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# I'm Sorry, I Love You

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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


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## Master's Thesis

Jemma Everyhope-Roser

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Presented to
The Faculty of
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**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.

## Acknowledgements

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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 images 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."


<div align="center">The End. So far.</div>

**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 idontwanto = 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 goldiethefishanimated = Movie(size=(1920,1080), channel="movie", play="goldiethefishanimated.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

34

"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)
```

```renpy
    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 "motherstrailer_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 "motherstrailer_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 shestoleme

    pause (5.0)

    hide screen shestoleme

    scene geese62

    pause (1.0)

    show screen myfatherremembered

    pause (5.0)

    hide screen myfatherremembered

    stop sound

    scene maptoporttownsend

    show screen myfathersearched

    pause (5.0)

    hide screen myfathersearched
```

```
show screen hisvanblewup

scene oldvan1

pause (2.5)

hide screen hisvanblewup

show screen hefoundcash

scene wadofcash with fade

pause (2.5)

hide screen hefoundcash

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 shestoleme:

    timer 5.0 action Hide("shestoleme", 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 myfatherremembered:

    timer 5.0 action Hide("myfatherremembered", 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 myfathersearched:
```

```
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 youngself1


    menu:


        "Why?":

            $ singlewood = False

            jump hestrangledhistwin


label hestrangledhistwin:


    hide youngself1
```

```
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 littlegirlseriesspideracracker

show screen feedingaspider

pause (1.0)

show screen feedingaspider2

pause (3.5)

hide screen feedingaspider

hide screen feedingaspider2

hide littlegirlseriesspideracracker

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
```

```renpy
    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 littlegirlseriessquaredance

show screen funniest

pause (3.5)

hide screen funniest

stop sound

hide littlegirlseriessquaredance


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 littlegirlseriessquaredance

    show screen squaredances2

    pause (3.5)

    hide screen squaredances2

    show screen squaredances3

    pause (3.5)

    hide screen squaredances3

    hide littlegirlseriessquaredance

    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 doyouwannalearn

pause (4.0)

hide screen doyouwannalearn

show screen sure

pause (4.0)

hide screen sure

scene passingthetimeseries_bandaid

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/violinhighe.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 tomorrowillbebetter:
    timer 3.0 action Hide("tomorrowillbebetter", 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 youngself1

        $ 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 goldiethefishanimated

    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 yourbrotheristhesonofourlord

    pause (5.0)
```

```
hide screen yourbrotheristhesonofourlord

pause (0.2)

show screen yourbrotheristhesonofourlord2

pause (5.0)

hide screen yourbrotheristhesonofourlord2

show screen yourbrotheristhesonofourlord3

pause (5.0)

hide screen yourbrotheristhesonofourlord3

pause (5.0)


scene black


menu:


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

        jump thepartilikebest



screen yourbrotheristhesonofourlord:

    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 yourbrotheristhesonofourlord2:

    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 yourbrotheristhesonofourlord3:

    timer 5.0 action Hide("yourbrotheristhesonofourlord3", 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"
```

```renpy
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 ifidothedishes:

    timer 3.0 action Hide("ifidothedishes", 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 tryaneighbor < 2:

    $ eatingcount += 1

    if tryaneighbor ==0:

        $ tryaneighbor += 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 rebeccasback:


    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