle that wasnt sharp enough # previously 340

text "She warms up my clothes":

size 30

xpos 0.12 ypos 0.01 # xpos previously .09 previously .05

color "#000000"

text "on the wood stove":

size 30

xpos 0.12 ypos 0.04

color "#000000"

text "on cold mornings.":

size 30

xpos 0.12 ypos 0.07

color "#000000"

screen mymothercouldunderstandtrees:

timer 5.0 action Hide("mymothercouldunderstandtrees", dissolve)

transform:

rotate 22

text "She knows the trees' secrets.":

size 30

xpos 0.78 ypos 0.58

color "#000000"

screen mymoutherwrotedownmydreams:

timer 5.0 action Hide("mymoutherwrotedownmydreams", dissolve)

transform:

rotate 01

text "She sings Joni Mitchell songs.":

size 30

xpos 0.28 ypos 0.35

color "#000000"

text "She writes my dreams in a little book.":

size 30

xpos 0.28 ypos 0.40

color "#000000"

label hushagain:

scene hush29 with fade

show screen hush2

play sound "sounds/shush.ogg"

pause (4.0)

hide screen hush2

show screen thetruth

pause (4.0)

hide screen thetruth

jump backgroundinformation

screen thetruth:

timer 3.0 action Hide("thetruth", dissolve)

text "Only I know the truth." at fade_in:

size 120

xpos 0.3 ypos 0.45

color "#000000"

label backgroundinformation:

scene motherseriesbg with fade

stop music fadeout 10.0

pause (0.5)

scene cabin

show screen background1

show screen background2

show screen background3

pause (5.5)

hide screen background1

hide screen background2

hide screen background3

jump mymotherismissing

screen background1:

timer 5.0 action Hide("background1", dissolve)

text "My father is a bakery truck driver." at fade_in:

size 40

xpos 0.3 ypos 0.3

color "#000000"

text "My mother is a cashier." at fade_in:

size 40

xpos 0.3 ypos 0.34

color "#000000"

screen background2:

timer 5.0 action Hide("background2", dissolve)

text "I have a little brother." at fade_in:

size 40

xpos 0.3 ypos 0.4

color "#000000"

text "He's fifteen months younger than me." at fade_in:

size 40

xpos 0.3 ypos 0.44

color "#000000"

screen background3:

timer 5.0 action Hide("background3", dissolve)

text "We live in a cabin in Port Townsend." at fade_in:

size 40

xpos 0.3 ypos 0.51

color "#000000"

label mymotherismissing:

scene black with fade

show screen mymotherismissing

pause (5.5)

hide screen mymotherismissing

show screen mymotherismissing2

play music "music/Michael Bell - The Owls - 05 At Last We Arrived at an Unknown Shore,
for Death Will Send Her Messengers.mp3"

pause (5.5)

hide screen mymotherismissing2

jump sausageplate

screen mymotherismissing:

timer 5.0 action Hide("mymotherismissing", dissolve)

text "No one knows where my mother is." at fade_in:

size 70

xpos 0.2 ypos 0.4

color "#ffffff"

screen mymotherismissing2:

timer 5.0 action Hide("mymotherismissing", dissolve)

text "She is missing for 3.5 weeks." at fade_in:

size 90

xpos 0.2 ypos 0.4

color "#ffffff"

label sausageplate:

scene sausageplate1

show hand_dark

pause (0.5)

scene sausageplate1

hide hand_dark

pause (0.5)

hide hand_dark

pause (0.5)

show hand_dark

pause (0.5)

hide hand_dark

pause

scene sausageplate2

play sound "sounds/cutleryeating.ogg"

pause

scene sausageplate3

play sound "sounds/cutleryeating.ogg"

pause

scene sausageplate4

play sound "sounds/cutleryeating.ogg"

pause

scene sausageplate5

play sound "sounds/cutleryeating.ogg"

pause

scene sausageplate6

play sound "sounds/cutleryeating.ogg"

pause

scene sausageplate7

play sound "sounds/cutlerydone.ogg"

pause

jump thebesttime

label thebesttime:

scene black

show screen thebesttime1

pause (5.5)

hide screen thebesttime1

jump askformymotherback

```
screen thebesttime1:

    timer 5.0 action Hide("thebesttime1", dissolve)

    text "It is the best" at fade_in:

        size 150

        xpos 0.2 ypos 0.2

        font "fonts/IMFellEnglishSC-Regular.ttf"

        color "#ffffff"

    text "time of my life." at fade_in:

        size 150

        xpos 0.2 ypos 0.5

        font "fonts/IMFellEnglishSC-Regular.ttf"

        color "#ffffff"
```

```
label askformymotherback:
```

```
    scene motherstrailer
```

```
    if askyourmothercount == 0:
```

```
        show screen youhavetoask
```

```
    if askyourmothercount == 1:
```

```
        show screen youhaveto
```

```
    if askyourmothercount == 2:
```

```
show screen shethinksyoudontloveher
if askyourmothercount == 3:
    show screen shewontcomebackunlessyouask
pause (5.5)
hide screen youhavetoask
hide screen youhaveto
hide screen shethinksyoudontloveher
hide screen shewontcomebackunlessyouask
```

```
$ lightmenu = True
```

```
menu:
```

```
"NO!" if askyourmotherisno == False:
```

```
    $ askyourmothercount = 1
```

```
    $ askyourmotherisno = True
```

```
    jump askformymotherback
```

```
"I don't want to!" if askyourmotherisidontwantto == False:
```

```
    $ askyourmothercount = 2
```

```
$ askyourmotherisidontwantto = True
```

```
jump askformymotherback
```

```
"Why me? Why do I have to do it?" if askyourmotheriswhy == False:
```

```
$ askyourmotheriswhy = True
```

```
$ askyourmothercount = 3
```

```
jump askformymotherback
```

```
"Fine.":
```

```
jump askformymotherback2
```

```
screen youhavetoask:
```

```
timer 3.0 action Hide("youhavetoask", dissolve)
```

```
add "motherstrailer_speechbubble.png"
```

```
text "She won't come back" at fade_in:
```

```
size 30
```

```
xpos 0.32 ypos 0.15
```

```
color "#000000"
```


text "unless you ask her." at fade_in:

size 30

xpos 0.32 ypos 0.2

color "#000000"

screen shewontcomebackunlessyouask:

timer 3.0 action Hide("shewontcomebackunlessyouask", dissolve)

add "mothertrailer_speechbubble.png"

text "She left because of you." at fade_in:

size 30

xpos 0.32 ypos 0.17

color "#000000"

screen shethinksyoudontloveher:

timer 3.0 action Hide("shethinksyoudontloveher", dissolve)

add "mothertrailer_speechbubble.png"

text "She thinks you don't love her." at fade_in:

size 30

xpos 0.32 ypos 0.17

color "#000000"

screen youhaveto:

```
timer 3.0 action Hide("youhaveto", dissolve)
```

```
add "motherstrailer_speechbubble.png"
```

```
text "You have to." at fade_in:
```

```
    size 30
```

```
    xpos 0.35 ypos 0.15
```

```
    color "#000000"
```

```
text "She's your mother." at fade_in:
```

```
    size 30
```

```
    xpos 0.35 ypos 0.2
```

```
    color "#000000"
```

```
label askformymotherback2:
```

```
$ lightmenu = False
```

```
scene motherstrailer_nopeople
```

```
show screen itwasntthefirsttimescreen2
```

```
pause (5.5)
```

```
hide screen itwasntthefirsttimescreen2
```

```
jump thegeese
```

screen itwasntthefirsttimescreen2:

timer 5.0 action Hide("itwasntthefirsttimescreen2", dissolve)

text "It isn't the first time." at fade_in:

size 70

xpos 0.35 ypos 0.6

color "#000000"

label thegeese:

play sound "sounds/canadageese.ogg"

show thegeesevideo

show screen she stole me

pause (5.0)

hide screen she stole me

scene geese62

pause (1.0)

show screen my father remembered

pause (5.0)

hide screen my father remembered

stop sound

scene map to port town send

show screen my father searched

pause (5.0)

hide screen my father searched

show screen hisvanblewup
scene oldvan1
pause (2.5)
hide screen hisvanblewup
show screen hefouandcash
scene wadofcash with fade
pause (2.5)
hide screen hefouandcash
scene oldvan2
pause (0.2)
scene oldvan3
pause (0.2)
scene oldvan5
pause (0.2)
scene oldvan6
pause (0.2)
scene oldvan7
pause (0.2)
scene oldvan8
pause (0.2)
scene oldvan9
pause (0.2)
scene oldvan10
pause (0.2)
scene oldvan11

pause (0.2)
scene oldvan12
pause (0.2)
scene oldvan13
pause (0.2)
scene black
pause (0.2)
scene geese62
pause (0.2)
show screen geeselimnedinfire
play sound "sounds/paperburning.ogg"
scene geeselimnedinfire1
pause (0.2)
scene geeselimnedinfire2
pause (0.2)
scene geeselimnedinfire3
pause (0.2)
scene geeselimnedinfire4
pause (0.2)
scene geeselimnedinfire5
pause (0.2)
scene geeselimnedinfire6
pause (0.2)
scene geeselimnedinfire7
pause (0.2)

scene geeselimnedinfire8

pause (0.2)

scene geeselimnedinfire9

scene geeselimnedinfire1

hide screen geeselimnedinfire

pause (0.2)

scene geeselimnedinfire11

pause (0.2)

show screen geeselimnedinfire2

scene geeselimnedinfire12

pause (0.4)

scene geeselimnedinfire13

pause (0.4)

scene geeselimnedinfire14

pause (0.4)

scene geeselimnedinfire15

pause (0.4)

hide screen geeselimnedinfire2

scene geeselimnedinfire16

pause (0.4)

scene geeselimnedinfire17

pause (0.4)

stop sound

jump theonlygoodthingaboutyourmother

screen she stole me:

timer 5.0 action Hide("she stole me", dissolve)

text "She stole me and my brother when I was two and a half" at fade_in:

size 50

ypos 0.35

xalign 0.5

color "#000000"

text "leaving suddenly with nothing but her children in the night." at fade_in:

size 50

ypos 0.5

xalign 0.5

color "#000000"

screen my father remembered:

timer 5.0 action Hide("my father remembered", dissolve)

text "My father remembered she wanted to see the Canadian geese migrating." at fade_in:

size 40

xpos 0.2 ypos 0.8

color "#000000"

screen my father searched:

```
timer 5.0 action Hide("myfathersearched", dissolve)
text "He searched through our belongings," at fade_in:
    size 50
    xpos 0.05 ypos 0.2

    color "#000000"
text "found her plans," at fade_in:
    size 50
    xpos 0.05 ypos 0.4

    color "#000000"
text "and drove north." at fade_in:
    size 50
    xpos 0.05 ypos 0.6

    color "#000000"
```

```
screen hisvanblewup:
```

```
timer 5.0 action Hide("hisvanblewup", dissolve)
text "He got in an accident on the road" at fade_in:
    size 50
    xpos 0.05 ypos 0.2

    color "#000000"
text "with his old beater van." at fade_in:
```


