AUTOMATIC NOVEL WRITING:
A Status Report

by

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Programmed in FORTRAN V on a Univac 1108, the system generates 2100 word murder mystery stories, complete with semantic deep structure, in less than 19 seconds.

The techniques draw upon the state of the art in linguistics, compiler theory, and micro-simulation. The plot and detailed development of events in the narrative are generated by a micro-simulation model written in a specially created, compiler-driven simulation language. The rules of a simulation model are stochastic[1] (with controllable degrees of randomness) and govern the behavior of individual characters and events in the modelled universe of the story. This universe is represented in the form of a semantic deep structure encoded in the form of a network--a directed graph with labelled edges, where the nodes are semantic objects, and where the labelled edges are relations uniting those objects. The simulation model rules implement changing events in the story by altering the semantic network. Compiler or translator-like production rules are used to generate English narrative discourse from the semantic deep structure network (the output might be in any language). The flow of the narrative is derived from reports on the changing state of the modelled universe as affected by the simulation rules.

Nodes of the semantic network may be atoms, classes, or complex predicates that represent entire subportions of the network. Atom nodes and relations are linked to expression lists that may contain lexical stems or roots that are available for insertion into trees during the generation process. (Low level transformations convert the roots into appropriately inflected or derived forms. High level transformations mark the tree for application of the low level ones.) These expression lists may also contain semantic network expressions consisting of objects and relations which may themselves be linked to expression lists, thereby providing the generator with recursive expository power. An atom node may also function as a complex predicate node with status that may vary during a simulation.

Class nodes may refer to lists of object nodes, and the complex-predicate nodes can be linked to pointers to sub-portions of the network that includes themselves, allowing them to be recursively self-referential. (This would permit generation of sentences such as "I know that I know that - (sentence)").

We are also testing a natural-language meta-compiling capability--the use of the semantic network to generate productions in the simulation language itself that may themselves be compiled as new rules during the flow of the simulation. Such a feature will permit one character to transmit new rules of behavior to another character through conversation, or permit a character to develop new behavior patterns as a function of his experiences during the course of a simulation. This feature, combined with the complex-predicate nodes helps to give the system the logical power of at least the 2nd order predicate calculus.

Theoretical motivations include an interest in modelling generative-semantic linguistic theories, including case grammar and presuppositional formulations. The dynamic time dimension added to the semantic deep structure by the simulation makes it possible to formulate more powerful versions of such theories than now exist.

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[1] NOTA BENE: [SK 3-10-2003]: Should read 'probablistic' rather than 'stochastic'.

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1.0 Introduction

The novel writer described herein is part of an automated linguistic tool so powerful and of such methodological significance that we are compelled to claim a major breakthrough in linguistic and computational linguistic research. What is emerging is a system for modelling human linguistic and social behavior through time, including the transmission of language and complex patterns of social behavior across generations, through the mediation of language, and according to the dictates of any generative semantic linguistic theory currently in existence, including the case grammar of Fillmore, the presuppositional model of Lakoff, and the 1972 semantic theory of Katz, as well as theories of far greater power than any heretofor suggested.

The key components are a compiler driven simulation language system that manipulates events in the form of a semantic deep structure network notation, and which has the power of at least the 2nd order predicate calculus, and a linguistic generative system that can map the semantic deep structure notation into any natural language using grammars within the framework of a variety of linguistic theories, and which can also generate productions in the language of the simulation system itself, providing a natural language meta-compiler capability.

The novel writer described here is a particular application and testing of the more general system in progress. While the computer generated stories contained in the appendix are in English, they might as easily have been produced in any natural language without alteration of the simulation rules or the semantic deep structure. The simulation system that generated the plot can be used to generate any kind of human behavior, within any time scale, with any level of detail, and all within the framework of any theoretical model of behavior that a researcher may care to formulate.

For the novel writer, the simulation language was used to describe the potential behavior of a set of characters in a partially random set of situations. The deterministic aspects guarantee a murder story within the context of a weekend houseparty, arising from possible motives of greed, anger, jealousy or fear. The particular murderer and victim may vary with the random number source and with the particular specification of character traits prior to the generation. The motives for murder arise as a function of events during the course of the generation of the story.

The rules of the simulation model are stochastic, with controllable degrees of randomness, and govern the behavior of individual characters in the modelled universe of the story. This universe is represented in the form of a semantic deep structure that is encoded in the form of a network, a directed graph with labelled edges, where the nodes are semantic objects and where the labelled edges are relations uniting those objects.

The simulation rules alter events in the universe as a function of the passage of time. As the simulation progresses, the newly created events serve as the semantic deep structure input to a generative device that uses compiler or translator like rules to generate discourse in the selected natural language. The flow of the narrative is derived from successive reports on the changing state of the modelled universe.

Much of the semantic, behavioral and presuppositional information can be incorporated in the behavioral simulation rules as well as in the semantic deep structure network. The rules and the deep structure are intimately related in a number of ways. As indicated, the rules can alter the universe, and yet the rules themselves can be represented in the semantic deep structure; and the rules can be used to generate sentences in the simulation language itself, thus permitting the modification of old behavior patterns or the creation of new ones. The ability to partition the semantic deep structure into static and dynamic components, coupled with the higher order predicate calculus power permits the formulation of behavioral linguistic theories and models more powerful than any currently in existence.

In the balance of this paper we shall briefly cite relevant literature and then proceed to a discussion of the system in its novel writing aspect. The appendix includes a complete listing of the simulation language program that generated our several 'novels', and a sample story, length 2100 words, produced by the program complete with semantic deep structure and English text. We also include interesting passages from three other versions of the murder mystery derived from the same basic simulation program.

We note here that the novel writing system, which is operational on a Univac 1108 computer, uses approximately 75,000 words of storage space, of which 35,000 is required for the control mechanisms of the simulation system, 20,000 for the simulation language compiler and 20,000 for the discourse generation component. Approximately 50% of this space is used for data structures. The program generates 2100 word stories, complete with semantic deep structure descriptions as well as text, in less than 19 seconds. The system is programmed in FORTRAN V.

2.0 Historical Background and Related Research

The direct antecedents of this research arise from a three-fold base:
our work on dependency approximation to semantic networks in discourse
generation and inference making, Klein & Simmons, 1963, Klein 1965a & b,
Klein et al, 1966; our work on automatic grammatical inference, Klein, 1967,
Klein et al, 1967, 1968, Klein & Kuppin, 1970, Klein & Dennison, 1971, Klein, 1973;
and our research on computer simulation of group language behavior integrating
all the above topics, Klein, 1965c,1966, Klein et al, 1969, and Klein, 1972.
The first publication on our simulation language in conjection with a story
producting discourse generator is described in Klein et al, 1971.

Other work involving automated semantic networks includes that of Quillian, 1966,
Schank 1969, 1972, Schank & Rieger, 1973, Mel'chuk, 1970,1972 (the list is non-exhaustive).

Work involving variants of the 1st order predicate calculus as part of
the semantic base component in natural language generative models includes,
McCawley, 1968, Bach & Harms, 1968, Lakoff, 1969, Green & Raphael, 1968,
Coles, 1968, & Petöfi, 1973   (the list is not exhaustive).

Work involving natural language compiling into semantic representations,
inference languages or simulation languages includes (in addition to our own)
Kellogg, 1968, Heidorn, 1972, Simmons (in preparation), as well as Green & Raphael,
ibid and Coles, ibid (again the list is not exhaustive).

3.0 Semantic Network & Discourse Generation System

The following explication is quoted from Klein, 1973, pp.3-11:

Semantic Network

 The semantic network consists of objects and relations linking those objects. The object nodes and relations have no names in themselves, only numbers. But they are linked to lexical expression lists that contain lexical variants as well as other expression forms.   In examples of semantic network representations of deep structures   bracketed lexical items selected from the associated lexical lists are provided with the objects and relations for convenience in reading.

 As an example consider the discourse:

 "The man in the park broke the window with a hammer."

 "John knows that."

The deep structure network representation might resemble:

```
0(man) — R(break;-1)-0(window)
 |          |
R(in)     R(with)
 |          |
0(park)  0(hammer)
```

(where the -1 represents a time earlier than present)

But the actual representation of the semantic deep structure is more
subtle and has properties not obvious in this example illustration. The
network is actually composed of semantic triples. A semantic triple can
consist or any sequence of 2 or 3 objects and relations. Every object
in the system has a unique number or address. Every triple in the system
also has a unique number and is also associated with its time of creation.
The network is actually stored in the form of a hash table, wherein the
actual semantic network is implied and computable rather than overtly listed.
The time of creation of each triple makes the application of tense transformations
easy: the simulation system maintains a clock representing 'now'. Accordingly
the relative time sequence among deep structure triples is readily computable,
and serves as data for generation of surface structure expression of tense, etc.
The actual representation of this sentence is closer to:

1. O(man)- R(break,-time) - O(window)

       R(break,-time)- R(with)- O(hammer)

2. O(man) -R(in) -O(park)

where the second triple in 1.is not actually listed separately; multi-place
predicates are indexable through the primary triple.

It is worth repeating that the objects and relations are actually numbered
locations with links to other objects and relations. They contain no associated
content expression form other than what appears on their lexical expression lists
that are also linked to them. However, a lexical expression list may contain
other data than just pointers to lexical stems in a dictionary. These items
include semantic triples that are not in the network (for expression of idomatic
type structures) and pointers to triples that are in the network.

The objects and relations in these triples have their own links to their own lexical expression lists. The lexical expression list of an object or a relation may contain pointers to triples in the network that include triples of which it is a member.

Consider now the second sentence of the sample discourse:

"John knows that"

encoded in the semantic network as,

3. O(John)- R(know)- O(that)

The O(that) is a complex predicate object. Its lexical expression list contains pointers to semantic triples 1 and 2. The representation could be self-referential; if the lexical expression list of O(that) contained a pointer to triple 3, the network would represent a message approximating:

"John knows that he knows that the man in the park broke the window with a hammer."

This feature helps to give the system the logical power of the 2nd order predicate calculus (at least). Complex logical predications are represented with such predicate nodes linked by logical connective relations. Thus the statement , If A then B, where A and B are complex bodies of semantic discourse representing large portions of the semantic network, is represented simply as, O(A)- R(implication)- O(B), where O(A) and O(B) each point to lists of semantic triples that may also be of the same time--predications linking predicate objects that have pointers to triples on their lists. (Always these lists may contain self-referential pointers--serving to justify the claim that the system has the power of at least the 2nd order predicate calculus.) (Other logical devices involving classes of objects and quantifiers are associated with the simulation language manipulates and modfies the semantic network.)

A final schematic of the relevant data structures:

Semantic   Lexical Expression List

0 —— { triple pointers ⟸ network triples

lexical indices —— lexical dictionary
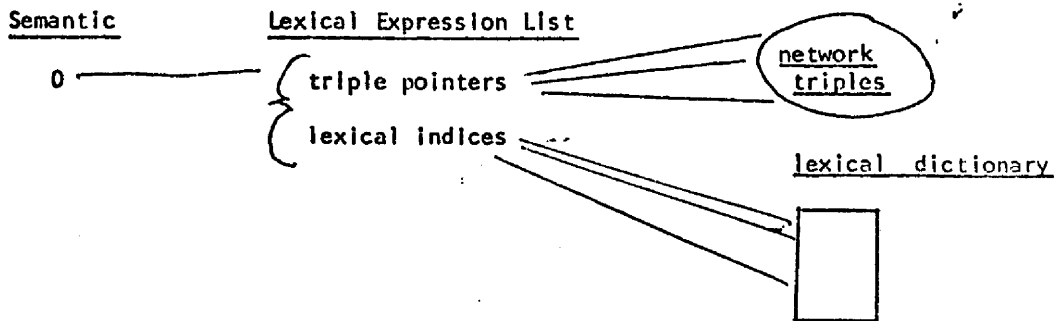
Generative Rules: surface structure // semantic network

The phrase structure rules in the system are part of more complex rules
that compile the semantic deep structure network from surface structure--
and which also serve the function of generating surface structure from the
network. The general form of such a rule is:

phrase structure rule // canonical form of semantic triple

where the phrase structure rules are of the usual sort, where linked mappings
between nodes in the right half of the phrase structure rules and elements
in the network specification are indicated. Strictly speaking the network
specification need not be limited just to a semantic triple, as will be seen
in the section on inference of rules. Some examples of rules:

$S \rightarrow NP \quad VP \; // \; 0 - R$ $NPP \rightarrow adj \quad NPP \; // \; 0 - R(attribute) - 0$

$VP \rightarrow V \quad NP \; // \; R - 0$

Note that items may occur on either side of the // marks that are not linked
to items on the opposite side.

Full comprehension of these rules can best be obtained through an example
of generation of surface structure from deep structure. Generalized mechanisms

for context sensitive rules and transformations are part of the model.
But they are of a type more basic and primitive than in most exisiting
linguistic generative models. They can represent more complex types of
transformations when properly combined.

A Generation Example

Assume a grammar containing the following surface//semantic rules:

1. S→ NP VP // O - R   7. VPP→ V NP // R - O

2. NP→ NP PP // O - R   8. VPP→ terminal

3. NP→ Det NPP // O   9. V→ terminal

4. NPP→ adj NPP // O - R - O   10. PP→ prep NP // R - O

5. NPP→ terminal   11. prep→ terminal

6. VP→ VPP PP // R - R

Assume that the semantic deep structure triple set to be used in the generation

is: O(man)- R(ride) -O(bicycle)
          R(ride)- R(in) - O(park)
          O(man)- R(is)- O(tall)

The overlap of various objects and relations in more than one triple is known
to the generator by various link markings. The time associated with each
triple is also part of the data.   A starting symbol S is selected. A prior
selective mechanism has placed the triple representing the main predication
of the sentence at the top of the triple list. The generative component inspects
all S rules whose right hand network description is of the same canonical form
as that of the first semantic triple. Here the condition is not satisfied by
the only S rule, 1. The triple is then broken into two overlapping parts,
O(man) - R(ride) and R(ride) - O(bicycle). The S rules are then inspected
for matches with the fractioned canonical forms.   The first matches rule 1.

At this point lexical stems are selected from the lexical expression lists associated with the objects and relations in the matched triple fraction. A selected lexical item is tenatively assigned to the node indicated by the link in the syntactic//semantic rule. Grammatical information associated with the lexical item in the dictionary indicates whether or not it can serve as the head of a construction dominated by the node under which it was selected.   In this case:
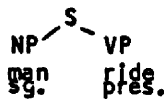
	Lexical Dictionary			
	NP	VP	PP	ADJ
man	1	1	0	1
ride	1	1	0	0

A bit vector in the dictionary indicates the applicability of a particular node.   Note that both man and ride could serve as nouns or verbs. The grammar also marks the forms when appropriate for application of low level transformations at a later stage.   If man were selected as a stem to fill a slot defined by an adjective node, ADJ, it would at this time be marked for later application of a transformation that would add -ly to it.   If the lexical dictionary should prevent the selection of a form, an alternate from the lexical expression list is tried.   If none on the list are acceptable, another surface//semantic rule is selected to express the semantic triple. Number for objects is indicated directly in the lexical expression list associated with the particular object (some objects may be inherently plural, as in the case of objects that represent classes). As soon as the lexical items are selected and accepted (the stage in the preceeding diagram), a test for applicability of a high level transformation is made.   This transformation uses as its index information that never becomes more complex than the subtree indicated

in the above diagram--"a nuclear family tree"- a parent node and its immediate
descendents. Often, as in this case, the lexical items are not relevant
to the transformation, that here marks the VP.with the same number as the NP.

```
          ____ S ____
    NP                VP
    man               ride
    sg.               pres. sg.
```
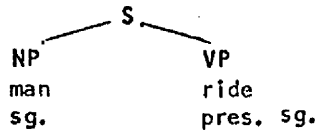
Low level transformations that operate only on terminals and their immediate parent
nodes will actually convert the stems to the appropriate words at the end of
the generation process. The transformation markings supplied by the high level
transformations are carried with the lexical items and may serve as part of
the data for defining the applicability of other high level transformations.
This breaking up of the transformational component into two types of limited
environment primitive operations permits extremely rapid transformational
generation and parsing algorithms. The complex labor of searching for
applicable environments common to most other automated transformational systems
is avoided.