size 50

xpos 0.05 ypos 0.25

color "#000000"

screen hefoundcash:

text "But he also found \$500 in rotted cash" at fade_in:

size 50

xpos 0.05 ypos 0.7

color "#000000"

text "by the side of the road, as he walked." at fade_in:

size 50

xpos 0.05 ypos 0.75

color "#000000"

screen geeselimnedinfire:

timer 5.0 action Hide("geeselimnedinfire", dissolve)

text "Everything we had when I was a child" at fade_in:

size 70

xpos 0.2 ypos 0.4

color "#000000"

text "was limned with fire." at fade_in:

size 70

xpos 0.2 ypos 0.6

color "#000000"

screen geeselimnedinfire2:

timer 5.0 action Hide("geeselimnedinfire2", dissolve)

text "Crackly." at fade_in:

size 90

xalign 0.5

ypos 0.2

color "#ffffff"

text "Black," at fade_in:

size 90

xalign 0.5

ypos 0.5

color "#ffffff"

text "and dry." at fade_in:

size 90

xalign 0.5

ypos 0.7

color "#ffffff"

label theonlygoodthingaboutyourmother:

scene black

scene animatedbglight

show movingshadows

show fatherv1

show screen theonlygoodthingaboutyourmother

pause (3.5)

hide fatherv1

hide screen theonlygoodthingaboutyourmother

show drugs with fade

pause (1.0)

show screen theonlygoodthingaboutyourmother2

pause (3.5)

hide drugs

hide screen theonlygoodthingaboutyourmother2

scene animatedbglight

show movingshadows

show fatherv1

show screen theonlygoodthingaboutyourmother3

pause (3.5)

hide screen theonlygoodthingaboutyourmother3

show screen theonlygoodthingaboutyourmother4

pause (3.5)

```
hide screen theonlygoodthingaboutyourmother4
```

```
hide fatherv1
```

```
jump idalmostlosthope
```

```
screen theonlygoodthingaboutyourmother:
```

```
timer 3.0 action Hide("theonlygoodthingaboutyourmother", dissolve)
```

```
add "mid_speechbubble.png"
```

```
text "The only thing I ever loved" at fade_in:
```

```
size 30
```

```
xpos 0.46 ypos 0.35
```

```
color "#000000"
```

```
text "about your mother..." at fade_in:
```

```
size 30
```

```
xpos 0.46 ypos 0.4
```

```
color "#000000"
```

```
text "... was what a cheap date she was." at fade_in:
```

```
size 30
```

```
xpos 0.46 ypos 0.45
```

```
color "#000000"
```

```
screen theonlygoodthingaboutyourmother2:
```

```
timer 3.0 action Hide("theonlygoodthingaboutyourmother", dissolve)
```

text "She could get high off anything." at fade_in:

size 50

xpos 0.45 ypos 0.2

color "#000000"

screen theonlygoodthingaboutyourmother3:

timer 3.0 action Hide("theonlygoodthingaboutyourmother2", dissolve)

add "mid_speechbubble.png"

text "I didn't want kids." at fade_in:

size 40

xpos 0.48 ypos 0.36

color "#000000"

text "You were a surprise." at fade_in:

size 40

xpos 0.48 ypos 0.41

color "#000000"

screen theonlygoodthingaboutyourmother4:

timer 3.0 action Hide("theonlygoodthingaboutyourmother3", dissolve)

add "mid_speechbubble.png"

text "She knew I was going to leave her," at fade_in:

size 30

xpos 0.45 ypos 0.36

color "#000000"

text "so she got pregnant to trap me." at fade_in:

size 30

xpos 0.45 ypos 0.41

color "#000000"

label idalmostlosthope:

scene animatedbglight

show movingshadows

show motherv1

show screen idalmostlosthope1

pause (3.5)

hide screen idalmostlosthope1

show screen idalmostlosthope2

pause (3.5)

hide screen idalmostlosthope2

pause (0.1)

hide motherv1

show screen idalmostlosthope3

show housetree with fade

pause (3.5)

hide screen idalmostlosthope3

pause (0.5)

hide housetree

hide movingshadows

hide motherv1

jump whymother

screen idalmostlosthope1:

timer 3.0 action Hide("idalmostlosthope1", dissolve)

add "mid_speechbubble.png"

text "You were born when I was 39." at fade_in:

size 30

xpos 0.47 ypos 0.37

color "#000000"

text "I'd almost lost hope." at fade_in:

size 30

xpos 0.47 ypos 0.42

color "#000000"

screen idalmostlosthope2:

timer 3.0 action Hide("idalmostlosthope2", dissolve)

add "mid_speechbubble.png"

text "On the night you were born," at fade_in:

size 30

xpos 0.47 ypos 0.35

color "#000000"

text "there was a storm." at fade_in:

size 30

xpos 0.47 ypos 0.4

color "#000000"

text "I was terrified." at fade_in:

size 30

xpos 0.47 ypos 0.45

color "#000000"

screen idalmostlosthope3:

timer 3.0 action Hide("idalmostlosthope3", dissolve)

text "A tree came down on the house." at fade_in:

size 40

xpos 0.05 ypos 0.2

color "#000000"

text "When I went to the hospital," at fade_in:

size 40


```
xpos 0.05 ypos 0.5
```

```
color "#000000"
```

```
text "I hid in the closet." at fade_in:
```

```
size 40
```

```
xpos 0.05 ypos 0.8
```

```
color "#000000"
```

```
label whymother:
```

```
$ singlewood = True
```

```
show yourself1
```

```
menu:
```

```
"Why?":
```

```
$ singlewood = False
```

```
jump hestrangledhistwin
```

```
label hestrangledhistwin:
```

```
hide yourself1
```

```
show motherv1  
show screen yourbrotherkilledhistwin  
pause (3.5)  
hide screen yourbrotherkilledhistwin  
hide motherv1
```

```
$ singlewood = True  
show youngself1
```

```
menu:
```

```
"He did?":  
    $ singlewood = False  
    jump hestrangledhistwin2
```

```
screen yourbrotherkilledhistwin:
```

```
timer 3.0 action Hide("yourbrotherkilledhistwin", dissolve)  
add "mid_speechbubble.png"  
text "Your brother..." at fade_in:  
    size 30  
    xpos 0.46 ypos 0.37  
  
color "#000000"
```

text "He killed his twin in the womb." at fade_in:

size 30

xpos 0.46 ypos 0.42

color "#000000"

label hestrangledhistwin2:

hide youngself1

scene black

show screen yourbrotherkilledhistwin2

pause (3.5)

hide screen yourbrotherkilledhistwin2

hide motherv1

scene animatedbglight

show movingshadows

\$ singlewood = True

show youngself1

menu:

"Really?":

```
jump youwerethefunniestkid
```

```
screen yourbrotherkilledhistwin2:
```

```
timer 3.0 action Hide("yourbrotherkilledhistwin2", dissolve)
```

```
text "Strangled him." at fade_in:
```

```
size 70
```

```
xpos 0.5 ypos 0.5
```

```
color "#FFFFFF"
```

```
label youwerethefunniestkid:
```

```
$ singlewood = True
```

```
scene littlegirlseriesbg
```

```
show littlegirlseriesfather
```

```
show screen youwerethefunniestkid
```

```
pause (3.5)
```

```
hide screen youwerethefunniestkid
```

```
hide littlegirlseriesfather
```

```
jump funniestkidmontage
```

screen youwerethefunniestkid:

timer 3.0 action Hide("youwerethefunniestkid", dissolve)

add "mid_speechbubble.png"

text "You were the funniest kid." at fade_in:

size 40

xpos 0.45 ypos 0.4

color "#000000"

label funniestkidmontage:

show littlegirlseriesredboots

show screen redboots

pause (3.5)

hide screen redboots

hide littlegirlseriesredboots

show littlegirlseriesbeer

show screen lovedbeer

pause (1.0)

show screen lovedbeer2

pause (3.5)

hide screen lovedbeer

hide screen lovedbeer2

hide littlegirlseriesbeer

show littlegirlseriespideracracker

show screen feedingaspider

pause (1.0)

show screen feedingaspider2

pause (3.5)

hide screen feedingaspider

hide screen feedingaspider2

hide littlegirlseriespideracracker

pause (.02)

show fatherv1

show screen borngentle

pause (3.5)

hide screen borngentle

hide fatherv1

show motherv1

show screen badbaby1

pause (3.5)

hide screen badbaby1

show screen badbaby2

pause (3.5)

hide screen badbaby2

hide motherv1

pause (0.05)

show youngself1

```
$ singlewood = True
```

```
menu:
```

```
"Why not?":
```

```
    jump theghost
```

```
jump morebackground
```

```
screen redboots:
```

```
timer 5.0 action Hide("redboots", dissolve)
```

```
text "You loved your red boots" at fade_in:
```

```
    size 70
```

```
    xpos 0.03 ypos 0.2
```

```
    color "#000000"
```

```
text "more than anything," at fade_in:
```

```
    size 80
```

```
    xpos 0.03 ypos 0.6
```

```
    color "#000000"
```

```
screen lovedbeer:
```

```
timer 5.0 action Hide("lovedbeer", dissolve)
```

```
text "loved beer," at fade_in:
```

size 70

xpos 0.05 ypos 0.3

color "#000000"

screen lovedbeer2:

timer 5.0 action Hide("lovedbeer", dissolve)

text "couldn't get enough of it." at fade_in:

size 70

xpos 0.6 ypos 0.7

color "#000000"

screen feedingaspider:

timer 3.0 action Hide("feedingaspider", dissolve)

text "Should've known you'd become a vegetarian" at fade_in:

size 70

xpos 0.1 ypos 0.05

color "#000000"

screen feedingaspider2:

timer 3.0 action Hide("feedingaspider2", dissolve)

text "when I caught you" at fade_in:

size 70

xpos 0.39 ypos 0.7

color "#000000"

text "feeding a spider a cracker." at fade_in:

size 70

xpos 0.39 ypos 0.77

color "#000000"

screen borngentle:

timer 3.0 action Hide("borngentle", dissolve)

add "mid_speechbubble.png"

text "You were born gentle." at fade_in:

size 40

xpos 0.46 ypos 0.37

color "#000000"

text "Not that anyone'd marry you!" at fade_in:

size 30

xpos 0.46 ypos 0.42

color "#000000"