Tense information is obtained from the time marking of the triple.
The simulation system maintains a clock, and the relative time order of
the triples in the deep structure generation list can be computed, so that
the proper items may be marked for application of transformations handling
tense.

Continuing the generation process, the system saves the remainder of the
first triple and skips to the second because of a special link between their
relations indicating simultaneity. No VP rule matches the second triple, and
it is split into the fractions R(ride) - R(in) and R(in) - R(park). The first
fraction matches rule 6. After lexical item in is selected, the tree appears as:

```
            S
    NP            VP
    man           ride
    sg            pres. sg.

              VPP              PP
              ride             in
              pres. sg.
```
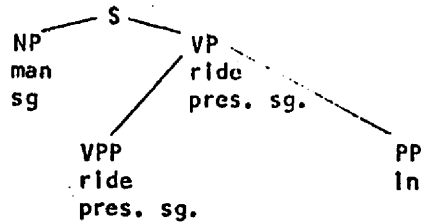
The second triple fraction matches rule 10, yielding after lexcal selection:

```
              PP
              in
      prep         NP
      in           park
                   sg.
```

At this point, the second fraction of the first triple is matched against rule 7, and, after lexical selection, the entire tree appears as:

```
                S
    NP                        VP
    man                       ride
    sg.                       pres. sg.
              VPP                    PP
              ride                   in
              pres. sg.
        V              NP      prep      NP
        ride           bicycle in        park
        pres. sg.      sg.               sg.
```
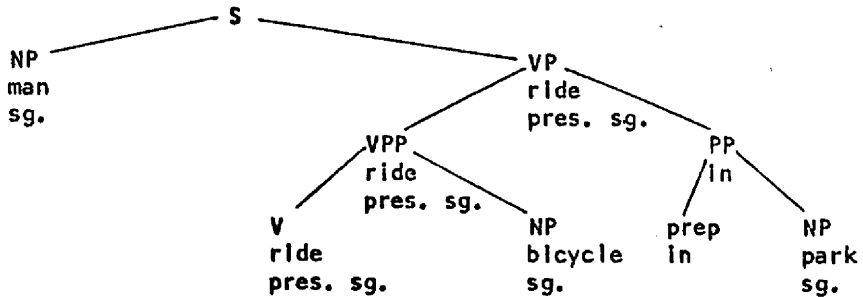
No rule matches the remaining triple O(man) - R(is) - O(tall). Rule 2 matches the first fraction, but the lexical list for the relation R(is) contains no item acceptable as a PP node descendant. Accordingly, rule 3 is selected. At this point a high level transformation marks the Det for conversion to an appropriate form at the final stage. (If the lexical item had been a proper noun, the Det node would have been marked for deletion.)

At this point rule 4 applies to the entire, unfractionalized, remaining triple, yielding the subtree:

```
                NP
                man
                sg.
    Det                    NPP
                           man
                           sg.
                adj        sg.      N
                tall                man
                                    sg.
```
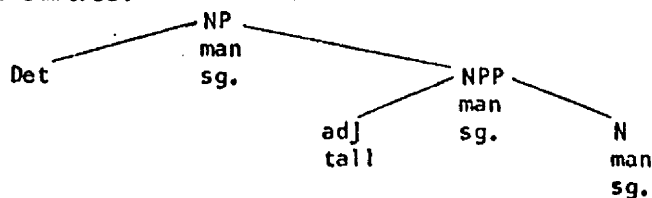
At this point rule 3 is applied to the NP nodes dominating <u>bicycle</u> and <u>park</u>. The resultant tree is:
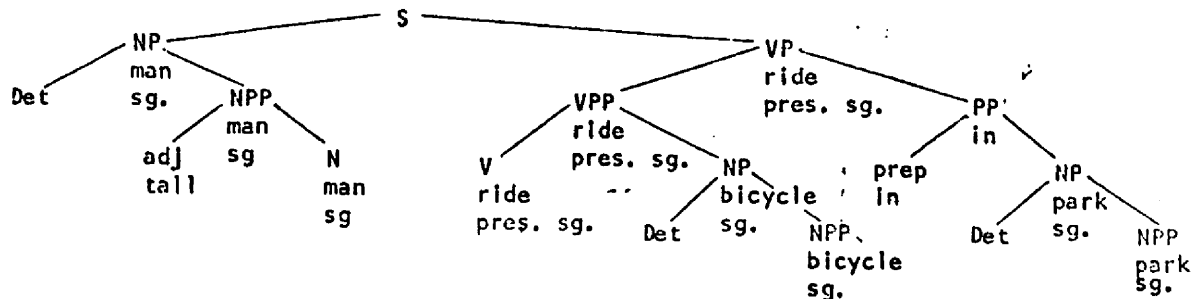
The final, low level transformations are applied, yielding the sentence:

"The tall man rides the bicycle in the park"

Note that the semantic triple set might have generated more than one sentence to express the content--either by deliberate stylistic design, or because the rules might not have permitted a grammatically correct construction incorporating the entire semantic structure.

In addition to the features described in the preceeding quoted excerpt, we note that the current system makes use of production rules that refer to subclasses of relations. While such subclassification is not logically necessary for the mapping of semantic triples into surface structure, it does increase the speed of generation through the elimination of wasted effort in matching semantic triples with inappropriate rules. In the novel writer data base, for example, there are categorizations of relations into prepositional and non-prepositional types (among others) and a coding logic that permits a retreat to a more general categorization upon failure to find a match in the grammar for a particular subcategory.

There are also relations having a numeric logical typing. Such a relation may be used to select a lexical expression item as a function of its current numeric value. For example a numeric relation signifying "affection" may vary on a scale of plus or minus 3, where plus 3 might be linked to the lexical item "adore" and minus 3 to the item "loathe". In between values link to less extreme terms. The value of such a relation can change dynamically in a simulation as a function of events--accordingly, the appropriate lexical expression of the changing relation follows automatically.

Other features include the listing on generation or change stack of deleted triples and the possibility of marking the lexical expression list pointers with plural transformation markers. This last feature is for semantic nodes whose logical status is always plural, such as nodes that represent classes and whose lexical expression lists only contain pointers to terms descriptive of the entire class. (The dictionary only contains singular stems--hence the pointers to the dictionary connected to such nodes must receive prior plural marking.)

4.0 Highlights of the Simulation Language

A detailed description of an early version of the simulation language is contained in Klein, Oakley, Suurballe & Ziesemer, 1971. The basic function of the simulation component is to modify the semantic deep structure network as a function of stochastic behavioral rules that are evaluated in reference to an internal timekeeping mechanism.

A rule consists of two parts, a series of actions and a series of conditions for the implementation of those actions. The conditions are in the form of logical queries about the current state of the modelled universe as represented in the semantic network. Satisfaction or non-satisfaction of the various conditions contribute, either negatively or positively, to a cumulative probability of implementing the action list. A random number source is consulted after the conditions have been evaluated. If the proferred random number is less than or equal to the computed cumulative probability, the action list is implemented. The process can be made deterministic or random with any desired degree of control through manipulation of the probability parameters. Deterministic control is obtained by assigning very high values, such as plus or minus 10, to certain conditions because the range of the random number source is 0 to 1 (a value of 1 or greater indicates certainty and a value 0 or less is absolute rejection).

An internal clock mechanism determines the time of evaluation of groups of rules. Each group has a frequency of evaluation associated with it, and this frequency may be altered by action of some other rule. It may be increased or decreased or, in fact, temporarily or permanently turned off or disabled. A disabled rule may be reactivated.

There is also a directed sequence of evaluation through groups of rules in addition to the frequency factor. This sequence may be altered dynamically as a function of the actions of various rules.

The language also permits the use of classes of nodes in its actions and tests, and can also allow variables over those classes, as well as dynamic modification of class membership. There are both subscripted and unsubscripted classes and the subscripted class notation permits a class intersection logic in rules with class variables. For example, a subscripted class FRIENDS(X), where X is a node name or another class name, can function as part of a logical construct in rule condition evaluation expression or action lists.

We present next a grammar of the rules in BNF phrase structure notation, a description of the action types, and a series of examples and notes. The material should help the reader follow the murder mystery simulation program in the appendix, Section 8.6 .

GRAMMAR OF THE RULES


```
<single-valued field>  ::=  <node name> | <loop-variable name>
<multiple-valued field> ::=  <subrule-variable name> | <general class reference>
                        | PICK ( <multiple-valued field> )
<specific class reference>  ::=  <unsubscripted-class name>
                        | <subscripted-class name> ( <single-valued field> )
<general class reference>  ::=  <specific class reference>
                        | <subscripted-class name> ( <multiple-vlaued field> )
<general node field>  ::=  <single-valued field> | <multiple-valued field>

<unary op>  ::=  NOT | FLOAT | ABS | ENTIER | - | +
<binary op>  ::=  ** | * | / | MOD | + | - | EQ | NE | LT | LE | GT | GE
               | AND | OR
<LENGTH function>  ::=  LENGTH ( <multiple-valued field> )
<CLOCK function>  ::=  CLOCK
<relation DUR function>  ::=  DUR ( <relation name> )
<subrule DUR function>  ::=  DUR ( <general node field> <relation name>
                                  <general node field> )
<constant>  ::=  <number> | <duration>

<relation field operand>  ::=  <relation name> | <LENGTH function>
                        | <CLOCK function> | <relation DUR function>
                        | <constant>
<relation field subfactor>  ::=  <relation field operand>
                        | ( <relation field expression> )
<relation field factor>  ::=  <relation field subfactor>
                        | <unary op> <relation field factor>
<relation field expression>  ::=  <relation field factor>
        | <relation field expression> <binary op> <relation field expression>
```

```
<subrule-variable definition>  ::=  <subrule-variable name> <multiple-valued field>
<sentence node field>  ::=  <general node field> | <subrule-variable definition>
<sentence>  ::=  ( <sentence node field> <relation field expression>
                  <sentence node field> )


<subrule operand>  ::=  <sentence> | <LENGTH function> | <CLOCK function>
                    | <subrule DUR function> | <constant>
<subrule subfactor>  ::=  <subrule operand> |  ( <subrule expression> )
<subrule factor>  ::=  <subrule subfactor> | <unary op>  <subrule factor>
<subrule expression>  ::=  <subrule factor>
                      | <subrule expression> <binary op> <subrule expression>


<option field>  ::= <empty> |  , <option characters>
<option characters>  ::=  {zero or more option characters}


<true-false number field>  ::=  <empty> | <number> , <number>
<subrule action field>  ::=  <empty> |: <action list>
<subrule>  ::=  <true-false number field> <option field> :
                <subrule expression> <subrule action field>
<subrule list>  ::=  <empty> | <subrule list> <subrule>
```

DESCRIPTION OF ACTIONS

I. ACTIONS affecting the network

    I-I. Set triples in the network

        where <u>triple</u>: OBJECT(O) RELATIONSHIP(R) OBJECT(O)

Forms: A.   O   R   O

        B.   O   R = X O

        C.   O   R

        D.   O   R = X

        FORM OF TRIPLE DEPENDS ON RELATIONSHIP TYPE:

        A. is transitive or intransitive relation, B. is numeric or

        quantitative intransitive, C. is attribute relation, D. is

        quantitative attribute relation or numeric attribute relation

    I-2. To delete triples in the network

            Form: O 'NOT' R (O)

    I-3. To modify numeric relationships in the network

            Form: O R $\pm$ X (O)

    I-4. To set secondary triples in the network

            *INSERT (TRIPLE) (SECONDARY TRIPLE) .....

        Secondary triples are modifiers of primary triples and are

        transparent to the network, being accessable only through the

        primary triple which it modifies. The form of a secondary

        triple is arbitrary with the restriction that the second

        argument is a relationship and the number of arguments $\leq$ 3.

    I-5. To delete secondary triples from the network

            *DELETE (TRIPLE) (SECONDARY TRIPLE)

        NOTE: replace all references to <NODE> by <GENERAL NODE FIELD>

II. ACTIONS affecting classes

    II-I. To add nodes to a class

        *ADD <NODE>'TO'<CLASS> :   adds all members of <GENERAL

                             NODE FIELD> to <CLASS>

        *MOVE <NODE>'TO'<CLASS> :   the contents of <CLASS>

                              is replaced by <GENERAL NODE FIELD>

II-2. To remove nodes from a class

        *REMOVE <NODE>'FROM'<CLASS>

II-3. To remove <u>all</u> entries from a class

        *ERASE <class>

III. ACTIONS affecting lexical items

III-1. To add lexical triples at run-time where the lexical triples
are arbitrary combinations of 0's and R's $\leq$ 3 entries.

        *LEXTRP (arbitrary triple).....'TO'<NODE>|<RELATION>

III-2. To move lexical triples from one node or relation to another
at run time

        *LEXADD <NODE>|<RELATION>...'TO' <NODE>|<RELATION>

IV. ACTIONS affecting predicate nodes

IV-1. To insert pointers to network triples to the predicate list of
a node.

        *DISCADD (triple)....'TO' <NODE>

this action will also create triples which do not already exist
in the network

IV-2. To clear the list of pointers to network triples of a node

        *DISCLEAR <NODE>

V. Actions to control the scheduling of groups of rules

V-1. To activate a group

        *ENABLE <GROUP NAME> IN <DURATION>

V-2. To de-activate a group

        *DISABLE <GROUP NAME>

VI. Miscellaneous Actions

VI-1. To print a list of all triples with a specified node as
the subject

        *DUMP <NODE>

VI-2. To control the printing of trace messages in the

    A. *TEST ABCDE = 1000

        ABCD and E are optional trace types, the number to the
        right of = is a maximum line count for the number of
        traces to be printed.

    B. *TSTOP ABC

        Turns off the traces specified.

    C. *TSTART AB

        Turns specified traces on or back on.

VI-3. To print a message

        *PRINT <PRINT ARGUMENT>

VI-4. To terminate simulation

        *END

EXAMPLES AND NOTES

Assume in the following examples that the names below have these associations:

Node names:	JOHN MARY GEORGE SUE BEDROOM
Relation names:	(A): HAPPY SAD
	(I): LIKES LOVES IN HATES DISLIKES
	(NI): AFFECTION
Class names: unsubscripted:	PEOPLE ROOMS
subscripted:	FRIENDS( )
	ENEMIES( )
	ADJACENT( )
Loop-variable names:	PERSON ROOM X Y
Subrule-variable names:	P Q R

General notes:

(a) Input cards are read between colums 1 and 72; 73-80 are ignored.

(b) Free format. Blanks can be used freely except in the following cases. Blanks must not appear (1) within numbers, durations, or reserved words; (2) anywhere in an option field; (3) between trace characters.

(c) Names must start wth a letter, followed by letters or digits to a ny length. However, only the first 8 characters are saved. Thus, LOOPNAME1 and LOOPNAME2 would be taken as the same variable by the system.

(d) Relations can be of the following types:

A:	attribute (normal)
I:	normal intransitive
T:	transitive
NA:	numeric attribute (with synonym list)
NI:	numeric intransitive (")
QA:	quantitative attribute (no synonym list)
QI:	quantitative intransitive (")

(1) ‹multiple-valued field› :

P
FRIENDS(GEORGE)
ADJACENT(ROOMS)
PICK(PEOPLE)
ENEMIES(PICK(FRIENDS(Q)))
PEOPLE

The PICK function returns a single node, chosen randomly, from its argument. Multivalued subscripts implies concatenation of the specified subscripted classes.

(2) ‹specific class reference› :

PEOPLE
FRIENDS(PERSON)
ADJACENT(BEDROOM)

(3) ‹general node field› :

JOHN	MARY	PERSON
P	PEOPLE	ENEMIES(PICK(Q))

PICK(PEOPLE)
ADJACENT(ROOMS)

(4) ‹unary op› : The FLOAT operator operates on arguments of type logical, giving 1.0 for TRUE and 0.0 for FALSE. The ENTIER operator truncates the fractional part of a number (eg, ENTIER(14.23)=14.0).

(5) ‹binary op› : The symbols =, ≠, <, <=, >, >=   can be used as synonyms for the relational operators EQ, NE, LT, LE, GT, and GE.

(6) ‹LENGTH function› :

LENGTH(PEOPLE)
LENGTH(ADJACENT(ROOMS))

Returns a number equal to the number of nodes in its argument.

(7) ‹CLOCK function› : Returns a number which corresponds to the time of day, ie from 0H0M to 23H59M.

(8) ‹relation DUR function› :

DUR(LIKES)
DUR(IN)
DUR(HAPPY)

This function occurs inside a sentence. (S DUR(R) O) returns a number equal to the length of time this triple has been in the network. The relation name must be of a non-numeric relation. If the triple does not exist, a run-time error is printed and 0.0 is returned.

(9) ‹subrule DUR function› :

DUR(JOHN LIKES MARY)
DUR(PERSON IN R)

Returns a number equal to the length of time a triple has been in the network. The relation name must be non-numeric. While multiple-valued fields are allowed in the syntax, they must contain only a single value at execution time of a DUR function, or else a run-time error will result. Note that no subrule-variable updating ever occurs in a subrule DUR function. If the specified triple is not in the network, an error is printed out, and 0.0 is returned.

(10) **<relation field expression>:**

           LIKES
           LIKES AND NOT (HATES OR DISLIKES)
           DUR(LIKES) GT 1H OR DUR(LOVES) GT 30M
           LENGTH(P) GT 0 AND DUR(LIKES)/1H*.001 LE DUR(LOVES)
           ABS(AFFECTION*.003) + FLOAT(LIKES)/10.

           Relation field expression can be eitherof type
           logical or type numeric. A relation name that is
           numeric or quantitative (ie, NA, NI, QA, or QI)
           is taken as a numeric operand. Other types (A,
           I, or T) all are assumed to be logical operands
           (except within a DUR function). The type of the
           relation expression determines what type of result
           the enclosing sentence will return, either a log-
           ical value or a numeric value. The operators
           have specified precedences not explicitly implied
           in the grammar, and checks are made for correct
           operand types.

(11) **<sentence>:**

           (PERSON LIKES OR LOVES P.PEOPLE)
           (JOHN AFFECTION MARY)
           (X DUR(LIKES) Y)
           (GEORGE DUR(LOVES)LT 1W SUE)
           (FRIENDS(X) AFFECTION LT 0 Y)
           (X HAPPY OR NOT SAD)
           (MARY HAPPY AND LIKES JOHN)

           All these sentences return a logical result except
           the second and third ones. If the relation
           expression in a sentence yields a numeric value,
           the subject and object fields of the sentence
           must be single-valued, or else an error will
           result.

(12) **<option field>:**   An optional field which specifies the options
                  to be in effect. Currently used options are:

    S   Synchronous group flag. Used in the option field of
          a $GROUP statement to flag a group as synchronous.
          Eg., $GROUP,S NEWS: 1H/ON;   defines a group
          which will be executed at hour intervals, on the hour.
    O   Optimization flag. (Sentences with side effects
          are not necessarily executed in the subrules, depend-
          ing on the results of previous logical results).
    C   Current cycle flag. Allows sentences to test for
          triples which have been set true during the current
          time cycle. (Otherwise these are not available till
          a later time cycle, ie, they act as if they weren't
          there during the same time cucle).

An option field specified on a $GROUP, $LOOP, $RULE, or
$SWITCH statement is in effect for all subrules within
its scope, unless explicitly overridden by an option field
at a lower level.

(13) <subrule> :

    .2,0:   (PERSON LIKES OR LOVES P.PEOPLE) AND (P IN ROOM);

    -10,0,C: (X NOT IN HOUSE) OR (Y NOT IN HOUSE);

    -.1,+.2: (P.PEOPLE LIKES X) AND (Y LIKES P):
                        *MOVE P TO TEMPCLS,
                        *ADD X TO TEMPCLS;

    ,OC: (X AFFECTION MARY)*0.1 + .2;

    :   CLOCK/24H + FLOAT(CLOCK LT 5H);

Execution of a subrule returns a number (ie, probability) a nd
optionally specifies an action list to be unconditionally
executed. Options in effect for this subrule are either
explicitly stated, or are gotten from the last option field
in effect (eg, the enclosing $RULE). A "probability" of
+10 or -10 means "abort the subrule list" and return either
a TRUE or FALSE for the rule.

(14) <action list> :   A list of one or more actions, separated by
       commas. Actions can either add or delete triples from the
       network, or perform a control action such as manipulating,
       classes, enabling or disabling groups, or specifying trace
       or print parameters.

(15) <branch field> :   RULE1
                                      $NEXT PERSON
                                      $NEXT X
                                      $ENDGROUP

A statement label gives the statement to branch to. A rule
can branch anywhere within a group, including out of a loop
into an outside loop, but not within a non-enclosing loop.
The $NEXT format says to get the next value for a loop
variable (equivalent to flowing into an $ENDLOOP statement
for that loop). A branch to $ENDGROUP terminates the
execution of the group, though it does <u>not</u> disable the
group (a *DISABLE action is the only thing which can do this).

(16) < $RULE statement> :   Basic unit of the language. The cumulative
       total of the subrule probabilities is tested against a random
       number which is generated. If the random number (between 0
       and 1) is less than or equal to the cumulative total, the
       rule evaluates TRUE, and the action list of the rule is
       executed. If not, then it evaluates to FALSE and no actions
       in the rule's action list are executed. If a branch part
       is specified, the TRUE or FALSE result also tells where to
       branch to. Eg,

    $RULE,C ABC: T($NEXT X)   X LIKES Y, *ADD Y TO FRIENDS(X);
    -.2,0: (X HATES OR DISLIKES Y);
    .4,0: (P.FRIENDS(X) LIKES Y) AND (X LOVES P);

(17) < $SWITCH statement> : This is exactly the same as a $RULE
        statement except that an action list cannot be specified
        in the main part of the statement (ie, subrule action lists
        are still allowed). This statement is used only for
        branching purposes.

(18) <$LOOP statement> :   The specified loop variable will take on
        all values in the associated multiple-valued field, one
        at a time. One pass through the loop is made for each
        different value the loop variable takes on. Note that the
        values in this multiple-valued field are <u>saved</u> on loop
        entry, and even if the values of this field change during
        the execution of the loop, this will have no effect on
        the order or number of loop passes made. Eg,

            $LOOP,OC :   X.FRIENDS(Y);

(19) <statement list> :   This is defined such that any $LOOP
        statement must have a matching $ENDLOOP statement. Such
        loops can be nested (currently to a maximum level of 10
        only), and can contain other types of statements.

(20) < $GROUP line> :   Identifies the start of a group, gives its
        time increment, and specifies whether the group is enabled
        initially or not. The time increment of a group says how
        often that group will be executed if it is enabled. The
        "synchronous flag" on a group requires execution of the
        group only at even multiples of the specified increment.
        A group can disable or enable any other group, including
        itself. A group cannot be executed if it is disabled.

(21) · Subrule-variables: These are local variables that can take on
        a list of values and get updated within a rule. Any subrule
        variable defined inside a given rule is unknown outside
        that rule and therefore cannot be referenced. However, the
        contents of a particular subrule can be saved in a class
        by a control action in a subrule action list.
        The initial definition of a subrule variable creates a copy
        of the values (ie, nodes) in the specified multiple-valued
        field. As the subrule-variable is referenced,   values
        in the variable may be deleted. In fact, the only values
        that are allowed to remain in a subrule-variable are those
        which make the sentence return TRUE as a result. (If the
        sentence returns a numeric result (instead of logical),
        subrule variables within it are <u>not</u> updated, and an error
        occurs if a subrule variable contains more than one value.)
        Eg.   (P.PEOPLE LIKES OR LOVES X)

        After evaluation, P will contain all those nodes in the
        class PEOPLE that either LIKES or LOVES X. If no one
        likes or loves X, P will be set to empty and FALSE returned.
        If at least one value in P makes the sentence TRUE, then
        the sentence will return TRUE.

5.0 Novel Writer Features and Futures

The data base for the murder mystery simulation is rather simple and skeletal. A very small grammar was used with only a few transformations. The lexical expression lists contain only a limited selection of variants for the semantic nodes and relations. Some errors in the grammar codes of some dictionary items remain.

Our goal was to test the entire system. It is capable of operating with a vastly more sophisticated data structure. Also, not all features of the simulation language were exploited in the murder mystery program. The predicate node device was not used. Text involving productions such as, "George knows that John loves Mary", were derived from exploitation of the same secondary triple device that handled expressions of the type, "John broke the window with a hammer." The reason: while the simulation language can dynamically add semantic triple list pointers to nodes and relations, the code for adding the indicated triples to the change stack is not fully implemented. The final implementation of this code will permit easy generation of direct discourse, e.g. constructions such as "John said, ' (sentence$_1$, sentence$_2$...sentence$_n$)' "

5.1 Style Control

While some effort was made to control a few facets of style in the current simulation, most possibilities remain to be exploited. We have found that the simulation language itself can be exploited as a style control device. Various constructs in the rules indicate which triples may be combined into a single sentence according to a sequencing logic. Also, the repetition of the same action by several characters at the same time is usually expressed by a pronoun such as "They..." or "Everyone..." even though each individual action is separately tabulated in the semantic network. To achieve this a special

"They" node was created in combination with a "They" class. Several individuals performing the same action in the same time period are assigned temporarily to the "They" class, and output makes use of a triple signifying the action with the "They"node functioning as the subject. Special commands such as UNLST and LST alternately block and unblock the generation of uninteresting or repititious semantic triples. This blocking is occasionally introduced as a random device to vary the output.

A crude and not always successful device is used to control the use of definite and indefinite articles. For the first occurence of some nodes on the change stack "a" is selected--in successive productions "the" is used. (This tabulation holds for all succeeding time frames.) The device collapses where the simulation program data structure has apportioned only a single class type node for several objects (out of laziness or for economy).

Weighted probabilistic selection of syntactic rules is a device that, although not used in the current system, was actually successfully tested in an automatic essay paraphrasing and style control system described in Klein, 1965a & b.

Narration from the point of view of particular characters is another possibility, and is perhaps most interestingly implemented with the addition of private semantic universes (see section 5.2).

Addition of a complex network searching component will permit the system to add rich contextual detail to events. For example, where now a change stack may contain just some bare facts about recent changes, a network searching device could seek paths between nodes in apparently unrelated triples, and, if paths exist, add them to the change stack as linking background information.

It should also be possible to have different characters produce discourse in varying styles and dialects as a function of sociolinguistic context.

The techniques are implicit in the following discussion of private universes.

5.2 Private Semantic Universes for Individual Characters

The ability to provide individual characters in a simulation with private semantic networks, personalized grammars, and even personalized behavioral simulation rules can be achieved with only mildly clever systems programming techniques. The operating system on the Univac 1108, and operating systems of perhaps all 3rd and 4th generation computers have system commands to facilitate a restart capability--that is, the ability to store on disc the current state of a program at specified intervals during execution so that in the event of system failure, the program may be restarted at the point of the last execution of a "store on disc command", without the necessity of starting the program from the beginning.

To implement private universes for individual characters, it is only necessary to add an executive program that will treat each private universe as the total universe when it is resident in core storage, and to save it on disc with a unique name when it is ready to process another character's private universe. The existence of core-resident buffers for communication between private universes is assumed.

5.3 Simulation of Simulations: Look-Ahead, Planning, Time Travel and Dreams

Implementation of the private universe capability permits some fascinating possibilities: An individual character could be made to resort to his own look-ahead simulation of events in order to evaluate decision making criteria about the implication of current actions on future events. This would require a private simulation using the data and rules of a private universe. The outcome or outcomes could serve as data to compute probabilities of courses of action for the private individual's actual, simulated real world behavior. Of course

introspective, look-ahead simulation need not give accurate results, only hypothetical predictions based on the private rules of a private universe. Naturally, such a universe might contain models of other characters and their private universes. The device also lends itself to the modelling of dream behavior.

For those readers with an interest in science fiction fantasy, we note that this device can be used to model time travel stories, with all conceivable paradoxes. Essentially, it is necessary that the rules permit a private character to treat his introspective look-ahead (or look-back) as serious reality rather than speculation. In the case of travel into the past, all the other characters must take the look-back seriously also.

5.4 Semantic Parsing

The private universe concept makes it interesting to allow communication between modelled characters directly via conversational interaction. Of course sophisticated semantic parsing techniques are required. A great deal of work in this area has been attempted by numerous researchers. Although we have not implemented such programs in this system, preliminary study suggests that it will permit semantic parsing l gic many times more powerful than any in programs currently in existence. The reason: we own the universe of discourse, a universe where all the subtities of behavior, motivation and context over complex time intervals are all available as data for resolution of the ambiguity that always plagues development of sophisticated semantic parsers.

5.5 Linguistic and Behavioral Learning: Self-Modifying Behavior and Natural Language Meta-Compiling

The use of this system for modelling speech communities, language learning and language transmission in conjunction with sociolinguistic models has been explored in detail in Klein, 1965c, 1966, 1972 and Klein et al 1969.

The transmission and learning of complex, non-verbal behavioral patterns is also possible using the same mechanisms of the system. Simulation rules may also have a representation in the semantic deep structure network of private individuals. Also, the semantic deep structure may be used to generate sentences and texts (rules and rule groups) in the simulation language itself. The system already has the ability to compile dynamically and add to the simulation new rules that might be generated during the flow of a simulation. It thus becomes possible for characters to modify their own behavior rules in response to private introspection and look-ahead, or in response to verbal and non-verbal behavior of others.

The simulation rules governing rule generating behavior may themselves be modified and generated by the same mechanisms, providing the system with a natural language, meta-compiler capability.

6.0 Significance for Linguistics, Sociolinguistics and the Behavioral Sciences in General

We dare to say that Linguistic Theory has no future that is not linked to a computer based experimental methodology. Contemporary linguistic theoretical science has many brilliant theorists in the position analagous to that of a great mathematician attempting to formulate the methodology of long division using roman numerals.

The system described here, with its potential development, provides a means of expressing and testing a vast range of theoretical linguistic models in conjunction with a vast range of sociological and psychological behavioral models, all within the framework of a common, efficient, dynamic time-oriented notation. The implication is that, for the first time, it will be possible to test heretofor untestable theories of language and language related behavior in psychological, sociological and historical contexts.

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8.0 Appendix

The semantic deep structure model, as reflected in the choice of nodes, relations and mappings has been more or less arbitrary and experimental, even deliberately inconsistent. The function of the system is independent of the choice of semantic units. One may substitute any scheme according to the dictates of any theory. However, preliminary results suggest that any number of semantic deep structure components will all work nicely, and that the usual arguments for economy or elegance that are to be found in linguistic literature are not necessarily valid in this system. We sense the possibility of proof that such arguments are really functions of the particular notational devices used. A basic principle in computational work is that there is an economy trade between static storage space versus computation time. The non-computational models of linguistic theorists ignore this fact in their proposals and arguments for models of human language behavior.