screen badbaby1:

```
timer 3.0 action Hide("borngentle", dissolve)
```

```
add "mid_speechbubble.png"
```

```
text "You were a bad baby." at fade_in:
```

```
    size 50
```

```
    xpos 0.45 ypos 0.37
```

```
    color "#000000"
```

```
screen badbaby2:
```

```
timer 3.0 action Hide("borngentle", dissolve)
```

```
add "mid_speechbubble.png"
```

```
text "Never would stop crying." at fade_in:
```

```
    size 30
```

```
    xpos 0.47 ypos 0.37
```

```
    color "#000000"
```

```
text "But that didn't matter." at fade_in:
```

```
    size 30
```

```
    xpos 0.47 ypos 0.42
```

```
    color "#000000"
```

```
label theghost:
```

```
hide youngself1
```

```
show motherv1
show screen theghostconversation
pause (3.5)
hide screen theghostconversation
show screen theghostconversation1
pause (3.5)
hide screen theghostconversation1
hide motherv1
show youngself1
```

```
menu:
```

```
"The ghost?":
    jump theghost3
```

```
screen theghostconversation:
```

```
timer 3.0 action Hide("theghostconversation", dissolve)
```

```
add "mid_speechbubble.png"
```

```
text "You don't understand!" at fade_in:
```

```
    size 30
```

```
    xpos 0.46 ypos 0.37
```

```
    color "#000000"
```

```
text "I don't have to take care of you." at fade_in:
```

```
    size 30
```

```
    xpos 0.46 ypos 0.42
```

```
color "#000000"
```

```
screen theghostconversation1:
```

```
timer 3.0 action Hide("theghostconversation1", dissolve)
```

```
add "mid_speechbubble.png"
```

```
text "The ghost does it!" at fade_in:
```

```
size 50
```

```
xpos 0.45 ypos 0.38
```

```
color "#000000"
```

```
label theghost3:
```

```
hide youngself1
```

```
$ singlewood = False
```

```
show motherv1
```

```
show screen theghostconversation2
```

```
pause (3.5)
```

```
hide screen theghostconversation2
```

```
show screen theghostconversation3
```

```
pause (3.5)
```

```
hide screen theghostconversation3
```

```
show screen theghostconversation4
```

```
pause (3.5)
hide screen theghostconversation4
show screen theghostconversation5
pause (3.5)
hide screen theghostconversation5
show screen theghostconversation6
pause (3.5)
hide screen theghostconversation6
hide motherv1
```

```
show youngself1
```

```
$ singlewood = True
```

```
menu:
```

```
    "How?":
```

```
        jump theghost4
```

```
screen theghostconversation2:
```

```
    timer 3.0 action Hide("theghostconversation2", dissolve)
```

```
    add "mid_speechbubble.png"
```

```
    text "He's so kind." at fade_in:
```

```
        size 60
```

```
        xpos 0.46 ypos 0.38
```

```
        color "#000000"
```

```
screen theghostconversation3:
    timer 3.0 action Hide("theghostconversation3", dissolve)
    add "mid_speechbubble.png"
    text "So, so kind..." at fade_in:
        size 70
        xpos 0.47 ypos 0.37

        color "#000000"
```

```
screen theghostconversation4:
    timer 3.0 action Hide("theghostconversation5", dissolve)
    add "mid_speechbubble.png"
    text "I can hear him walking at night..." at fade_in:
        size 30
        xpos 0.45 ypos 0.4

        color "#000000"
```

```
screen theghostconversation5:
    timer 3.0 action Hide("theghostconversation6", dissolve)
    add "mid_speechbubble.png"
    text "...and if I wait long enough," at fade_in:
        size 30
        xpos 0.47 ypos 0.37
```

```
color "#000000"
```

```
text "you always stop crying." at fade_in:
```

```
size 30
```

```
xpos 0.47 ypos 0.42
```

```
color "#000000"
```

```
screen theghostconversation6:
```

```
timer 3.0 action Hide("theghostconversation7", dissolve)
```

```
add "mid_speechbubble.png"
```

```
text "Do you know how I know" at fade_in:
```

```
size 30
```

```
xpos 0.47 ypos 0.37
```

```
color "#000000"
```

```
text "there's a ghost?" at fade_in:
```

```
size 30
```

```
xpos 0.47 ypos 0.42
```

```
color "#000000"
```

```
label theghost4:
```

hide youngself1
\$ singlewood = False
show movingshadows
show motherv1
show screen theghostconversation8
pause (3.5)
hide screen theghostconversation8
hide motherv1
hide movingshadows
scene ghostseriesbg
play sound "sounds/crybaby.ogg"
show theghost with fade
pause (1.0)
hide theghost
show crybaby
pause (2.0)
hide crybaby
show sleepbaby
pause (2.0)
hide sleepbaby
scene animatedbglight
show motherv1
show movingshadows
show screen theghostconversation9
pause (3.5)

hide screen theghostconversation9

hide motherv1

hide movingshadows

jump girlseries1

screen theghostconversation8:

timer 3.0 action Hide("theghostconversation8", dissolve)

add "mid_speechbubble.png"

text "He takes care of you." at fade_in:

size 50

xpos 0.45 ypos 0.37

color "#000000"

screen theghostconversation9:

timer 3.0 action Hide("theghostconversation9", dissolve)

add "mid_speechbubble.png"

text "So I don't have to." at fade_in:

size 35

xpos 0.48 ypos 0.39

color "#000000"

label girlseries1:

scene animatedbglight
show movingshadows
hide screen funniestlittlething
show littlegirlseriesquaredance
show screen funniest
pause (3.5)
hide screen funniest
stop sound
hide littlegirlseriesquaredance

jump girlseries2

screen funniest:

timer 5.0 action Hide("funniest", dissolve)

text "funniest" at fade_in:

size 70

xpos 0.5 ypos 0.1

color "#000000"

text "little" at fade_in:

size 70

xpos 0.2 ypos 0.4

```
color "#000000"  
text "thing" at fade_in:  
size 70  
xpos 0.8 ypos 0.55  
  
color "#000000"
```

label girlseries2:

```
hide screen squaredancesprompt  
hide youngself1  
show littlegirlseries2  
show screen squaredances2  
pause (3.5)  
hide screen squaredances2  
show screen squaredances3  
pause (3.5)  
hide screen squaredances3  
hide littlegirlseries2  
jump girlseries3
```

screen squaredances2:

```
timer 3.0 action Hide("squaredances2", dissolve)  
text "They'd be looking around." at fade_in:  
size 50
```

xpos 0.3 ypos 0.2

color "#000000"

text "Looking at you." at fade_in:

size 50

xpos 0.45 ypos 0.3

color "#000000"

text "This little blond girl." at fade_in:

size 50

xpos 0.75 ypos 0.45

color "#000000"

screen squaredances3:

timer 3.0 action Hide("squaredances3", dissolve)

text "And they'd look right past us," at fade_in:

size 40

xpos 0.05 ypos 0.1

color "#000000"

text "me and your mother." at fade_in:

size 40

xpos 0.05 ypos 0.15

color "#000000"

text "Like we couldn't possibly be your parents." at fade_in:

size 60

xpos 0.05 ypos 0.25

color "#000000"

label girlseries3:

scene yapyapseriesbg

show rainbgseries

show screen stickytape

show stickytape

pause (3.5)

hide stickytape

show dogimage

play sound "sounds/doggrowl.ogg"

pause (3.5)

hide screen stickytape

stop sound

show screen stickytape2

pause (3.5)

hide screen stickytape2

scene black
pause (0.5)
show screen glassesslip
pause (3.5)
hide screen glassesslip
scene wineglass0
show hand_dark
pause (0.5)
scene wineglass0
hide hand_dark
pause (0.5)
hide hand_dark
pause
hide hand_dark
scene wineglass1
scene wineglass2
play sound "sounds/winebottlebreak.ogg"
pause (0.2)
scene wineglass3
pause (0.2)
scene wineglass4
pause (0.2)
scene yapyapseriesbg
show yapyap1
show screen yap1

pause
hide yapyap1
show yapyap2
show screen yap2
pause
hide yapyap2
show yapyap3
show screen yap3
pause
hide yapyap3
show yapyap4
show screen yap4
pause
hide yapyap4
show yapyap5
show screen yap5
pause
hide yapyap5
show yapyap6
show screen yap6
pause
hide yapyap6
hide screen yap1
hide screen yap2
hide screen yap3

```
hide screen yap4
hide screen yap5
hide screen yap6
show screen yap7
pause (4.0)
hide screen yap7
hide rainbgseries
jump iknowyourthoughts
```

```
screen stickytape:
```

```
timer 3.0 action Hide("stickytape", dissolve)
text "Sticky tape!" at fade_in:
    size 80
    xpos 0.1 ypos 0.2

    color "#000000"
```

```
screen stickytape2:
```

```
timer 3.0 action Hide("stickytape2", dissolve)
text "My father has nerve damage." at fade_in:
    size 50
    xpos 0.05 ypos 0.1

    color "#000000"
```


text "In California, he drove a taxi." at fade_in:

size 50

xpos 0.05 ypos 0.2

color "#000000"

text "Before, he was a dog catcher." at fade_in:

size 50

xpos 0.43 ypos 0.6

color "#000000"

screen stickytape4:

text "Once, he broke up a dog fight." at fade_in:

size 50

xpos 0.2 ypos 0.2

color "#000000"

text "Both animals turned on him." at fade_in:

size 50

xpos 0.2 ypos 0.8

color "#000000"

screen glassesslip:

timer 3.0 action Hide("glassesslip", dissolve)

text "Sometimes, glasses slip through his finger tips." at fade_in:

size 60

xpos 0.2 ypos 0.5

color "#ffffff"

screen yap1:

transform:

rotate 345

text "yap" at fade_in:

size 50

xpos 0.2 ypos 0.2

color "#000000"

screen yap2:

transform:

rotate 7

text "yap" at fade_in:

size 40

xpos 0.7 ypos 0.7

color "#000000"

screen yap3:

transform:

rotate 35

text "yap" at fade_in:

size 70

xpos 0.7 ypos 0.3

color "#000000"

screen yap4:

transform:

rotate 365

text "yap" at fade_in:

size 120

xpos 0.6 ypos 0.5

color "#000000"

screen yap5:

transform:

rotate 15

text "yap" at fade_in:

size 80

xpos 0.9 ypos 0.8

color "#000000"

screen yap6:

transform:

rotate 75

text "yap" at fade_in:

size 35

xpos 0.3 ypos 0.8

color "#000000"

screen yap7:

text "Can't you just shut up." at fade_in:

size 70

xpos 0.1 ypos 0.1

color "#000000"

text "You talk too much." at fade_in:

size 100

xpos 0.3 ypos 0.3

color "#000000"

text "Sit up straight." at fade_in:

size 150

xpos 0.5 ypos 0.6

color "#000000"