8.1   Surface Structure//Semantic Network Production Rules

Logically, the system need not be limited to semantic 3-tuples and binary phrase structure rules, although such a convention has been used in this version.

```
0 = object,  sub 1 = that          RV = verb,    sub 1 = start, stop
R = any relation                    RP = prep
RA = attribute (adj)                RS = possessive
                                    RADV = adverb,  sub 1 = adv before verb
```

PMAP positionally defines mappings between PTYPE triple fragments and the phrase structure rule portions. E.g. in rule 1, the 0 is linked to the NP and the RV is linked to the VP; in rule 4, the first 0 is linked to NPP, the RS is linked to nothing and the second 0 is linked to PNP . PSUB positionally lists relation type subscripts in parallel fashion. PTRANS indicates high level transformation mapping information associated with each rule:

```
1. = carry down bit vector (null trans.)   2. = OR (logical) bit vectors of new nodes
3. = set infinitive bits for both words    4. = set participle bit for second word
5. = set objective case bit for second word
```

GRAMMAR					PTYPE			PMAP			PSUB			PTRANS
1	S	===>	NP	VP	0	RV		1	2	0	0	0	0	2
2	S	--->	NP	AP	0	R		1	2	0	U	0	0	2
3	NP	--->	ART	NPP	0			2	0	0	U	0	0	2
4	NP	--->	PNP	NPP	0	RS	0	2	0	1	U	U	0	1
5	NPP	--->	N		0			1	0	0	U	0	0	1
6	NPP	--->	ADJ	NPP	0	RA		2	1	0	U	0	0	1
7	NPP	--->	NPP	MOD	0	RP		1	2	0	U	U	0	1
8	NPP	--->	NPP	MOD	0	RV		1	2	0	U	0	0	1
9	VP	--->	V		RV			1	0	0	U	0	0	1
10	VP	--->	VP	VP	RV	RV		1	2	0	1	0	0	4
11	VP	--->	VP	VP2	RV	RV		1	2	0	U	0	0	1
12	VP	--->	VP	THAT2	RV	0		1	2	0	U	1	0	1
13	VP	--->	VP	NP	RV	0		1	2	0	U	0	0	5
14	VP	--->	VP	MOD	RV	RA		1	2	0	U	0	0	1
15	VP	--->	VP	MOD	RV	RP		1	2	0	U	0	0	1
16	VP	--->	ADV	VP	RV	RADV		2	1	0	U	1	0	1
17	VP	--->	VP	ADV	RV	RADV		1	2	0	U	0	0	1
18	MOD	--->	PART		RV			1	0	0	U	U	0	1
19	MOD	--->	ADJ		RA			1	0	0	U	0	0	1
20	MOD	--->	PREP		RP			1	0	0	U	0	0	1
21	MOD	--->	PREP	NP	RP	0		1	2	0	U	0	0	5
22	MOD	--->	PART	NP	RV	0		1	2	0	U	0	0	5
23	MOD	--->	ADJ	THAT2	RA	0		1	2	0	U	1	0	1
24	MOD	--->	ADV	ADJ	RA	RADV		2	1	0	U	0	0	1
25	MOD	--->	ADJ	VP2	RA	RV		1	2	0	U	0	0	1
26	MOD	--->	ADJ	VP2	RA	RP		1	2	0	U	0	0	1
27	AP	--->	IS	MOD	R			2	0	0	U	0	0	2
28	VP2	--->	TO	VP	RV			2	0	0	0	0	0	3
29	VP2	--->	PREP	NP	RP	0		1	2	0	U	0	0	5
30	VP2	--->	PREP	MOD	RP	RV		1	2	0	U	0	0	1
31	THAT2	--->	THAT	S	0			1	0	0	1	U	0	1
32	PNP	--->	NP	POS	0			1	0	0	U	0	0	1

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8.2 Transformations

As indicated earlier, the system obtains its ability to model a variety of linguistic models, and at the same time a great speed of execution, by decomposing transformational operations into primitive components at several stages. Indications for applications of the transformational fragments are marked and tabulated throughout the generation process. Some of the transformation types themselves give directions for computing and assigning the transformational markings to the growing generation tree (as in section 8.1).

Ultimately, every terminal element is associated with a bit vector indicating applicable low level transformations as assigned during the various stages of generation. The method avoids complex tree search _after_ phrase structure generation, and in comparison with other automated transformational generation systems obtains thereby what may be a 100 to 1 speed advantage.

High Level Transformation Codes   (non pronoun)

1. noun sing.
2. noun plural
3. adjectival form
4. prepositional form
5. adverbial form

6. participial form
7. verb (present sing.)
8. verb (present plural)
9. verb (past sing.)
10. verb (past plural)

(pronoun)

1. subjective case

2. objective case

Low Level Transformation Codes

1. NULL
2. add "will"
3. add "s"
4. add "ing"
5. add "d"
6. add "ly
7. add "y"
8. delete 1 character and add "ies"

9. add "ed"
10. delete 1 character, add "ing"
11. delete 2 characters, add "en"
12. add "es"
13. add "er"
14. add "ings"
15. add "ers"

There are other kinds of high level discourse type transformations not listed here. Of special interest is the one in the form of a special triple of the form MX QQ=(n): combine the next (n) head triples with the one preceeding. It can be found in the simulation commands and on change stacks.

8.3 Dictionary

Lines 3-8 are patterns for setting grammar symbol bits in the dictionary.

The word TYPE delimits classes of words.

The line following TYPE sets bits in the dictionary bit vector (article/no article, pronoun, etc.) For example: line 179-- bit 2 is set for all words in that class for 'no article'; in line 266, bits 2 and 9 are set for all words in that class for 'no article','pronoun'.

The lines with pattern types (N, V, PREP, ADJ, ADV, PART) indicate which patterns of grammar bits to set. For example: line 12, line 14-- for word "BE" all bits of pattern PART (line 8) and all bits of pattern V(line 4) will be set. Thus, "BE" is an allowable choice for V, VP,MOD,AP VP2, or PART when matching in grammar rules.

The lines following pattern types indicate transformations to be associated with all words in the class. For example: in line 25, noun sing. transformation is TRANS # 1 on word 0; noun pl transformation is TRANS# 3 on word 0. Stem alternates are listed with their associated transformations. Word 0= main entry Word 1= 1st stem, Word 2 = 2nd stem, etc. For example: in lines 15-16, V present sing. is TRANS # 1 on stem 1 (null trans on "is"); V past sing is TRANS #1 on stem 2 (null trans on "are").

```
00001
00002
00003        N      N      NP     NPP    THAT2 THAT  PNP
00004        V      V      VP     MOD    AP    VP2
00005        PREP   PREP   AP     MOD    VP2
00006        ADJ    ADJ    AP     MOD
00007        ADV    ADV    ADV
00008        PART   PART
00009        BEOF
00010        TYPE
00011
00012        PART
00013          0   4
00014        V
00015          1   1   2   1
00016          3   1   4   1
00017        WORD   2BE
00018        STEM   2IS
00019        STEM   2ARE
00020        STEM   3WAS
00021        STEM   4WERE
00022        TYPE
00023
00024        N
00025          0   1   0   2
00026        WORD   13BILLIARD ROOM
00027        WORD   9FOOTPRINT
00028        WORD   6NEPHEW
00029        WORD   4GAME
00030        WORD   12HANDKERCHIEF
00031        WORD   14SECRET PASSAGE
00032        WORD   5STAIN
00033        WORD   6STRAND
00034        WORD   6THREAD
00035        WORD   12TENNIS COURT
00036        WORD   3PUB
00037        WORD   6AFFAIR
00038        WORD   3BAR
00039        WORD   6BEATLE
00040        WORD   4CARD
00041        WORD   6CHANCE
00042        WORD   4CLUB
00043        WORD   9COMPANION
00044        WORD   6COOKIE
00045        WORD   6CORNER
00046        WORD   6DETAIL
00047        WORD   5HOTEL
00048        WORD   12INTERMISSION
00049        WORD   10INVITATION
00050        WORD   7MORNING
00051        WORD   5MOVIE
00052        WORD   4PARK
00053        WORD   4ROCK
00054        WORD   4SONG

00055        WORD   8TELEPHONE
00056        WORD   7THEATER
00057        WORD   4HALL
00058        WORD   8CORRIDOR
00059        WORD   4HAND
00060        WORD   5HOUSE
00061        WORD   9INSPECTOR
00062        WORD   9DETECTIVE
00063        WORD   4JAIL
00064        WORD   3JAN
00065        WORD   4CHIN
00066        WORD   5JEWEL
00067        WORD   4JOKE
00068        WORD   7KITCHEN
00069        WORD   6DAGGER
00070        WORD   4MAID
00071        WORD   7MISTAKE
00072        WORD   5ERROR
00073        WORD   6MOTIVE
00074        WORD   4NECK
00075        WORD   8NIGHTGOWN
00076        WORD   4NOSE
00077        WORD   4NOTE
00078        WORD   5NOVEL
00079        WORD   5NURSE
00080        WORD   5OTHER
00081        WORD   6PARLOR
00082        WORD   5PIANO
00083        WORD   6PILLOW
00084        WORD   7CUSHION
00085        WORD   5PLACE
00086        WORD   3COP
00087        WORD   7PARTNER
00088        WORD   4ROOM
00089        WORD   7SERVANT
00090        WORD   5SHIRT
00091        WORD   5STAIR
00092        WORD   7STOMACH
00093        WORD   3SUN
00094        WORD   4TIME
00095        WORD   4YARD
00096        WORD   5TRUTH
00097        WORD   7WEEKEND
00098        WORD   6WINDOW
00099        WORD   6ENCORE
00100        WORD   7EVENING
00101        WORD   4DOOR
00102        WORD   6FLOWER
00103        WORD   11FINGERPRINT
00104        WORD   11PAPERWEIGHT
00105        WORD   4SHOE
00106        WORD   4VASE
00107        WORD   10ACCUSATION
00108        WORD   8BATHROOM

00109        WORD   7BEDROOM
00110        WORD   4BOOK
00111        WORD   9PAPERBACK
00112        WORD   6BOTTLE
00113        WORD   6BUTLER
00114        WORD   9BREAKFAST
00115        WORD   6BUTTON
00116        WORD   13CANDLE HOLDER
00117        WORD   5CARD GAME
00118        WORD   12CONVERSATION
00119        WORD   4TALK
00120        WORD   4COOK
00121        WORD   6CORPSE
00122        WORD   5DIVAN
00123        WORD   8DAVENPORT
00124        WORD   5CRIME
00125        WORD   12CROQUET GAME
00126        WORD   4DAWN
00127        WORD   7SUNRISE
00128        WORD   3DAY
00129        WORD   11DINING ROOM
00130        WORD   6DRAWER
00131        WORD   6GARDEN
00132        WORD   6PISTOL
00133        WORD   12DRAWING ROOM
00134        WORD   11GREEN HOUSE
00135        WORD   3GUN
00136        TYPE
00137
00138        N
00139          0   1   0   1
00140        WORD   4HAIR
00141        WORD   7JEWELRY
00142        WORD   5BLOOD
00143        WORD   4GORE
00144        WORD   4MILK
00145        WORD   5MONEY
00146        WORD   5MUSIC
00147        WORD   5TRASH
00148        WORD   7REVENGE
00149        WORD   4JUNK
00150        WORD   7WEATHER
00151        WORD   4FOOD
00152        TYPE
00153
00154        N
00155          0   1   0   11
00156        WORD   6BARMAN
00157        WORD   3MAN
00158        WORD   9POLICEMAN
00159        WORD   5WOMAN
00160        TYPE
00161
00162        N
```

38

39

00163		0 1 0 12
00164	WORD	3ASH
00165	WORD	FCOUCH
00166	TYPE	
00167		
00168	N	
00169		0 1 0 8
00170	WORD	3SKY
00171	WORD	8ACTIVITY
00172	WORD	4BODY
00173	WORD	11FUNNY STORY
00174	WORD	7LIBRARY
00175	WORD	FPARTY
00176	WORD	5BELLY
00177	WORD	5STUDY
00178	TYPE	
00179	2	
00180	N	
00181		0 1 0 3
00182	WORD	5CIGAR
00183	WORD	6HAVANA
00184	WORD	4CLUE
00185	WORD	4HINT
00186	WORD	39ED
00187	WORD	7FASHION
00188	WORD	4FEAR
00189	WORD	FSUPPER
00190	WORD	6DINNER
00191	TYPE	
00192	2	
00193	N	
00194		0 1 0 12
00195	WORD	8BUSINESS
00196	WORD	5LUNCH
00197	TYPE	
00198	2	
00199	N	
00200		0 1 0 8
00201	WORD	FSTOGY
00202	TYPE	
00203	2	
00204	N	
00205		0 1 0 1
00206	WORD	3POLITICS
00207	WORD	3TEA
00208	WORD	5VODKA
00209	WORD	11INFORMATION
00210	WORD	4PORT
00211	WORD	PJEALOUSY
00212	WORD	5SHERRY
00213	WORD	6COFFEE
00214	WORD	4SODA
00215	WORD	7WHISKEY
00216	WORD	4HUME

00217	WORD	7HEATHER
00218	WORD	6MAGGIE
00219	WORD	8BILLIARDS
00220	WORD	5TENNIS
00221	WORD	9AFFECTION
00222	WORD	7PASSION
00223	WORD	6MONDAY
00224	WORD	7TUESDAY
00225	WORD	8THURSDAY
00226	WORD	9WEDNESDAY
00227	WORD	9SOMETHING
00228	WORD	8ADULTERY
00229	WORD	3FUN
00230	WORD	10GOOD,NIGHT
00231	WORD	FCLIVE
00232	WORD	5CATHY
00233	WORD	9CATHERINE
00234	WORD	14LADY CATHERINE
00235	WORD	FCHESS
00236	WORD	7CROQUET
00237	WORD	8DR. HUME
00238	WORD	20DR. BARTHOLOMEW HUME
00239	WORD	5JAMES
00240	WORD	6BRIDGE
00241	WORD	4JOHN
00242	WORD	11JOHN BUXLEY
00243	WORD	11LADY BUXLEY
00244	WORD	9LADY JANE
00245	WORD	4JANE
00246	WORD	21LADY BUXLEY-S BEDROOM
00247	WORD	11LORD EDWARD
00248	WORD	6EDWARD
00249	WORD	6MARION
00250	WORD	8FLORENCE
00251	WORD	6RONALD
00252	WORD	FFRIDAY
00253	WORD	6SUNDAY
00254	WORD	8SATURDAY
00255	WORD	8TEA TIME
00256	WORD	6NOBODY
00257	WORD	4WHAT
00258	WORD	3WHO
00259	WORD	8EVERYONE
00260	WORD	4ONCE
00261	WORD	ENO ONE
00262	WORD	7SOMEONE
00263	WORD	2IT
00264	WORD	4THAT
00265	TYPE	
00266	? ?	
00267	N	
00268		0 1 1 1
00269	WORD	4THEY
00270	STEM	4THEM

00271	TYPE	
00272		
00273	N	
00274		0 1 1 3
00275	WORD	FKNIFE
00276	STEM	5KNIVE
00277	TYPE	
00278		
00279	PREP	
00280		0 1
00281	WORD	4WITH
00282	WORD	2TO
00283	WORD	4THRU
00284	WORD	2ON
00285	WORD	3OFF
00286	WORD	2OF
00287	WORD	4INTO
00288	WORD	2IN
00289	WORD	3FOR
00290	WORD	2UP
00291	WORD	2AT
00292	WORD	5ABOUT
00293	WORD	4FROM
00294	WORD	2BY
00295	WORD	FOURING
00296	WORD	7AGAINST
00297	WORD	4NEAR
00298	TYPE	
00299		
00300	PREP	
00301		0 1
00302	ADV	
00303		0 1
00304	WORD	4DOWN
00305	TYPE	
00306		
00307	ADJ	
00308		0 1
00309	WORD	4KIND
00310	WORD	10UNPLEASANT
00311	WORD	9WONDERFUL
00312	WORD	10INTERESTED
00313	WORD	FRIGID
00314	WORD	8INNOCENT
00315	WORD	3BIG
00316	WORD	4COLD
00317	WORD	5NUTTY
00318	WORD	5SMALL
00319	WORD	8PLEASANT
00320	WORD	6SINGLE
00321	WORD	4WARM
00322	WORD	8VALUABLE
00323	WORD	5UPSET
00324	WORD	10UNFAITHFUL