label iknowyourthoughts:

stop music fadeout 10.0

scene hush29 with fade

show screen hush2

play sound "sounds/shush.ogg"

pause (4.0)

hide screen hush2

show screen iknowyourthoughts

pause (4.0)

hide screen iknowyourthoughts

show screen icanreadyourmind

pause (4.0)

hide screen icanreadyourmind

jump passingthetime

screen iknowyourthoughts:

timer 3.0 action Hide("iknowyourthoughts", dissolve)

text "I know your thoughts." at fade_in:

size 120

xpos 0.3 ypos 0.45

color "#ffffff"

screen icanreadyourmind:

timer 3.0 action Hide("icanreadyourmind", dissolve)

text "I can read your mind." at fade_in:

size 120

xpos 0.3 ypos 0.45

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#ffffff"

label passingthetime:

play music "music/Michael Bell - The Owls - 03 Crossing the Mist at the Threshold We Began to Speak the Languages of Animals.mp3"

scene black

show spiderfall

show screen iwish

pause (4.0)

hide screen iwish

scene passingthetimeseries_wannawhistle

show screen areyoutryingtowhistle

pause (4.0)

hide screen areyoutryingtowhistle

show screen yeswhoareyou

pause (4.0)

hide screen yeswhoareyou

show screen doyouwannallearn

pause (4.0)

hide screen doyouwannallearn

show screen sure

pause (4.0)

hide screen sure

scene passingthetimeseries_bandaaid

show screen whatsthat

pause (4.0)

hide screen whatsthat

show screen owie

pause (4.0)

hide screen owie

show screen nothat

pause (4.0)

hide screen nothat

show screen abandaid

pause (4.0)

hide screen abandaid

scene black

show screen shespoiled

pause (4.0)

hide screen shespoiled

scene passingthetimeseries_funnygrin
pause
scene black
show spiderfall
show screen thattext
pause (4.0)
hide screen thattext
scene passingthetimeseries_mygarden
show screen honeysuckle
pause (4.0)
hide screen honeysuckle
show screen honeysucklewhy
pause (4.0)
hide screen honeysucklewhy
show screen wouldyoulikesnappeas
pause (4.0)
hide screen wouldyoulikesnappeas
scene passingthetimeseries_peas1
show passingthetimeseries_peatopsprite
show hand_dark
pause (0.5)
hide hand_dark
pause
scene passingthetimeseries_peas2
pause

play sound "sounds/crunchybite.ogg"
scene passingthetimeseries_peas3
pause
play sound "sounds/crunchybite.ogg"
scene passingthetimeseries_peas4
pause
play sound "sounds/crunchybite.ogg"
scene passingthetimeseries_peas5
pause
play sound "sounds/crunchybite.ogg"
scene passingthetimeseries_peas6
pause
play sound "sounds/crunchybite.ogg"
scene passingthetimeseries_peas7
pause
play sound "sounds/crunchybite.ogg"
scene passingthetimeseries_peas9
pause
play sound "sounds/crunchybite.ogg"
scene passingthetimeseries_peas10
pause
play sound "sounds/crunchybite.ogg"
scene passingthetimeseries_peas11
pause
hide passingthetimeseries_peatopsprite

```
scene black
show twinklingstars
show screen twinklingstars
#play sound "sounds/violinhigh.ogg"
pause (4.0)
hide screen twinklingstars
scene black
show spiderfall
show screen tomorrowillbebetter
pause (4.0)
hide screen tomorrowillbebetter
hide spiderfall

jump peter
```

screen iwish:

```
timer 3.0 action Hide("iwish", dissolve)
text "I wish..." at fade_in:
    size 90
    xpos 0.2 ypos 0.2
    font "fonts/IMFellEnglishSC-Regular.ttf"
    color "#ffffff"
```

screen areyoutryingtowhistle:

```
timer 3.0 action Hide("areyoutryingtowhistle", dissolve)
```

text "Are you trying to whistle?" at fade_in:

size 40

xpos 0.1 ypos 0.1

color "#000000"

screen yeswhoareyou:

timer 3.0 action Hide("yeswhoareyou", dissolve)

text "... Yes." at fade_in:

size 40

xpos 0.1 ypos 0.25

color "#000000"

text "Who are you, anyway?" at fade_in:

size 40

xpos 0.1 ypos 0.3

color "#000000"

screen doyouwannalearn:

timer 3.0 action Hide("doyouwannalearn", dissolve)

text "I was just hiking. Never been here before." at fade_in:

size 40

xpos 0.1 ypos 0.1

```
color "#000000"
```

```
text "Ya wanna learn to whistle?" at fade_in:
```

```
size 40
```

```
xpos 0.1 ypos 0.15
```

```
color "#000000"
```

```
screen sure:
```

```
timer 3.0 action Hide("sure", dissolve)
```

```
text "Sure!" at fade_in:
```

```
size 60
```

```
xpos 0.1 ypos 0.2
```

```
color "#000000"
```

```
screen whatsthat:
```

```
timer 3.0 action Hide("whatsthat", dissolve)
```

```
text "What's that?" at fade_in:
```

```
size 50
```

```
xpos 0.4 ypos 0.2
```

```
color "#000000"
```

```
screen owie:
```

```
timer 3.0 action Hide("owie", dissolve)
```

text "An owie." at fade_in:

size 50

xpos 0.18 ypos 0.2

color "#000000"

screen nothat:

timer 3.0 action Hide("nothat", dissolve)

text "No, that." at fade_in:

size 50

xpos 0.4 ypos 0.2

color "#000000"

screen abandaid:

timer 3.0 action Hide("abandaid", dissolve)

text "A bandaid." at fade_in:

size 50

xpos 0.17 ypos 0.2

color "#000000"

screen shespoiled:

timer 3.0 action Hide("shespoiled", dissolve)

text "Oh, that girl?" at fade_in:

size 90

xpos 0.1 ypos 0.3

color "#ffffff"

text "She's just a spoiled, spoiled little girl." at fade_in:

size 60

xpos 0.1 ypos 0.5

color "#ffffff"

screen honeysuckle:

timer 3.0 action Hide("honeysuckle", dissolve)

text "Do you know why a honeysuckle is called a honeysuckle?" at fade_in:

size 30

xpos 0.36 ypos 0.23

color "#ffffff"

screen honeysucklewhy:

timer 3.0 action Hide("honeysucklewhy", dissolve)

text "Why?" at fade_in:

size 80

xpos 0.1 ypos 0.27

color "#000000"

screen wouldyoulikesnappeas:

timer 3.0 action Hide("wouldyoulikesnappeas", dissolve)

text "Because it has honey in it you can suck out. It's called nectar." at fade_in:

size 30

xpos 0.36 ypos 0.1

color "#ffffff"

text "Would you like to try some snap peas?" at fade_in:

size 30

xpos 0.4 ypos 0.23

color "#ffffff"

screen twinklingstars:

timer 3.0 action Hide("twinklingstars", dissolve)

text "I taste the stars" at fade_in:

size 50

xpos 0.1 ypos 0.1

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#ffffff"

text "bright and blue as steel on my tongue" at fade_in:

size 40

xpos 0.3 ypos 0.3

color "#ffffff"

text "a flavor that sings electric like high e." at fade_in:

size 40

xpos 0.3 ypos 0.5

color "#ffffff"

screen thattext:

timer 3.0 action Hide("thattext", dissolve)

text "I wish that..." at fade_in:

size 90

xpos 0.3 ypos 0.3

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#ffffff"

screen tomorrowwillbebetter:

timer 3.0 action Hide("tomorrowwillbebetter", dissolve)

text "I wish that tomorrow will be a better day." at fade_in:

size 90

xpos 0.1 ypos 0.4

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#ffffff"

label peter:

scene peterseries1

pause (1.5)

scene peterseriesbg

show screen saythankyou

pause (3.5)

hide screen saythankyou

\$ singlewood = True

show youngself_eyeroll

menu:

"NO!":

hide youngself_eyeroll

\$ singlewood = False

jump peter2

label peter2:

scene peterseriesbg

show screen withoutpeter

pause (3.5)

hide screen withoutpeter

menu:

"(Hug John.)":

hide yourself1

\$ singlewood = False

jump peter3

label peter3:

scene peterseries2

pause (1.5)

scene peterseries3

show screen neverbealone

pause (3.5)

hide screen neverbealone

scene peterseries4

show screen iknowthat

pause (3.5)

hide screen iknowthat

scene goldiethethefishanimated

show screen goldiefish1

pause (3.5)

hide screen goldiefish1

pause (0.5)

show screen goldiefish2

pause (1.5)

hide screen goldiefish2

jump failingkindergarten

screen saythankyou:

timer 3.0 action Hide("saythankyou", dissolve)

text "Say thank you to John!" at fade_in:

size 90

xpos 0.3 ypos 0.5

#

color "#000000"

screen withoutpeter:

timer 3.0 action Hide("withoutpeter", dissolve)

text "Without John, you would not have your clarinet." at fade_in:

size 70

xpos 0.12 ypos 0.5

#

color "#000000"

screen neverbealone:

```
timer 3.0 action Hide("neverbealone", dissolve)
```

```
text "Never be alone with John." at fade_in:
```

```
size 40
```

```
xpos 0.67 ypos 0.3
```

```
#
```

```
color "#000000"
```

```
screen iknowthat:
```

```
timer 3.0 action Hide("neverbealone", dissolve)
```

```
text "I know that!" at fade_in:
```

```
size 60
```

```
xpos 0.16 ypos 0.2
```

```
#
```

```
color "#000000"
```

```
screen goldiefish1:
```

```
timer 2.0 action Hide("goldiefish1", dissolve)
```

```
text "Goldie was a goldfish." at fade_in:
```

```
size 90
```

```
xpos 0.1 ypos 0.1
```

```
font "fonts/Allison-Regular.ttf"
```

```
color "#000000"
```

```
screen goldiefish2:
```

```
timer 2.0 action Hide("goldiefish2", dissolve)
```

text "One day she got separated from her school." at fade_in:

size 90

xpos 0.1 ypos 0.1

font "fonts/Allison-Regular.ttf"

color "#000000"

label failingkindergarten:

scene peterseriesbg

show littlegirlseriesnomoreballet

show screen nomoreballet

pause (3.5)

hide screen nomoreballet

show screen nomoreballet2

pause (3.5)

hide screen nomoreballet2

show screen nomoreballet3

pause (3.5)

hide screen nomoreballet3

scene black

show screen dyslexiabalance

show hand_light

pause (0.5)

hide hand_light

pause
hide screen dyslexiabalance
scene playsalone
show screen sheplaysalone
pause (3.5)
hide screen sheplaysalone
scene black
show screen dyslexiafaceblindness
show hand_light
pause (0.5)
hide hand_light
pause
hide screen dyslexiafaceblindness
scene cantread
show screen shedoesntlisten
pause (3.5)
hide screen shedoesntlisten
scene black
show screen dyslexiaauditoryprocessing
show hand_light
pause (0.5)
hide hand_light
pause
hide screen dyslexiaauditoryprocessing
scene cantread

show screen shesnotrying

pause (3.5)

hide screen shesnotrying

scene black

show screen dyslexiasocialemotional

show hand_light

pause (0.5)

hide hand_light

pause

hide screen dyslexiasocialemotional

scene specialclass

show screen yourdaughterhas

pause (3.5)

hide screen yourdaughterhas

show goldiethefishanimated

pause (5.0)

scene motherseriesbg

show movingshadows

menu:

"TRY HARDER!":

jump readingball

screen dyslexiabalance():

vbox:

align(0.5, 0.5) # centering the displayed text

#justify True

spacing 20 # if you want to separate your lines a little.

text "The consensus of research into balance and dyslexia over a 20-year period has been that balance deficits may be identified in around 50% of a sample of children with dyslexia and around 20% of a sample of adults with dyslexia.":

color "#ffffff"

size 50

justify True

font "fonts/ZillaSlab-Regular.ttf"

text "AWCETT, A.J. (2011), Balance and reading are separate symptoms of dyslexia. Developmental Medicine & Child Neurology, 53: 294-295. <https://doi.org/10.1111/j.1469-8749.2010.03886>.":

color "#ffffff"

justify True

size 30

font "fonts/ZillaSlab-Regular.ttf"

screen nomoreballet:

timer 3.0 action Hide("nomoreballet", dissolve)

text "You know what they say..." at fade_in:

size 50

xpos 0.3 ypos 0.4

color "#000000"

text "You can't fix clumsy or..." at fade_in:

size 50

xpos 0.3 ypos 0.5

color "#000000"

screen nomoreballet2:

timer 3.0 action Hide("nomoreballet2", dissolve)

text "Nevermind." at fade_in:

size 70

xpos 0.3 ypos 0.5

color "#000000"

screen nomoreballet3:

timer 3.0 action Hide("nomoreballet3", dissolve)

text "I don't think your daughter" at fade_in:

size 50

xpos 0.3 ypos 0.4

color "#000000"

text "is a good fit for ballet." at fade_in:

size 50

xpos 0.3 ypos 0.5

```
color "#000000"
```

```
screen sheplaysalone:
```

```
timer 3.0 action Hide("sheplaysalone", dissolve)
```

```
text "She always plays alone on the playground." at fade_in:
```

```
size 50
```

```
xpos 0.3 ypos 0.4
```

```
color "#000000"
```

```
screen dyslexiafaceblindness():
```

```
vbox:
```

```
align(0.5, 0.5) # centering the displayed text
```

```
#justify True
```

```
spacing 20 # if you want to separate your lines a little.
```

```
text "People with dyslexia are impaired in their recognition of faces and other visually complex objects. Their holistic processing of faces appears to be intact, suggesting that dyslexics may instead be specifically impaired at part-based processing of visual objects.":
```

```
color "#ffffff"
```

```
size 50
```

```
justify True
```

```
font "fonts/ZillaSlab-Regular.ttf"
```

```
text "Sigurdardottir HM, Ívarsson E, Kristinsdóttir K, Kristjánsson Á. Impaired recognition of faces and objects in dyslexia: Evidence for ventral stream dysfunction?"
```

Neuropsychology. 2015 Sep;29(5):739-50. doi: 10.1037/neu0000188. Epub 2015 Feb 2. PMID: 25643213.":

```
color "#ffffff"  
  
size 30  
  
justify True  
  
font "fonts/ZillaSlab-Regular.ttf"
```

screen dyslexiafaceblindness2():

vbox:

```
align(0.5, 0.5) # centering the displayed text  
  
#justify True  
  
spacing 20 # if you want to separate your lines a little.
```

text "A number of studies have claimed that negative social skills identified in such people might relate to the inability to decode subtle social cues. In particular, facial expression has been identified as critical to the development of social responsiveness, with some studies finding that children with learning disabilities/dyslexia were less accurate in interpreting facial emotions.":

```
color "#ffffff"  
  
justify True  
  
size 50  
  
font "fonts/ZillaSlab-Regular.ttf"
```

text "Sigurdardottir HM, Ívarsson E, Kristinsdóttir K, Kristjánsson Á. Impaired recognition of faces and objects in dyslexia: Evidence for ventral stream dysfunction? Neuropsychology. 2015 Sep;29(5):739-50. doi: 10.1037/neu0000188. Epub 2015 Feb 2. PMID: 25643213.":

```
color "#ffffff"  
  
justify True  
  
size 30
```

font "fonts/ZillaSlab-Regular.ttf"

screen shedoesntlisten:

timer 3.0 action Hide("shedoesntlisten", dissolve)

text "She doesn't listen." at fade_in:

size 70

xpos 0.5 ypos 0.6

color "#000000"

screen dyslexiaauditoryprocessing():

vbox:

align(0.5, 0.5) # centering the displayed text

#justify True

spacing 20 # if you want to separate your lines a little.

text "Approximately half of the participants with developmental dyslexia showed clinically significant diminished performance on the FPT and DPT indicative of APD (Auditory Processing Disorder). These results indicate that the percentage of persons with developmental dyslexia and comorbid APD may be substantial enough to warrant serious clinical considerations.":

color "#ffffff"

size 50

justify True

font "fonts/ZillaSlab-Regular.ttf"

text "King, Wayne M.; Lombardino, Linda J.; Crandell, Carl C.; Leonard, Christiana M.. Comorbid Auditory Processing Disorder in Developmental Dyslexia. Ear and Hearing 24(5):p 448-456, October 2003. | DOI: 10.1097/01.AUD.0000090437.10978.1A.":

```
color "#ffffff"
justify True
size 30
font "fonts/ZillaSlab-Regular.ttf"
```

screen shesnotrying:

```
timer 3.0 action Hide("shesnotrying", dissolve)
```

```
text "She's not trying." at fade_in:
```

```
size 90
```

```
xpos 0.5 ypos 0.5
```

```
color "#000000"
```

screen dyslexiasocialemotional():

```
vbox:
```

```
align(0.5, 0.5) # centering the displayed text
```

```
#justify True
```

```
spacing 20 # if you want to separate your lines a little.
```

text "Their parents and teachers see a bright, enthusiastic child who is not learning to read and write. Time and again, dyslexics and their parents hear, 'He's such a bright child; if only he would try harder.' Ironically, no one knows exactly how hard the dyslexic is trying. The pain of failing to meet other people's expectations is surpassed only by dyslexics' inability to achieve their goals. This is particularly true of those who develop perfectionistic expectations in order to deal with their anxiety. They grow up believing that it is 'terrible' to make a mistake. However, their learning disability, almost by definition means that these children will make many 'careless' or 'stupid' mistakes. This is extremely frustrating to them, as it makes them feel chronically

inadequate. This in the long term can cause them a lot of problems in their personal and social life.":

```
color "#ffffff"
```

```
justify True
```

```
size 50
```

```
font "fonts/ZillaSlab-Regular.ttf"
```

text "Sako, Enkeleda. 'The emotional and social effects of dyslexia.' European Journal of Interdisciplinary Studies 2.2 (2016): 175-183.":

```
color "#ffffff"
```

```
justify True
```

```
size 30
```

```
font "fonts/ZillaSlab-Regular.ttf"
```

screen yourdaughterhas:

```
timer 3.0 action Hide("yourdaughterhas", dissolve)
```

```
text "Your daughter is dyslexic" at fade_in:
```

```
size 40
```

```
xpos 0.55 ypos 0.2
```

```
color "#000000"
```

```
text "and socially maladjusted." at fade_in:
```

```
size 40
```

```
xpos 0.55 ypos 0.25
```

```
color "#000000"
```

```
text "Next year, she will be going into the" at fade_in:
```

size 40

xpos 0.55 ypos 0.65

color "#000000"

text "special class." at fade_in:

size 50

xpos 0.55 ypos 0.7

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#000000"

label readingball:

show readingballanimation

pause (3.5)

scene showdunce

pause (3.5)

label hushmytheories:

scene black

scene hush

pause (1.0)

play sound "sounds/shush.ogg"

show screen yourbrotheristhesonoffourlord

pause (5.0)

hide screen yourbrotheristhesonoffourlord

pause (0.2)

show screen yourbrotheristhesonoffourlord2

pause (5.0)

hide screen yourbrotheristhesonoffourlord2

show screen yourbrotheristhesonoffourlord3

pause (5.0)

hide screen yourbrotheristhesonoffourlord3

pause (5.0)

scene black

menu:

"How did I know he was the son of God?":

jump thepartilikebest

screen yourbrotheristhesonoffourlord:

timer 5.0 action Hide("hush", dissolve)

text "Your brother is the son of our Lord." at fade_in:

size 60

xpos 0.35 ypos 0.4

color "#ffffff"

screen yourbrotheristhesonoffourlord2:

timer 5.0 action Hide("hush", dissolve)

text "The True Lord." at fade_in:

size 80

xpos 0.35 ypos 0.4

color "#ffffff"

screen yourbrotheristhesonoffourlord3:

timer 5.0 action Hide("yourbrotheristhesonoffourlord3", dissolve)

text "The Messiah of the Jews." at fade_in:

size 80

xpos 0.4 ypos 0.5

color "#ffffff"

label thepartilikebest:

scene mymother

show darkness

pause (1.0)

show screen therewerethreesigns

pause (3.5)

scene black

hide darkness

hide screen therewerethreesigns

show screen thepartilikebest

pause (5.5)

hide screen thepartilikebest

scene hush

pause (1.0)

show screen reincarnateddeadsister

pause (5.0)

hide screen reincarnateddeadsister

show screen reincarnateddeadsister2

pause (5.0)

hide screen reincarnateddeadsister2

show screen reincarnateddeadsister3

pause (5.0)

hide screen reincarnateddeadsister3

scene black

show screen reincarnateddeadsister4

pause (5.0)

hide screen reincarnateddeadsister4

show screen reincarnateddeadsister5

pause (5.0)

hide screen reincarnateddeadsister5

scene hush

show screen reincarnateddeadsister8

pause (5.0)

hide screen reincarnateddeadsister8

show screen reincarnateddeadsister9

pause (5.0)

hide screen reincarnateddeadsister9

show screen reincarnateddeadsister10

pause (5.0)

hide screen reincarnateddeadsister10

show screen reincarnateddeadsister11

stop music fadeout 10.0

pause (5.0)

hide screen reincarnateddeadsister11

jump howdoyouknow

screen therewerethreesigns:

timer 5.0 action Hide("therewerethreesigns", dissolve)