Addr	Type	Value
00725	WORD	7UNAWARE
00325	WORD	6STUPID
00227	WORD	8STRONG
00323	WORD	5SORRY
00329	WORD	4RICH
00330	WORD	6PRETTY
00331	WORD	12PORNOGRAPHIC
00332	WORD	4POOR
00333	WORD	4NICE
00334	WORD	10MISLEADING
00335	WORD	3MAD
00336	WORD	4LONG
00337	WORD	4LAST
00338	WORD	5HEAVY
00339	WORD	7HANDSOME
00340	WORD	5HAPPY
00341	WORD	3FAT
00342	WORD	6BRIGHT
00343	WORD	8FRAGRANT
00344	WORD	4COOL
00345	WORD	4UGLY
00346	WORD	5SWEET
00347	WORD	4DEEP
00348	WORD	4EVIL
00349	WORD	4GOOD
00350	WORD	6AFRAID
00351	WORD	4DARK
00352	WORD	13BLOOD THIRSTY
00353	WORD	6ASLEEP
00354	WORD	6CLEVER
00355	WORD	5BRAVE
00356	WORD	7IDIOTIC
00357	WORD	4DUMB
00358	WORD	5SMART
00359	WORD	11NOT JEALOUS
00360	WORD	8IMPOTENT
00701	WORD	9OVERSEXED
00362	WORD	10EASY GOING
00363	WORD	9IRRITABLE
00364	WORD	7VIOLENT
00365	WORD	12IMPOVERISHED
00366	WORD	10WELL TO DO
00367	WORD	9BRILLIANT
00368	WORD	7JEALOUS
00369	WORD	9BEAUTIFUL
00370	TYPE	
00371		
00372	ADJ	
00373		0 9
00374	PART	
00375		0 4
00376	V	
00377		0 3 0 1
00378		0 3 0 9
00379	WORD	5SCREW
00380	WORD	6HAPPEN
00381	WORD	5OFFER
00382	WORD	6RECALL
00383	WORD	8REMEMBER
00384	WORD	6SIGNAL
00385	WORD	5SHOCK
00386	WORD	4RUIN
00387	WORD	4YAWN
00388	WORD	4YELL
00389	WORD	4WANT
00390	WORD	4WAIT
00391	WORD	4TALK
00392	WORD	8THREATEN
00393	WORD	-7SUSPECT
00394	WORD	7SUGGEST
00395	WORD	5START
00396	WORD	7STAGGER
00397	WORD	7SMOTHER
00398	WORD	6SCREAM
00399	WORD	6SCOFF
00400	WORD	6RETURN
00401	WORD	7PRETEND
00402	WORD	5POINT
00403	WORD	3PAY
00404	WORD	3OWN
00405	WORD	4OPEN
00406	WORD	7MENTION
00407	WORD	4LOOK
00408	WORD	5LAUGH
00409	WORD	4KICK
00410	WORD	4JOIN
00411	WORD	6INSULT
00412	WORD	7INHERIT
00413	WORD	6GROAN
00414	WORD	5GREET
00415	WORD	4LAST
00416	WORD	7WHISPER
00417	WORD	6FAINT
00418	WORD	5ENJOY
00419	WORD	6COMMIT
00420	WORD	5CHEAT
00421	WORD	6ARREST
00422	WORD	4CALL
00423	WORD	3ASK
00424	WORD	6AWAKEN
00425	WORD	6ATTACK
00426	WORD	5COVER
00427	WORD	6BETRAY
00428	WORD	5ENTER
00429	WORD	6ACCOST
00430	WORD	9BLACKMAIL
00431	WORD	6FOLLOW
00432	WORD	4CALM
00433	WORD	6FLIRT
00434	WORD	7FLATTER
00435	WORD	10COMPLIMENT
00436	WORD	6GOSSIP
00437	TYPE	
00438		
00439	ADJ	
00440		0 5
00441	PART	
00442		0 10
00443	V	
00444		0 3 0 1
00445		0 5 0 5
00446	WORD	6IGNORE
00447	WORD	4TIRE
00448	WORD	6AROUSE
00449	WORD	6RELATE
00450	WORD	6ENRAGE
00451	WORD	8SURPRISE
00452	WORD	4WAVE
00453	WORD	8STRUGGLE
00454	WORD	5SOLVE
00455	WORD	5SNORE
00456	WORD	5SMOKE
00457	WORD	5SMILE
00458	WORD	5SERVE
00459	WORD	6SEDUCE
00460	WORD	6RESUME
00461	WORD	6REMOVE
00462	WORD	7PREPARE
00463	WORD	4MOVE
00464	WORD	6ARRIVE
00465	WORD	8ANNOUNCE
00466	WORD	5ARGUE
00467	WORD	9INTRODUCE
00468	WORD	6INVITE
00469	WORD	6NOTICE
00470	WORD	5PHONE
00471	WORD	7RECEIVE
00472	WORD	7DECEIVE
00473	WORD	7SHUFFLE
00474	WORD	4LIKE
00475	WORD	7DESPISE
00476	WORD	4LOVE
00477	WORD	5CURSE
00478	WORD	6SUICIDE
00479	WORD	5GRATE
00480	WORD	7EXAMINE
00481	WORD	6ACCUSE
00482	WORD	8CONVINCE
00483	WORD	5CHOKE
00484	WORD	8COLLAPSE
00485	WORD	12CONGRATULATE
00486	WORD	4FIRE

```
00487  WORD   4HATE
00488  WORD   7DISLIKE
00489  TYPE
00490
00491  ADJ
00492    0  9
00493  PART
00494    0  4
00495  V
00496    0 12  0  1
00497    0  9  0  9
00498  WORD   5WATCH
00499  WORD   7DISCUSS
00500  WORD   5DRESS
00501  WORD   7DEPRESS
00502  WORD   9EMBARASS
00503  WORD   4WASH
00504  WORD   7UNDRESS
00505  WORD   5TOUCH
00506  WORD   5SMASH
00507  WORD   5SLASH
00508  WORD   6SEARCH
00509  WORD   7SCRATCH
00510  WORD   4PUSH
00511  WORD   4KISS
00512  WORD   6CARESS
00513  WORD   7CONFESS
00514  TYPE
00515
00516  PART
00517    1  4
00518  V
00519    0  3  0  1
00520    1  9  1  9
00521  WORD   4STOP
00522  STEM   5STOPP
00523  WORD   4GRAB
00524  STEM   5GRABB
00525  WORD   4STAB
00526  STEM   5STABB
00527  WORD   4TRIP
00528  STEM   5TRIPP
00529  WORD   3RIP
00530  STEM   4RIPP
00531  WORD   5PANIC
00532  STEM   6PANICK
00533  TYPE
00534
00535  PART
00536    0  4
00537  V
00538    0  3  0  1
00539    0  1  0  1
00540  WORD   4HURT

00541  WORD   4BEAT
00542  WORD   4READ
00543  TYPE
00544
00545  PART
00546    0  4
00547  V
00548    0  3  0  1
00549    0  5  0  5
00550  WORD   8OVERHEAR
00551  WORD   4HEAR
00552  WORD   5AGREE
00553  TYPE
00554
00555  PART
00556    1  4
00557  V
00558    0  3  0  1
00559    0  1  0  1
00560  WORD   3HIT
00561  STEM   4HITT
00562  WORD   4QUIT
00563  STEM   5QUITT
00564  TYPE
00565
00566  PART
00567    0  4
00568  V
00569    0  3  0  1
00570    1  1  1  1
00571  WORD   5BRING
00572  STEM   7BROUGHT
00573  WORD   4SING
00574  STEM   4SANG
00575  WORD   3EAT
00576  STEM   3ATE
00577  WORD   4FEEL
00578  STEM   4FELT
00579  WORD   5BREAK
00580  STEM   5BROKE
00581  WORD   5BLEED
00582  STEM   4BLED
00583  WORD   4FIND
00584  STEM   5FOUND
00585  WORD   3SEE
00586  STEM   3SAW
00587  WORD   5SHOOT
00588  STEM   4SHOT
00589  WORD   4SINK
00590  STEM   4SANK
00591  WORD   5SNEAK
00592  STEM   5SNUCK
00593  WORD   5STEAL
00594  STEM   5STOLE

00595  WORD   4TELL
00596  STEM   4TOLD
00597  WORD   5THROW
00598  STEM   5THREW
00599  WORD   4WEAR
00600  STEM   4WORE
00601  WORD   3SAY
00602  STEM   4SAID
00603  WORD   4MEET
00604  STEM   3MET
00605  WORD   4KNOW
00606  STEM   4KNEW
00607  WORD   4DRAW
00608  STEM   4DREW
00609  WORD   4KEEP
00610  STEM   4KEPT
00611  WORD   5THINK
00612  STEM   7THOUGHT
00613  TYPE
00614
00615  PART
00616    0  4
00617  V
00618    0 12  0  1
00619    1  1  1  1
00620  WORD   5CATCH
00621  STEM   6CAUGHT
00622  TYPE
00623
00624  PART
00625    0 10
00626  V
00627    0  3  0  1
00628    1  1  1  1
00629  WORD   4COME
00630  STEM   4CAME
00631  WORD   5WRITE
00632  STEM   5WROTE
00633  WORD   4TAKE
00634  STEM   4TOOK
00635  WORD   4MAKE
00636  STEM   4MADE
00637  WORD   4RISE
00638  STEM   4ROSE
00639  WORD   5LEAVE
00640  STEM   4LEFT
00641  WORD   4GIVE
00642  STEM   4GAVE
00643  WORD   5AWAKE
00644  STEM   5AWOKE
00645  WORD   7FORGIVE
00646  STEM   7FORGAVE
00647  TYPE
00648
```

```
00649  ADJ
00650    1 5
00651  PART
00652    0 4
00653  V
00654    1 3 0 1
00655    1 5 1 5
00656  WORD   5MARRY
00657  STEM   EMARRIE
00658  WORD   3TRY
00659  STEM   4TRIE
00660  WORD   3CRY
00661  STEM   4CRIE
00662  WORD   5CARRY
00663  STEM   ECARRIE
00664  WORD   4DENY
00665  STEM   EDENIE
00666  TYPE
00667
00668  PART
00669    2 4
00670  V
00671    0 3 0 1
00672    1 1 1 1
00673  WORD   3WIN
00674  STEM   3WON
00675  STEM   4WINN
00676  WORD   3GET
00677  STEM   2GOT
00678  STEM   4GETT
00679  WORD   3RUN
00680  STEM   3RAN
00681  STEM   4RUNN
00682  WORD   3SIT
00683  STEM   2SAT
00684  STEM   4SITT
00685  TYPE
00686
00687  PART
00688    0 10
00689  V
00690    1 1 0 1
00691    2 1 2 1
00692  WORD   4HAVE
00693  STEM   3HAS
00694  STEM   3HAD
00695  TYPE
00696
00697  ADJ
00698    2 1
00699  PART
00700    1 4
00701  V
00702    0 3 0 1

00703    0 5 0 5
00704  WORD   3DIE
00705  STEM   2DY
00706  STEM   4DEAD
00707  TYPE
00708
00709  N
00710    0 1 0 3
00711  PART
00712    1 4
00713  V
00714    0 3 0 1
00715    1 9 1 9
00716  WORD   4PLAN
00717  STEM   EPLANN
00718  TYPE
00719
00720  N
00721    0 1 0 3
00722  PART
00723    0 4
00724  V
00725    0 3 0 1
00726    1 1 1 1
00727  WORD   4FALL
00728  STEM   4FELL
00729  TYPE
00730
00731  N
00732    0 1 0 3
00733  PART
00734    0 4
00735  V
00736    0 3 0 1
00737    0 9 0 9
00738  WORD   5QUESTION
00739  WORD   4WALK
00740  WORD   4HEAD
00741  TYPE
00742    2
00743  N
00744    0 1 0 1
00745  PART
00746    0 4
00747  V
00748    0 3 0 1
00749    0 9 0 9
00750  WORD   5POISON
00751  TYPE
00752
00753  PART
00754    0 4
00755  V
00756    0 12 0 1

00757    1 1 1 1
00758  ADJ
00759    2 1
00760  WORD   2GO
00761  STEM   4WENT
00762  STEM   4GONE
00763  TYPE
00764
00765  PART
00766    0 10
00767  V
00768    0 3 0 1
00769    1 1 1 1
00770  ADJ
00771    2 1
00772  WORD   4HIDE
00773  STEM   3HID
00774  STEM   6HIDDEN
00775  TYPE
00776
00777  N
00778    1 13 1 15
00779  PART
00780    1 4
00781  V
00782    0 3 0 1
00783    0 5 0 5
00784  WORD   4LOVE
00785  STEM   3LOV
00786  TYPE
00787
00788  N
00789    0 13 0 15
00790  ADJ
00791    0 9
00792  PART
00793    0 4
00794  V
00795    0 3 0 1
00796    0 9 0 9
00797  WORD   EMURDER
00798  WORD   4KILL
00799  WORD   4PLAY
00800  TYPE
00801
00802  N
00803    0 1 0 3
00804  WORD   8*1MURDER
00805  TYPE
00806
00807  N
00808    2 1 2 3
00809  PART
00810    1 4
```

```
00911    V                        00865    TYPE                   00919    0  1  0  3
00912     0  3  0  1              00866                           00920    ADJ
00913     0  5  0  5              00867    ADJ                    00921     2  1
00914    WORD    3LIE             00868     0  1                  00922    WORD    5DRINK
00915    STEM    2LY              00869    ADV                    00923    STEM    5DRANK
00916    STEM    4LIAR            00870     1  6                  00924    STEM    5DRUNK
00917    TYPE                     00871    WORD    FGENTLE        00925    TYPE
00918                             00872    STEM    4GENT          00926
00919    N                        00873    TYPE                   00927    N
00920     0  1  0  3              00874                           00928     0  9  0  14
00921    ADJ                      00875    ADJ                    00929    WORD    9-15MOTHER
00922     0  7                    00876     0  1
00923    WORD    5SMELL           00877    ADV
00924    WORD    5CLOUD           00878     0  6
00925    TYPE                     00879    WORD    5CLOSE
00926                             00880    WORD    5USUAL
00927    N                        00881    WORD    6CASUAL
00928     0  1  0  1              00882    WORD    7CAREFUL
00929    ADJ                      00883    WORD    5QUIET
00930     0  7                    00884    WORD    4LOUD
00931    WORD    4RAIN            00885    WORD    4SOFT
00932    WORD    4LUST            00886    WORD    4WILD
00933    WORD    4WIND            00887    WORD    4WEAK
00934    TYPE                     00888    TYPE
00935     2                       00889
00936    N                        00890    ADJ
00937     0  1  0  1              00891     0  1
00938    ADJ                      00892    ADV
00939     0  7                    00893     0  1
00940    WORD    5GREED           00894    WORD    4VERY
00941    TYPE                     00895    WORD    4ALSO
00942                             00896    WORD    6ALWAYS
00943    N                        00897    WORD    5AGAIN
00944     0  1  0  12             00898    WORD    4WELL
00945    ADJ                      00899    WORD    4OVER
00946     0  7                    00900    WORD    4BACK
00947    WORD    3SEX             00901    WORD    5EARLY
00948    WORD    6GROUCH          00902    WORD    4AWAY
00949    TYPE                     00903    TYPE
00950                             00904
00951    N                        00905    N
00952     0  1  0  3              00906     0  1  0  3
00953    ADJ                      00907    ADJ
00954     0  6                    00908     1  7
00955    WORD    6FRIEND          00909    WORD    3SUN
00956    WORD    6COWARD          00910    STEM    4SUNN
00957    TYPE                     00911    TYPE
00958                             00912
00959    N                        00913    PART
00960     0  1  0  1              00914     0  4
00961    ADJ                      00915    V
00962     1  7                    00916     0  3  0  1
00963    WORD    6ANGER           00917     1  1  1  1
00964    STEM    4ANGR            00918    N
```

8.4 Nodes, Relations and Classes

The input data for the nodes contains a listing of node names followed by a lexical expression list. Numbers separated by spaces indicate the following:

    0 = singular   2 = singular, but definite article even on 1st occurence
    1 = plural   3 = plural, and always associated with a definite article

Note that this information is eventually passed on to both high level and low level transformation components; other devices may also determine number at later stages.