text "There were three signs..." at fade_in:

size 150

xpos 0.1 ypos 0.5

color "#000000"

screen thepartilikebest:

timer 5.0 action Hide("thepartilikebest", dissolve)

text "This is the part I like best." at fade_in:

size 80

xpos 0.1 ypos 0.1

color "#ffffff"

text "I don't remember knowing my brother was the son of God." at fade_in:

size 50

xpos 0.1 ypos 0.25

color "#ffffff"

text "But I like the idea that when I was a baby I had mystical knowledge no one else had." at
fade_in:

size 50

xpos 0.1 ypos 0.4

color "#ffffff"

text "My baby brother's secret." at fade_in:

size 30

xpos 0.1 ypos 0.55

color "#ffffff"

screen reincarnateddeadsister:

timer 5.0 action Hide("hush", dissolve)

text "You are my reincarnated dead sister." at fade_in:

size 80

xpos 0.2 ypos 0.4

color "#ffffff"

screen reincarnateddeadsister2:

timer 5.0 action Hide("reincarnateddeadsister2", dissolve)

text "You and I, we've always been sisters." at fade_in:

size 50

xpos 0.2 ypos 0.2

color "#ffffff"

text "Our lives are doomed to repeat themselves." at fade_in:

size 50

xpos 0.2 ypos 0.5

color "#ffffff"

screen reincarnateddeadsister3:

timer 5.0 action Hide("reincarnateddeadsister3", dissolve)

text "In every life, you're killed." at fade_in:

size 80

xpos 0.2 ypos 0.4

color "#ffffff"

screen reincarnateddeadsister4:

timer 5.0 action Hide("reincarnateddeadsister4", dissolve)

text "Raped and murdered." at fade_in:

size 80

xpos 0.2 ypos 0.4

color "#ffffff"

screen reincarnateddeadsister5:

timer 5.0 action Hide("reincarnateddeadsister5", dissolve)

text "And left to die." at fade_in:

size 80

xpos 0.2 ypos 0.4

color "#ffffff"

screen reincarnateddeadsister8:

timer 5.0 action Hide("reincarnateddeadsister8", dissolve)

text "It'll happen to you." at fade_in:

size 80

xpos 0.2 ypos 0.4

#font "fonts/IMFellEnglishSC-Regular.ttf"

color "#ffffff"

screen reincarnateddeadsister9:

timer 5.0 action Hide("reincarnateddeadsister9", dissolve)

text "You'll be killed before the age of 12." at fade_in:

size 80

xpos 0.2 ypos 0.4

color "#ffffff"

screen reincarnateddeadsister10:

timer 5.0 action Hide("reincarnateddeadsister10", dissolve)

text "I've seen it." at fade_in:

size 80

xpos 0.2 ypos 0.4

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#ffffff"

screen reincarnateddeadsister11:

timer 5.0 action Hide("reincarnateddeadsister11", dissolve)

text "He'll leave you in a ditch." at fade_in:

size 80

xpos 0.2 ypos 0.4

color "#ffffff"

screen reincarnateddeadsister12:

timer 5.0 action Hide("reincarnateddeadsister12", dissolve)

text "That's where you'll die. Alone." at fade_in:

size 80

xpos 0.2 ypos 0.4

color "#ffffff"

label howdoyouknow:

\$ singlewood = False

scene black

menu:

"How do you know?":

jump becauseicanseethefuture

label becauseicanseethefuture:

scene black

play sound "sounds/shush.ogg"

pause (1.0)

scene cabin

play music "music/Michael Bell - The Owls - 04 Gather Together All My Bones and the Ribs of the Whale Shall be Your Silver Spoons.mp3"

show screen leavingporttownsend

pause (3.5)

hide screen leavingporttownsend

scene black

show screen ifyoudothis

pause (3.5)

hide screen ifyoudothis

scene light

show screen ifyoudothis2

play sound "sounds/switch.ogg"

pause (3.5)

hide screen ifyoudothis2

jump becauseicanseethefuture2

screen leavingporttownsend:

timer 5.0 action Hide("leavingporttownsend", dissolve)

text "My father is going to college." at fade_in:

size 40

xpos 0.3 ypos 0.3

color "#000000"

text "He wants to be a teacher." at fade_in:

size 40

xpos 0.3 ypos 0.34

color "#000000"

text "We are moving to Bellingham." at fade_in:

size 60

xpos 0.3 ypos 0.5

color "#000000"

screen ifyoudothis:

timer 5.0 action Hide("ifyoudothis", dissolve)

text "If you do this..." at fade_in:

size 40

xpos 0.3 ypos 0.3

color "#ffffff"

text "I will be cast into the darkness forever." at fade_in:

size 40

xpos 0.3 ypos 0.34

color "#ffffff"

screen ifyoudothis2:

timer 5.0 action Hide("ifyoudothis2", dissolve)

text "and you, all of you..." at fade_in:

size 40

xpos 0.3 ypos 0.3

color "#000000"

text "...you will have nothing but endless light." at fade_in:

size 40

xpos 0.3 ypos 0.34

color "#000000"

label becauseicanseethefuture2:

scene black

scene animatedbglight

show darkness

show fatherv1

show screen yourmothercantellthefuture

pause (3.5)

hide fatherv1

hide screen yourmothercantellthefuture

show motherv1

show screen fatherisafool

pause (3.5)

hide screen fatherisafool

show screen fatherisafool2

pause (3.5)
hide screen fatherisafool2
show screen fatherisafool3
pause (3.5)
hide screen fatherisafool3
scene nevertell
show screen nevertell
pause (3.5)
hide screen nevertell
scene box1
show hand_dark
pause (0.5)
hide hand_dark
pause
scene box2
show screen nevertell2
pause
scene box3
pause
scene box4
show screen nevertell3
pause
scene box5
pause
scene box6

show screen nevertell4

pause

scene box7

pause

scene box8

pause

scene box9

show screen nevertell5

pause

scene box10

pause

scene box11

pause

hide screen nevertell

hide screen nevertell2

hide screen nevertell3

hide screen nevertell4

hide screen nevertell5

show imskerd

pause (6.0)

scene littleredhouse

show screen ournewhouse

pause (3.5)

hide screen ournewhouse

jump secondgrade

screen yourmothercantellthefuture:

timer 3.0 action Hide("yourmothercantellthefuture", dissolve)

add "mid_speechbubble.png"

text "Your mother..." at fade_in:

size 50

xpos 0.46 ypos 0.35

color "#000000"

text "can tell the future." at fade_in:

size 30

xpos 0.46 ypos 0.42

color "#000000"

screen fatherisafool:

timer 3.0 action Hide("fatherisafool", dissolve)

add "mid_speechbubble.png"

text "Your father..." at fade_in:

size 50

xpos 0.47 ypos 0.35

```
color "#000000"
```

```
text "is a fool." at fade_in:
```

```
size 30
```

```
xpos 0.47 ypos 0.42
```

```
color "#000000"
```

```
screen fatherisafool2:
```

```
timer 3.0 action Hide("fatherisafool2", dissolve)
```

```
add "mid_speechbubble.png"
```

```
text "He only thinks that because..." at fade_in:
```

```
size 30
```

```
xpos 0.45 ypos 0.36
```

```
color "#000000"
```

```
text "on our first date" at fade_in:
```

```
size 30
```

```
xpos 0.45 ypos 0.41
```

```
color "#000000"
```

```
text "I recited what he'd eaten that day." at fade_in:
```

```
size 30
```

```
xpos 0.45 ypos 0.46
```

```
color "#000000"
```

screen fatherisafool3:

timer 3.0 action Hide("fatherisafool3", dissolve)

add "mid_speechbubble.png"

text "He's a very messy eater." at fade_in:

size 40

xpos 0.45 ypos 0.39

color "#000000"

screen nevertell:

timer 3.0 action Hide("nevertell", dissolve)

text "At your new school, no one will know." at fade_in:

size 40

xpos 0.3 ypos 0.1

color "#000000"

text "You must never, ever tell." at fade_in:

size 40

xpos 0.4 ypos 0.3

color "#000000"

screen nevertell2:


```
timer 3.0 action Hide("nevertell2", dissolve)
```

```
text "Don't ever tell that you have dyslexia." at fade_in:
```

```
size 40
```

```
xpos 0.3 ypos 0.1
```

```
color "#000000"
```

```
text "You must never, ever tell." at fade_in:
```

```
size 50
```

```
xpos 0.7 ypos 0.9
```

```
color "#000000"
```

```
screen nevertell3:
```

```
timer 3.0 action Hide("nevertell3", dissolve)
```

```
text "We're 'losing' your file when we move. No one has to know." at fade_in:
```

```
size 40
```

```
xpos 0.1 ypos 0.2
```

```
color "#000000"
```

```
text "Never, ever tell." at fade_in:
```

```
size 70
```

```
xpos 0.35 ypos 0.4
```

```
color "#000000"
```

screen nevertell4:

timer 3.0 action Hide("nevertell4", dissolve)

text "People will think you're stupid." at fade_in:

size 80

xpos 0.05 ypos 0.32

color "#000000"

text "Never tell." at fade_in:

size 90

xpos 0.1 ypos 0.55

color "#000000"

screen nevertell5:

timer 3.0 action Hide("nevertell5", dissolve)

text "Don't tell." at fade_in:

size 100

xpos 0.4 ypos 0.45

color "#000000"

screen ournewhouse:

timer 3.0 action Hide("ournewhouse", dissolve)

text "Our new house is red." at fade_in:

size 60

xpos 0.05 ypos 0.2

color "#000000"

label secondgrade:

scene classroom1

show screen newschool

\$ singlewood = True

menu:

"Pretend to read.":

show readingballanimation2

pause

jump secondgrade2

label secondgrade2:

menu:

"Pretend.":

show readingballanimation3

pause

hide screen newschool

jump secondgrade3

screen newschool:

timer 3.0 action Hide("newschool", dissolve)

text "At my new school no one knows me." at fade_in:

size 60

xpos 0.1 ypos 0.1

color "#000000"

label secondgrade3:

scene classroom2

show screen whatitsabout

pause (3.5)

hide screen whatitsabout

menu:

"Lie.":

jump secondgrade4

screen whatitsabout:

timer 3.0 action Hide("whatitsabout", dissolve)

text "What's your book about?" at fade_in:

size 40

xpos 0.2 ypos 0.3

color "#000000"

label secondgrade4:

scene noparents

show screen yourparents

pause (3.5)

hide screen yourparents

show screen wherearethey

pause (3.5)

hide screen wherearethey

scene shesasleep

show screen sleeping

pause (3.5)

hide screen sleeping

scene watchingtv

show screen watchingtv

pause (3.5)

hide screen watchingtv

scene noparents

show screen isee

pause (3.5)

hide screen isee
scene stopsdrawing
show screen shedoesntdraw
pause (3.5)
hide screen shedoesntdraw
scene black
show screen thereareothertimes
pause (3.5)
hide screen thereareothertimes
scene cougar
show screen cougar
pause
hide screen cougar
show waiting
show screen saturday
pause (3.5)
hide screen saturday
show screen sunday
pause (3.5)
hide screen sunday
pause
hide waiting
scene cafeteria
show screen ifidothedishes
pause (3.5)

hide screen ifidothedishes
show screen youonfreelunch
pause (3.5)
hide screen youonfreelunch
pause (3.5)
show screen youonfreelunch2
pause (3.5)
hide screen youonfreelunch2
scene cafeteriatray
pause
show waiting
show screen saturday
pause (3.5)
hide screen saturday
show screen sunday
pause (3.5)
hide screen sunday
pause
hide waiting
scene cafeteria
show screen youonfreelunch3
pause (3.5)
hide screen youonfreelunch3

jump eatingsummer

screen yourparents:

timer 3.0 action Hide("whatitsabout", dissolve)

text "Your parents didn't show up" at fade_in:

size 40

xpos 0.6 ypos 0.2

color "#000000"

text "at the parent-teacher meeting." at fade_in:

size 40

xpos 0.6 ypos 0.3

color "#000000"

screen wherearethey:

timer 3.0 action Hide("wherearethey", dissolve)

text "My father is at school." at fade_in:

size 40

xpos 0.5 ypos 0.5

color "#000000"

text "My mother is..." at fade_in:

size 40

xpos 0.5 ypos 0.7

color "#000000"

screen sleeping:

timer 3.0 action Hide("sleeping", dissolve)

text "Sleeping, maybe." at fade_in:

size 40

xpos 0.2 ypos 0.3

color "#ffffff"

text "She can sleep or days and days. Weeks. Even months." at fade_in:

size 40

xpos 0.2 ypos 0.5

color "#ffffff"

screen watchingtv:

timer 3.0 action Hide("watchingtv", dissolve)

text "Or watching TV." at fade_in:

size 40

xpos 0.1 ypos 0.1

color "#000000"

text "She can watch TV for days and days without stopping." at fade_in:

size 40

xpos 0.1 ypos 0.3

color "#000000"

screen isee:

timer 3.0 action Hide("isee", dissolve)

text "I... see." at fade_in:

size 100

xpos 0.4 ypos 0.1

color "#000000"

screen shedoesntdraw:

timer 3.0 action Hide("shedoesntdraw", dissolve)

text "She doesn't draw anymore." at fade_in:

size 40

xpos 0.1 ypos 0.3

color "#ffffff"

text "Or spin. Or weave." at fade_in:

size 40

xpos 0.1 ypos 0.5

color "#ffffff"

text "Or write down my stories." at fade_in:

size 40

xpos 0.1 ypos 0.8

color "#ffffff"

screen thereareothertimes:

timer 3.0 action Hide("thereareothertimes", dissolve)

text "I don't like this." at fade_in:

size 40

xpos 0.2 ypos 0.3

color "#ffffff"

text "But at least it's not scary." at fade_in:

size 40

xpos 0.2 ypos 0.5

color "#ffffff"

text "When she gets up..." at fade_in:

size 40

xpos 0.2 ypos 0.7

color "#ffffff"

screen cougar:

timer 3.0 action Hide("cougar", dissolve)

text "I'm a cougar!" at fade_in:

size 40

xpos 0.09 ypos 0.3

color "#000000"

text "And I can do whatever I want!" at fade_in:

size 40

xpos 0.09 ypos 0.5

color "#000000"

screen saturday:

timer 3.0 action Hide("saturday", dissolve)

text "Saturday" at fade_in:

size 90

xpos 0.42 ypos 0.8

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#000000"

screen sunday:

timer 3.0 action Hide("sunday", dissolve)

text "Sunday" at fade_in:

size 90

xpos 0.42 ypos 0.8

font "fonts/IMFellEnglishSC-Regular.ttf"

```
color "#000000"
```

```
screen ifidthedishes:
```

```
timer 3.0 action Hide("ifidthedishes", dissolve)
```

```
text "If I do the dishes, can I have seconds?" at fade_in:
```

```
size 50
```

```
xpos 0.2 ypos 0.2
```

```
color "#000000"
```

```
screen youonfreelunch:
```

```
timer 3.0 action Hide("youonfreelunch", dissolve)
```

```
text "You on free lunch?" at fade_in:
```

```
size 50
```

```
xpos 0.3 ypos 0.2
```

```
color "#000000"
```

```
screen youonfreelunch2:
```

```
timer 3.0 action Hide("youonfreelunch2", dissolve)
```

```
text "Honey. You can help out as much as you like, but..." at fade_in:
```

```
size 50
```

```
xpos 0.15 ypos 0.1
```

```
color "#000000"
```

text "...as long as everyone else has had their firsts," at fade_in:

size 50

xpos 0.14 ypos 0.15

color "#000000"

text "you can have thirds for all I care." at fade_in:

size 50

xpos 0.15 ypos 0.2

color "#000000"

screen youonfreelunch3:

timer 3.0 action Hide("youonfreelunch3", dissolve)

text "Back again?" at fade_in:

size 50

xpos 0.2 ypos 0.1

color "#000000"

text "You sure do eat a lot." at fade_in:

size 50

xpos 0.2 ypos 0.15

color "#000000"

text "For such a skinny little thing." at fade_in:

size 50

```
xpos 0.2 ypos 0.2
```

```
color "#000000"
```

```
label eatingsummer:
```

```
scene inatree
```

```
pause
```

```
if eatingcount ==2:
```

```
scene findsomething
```

```
pause
```

```
jump eatingsummermenu
```

```
elif eatingcount ==5:
```

```
scene highbitch
```

```
show screen highbitch1
```

```
pause (3.5)
```

```
hide screen highbitch1
```

```
show screen highbitch2
```

```
pause (3.5)
```

```
hide screen highbitch2
```

```
show screen highbitch3
```

pause (3.5)

hide screen highbitch3

show screen highbitch4

pause (3.5)

hide screen highbitch4

show screen highbitch5

pause (3.5)

hide screen highbitch5

show screen highbitch6

pause (3.5)

hide screen highbitch6

show screen highbitch7

pause (3.5)

hide screen highbitch7

show screen highbitch8

pause (3.5)

hide screen highbitch8

show screen highbitch9

pause (3.5)

hide screen highbitch9

jump eatingsummermenu

elif eatingcount ==7:


```
scene findsomething
show screen findsomething
pause (3.5)
hide screen findsomething
jump eatingsummermenu
```

```
elif eatingcount ==10:
```

```
    scene highbitch

    show screen highbitch10
    pause (3.5)
    hide screen highbitch10
    show screen highbitch11
    pause (3.5)
    hide screen highbitch11

    jump eatingsummermenu
```

```
elif eatingcount ==20:
```

```
    jump rebeccasback
```

```
else:
```

jump eatingsummermenu

label eatingsummermenu:

\$ singlewood = False

menu:

"I don't want to.":

\$ eatingcount += 1

if idontwanto ==0:

"I'm so hungry I throw up uncontrollably for hours."

\$ idontwanto += 1

jump eatingsummer

elif idontwanto ==1:

"I have no energy. I fall asleep."

```
$ idontwanto += 1
```

```
jump eatingsummer
```

```
else:
```

```
"I faint in my bedroom. No one notices."
```

```
$ idontwanto += 1
```

```
jump eatingsummer
```

```
"Try the college." if trythecollege < 2:
```

```
$ eatingcount += 1
```

```
if trythecollege ==0:
```

```
$ trythecollege += 1
```

```
"Lucky!"
```

```
"College students leave their leftovers on a table at the VU."
```

jump eatingsummer

else:

\$ trythecollege += 1

"I find an untouched slice of tomato and artichoke pizza on the top of a trash can."

"I eat it."

"It is delicious."

jump eatingsummer

"Try a neighbor." if tryneighbor < 2:

\$ eatingcount += 1

if tryneighbor ==0:

\$ tryneighbor += 1

"You can have them, if you like?"

```
jump eatingsummer
```

```
elif tryaneighbor == 1:
```

```
    $ tryaneighbor += 1
```

```
    "You'd think your parents don't feed you!"
```

```
jump eatingsummer
```

```
else:
```

```
    "I can't ask again. What if she tells my mother?"
```

```
jump eatingsummer
```

```
"Try a friend's house." if askafriend < 2:
```

```
    $ eatingcount += 1
```

```
    if askafriend == 0:
```

```
        $ askafriend += 1
```

"Amanda gives me cheese whizz. It is delicious."

jump eatingsummer

elif askafriend == 1:

\$ askafriend += 1

"Crystal's parents tell me to go home and eat a real dinner."

jump eatingsummer

else:

\$ askafriend += 1

"Rebecca isn't home. She's at horse camp."

jump eatingsummer

"Steal money from my father's wallet." if walletsteal == False:

\$ eatingcount += 1

\$ walletsteal = True

"I walk to the grocery outlet with my little brother."

"I buy a chocolate bar."

"We eat it on the way back."

"It's melting in the foil, in our hands."

"The asphalt sears our bare feet."

jump eatingsummer

"Burgle a house." if burglehouse== False:

\$ eatingcount += 1

\$ burglehouse = True

"I push open the bathroom window."

"There is a box of cookies in the kitchen cupboard."

jump eatingsummer

"Try the fridge." if tryfridge > 3:

\$ eatingcount += 1

if tryfridge ==0:

\$ tryfridge += 1

"The vegetable drawers are full, soft gray pillows of mold."

"The rice has some mold on it."

"I eat it. I get a stomachache."

jump eatingsummer

elif tryfridge == 1:

\$ tryfridge += 1

"It dissolves in my hands, black."

"I don't know what that used to be."

"I can't eat that."

jump eatingsummer

elif tryfridge == 2:

\$ tryfridge += 1

"I can cut the mold off the cheese."

"So many colors."

jump eatingsummer

else:

\$ tryfridge += 1

"I can spit out the goopy parts of the apple."

jump eatingsummer

"Try the pantry." if trypantry < 2:

\$ eatingcount += 1

if trypantry == 0:

\$ trypantry += 1

"I don't think cans of tomatoes should be brown on the top."

jump eatingsummer

elif trypantry == 1:

\$ trypantry += 1

"Canned potatoes! Yummy."

jump eatingsummer

else:

\$ trypantry += 1

"That has bugs in it."

```
jump eatingsummer
```

```
"Beg at a grocery store." if grocerystore == False:
```

```
    $ eatingcount += 1
```

```
    $ grocerystore = True
```

```
    "They're for the deer!"
```

```
    "I don't think you're supposed to feed the deer, but I'll see what we have..."
```

```
jump eatingsummer
```

```
"Try a college student." if trycollegestudent < 3:
```

```
    $ eatingcount += 1
```

```
    if trycollegestudent == 0:
```

```
        $ trycollegestudent += 1
```

"Her name is Katie and I love her."