Three pieces of information are associated with the relation input in addition to the specification of the lexical expression list. The letter codes indicate logical type:

    A = attribute (normal)
    T = transitive
    NI = numeric intransitive : with lexical expression list
    QA = quantitative attribute (no lexical expression list)
    I = normal intransitive
    NA = numerica attribute (with lexical expression list)

'Transitive' and 'intransitive' here refer to logical transitivity as opposed to syntactic transitivity. E.g. "if A R B and B R C, then A R C." implies that R is transitive.

The first number following the letter code represents the relation type:

    3 = general class   4 = prepositional class   5 = possessive
    2 = attribute class   6 = adverbial type

These are not grammar codes, but rather devices for speeding up selecting of rules for generation. The designations as preposition, adverb, etc. are arbitrary; they actually represent a higher order semantic classification. The third number represents an additional subclass marking for partition of the class specified by the 1st digit.

The class listing contains the class names followed by a listing of elements; the listing may be empty or include both nodes and other class names.

```
1    SLIMITS            START=19M3010H+ END=20N2014H ;
2    ;
3    ;   ****************     NODES     ****************
4    ;
5    SNODES:
6    THAT 0 = *THAT* ;
7    MX 0 = *THAT* ;
8    LST 0 = *THAT* ;
9    ULST 0 = *THAT* ;
10   ACCUSATION 2 = *ACCUSATION* ;
11   ACTIVITIES 1 = *ACTIVITY* ;
12   ADULTRY 0 = *ADULTERY* ;
13   ASHES 1 = *ASH* ;
14   BATHROOM 2 = *BATHROOM* ;
15   BED 0 = *BED* ;
16   BEDROOM 2 = *BEDROOM* ;
17   BILLIARDS 0 = *BILLIARDS* ;
18   BILLRDRM 0 = *BILLIARD ROOM* ;
19   BLOOD 2 = *BLOOD* *GORE* ;
20   BOOK 0 = *BOOK* *PAPERBACK* ;
21   BOOKS 1 = *BOOK* ;
22   BOTTLE 2 = *BOTTLE* ;
23   BREAKFAST 0 = *BREAKFAST* ;
24   BRIDGE 0 = *BRIDGE* ;
25   BUSINESS 0 = *BUSINESS* ;
26   BUTLER 0 = *BUTLER* *CLIVE* ;
27   BUTTON 0 = *BUTTON* ;
28   CANDLHOLD 0 = *CANDLE HOLDER* ;
29   CARDGAME 2 = *CARD GAME* ;
30   CATHY 0 = *CATHY* *CATHERINE* *LADY CATHERINE* ;
31   CHESS 0 = *CHESS* ;
32   CIGARS 1 = *CIGAR* *STOGY* *HAVANA* ;
33   CLUES 1 = *CLUE* *HINT* ;
34   CLUE1 0 = *CLUE* ;
35   CLUE2 0 = *CLUE* ;
36   COFFEE 0 = *COFFEE* ;
37   COMPANION 0 = *COMPANION* ;
38   CONVERSATION 0 = *CONVERSATION* ;
39   CONVERTNS 1 = *CONVERSATION* ;
40   COOK 0 = *COOK* *MAGGIE* ;
41   CORPSE 0 = *CORPSE* *BODY* ;
42   COUCH 0 = *COUCH* *DIVAN* *DAVENPORT* ;
43   CRIME 2 = *CRIME* ;
44   CROQGAME 2 = *CROQUET GAME* ;
45   CROQUET 0 = *CROQUET* ;
46   DAWN 2 = *DAWN* *SUNRISE* ;
47   DAY 2 = *DAY* ;
48   DINER 0 = *LUNCH* ;
49   DININGRM 0 = *DINING ROOM* ;
50   DOOR 2 = *DOOR* ;
51   DRAWER 0 = *DRAWER* ;
52   DRAWERS 1 = *DRAWER* ;
53   DRAWINGRM 2 = *DRAWING ROOM* ;
54   DRHUME 0 = *DR. HUME* *DR. BARTHOLOMEW HUME* *HUME* ;
55   ENCORE 0 = *ENCORE* ;
56   EVENING 2 = *EVENING* ;

57   EVERYONE 0 = *EVERYONE* ;
58   FALL2 0 = *FALL* ;
59   FASHION 2 = *FASHION* ;
60   FEAR 0 = *FEAR* ;
61   FLOWERS 3 = *FLOWER* ;
62   FOOD 2 = *FOOD* ;
63   FOOTPRINT 0 = *FOOTPRINT* ;
64   FPRINTS 3 = *FINGERPRINT* ;
65   FRIDAY 0 = *FRIDAY* ;
66   GAME 0 = *GAME* ;
67   GARDEN 0 = *GARDEN* ;
68   GOODNIGHT 0 = *GOOD NIGHT* ;
69   GOODTIME 0 = *FUN* ;
70   GREED 0 = *GREED* ;
71   GREENHS 0 = *GREEN HOUSE* ;
72   GUN 0 = *GUN* *PISTOL* ;
73   HAIR 0 = *HAIR* ;
74   HALL 2 = *HALL* *CORRIDOR* ;
75   HANDKERCHIEF 0 = *HANDKERCHIEF* ;
76   HANDS 1 = *HAND* ;
77   HEAD 2 = *HEAD* ;
78   HOUSE 0 = *HOUSE* ;
79   INFORMATION 2 = *INFORMATION* ;
80   INSPECTOR 0 = *INSPECTOR* *DETECTIVE* ;
81   JAIL 2 = *JAIL* ;
82   JAMES 0 = *JAMES* ;
83   JAW 2 = *JAW* *CHIN* ;
84   JEALOUSY 0 = *JEALOUSY* ;
85   JEWELS 1 = *JEWEL* *JEWELRY* ;
86   JOHNBUX 0 = *JOHN* *JOHN BUXLEY* ;
87   JOKE 0 = *JOKE* *FUNNY STORY* ;
88   KITCHEN 2 = *KITCHEN* ;
89   KNIFE 0 = *KNIFE* *DAGGER* ;
90   LADYBUX 0 = *LADY BUXLEY* ;
91   LADYJANE 0 = *JANE* *LADY JANE* ;
92   LBROOM 2 = *LADY BUXLEY-S BEDROOM* ;
93   LIAR 0 = *LIE* ;
94   LIBRARY 0 = *LIBRARY* ;
95   LORDED 0 = *LORD EDWARD* *EDWARD* ;
96   LOVER 0 = *LOVE* ;
97   MAID 0 = *MAID* *HEATHER* ;
98   MARION 0 = *MARION* ;
99   MEN 3 = *MAN* ;
100  MILK 0 = *MILK* ;
101  MISTAKE 0 = *MISTAKE* *ERROR* ;
102  MONEY 2 = *MONEY* ;
103  MOTIVE2 2 = *MOTIVE* ;
104  MURDER 2 = *#1MURDER* ;
105  MURDERER 2 = *MURDER* *KILL* ;
106  MUSIC 0 = *MUSIC* ;
107  NECK 2 = *NECK* ;
108  NEPHEW 0 = *NEPHEW* ;
109  NIGHTGOWN 0 = *NIGHTGOWN* ;
110  NOONE 0 = *NO ONE* *NOBODY* ;
111  NOSE 2 = *NOSE* ;
112  NOTE 0 = *NOTE* ;
113  NOVEL 0 = *NOVEL* ;

114  NURSE 0 = *FLORENCE* ;
115  ONCE 0 = *ONCE* ;
116  OTHERS 1 = *OTHER* ;
117  PAPERWT 0 = *PAPERWEIGHT* ;
118  PARLOR 0 = *PARLOR* ;
119  PARTNER2 0 = *PARTNER* ;
120  PARTY 0 = *PARTY* ;
121  PIANO 2 = *PIANO* ;
122  PILLOW 0 = *PILLOW* *CUSHION* ;
123  PLACE 0 = *PLACE* ;
124  PLAN 2 = *PLAN* ;
125  PLAYER2 0 = *PLAY* ;
126  POISON 2 = *POISON* ;
127  POLICE 2 = *POLICEMAN* *COP* ;
128  POLITICS 0 = *POLITICS* ;
129  PORT 0 = *PORT* ;
130  QUESTNS 1 = *QUESTION* ;
131  REVENGE 0 = *REVENGE* ;
132  RONALD 0 = *RONALD* ;
133  ROOM 2 = *ROOM* ;
134  SATURDAY 0 = *SATURDAY* ;
135  SECRETPASSAGE 0 = *SECRET PASSAGE* ;
136  SERVANT 3 = *SERVANT* ;
137  SHERRY 0 = *SHERRY* ;
138  SHIRT 0 = *SHIRT* ;
139  SHOE 0 = *SHOE* ;
140  SKY 2 = *SKY* ;
141  SMOTHERING 0 = *SMOTHER* ;
142  SOMEONE 0 = *SOMEONE* ;
143  STAIN 0 = *STAIN* ;
144  STAIRS 1 = *STAIR* ;
145  STOMACH 2 = *STOMACH* *BELLY* ;
146  STRAND 0 = *STRAND* ;
147  STRANDOFHAIR 0 = ;
148  STUDY 2 = *STUDY* ;
149  SUN 2 = *SUN* ;
150  SUNDAY 0 = *SUNDAY* ;
151  SUPPER 0 = *SUPPER* *DINNER* ;
152  TEA 2 = *TEA* ;
153  TEATIME 0 = *TEA TIME* ;
154  TENNIS 0 = *TENNIS* ;
155  TENNISCOURT 2 = *TENNIS COURT* ;
156  THEY 3 = *THEY* ;
157  THREAD 0 = *THREAD* ;
158  TIME 2 = *TIME* ;
159  TRASH 0 = *TRASH* *JUNK* ;
160  TRUTH 2 = *TRUTH* ;
161  VASE 0 = *VASE* ;
162  VODKA 0 = *VODKA* ;
163  WALK 0 = *WALK* ;
164  WEATHER 2 = *WEATHER* ;
165  WEEKEND 0 = *WEEKEND* ;
166  WHAT 0 = *WHAT* ;
167  WHISKY 0 = *WHISKEY* ;
168  WHO 0 = *WHO* ;
169  WINDOW 0 = *WINDOW* ;
170  WOMEN 3 = *WOMAN* ;
```

```
171   YARD 2 = *YARD* ;
272   AFFAIR 2 = *AFFAIR* ;
173   AFFECTION1 0= *AFFECTION* ;
174   EAR 2= *BAR* ;
175   BARMAN 2= *BARMAN* ;
176   BEATLES 3 = *BEATLE* ;
177   CANTEEN 0= *PUB* ;
178   CARDS 3= *CARD* ;
179   CHANCE 0= *CHANCE* ;
180   CLUB 0= *CLUB* ;
181   COOKIES 1= *COOKIE* ;
182   CORNER 0 = *CORNER* ;
183   DETAILS 1= *DETAIL* ;
184   DRINK1 0= *DRINK* ;
185   DRINKS 1= *DRINK* ;
186   FRIEND 0= *FRIEND* ;
187   HOTEL 0= *HOTEL* ;
188   INTERMISSION 0= *INTERMISSION* ;
189   INVITATION 0= *INVITATION* ;
190   IT 0= *IT* ;
191   MONDAY 0= *MONDAY* ;
192   MOVIE 0= *MOVIE* ;
193   MORNING 2 = *MORNING* ;
194   PARK 0= *PARK* ;
195   PASSION 0= *PASSION* ;
196   ROCKS 3 = *ROCK* ;
197   SODA 0= *SODA* ;
198   SOMETHING 0= *SOMETHING* ;
199   SONG 0= *SONG* ;
200   TELEPHONE 0= *TELEPHONE* ;
201   THEATRE 0= *THEATER* ;
202   THURSDAY 0= *THURSDAY* ;
203   TUESDAY 0= *TUESDAY* ;
204   WEDNESDAY 0= *WEDNESDAY* ;
205   %
206   %    ***************    RELATIONS    *************************
207   %
208   $RELATIONS:
209   01 NA(10) 2 0 = *THAT* ;
210   ACCOST I 3 0 = *ACCOST* ;
211   ACCUSE I 3 0 = *ACCUSE* ;
212   AFFECTION NI(3) 3 0 = *HATE*/-2.5/*DISLIKE*/-0.5/*LIKE*/2.5/*LOVE*;
213   AGREE A 3 0 = *AGREE* ;
214   AGREEWITH I 3 0 = ;
215   ANNOUNCE I 3 0 = *ANNOUNCE* ;
216   ARGUE A 3 0 = *ARGUE* ;
217   ARGUEWITH I 3 0 = ;
218   ARREST I 3 0 = *ARREST* ;
219   ARRIVE A 3 0 = *ARRIVE* ;
220   ASK I 3 0 = *ASK* ;
221   ASKFOR I 3 0 = ;
222   ATTACK I 3 0 = *ATTACK* ;
223   AWAKE A 3 0 = *AWAKE* ;
224   AWAKEN A 3 0 = *AWAKEN* ;
225   BEAT I 3 0 = *BEAT* ;
226   BETRAY I 3 0 = *BETRAY* ;
227   BLACKMAIL I 3 0 = *BLACKMAIL* ;

228   BLEED A 3 0 = *BLEED* ;
229   BREAK A 3 0 = *BREAK* ;
230   CALL I 3 0 = *CALL* ;
231   CALM I 3 0 = *CALM* ;
232   CARESS I 3 0 = *CARESS* ;
233   CARRY I 3 0 = *CARRY* ;
234   CATCH I 3 0 = *CATCH* ;
235   CHEAT A 3 0 = *CHEAT* ;
236   CHOKE I 3 0 = *CHOKE* ;
237   COLLAPSE A 3 0 = *COLLAPSE* ;
238   COMMIT I 3 0 = *COMMIT* ;
239   COMPLIMENT I 3 0 = *COMPLIMENT* ;
240   CONFESS A 3 0 = *CONFESS* ;
241   CONGRATU I 3 0 = *CONGRATULATE* ;
242   CONVINCE I 3 0 = *CONVINCE* ;
243   COUNT GA(8) 2 0 = ;
244   COVER A 3 0 =  *COVER* ;
245   COVERWITH I 2 0 = ;
246   CRY A 3 0 = *CRY* ;
247   CURSE I 3 0 = *CURSE* ;
248   DECIDE A 3 0 = *DECIDE* ;
249   DECEIVE I 3 0 = *DECEIVE* ;
250   DENY I 3 0 = *DENY* ;
251   DESPISE I 3 0 = *DESPISE* ;
252   DIE A 3 0 = *DIE* ;
253   DISCUSS I 3 0 = *DISCUSS* ;
254   DRAW I 3 0 = *DRAW* ;
255   DRINK I 3 0 = *DRINK* ;
256   EAT I 3 0 = *EAT* ;
257   ENJOY I 3 0 = *ENJOY* ;
258   ENTER I 3 0 = *ENTER* ;
259   EXAMINE I 3 0 = *EXAMINE* ;
260   FAINT A 3 0 = *FAINT* ;
261   FALL A 3 0 = *FALL* ;
262   FALLDOWN I 3 0 = ;
263   FEEL I 3 0 = *FEEL* ;
264   FEELNO A 3 0 = *FEEL* ;
265   FEELWELL A 3 0 = ;
266   FIND I 3 0 = *FIND* ;
267   FIRE A 3 0 = *FIRE* ;
268   FLATTER I 3 0 = *FLATTER* ;
269   FLIRT A 3 0 = *FLIRT* ;
270   FLIRTWITH I 3 0 = ;
271   FOLLOW I 3 0 = *FOLLOW* ;
272   FORGIVE I 3 0 = *FORGIVE* ;
277   FUCK I 3 0 = *SCREW* *SEDUCE* ;
274   GET I 3 0 = *GET* ;
275   GETDRESS A 3 0 = ;
276   GETUP A 3 0 = ;
277   GIVE I 3 0 = *GIVE* ;
278   GO A 3 0 = *GO* ;
279   GOFOR I 3 0 = ;
280   GOSSIP A 3 0 = *GOSSIP* ;
281   GOSSIPNO I 3 0 = *GOSSIP* ;
282   GOTO I 3 0 = ;
283   GRAB I 3 0 = *GRAB* ;
284   GRABFOR I 3 0 = ;

285   GRATE A 3 0 = *GRATE* ;
286   GREET I 3 0 = *GREET* ;
287   GROAN A 3 0 = *GROAN* ;
288   HAVE I 3 0 = *HAVE* ;
289   HEADNO A 3 0 = *HEAD* ;
290   HEALFOR I 3 0 = ;
291   HEAR I 3 0 = *HEAR* ;