"She wears fairy wings and brings me on walks to the arboretum."

"She tells me the names of the plants there."

"Then we come home for a fairy tea party and she makes me sandwiches."

jump eatingsummer

elif trycollegestudent == 1:

\$ trycollegestudent += 1

"Katie's gone. She was, like, having an affair with her professor."

"They, like, ran off. I think they're in Europe or something."

jump eatingsummer

elif trycollegestudent == 2:

\$ trycollegestudent += 1

"Sally teaches me how to cook stir fries."

"I miss my mom."

jump eatingsummer

else:

\$ trycollegestudent += 1

"Sally moved out. She didn't want to live with so many dudes."

"I don't suppose it's right to ask you to sauna."

"Wanna drum circle?"

jump eatingsummer

"Try a church.":

\$ eatingcount += 1

if eatingcount==7:

scene lutheranchurch

"It's Sunday!"

"I get gummy bears for answering all the questions right about Moses!"

jump eatingsummer

elif eatingcount==14:

"It's Sunday!"

"I get cookies after Sunday School."

jump eatingsummer

else:

"It's not a Sunday."

jump eatingsummer

"Look for money on the street." if moneyonthestreets < 2:

```
$ eatingcount += 1
```

```
if moneyonthestreets==0:
```

```
    $ moneyonthestreets +=1
```

```
    "Hey, chica! Chica! Over here. Hey, girl."
```

```
    "What?"
```

```
    "You need some money?"
```

```
    "Maybe."
```

```
    "Well, you ever need some money, you come work for me, girl."
```

```
    "I'll think about it."
```

```
    "You know where to find me, pretty chica. I know some people who'd really like you."
```

```
    jump eatingsummer
```

```
elif trycollegestudent == 1:
```

```
    $ moneyonthestreets +=1
```

"Baby, go home. You don't need to see this."

else:

\$ moneyonthestreets +=1

"Oh!"

"May I have... \$0.13 worth of fudge please?"

jump eatingsummer

screen findsomething:

timer 3.0 action Hide("indsomething", dissolve)

text "I'll find something." at fade_in:

size 50

xpos 0.45 ypos 0.6

color "#000000"

screen highbitch1:

timer 3.0 action Hide("highbitch1", dissolve)

text "Where have you been?" at fade_in:


```
size 50
xpos 0.2 ypos 0.2

color "#000000"
```

screen highbitch2:

```
timer 3.0 action Hide("highbitch2", dissolve)
text "Outside." at fade_in:
    size 50
    xpos 0.1 ypos 0.5

    color "#000000"
```

screen highbitch3:

```
timer 3.0 action Hide("highbitch3", dissolve)
text "Who were you with?" at fade_in:
    size 50
    xpos 0.2 ypos 0.2

    color "#000000"
```

screen highbitch4:

```
timer 3.0 action Hide("highbitch4", dissolve)
text "All my friends are at summer camp." at fade_in:
    size 50
```

xpos 0.1 ypos 0.5

color "#000000"

screen highbitch5:

timer 3.0 action Hide("highbitch5", dissolve)

text "Who were you with?" at fade_in:

size 50

xpos 0.2 ypos 0.2

color "#000000"

screen highbitch6:

timer 3.0 action Hide("highbitch6", dissolve)

text "No one!" at fade_in:

size 50

xpos 0.1 ypos 0.5

color "#000000"

screen highbitch7:

timer 3.0 action Hide("highbitch7", dissolve)

text "Who were you fucking?" at fade_in:

size 70

xpos 0.2 ypos 0.2

color "#000000"

screen highbitch8:

timer 3.0 action Hide("highbitch8", dissolve)

text "Tell me!" at fade_in:

size 80

xpos 0.2 ypos 0.2

color "#000000"

screen highbitch9:

timer 3.0 action Hide("highbitch9", dissolve)

text "You little slut!" at fade_in:

size 100

xpos 0.2 ypos 0.2

color "#000000"

screen highbitch10:

timer 3.0 action Hide("highbitch10", dissolve)

text "What have you been taking?" at fade_in:

size 50

xpos 0.2 ypos 0.2

color "#000000"

screen highbitch11:

timer 3.0 action Hide("highbitch11", dissolve)

text "Are you high?" at fade_in:

size 50

xpos 0.2 ypos 0.2

color "#000000"

label reccasback:

scene light

show screen rebeccareturns

pause (3.5)

hide screen rebeccareturns

scene rebeccareturns

show screen rebeccareturns2

pause (3.5)

hide screen rebeccareturns2

scene baconeggs1

show screen rebeccareturns3

pause (3.5)

hide screen rebeccareturns3

show cries

pause
hide cries
scene baconeggs1
show hand_dark
pause (0.5)
hide hand_dark
pause (0.5)
show hand_dark
pause (0.5)
hide hand_dark
pause
scene baconeggs2
pause
scene baconeggs3
play sound "sounds/cutleryeating.ogg"
pause
scene baconeggs4
play sound "sounds/cutleryeating.ogg"
pause
scene baconeggs5
play sound "sounds/cutleryeating.ogg"
pause
scene baconeggs6
play sound "sounds/cutleryeating.ogg"
pause

scene baconeggs7

play sound "sounds/cutleryeating.ogg"

pause

scene baconeggs8

play sound "sounds/cutleryeating.ogg"

pause

scene baconeggs9

play sound "sounds/cutleryeating.ogg"

pause

scene baconeggs10

play sound "sounds/cutleryeating.ogg"

pause

scene baconeggs11

play sound "sounds/cutleryeating.ogg"

pause

scene baconeggs12

play sound "sounds/cutleryeating.ogg"

pause

scene baconeggs13

play sound "sounds/cutlerydone.ogg"

scene cries

pause

scene black

show screen thepears

pause (4.5)

hide screen thepears

jump learningtoread

screen rebeccareturns:

timer 3.0 action Hide("youonfreelunch3", dissolve)

text "Rebecca comes back." at fade_in:

size 100

xpos 0.25 ypos 0.5

color "#000000"

screen rebeccareturns2:

timer 3.0 action Hide("youonfreelunch3", dissolve)

text "Do you want to listen to the Beatles?" at fade_in:

size 50

xpos 0.05 ypos 0.75

color "#000000"

text "My dad got me a CD player because my mom sent me to horse camp." at fade_in:

size 50

xpos 0.05 ypos 0.8

color "#000000"

text "Maybe you can stay for dinner! I'll ask my mom." at fade_in:

size 50

xpos 0.05 ypos 0.85

color "#000000"

screen rebeccareturns3:

timer 3.0 action Hide("youonfreelunch3", dissolve)

text "Oh! I thought you were a vegetarian. Are you sure?" at fade_in:

size 50

xpos 0.2 ypos 0.1

color "#000000"

screen thepears:

timer 3.5 action Hide("thepears", dissolve)

text "In August, the tall pear tree in the backyard drops its fruit." at fade_in:

size 50

xpos 0.05 ypos 0.2

color "#ffffff"

text "I can eat pears every day if I want." at fade_in:

size 50

xpos 0.05 ypos 0.3

color "#ffffff"

text "Brown, mushy from their fall, syrupy sweet with rot." at fade_in:

size 50

xpos 0.05 ypos 0.4

color "#ffffff"

text "Swarming with wasps." at fade_in:

size 50

xpos 0.05 ypos 0.5

color "#ffffff"

label learningtoread:

stop music fadeout 5.0

scene motherteaches

show screen learntoread1

pause (4.0)

hide screen learntoread1

scene whippingboy

show rainbgseries

play music "music/Michael Bell - The Owls - 06 The Treasures of the Snake Were Placed
Within the Circle, With a Rose on One Side, a Lily on the Other.mp3"

show screen whippingboy

pause

hide screen whippingboy

scene motherteaches

show screen whippingboy2

pause (3.5)

hide screen whippingboy2

hide rainbgseries

jump morestuff

screen learntoread1:

timer 3.0 action Hide("learntoread1", dissolve)

text "You're eight years old, and you can't read." at fade_in:

size 30

xpos 0.05 ypos 0.1

color "#000000"

text "You need to learn before you finish 3rd grade." at fade_in:

size 30

xpos 0.05 ypos 0.15

color "#000000"

text "If you don't learn soon, you will never learn." at fade_in:

size 30

xpos 0.05 ypos 0.2

color "#000000"

text "We won't stop until you've learned." at fade_in:

size 30

xpos 0.05 ypos 0.25

color "#000000"

screen whippingboy:

timer 3.0 action Hide("whippingboy", dissolve)

text "It is about an orphan named Jemmy." at fade_in:

size 30

xpos 0.05 ypos 0.1

color "#000000"

text "He is taken off the streets." at fade_in:

size 30

xpos 0.05 ypos 0.15

color "#000000"

text "to be a whipping boy because " at fade_in:

size 30

xpos 0.05 ypos 0.2

color "#000000"

text "the King can't punish the Prince, " at fade_in:

size 30

xpos 0.05 ypos 0.25

color "#000000"

text "because the Prince is a Prince. " at fade_in:

size 30

xpos 0.05 ypos 0.3

color "#000000"

text "So they punish Jemmy instead." at fade_in:

size 50

xpos 0.05 ypos 0.7

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#000000"

screen whippingboy2:

```
timer 3.0 action Hide("whippingboy", dissolve)
```

```
text "This book will explain" at fade_in:
```

```
    size 30
```

```
    xpos 0.05 ypos 0.1
```

```
    color "#000000"
```

```
text "why I punish you" at fade_in:
```

```
    size 30
```

```
    xpos 0.05 ypos 0.15
```

```
    color "#000000"
```

```
text "instead of your brother" at fade_in:
```

```
    size 30
```

```
    xpos 0.05 ypos 0.2
```

```
    color "#000000"
```

```
text "when he does something wrong." at fade_in:
```

```
    size 30
```

```
    xpos 0.05 ypos 0.25
```

```
    color "#000000"
```

```
label morestuff:
```

```
    scene black
```

```
    show screen theend
```

```
    pause
```

```
    hide screen theend
```

```
    return
```

screen theend:

text "The End. So far." at fade_in:

size 90

xpos 0.3 ypos 0.5

font "fonts/IMFellEnglishSC-Regular.ttf"

color "#ffffff"

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Application: Link to Executable File

You may download, extract, and play “I’m Sorry, I Love You,” here:

<https://drive.google.com/drive/folders/1F8z2BME0RSjP2V2dwkQsPosszI0fyge6?usp=sharing>