292   HIDE I 3 0 = *HIDE* ;
293   HIDENO A 3 0 = *HIDE* ;
294   HIT I 3 0 = *HIT* ;
295   IGNORE I 3 0 = *IGNORE* ;
296   INHERIT I 3 0 = *INHERIT* ;
297   INSULT I 3 0 = *INSULT* ;
298   IS I 3 0 = *BE* ;
299   JOIN I 3 0 = *JOIN* ;
300   KEEP I 3 1 = *KEEP* ;
301   KICK I 3 0 = *KICK* ;
302   KILL I 3 0 = *KILL* ;
303   KILLEDBY I 3 0 = ;
304   KISS I 3 0 = *KISS* ;
305   KNOW I 3 0 = *KNOW* ;
306   LAST A 3 0 = *LAST* ;
307   LAUGH A 3 0 = *LAUGH* ;
308   LEAVE I 3 0 = *LEAVE* ;
309   LOOK A 3 0 = *LOOK* ;
310   LOOKFOR I 3 0 = ;
311   LOOKTHRU I 3 0 = ;
312   LOOKWELL A 3 0 = ;
313   MAKE I 3 0 = *MAKE* ;
314   MENTION I 3 0 = *MENTION* ;
315   MEET I 3 0 = *MEET* ;
316   MOVE A 3 0 = *MOVE* ;
317   OPEN I 3 0 = *OPEN* ;
318   OVERHEAR I 3 0 = *OVERHEAR* ;
319   OWN I 3 0 = *OWN* ;
320   PANIC A 3 0 = *PANIC* ;
321   PAY I 3 0 = *PAY* ;
322   PLANNO A 3 0 = *PLAN* ;
323   PLAY I 3 0 = *PLAY* ;
324   POINT I 3 0 = *POINT* ;
325   POISONO I 3 0 = *POISON* ;
326   POS I 3 0 = *BE* ;
327   PREPARE I 3 0 = *PREPARE* ;
328   PRETEND A 3 0 = *PRETEND* ;
329   PUSH I 3 0 = *PUSH* ;
330   QUESTION I 3 0 = *QUESTION* ;
331   QUIT A 3 0 = *QUIT* ;
332   READ I 3 0 = *READ* ;
333   RELATEDTO I 3 0 = ;
334   REMOVE I 3 0 = *REMOVE* ;
335   RESUME I 3 1 = *RESUME* ;
336   RETURN I 3 0 = *RETURN* ;
337   RETURNTO I 3 0 = ;
338   RIP I 3 0 = *RIP* ;
339   RIPFROM I 3 0 = ;
340   RISE A 3 0 = *RISE* ;
341   RUN A 3 0 = *RUN* ;
```

```
342   SAY I 3 0 = 'SAY' ;                    399   WISPER A 3 0 = 'WHISPER' ;
343   SAYTO I 3 0 = ;                        400   WISPERTO I 3 0 = ;
344   SCOFF A 3 0 = 'SCOFF' ;                401   WRITE I 3 0 = 'WRITE' ;
345   SCRATCH I 3 0 = 'SCRATCH' ;            402   YELL A 3 0 = 'YELL' ;
346   SCREAM A 3 0 = 'SCREAM' ;              403   YELLAT I 3 0 = ;
347   SEARCH I 3 0 = 'SEARCH' ;              404   YAWN A 3 0 = 'YAWN' ;
348   SEDUCE I 3 0 = 'SEDUCE' ;              405   BRING I 3 0 = 'BRING' ;
349   SEE I 3 0 = 'SEE' ;                    406   COME I 3 0 = 'COME' ;
350   SERVE I 3 0 = 'SERVE' ;                407   COMEWITH I 3 0 = ;
351   SHOOT I 3 0 = 'SHOOT' ;                408   FORCAST OA(13) 2 0 = ;
352   SHOOTAT I 3 0 = ;                      409   GOZZIP I 3 0 = ;
353   SINK A 3 0 = 'SINK' ;                  410   HAPPENED A 3 0 = 'HAPPEN' ;
354   SIT A 3 0 = 'SIT' ;                    411   INTRODUCE I 3 0 = 'INTRODUCE' ;
355   SLASH I 3 0 = 'SLASH' ;                412   INVITE I 3 0 = 'INVITE' ;
356   SMASH I 3 0 = 'SMASH' ;                413   LIKE I 3 0 = 'LIKE' ;
357   SMILE A 3 0 = 'SMILE' ;                414   NOTICE I 3 0 = 'NOTICE' ;
358   SMILEAT I 3 0 = ;                      415   NUMBER OA(6) 2 0 = ;
359   SMOKE I 3 0 = 'SMOKE' ;                416   OFFER I 3 0 = 'OFFER' ;
360   SMOTHER I 3 0 = 'SMOTHER' ;            417   PHONE I 3 0 = 'PHONE' ;
361   SNEAK A 3 0 = 'SNEAK' ;                418   RECALL I 3 0 = 'RECALL' ;
362   SNORE A 3 0 = 'SNORE' ;                419   RECEIVE I 3 0 = 'RECEIVE' ;
363   SOLVE I 3 0 = 'SOLVE' ;                420   REMEMBER I 3 0 = 'REMEMBER' ;
364   STAB I 3 0 = 'STAB' ;                  421   RUNINTO I 3 0 = ;
365   STAGGER A 3 0 = 'STAGGER' ;            422   SHUFFLE I 3 0 = 'SHUFFLE' ;
366   START I 3 0 = 'START' ;                423   SIGNAL I 3 0 = 'SIGNAL' ;
367   STARTNO A 3 1 = 'START' ;              424   SING I 3 0 = 'SING' ;
368   STEAL I 3 0 = 'STEAL' ;                425   SITDOWN A 3 0 = ;
369   STOP I 3 0 = 'STOP' ;                  426   WATCH I 3 0 = 'WATCH' ;
370   STOPNO A 3 1 = 'STOP' ;                427   WIN I 3 0 = 'WIN' ;
371   STRUGGLE A 3 0 = 'STRUGGLE' ;          428   %
372   STRUGLWITH I 3 0 = ;                   429   % ***************** ADJ *******************
373   SUGGEST I 3 0 = 'SUGGEST' ;            430   %
374   SURPRISE I 3 0 = 'SURPRISE' ;          431   AFRAID A 2 0 = 'AFRAID' ;
375   SUSPECT I 3 0 = 'SUSPECT' ;            432   ANGRY A 2 0 = 'ANGER' ;
376   TAKE I 3 0 = 'TAKE' ;                  433   AROUSED A 2 0 = 'AROUSE' ;
377   TALK A 3 0 = 'TALK' ;                  434   ASLEEP A 2 0 = 'ASLEEP' ;
378   TALKABOUT I 3 0 = ;                    435   ATTRACTIVE NA(3) 2 0 = 'UGLY'/-0.5/'PRETTY'/1.5/'BEAUTIFUL';
379   TALKWITH I 3 0 = ;                     436   BEAUTIFUL A 2 0 = 'BEAUTIFUL' ;
380   TELL I 3 0 = 'TELL' ;                  437   BIG A 2 0 = 'BIG' ;
381   THINK I 3 0 = 'THINK' ;                438   BLOODTHIRSTY A 2 0 = 'BLOOD THIRSTY' ;
382   THREATEN A 3 0 = 'THREATEN' ;          439   BRIGHT A 2 0 = 'BRIGHT' ;
383   THROW I 3 0 = 'THROW' ;                440   CLEVER A 2 0 = 'CLEVER' ;
384   THROWAWAY I 3 0 = ;                    441   CLOUDY A 2 0 = 'CLOUD' ;
385   TOUCH I 3 0 = 'TOUCH' ;                442   COLD A 2 0 = 'COLD' ;
386   TRIP I 3 0 = 'TRIP' ;                  443   COOL A 2 0 = 'COOL' ;
387   TRY A 3 0 = 'TRY' ;                    444   COURAGE NA(3) 2 0 = 'COWARD'  /0.5/'BRAVE';
388   UNDRESS A 3 0 = 'UNDRESS' ;            445   DARK A 2 0 = 'DARK' ;
389   WAIT A 3 0 = 'WAIT' ;                  446   DEAD A 2 0 = 'DIE' ;
390   WAITFOR I 3 0 = ;                      447   DEEP A 2 0 = 'DEEP' ;
391   WALKNO A 3 0 = 'WALK' ;                448   DEPRESSED A 2 0 = 'DEPRESS' ;
392   WALKIN I 3 0 = ;                       449   DRESSED A 2 0 = 'DRESS' ;
393   WANT I 3 0 = 'WANT' ;                  450   DRUNK A 2 0 = 'DRINK' ;
394   WANTNO A 3 0 = 'WANT' ;                451   DUMB A 2 0 = 'DUMB' ;
395   WASH A 3 0 = 'WASH' ;                  452   EARLY A 2 0 = 'EARLY' ;
396   WAVE I 3 0 = 'WAVE' ;                  453   EMBARASD A 2 0 = 'EMBARASS' ;
397   WEAR I 3 0 = 'WEAR' ;                  454   ENRAGED A 2 0 = 'ENRAGE' ;
398   WHYKILL OI(1S) 3 0 = ;                 455   EVIL A 2 0 = 'EVIL' ;
```

```
455    FAT A 2 0 = 'FAT' ;
457    FRAGRENT A 2 0 = 'FRAGRANT' ;
458    FRAID I 2 0 = 'AFRAID' ;
459    FRIENDLY A 2 0 = 'FRIEND' ;
460    GOOD NA(7) 2 0 = 'EVIL'/-3/'UNPLEASANT'/-1/'NICE'/0/'GOOD'/1/
461           'KIND'/2/'WONDERFUL' ;
462    GOODD A 2 0 = 'GOOD' ;
463    GONE A 2 0 = 'GO' ;
464    GREEDY A 2 0 = 'GREED' ;
465    GROUCHY A 2 0 = 'GROUCH' ;
466    HAPPY A 2 0 = 'HAPPY' ;
467    HANDSOME NA(3) 2 0 = 'UGLY'/0.5/'HANDSOME' ;
468    HEAVY A 2 0 = 'HEAVY' ;
469    HIDDEN A 2 0 = 'HIDE' ;
470    HURT A 2 0 = 'HURT' ;
471    INTERESTED A 2 0 = 'INTERESTED' ;
472    INNOCENT A 2 0 = 'INNOCENT' ;
473    IQ NA(250) 2 0 = 'IDIOTIC'/75/'STUPID' 'DUMB'/99/'SMART'/127/
474           'BRILLIANT' ;
475    JEALOUS NA(3) 2 0 = 'NOT JEALOUS'/0.5/'JEALOUS' ;
476    KILLED A 2 0 = 'KILL' ;
477    LONG A 2 0 = 'LONG' ;
478    LOUDLY A 2 0 = 'LOUD' ;
479    MAD A 2 0 = 'MAD' ;
480    MADAT I 2 0 = ;
481    MARRIED A 2 0 = 'MARRY' ;
482    MISLEADING A 2 0 = 'MISLEADING' ;
483    MUSTY A 2 0 = 'MUSTY' ;
484    NICE A 2 0 = 'NICE' ;
485    PLEASANT A 2 0 = 'PLEASANT' ;
486    POOR A 2 0 = 'POOR' ;
487    PORNOG A 2 0 = 'PORNOGRAPHIC' ;
488    PRETTY A 2 0 = 'PRETTY' ;
489    RAYNY A 2 0 = 'RAIN' ;
490    RELATED A 2 0 = 'RELATE' ;
491    RICH A 2 0 = 'RICH' ;
492    RUINED A 2 0 = 'RUIN' ;
493    SEXDRIVE NA(4) 2 0 = 'FRIGID'/-4/'IMPOTENT'/0.5/'LUST'/1.8/
494           'OVERSEXED' ;
495    SEXY A 2 0 = 'SEX' ;
496    SINGLE A 2 0 = 'SINGLE' ;
497    SHOCKED A 2 0 = 'SHOCK' ;
498    SMALL A 2 0 = 'SMALL' ;
499    SMELLY A 2 0 = 'SMELL' ;
500    SORRY A 2 0 = 'SORRY' ;
501    STRONG A 2 0 = 'STRONG' ;
502    STUPID A 2 0 = 'STUPID' ;
503    SUNNY A 2 0 = 'SUN' ;
504    SURPRISD A 2 0 = 'SURPRISE' ;
505    TIRED A 2 0 = 'TIRE' ;
506    UNAWARE A 2 0 = 'UNAWARE' ;
507    UNFAITHFUL A 2 0 = 'UNFAITHFUL' ;
508    UPSET A 2 0 = 'UPSET' ;
509    VALUABLE A 2 0 = 'VALUABLE' ;
510    VIOLENT NA(3) 2 0 = 'EASY GOING'/0.5/'IRRITABLE'/1.5/'VIOLENT' ;
511    WARM A 2 0 = 'WARM' ;
512    WEAK A 2 0 = 'WEAK' ;
```

```
513    WEALTH NA(3) 2 0 = 'IMPOVERISHED'/-2.5/'POOR'/0.5/'WELL TO DO'/2.5/
514           'RICH' ;
515    WINDY A 2 0= 'WIND' ;
516    XX A 2 0 = 'WELL' ;
517    %
518    % ****************** PREP ****************************
519    %
520    ABOUT I 4 0 = 'ABOUT' ;
521    AGAINST I 4 0= 'AGAINST' ;
522    AT I 4 0 = 'AT' ;
523    BY I 4 0 = 'BY' ;
524    DOWN I 4 0 = 'DOWN' ;
525    DURING I 4 0= 'DURING' ;
526    FOR I 4 0 = 'FOR' ;
527    FROM I 4 0 = 'FROM' ;
528    IN I 4 0 = 'IN' ;
529    NEAR I 4 0= 'NEAR' ;
530    OF I 4 0 = 'OF' ;
531    OFF I 4 0 = 'OFF' ;
532    ON I 4 0 = 'ON' ;
533    THRU I 4 0 = 'THRU' ;
534    TO I 4 0 = 'TO' ;
535    UP A 4 0 = 'UP' ;
536    WITH I 4 0 = 'WITH' ;
537    INTO I 4 0 = 'INTO' ;
538    %
539    % ****************** ADV ****************************
540    %
541    AGAIN A 6 0 = 'AGAIN' ;
542    ALSO A 6 1 = 'ALSO' ;
543    ALWAYS A 6 1 = 'ALWAYS' ;
544    AWAY I 6 0 = 'AWAY' ;
545    BACK A 6 0 = 'BACK' ;
546    CAREFULLY A 6 0 = 'CAREFUL' ;
547    CASUALLY A 6 1 = 'CASUAL' ;
548    CLOSELY A 6 0 = 'CLOSE' ;
549    DOWNND A 6 0 = 'DOWN' ;
550    GENTLY A 6 1 = 'GENTLE' ;
551    OVER A 2 0 = 'OVER' ;
552    QUIETLY A 6 0 = 'QUIET' ;
553    SOFTLY A 6 0 = 'SOFT' ;
554    USUALLY A 6 0 = 'USUAL' ;
555    VERY A 6 1 = 'VERY' ;
556    WEAKLY A 6 0 = 'WEAK' ;
557    WELL A 6 0 = 'WELL' ;
558    WILDLY A 6 0 = 'WILD' ;
559    %
560    % ****************** CLASSES ****************************
561    %
562    %CLASSES;
563    BRIDGER =;
564    CHASER(BILLIARDS) = BILLRORM;
565    CHASER(CHESS) = STUDY;
566    CHASER(TENNIS) = TENNISCOURT ;
567    CHESSER =;
568    CONVERSING = ;
569    CROOER =;
```

8.5 Network and Simulation Rule Plot Specification

The specification of the network includes the assignment of all initial conditions: numerical attributes, lexical triples, semantic triples, and a listing of relations which are logically mutually exclusive for automatic maintenance of logical consistency.

This initialization of starting conditions is part of the first time frame of the simulation. Comments on the significance of groups of rules appear indented between them.

```
570    DETECT = ORHUME;
571    DRNK = COFFEE SHERRY WHISKY PORT VODKA;
572    ENEMY() =;
573    EVIDENCE =;
574    FEMALE = LADYBUX NURSE MAID COOK CATHY LADYJANE MARION;
575    FIGHTER =;
576    FINDER =;
577    GAMES = CHESS TENNIS BILLIARDS;
578    GUESTS = LADYBUX NURSE;
579    HEAVYOBJ = PAPERWT CANDLHOLD ;
580    INTERUPT =;
581    INVITED = JOHNBUY DRPUME JAMES MARION RONALD CATHY LORDED LADYJANE;
582    KILLER =;
583    KLUES = STRANDOFHAIR FOOTPRINT THREAD HANDKERCHIEF STAIN ASHES
584           SECRETPASSAGE ;
585    LOC = HALL PARLOR DRAWINGRM GREENHS LIBRARY DININGRM STAIRS LBROOM
586         GARDEN BATHROOM TENNISCOURT DILLRORM YARD;
587    LOSER =;
588    MALE = BUTLER DRHUME RONALD JOHNBUX JAMES LORDED;
589    MEAL =;
590    MOTIVE =;
591    MROOM =;
592    OBJECT = BOOK VASE SHOE HEAVYOBJ ;
593    PARTNER(JAMES) = RONALD;
594    PARTNER(RONALD) = JAMES;
595    PLACE= PARK MOVIE HOTEL GARDEN TENNISCOURT;
596    PLAYED = ;
597    PLAYER =;
598    POSKILLR =;
599    POSVICTM() =;
600    READER =;
601    RELATIVE(JOHNBUX) = LADYBUX;
602    RELATIVE(LADYBUX) = JOHNBUX;
603    RELATIVE(BUTLER) = JAMES;
604    RELATIVE(JAMES) = BUTLER;
605    RENDEVOUS =;
606    RENOM =;
607    RETIRED =;
608    RETIRING =;
609    SERVANT =COOK BUTLER MAID;
610    SPOUSE(CATHY) = RONALD;
611    SPOUSE(JAMES) = MARION;
612    SPOUSE(LADYJANE) = LORDED;
613    SPOUSE(LORDED) = LADYJANE;
614    SPOUSE(MARION) = JAMES;
615    SPOUSE(RONALD) = CATHY;
616    TOPIC = FASHION POLITICS TENNIS BUSINESS THEATRE MUSIC FLOWERS BOOKS
617           CHESS ;
618    VICTIM =;
619    WEAPON =;
620    TALKING = GUESTS;
621    TEMP =;
622    WAKE = GUESTS INVITED;
623    WANTED()=;
624    WINNER =;
625    PEOPLE = WAKE SERVANT;
626    %
```

```
%    ........................ NETWORK ........................
%
%                    INITIALIZE PERSONALITY CHARACTERISTICS NOT TO
%                    BE DESCRIBED IN OUTPUT.
%
$NETWORK ;
                    LADYBUX COURAGE = 2 ,
                    LADYBUX  VIOLENT = 1 ,
                    JOHNBUX IQ = 100 ,
                    JOHNBUX COURAGE = -1 ,
                    DRHUME WEALTH = -2 ,
                    DRHUME VIOLENT = 3 ,
                    DRHUME AFFECTION = -1 LORDED ,
                    DRHUME AFFECTION = -1 RONALD ,
                    DRHUME AFFECTION = 1 LADYBUX,
                    LORDED IQ = 100 ,
                    LORDED COURAGE = 1 ,
                    LORDED MARRIED ,
                    LORDED AFFECTION = 1 DRHUME,
                    LADYJANE WEALTH = 3,
                    LADYJANE IQ = 100 ,
                    LADYJANE VIOLENT = -1 ,
                    LADYJANE MARRIED ,
                    RONALD IQ = 110,
                    RONALD VIOLENT = -1,
                    RONALD JEALOUS = 1,
                    RONALD MARRIED,
                    CATHY IQ = 100,
                    CATHY WEALTH = 2,
                    CATHY MARRIED,
                    JAMES COURAGE = 2,
                    JAMES MARRIED,
                    MARION COURAGE = 2,
                    MARION MARRIED,
                    BUTLER VIOLENT = -1,
                    NURSE IQ = 100,
                    MAID COURAGE = -2,
                    COOK IQ = 100,
                    COOK COURAGE = 2,
                    SUN FORCAST = 15 ;
%
%                    DEFINE COMPOUND RELATIONS IN TERMS OF
%                    INDIVIDUAL RELATIONS.
%
*LEXTRP (GO FOR) TO GOFOR ;
*LEXTRP (MAD AT) TO MADAT ;
*LEXTRP (GET UP) TO GETUP ;
*LEXTRP (GAME OF CROQUET) TO CROQGAME ;
*LEXTRP (YELL AT) TO YELLAT ;
*LEXTRP (FEEL WELL) TO FEELWELL;
*LEXTRP (FLIRT WITH) TO FLIRTWITH ;
*LEXTRP (COVER WITH) TO COVERWITH ;
*LEXTRP (GRAB FOR) TO GRABFOR ;
*LEXTRP (ASK FOR) TO ASKFOR ;
*LEXTRP (FALL DOWN) TO FALLDOWN ;
*LEXTRP (WHISPER TO) TO WHISPRTO ;
*LEXTRP (WALK IN) TO WALKIN ;
```

```
683    *LEXTRP (WAIT FOR) TO WAITFOR ;                                          LADYEUX WEALTH = 3,
685    *LEXTRP (THROW AWAY) TO THROWAWAY ;                                      MX QQ = 2,
635    *LEXTRP (TALK WITH) TO TALKWITH ;                                        LADYEUX GOOD = 3,
687    *LEXTRP (TALK ABOUT) TO TALKABOUT ;                                      LADYEUX IQ = 125,
689    *LEXTRP (STRUGGLE WITH) TO STRUGLWITH ;                                  LADYEUX SINGLE,
689    *LEXTRP (SMILE AT) TO SMILEAT ;                                          MX QQ = 2,
693    *LEXTRP (SHOOT AT) TO SHOOTAT ;                                          LADYEUX ATTRACTIVE = -2,
691    *LEXTRP (RIP FROM ) TO RIPFROM ;                                         LADYEUX SEXDRIVE = 4,
692    *LEXTRP (RETURN TO) TO RETURNTO ;                                        *INSERT (JOHNEUX IS NEPHEW)(NEPHEW POS LADYEUX),
693    *LEXTRP (RELATED TO) TO RELATEDTO ;                                      JOHNEUX GOOD = -3,
695    *LEXTRP (LOOK FOR) TO LOOKFOR ;                                          MX QQ = 2,
695    *LEXTRP (LOOK THRU) TO LOOKTHRU ;                                        JOHNEUX WEALTH = -2,
696    *LEXTRP (LOOK WELL) TO LOOKWELL ;                                        JOHNEUX VIOLENT = 1,
697    *LEXTRP (KILLED BY) TO KILLEDBY ;                                        JOHNEUX SINGLE,
698    *LEXTRP (HEADING FOR) TO HEADSFOR ;                                      MX QQ = 2,
699    *LEXTRP (GET DRESSED) TO GETDRESS ;                                      JOHNEUX HANDSOME = 3,
700    *LEXTRP (GO TO) TO GOTO ;                                                JOHNEUX SEXDRIVE = 3,
701    *LEXTRP (AGREE WITH) TO AGREEWITH ;                                      JOHNEUX AFFECTION = -2 LORDED,
702    *LEXTRP (GOSSIPING WITH) TO GOSSIP ;                                     JOHNEUX AFFECTION = -2 DRHUME,
703    *LEXTRP (COME WITH) TO COMEWITH ;                                        DRHUME GOOD = -3,
704    *LEXTRP (RUN INTO) TO RUNINTO ;                                          MX QQ = 2,
705    *LEXTRP (SIT DOWN) TO SITDOWN ;                                          DRHUME IQ = 150,
705    *LEXTRP (STRAND OF HAIR) TO STRANDOFHAIR ;                               DRHUME COURAGE = 3,
707    *LEXTRP (ARGUE WITH) TO ARGUWITH ;                                       DRHUME SEXDRIVE = 4,
708    :                                                                       DRHUME SINGLE,
709    :          ..................... EXCLUSIONS  .............................MX QQ = 1,
710    :                                                                       DRHUME HANDSOME = 1,
711    $EXCLUSIONS:                                                            LORDED WEALTH = 3,
712    R:SUNNY RAYNY WINDY:                                                    MX QQ = 2,
713    O: INF PLASE:                                                          LORDED GOOD = 2,
713    O: GOTO = LOC:                                                          LORDED VIOLENT = -1,
715    O: IS = MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY  SATURDAY SUNDAY:      LORDED HANDSOME = -1,
716    :                                                                       MX QQ = 1,
717    :          ........... CHARACTER DESCRIPTION & PREPARATION FOR PARTY ..............  LORDED SEXDRIVE = 2,
718    :                                                                       *INSERT (LORDED MARRIED)(MARRIED TO LADYJANE),
719    $GROUP INL:         1M/ON:                                              LORDED AFFECTION = 1 LADYJANE,
720    $RULE:              *DISABLE INL.                                       LORDED JEALOUS = -1,
721    :                                                                       LORDED AFFECTION = -1 JOHNEUX,
722    :                        ENABLE THE GROUPS WHICH INITIALIZE             LADYJANE AFFECTION = 1 LORDED,
723    :                        THE CHARACTERISTICS OF THE PARTICIPANTS.       MX QQ = 2,
724    :                                                                       LADYJANE ATTRACTIVE = 1,
725                        *ENABLE DESC1 IN 1M.                                LADYJANE JEALOUS = 1,
726                        *ENABLE DESC2 IN 2M.                                *REMOVE NURSE FROM FEMALE,
727    :                                                                       *REMOVE MAID FROM FEMALE,
728    :                        ENABLE THE GROUPS CONTROLING THE PRE-PARTY     *REMOVE COOK FROM FEMALE,
729    :                        ACTIVITES IN 10 MINUTES AND THOSE CONTROLING   *REMOVE BUTLER FROM MALE,
730    :                        ACTIVITIES DURING THE PARTY IN 4 DAYS.         *ADD FEMALE TO MEAL,
731    :                                                                       *ADD MALE TO MEAL;
732                        *ENABLE WEEKDAY IN 10M.                      $ENDGROUP:
733                        *ENABLE RUNINTOC IN 10M.                     :
734                        *ENABLE STARTACT IN 4010H,                   :
735                        *ENABLE CONTROL IN 4010H,                    :                        INITIALIZE THE CHARACTERISTICS OF SOME OF THE
735                        *ENABLE BEGIN IN 4010H.                      :                        NOVEL'S PARTICIPANTS.
737                        *ENABLE CONVERSE IN 4010H.                   :
738    :                                                               $GROUP DESC1:        1M/OFF:
739    :                        INITIALIZE THE CHARACTERISTICS OF SOME OF THE  $RULE:              *DISABLE DESC1,
740    :                        NOVEL'S PARTICIPANTS.                          RONALD GOOD = 2,
```

```
733          MX QQ = 1.
799          RONALD WEALTH = 2.
800          *INSERT (RONALD MARRIED)(MARRIED TO CATHY).
801          MX QQ = 1.
802          RONALD SEXDRIVE = 1.
803          RONALD AFFECTION = 3 CATHY.
804          MX QQ = 1.
805          RONALD HANDSOME = 1.
806          RONALD AFFECTION = 1 ORHUME.
807          RONALD AFFECTION = -1 JAMES.
808          CATHY GOOD = 2.
809          MX QQ = 2.
810          CATHY VIOLENT = -2.
811          CATHY SEXDRIVE = 1.
812          CATHY AFFECTION = 3 RONALD.
813          MX GO = 2.
814          CATHY ATTRACTIVE = 2.
815          CATHY JEALOUS = 1.
816          *INSERT (JAMES IS PARTNER2)(PARTNER2 POS RONALD).
817          JAMES AFFECTION = -3 RONALD.
818          JAMES IO = 90.
819          MX QQ = 2.
820          JAMES GOOD = -3.
821          JAMES VIOLENT = 3.
822          *INSERT (JAMES MARRIED)(MARRIED TO MARION).
823          MX QQ = 2.
824          JAMES SEXDRIVE = -3.
825          JAMES HANDSOME = -3.
826          JAMES AFFECTION = -1 MARION.
827          MX QQ = 2.
828          JAMES WEALTH = 2.
829          JAMES JEALOUS = 3.
830          JAMES AFFECTION = -1 ORHUME.
831          MARION IO = 110.
832          MX QQ = 2.
833          MARION GOOD = -2.
834          MARION VIOLENT = 2.
835          MARION WEALTH = -2.
836          MY QQ = 1.
837          MARION ATTRACTIVE = 2.
838          MARION AFFECTION = -3 JAMES.
839          MX QQ = 2.
840          MARION JEALOUS = 2.
841          MARION SEXDRIVE = 3.
842          MARION AFFECTION = -1 NURSE.
843    $ENDGROUP.
844    %
845    %                    INITIALIZE THE CHARACTERISTICS OF SOME OF THE
846    %                    NOVEL'S PARTICIPANTS.
847    %
848    $GROUP DESC2:      1%/OFF.
849    $RULE:             *DISABLE DESC2.
850                       *INSERT (NURSE IS COMPANION)(COMPANION POS LADYBUX).
851                       NURSE VIOLENT = -2.
852                       MY QQ = 1.
853                       NURSE GOOD = 3.
854                       NURSE SINGLE.
```

```
             MX QQ = 2.
             NURSE ATTRACTIVE = 3.
             NURSE SEXDRIVE = 2.
             BUTLER SEXDRIVE = 1.
             MX QQ = 2.
             BUTLER IO = 120.
             BUTLER GOOD = -2.
             BUTLER SINGLE.
             MX QQ = 2.
             BUTLER WEALTH = -1.
             BUTLER COURAGE = 2.
             MAID GOOD = 1.
             MX QQ = 1.
             MAID IO = 80.
             MAID SINGLE.
             MX QQ = 2.
             MAID ATTRACTIVE = 1.
             MAID WEALTH = -1.
             COOK SINGLE.
             MY QQ = 2.
             COOK ATTRACTIVE = -1.
             COOK VIOLENT = 3.
             MX QQ = 1.
             COOK WEALTH = -1.
$ENDGROUP.
%
% ................................
%
%
%                    THIS GROUP DETERMINES WHAT DAY IT IS AND WHAT
%                    THE CLIMATE IS.  IT ALSO DETERMINES THE
%                    ACTIVITIES OF THE DAY (SEVERAL POSSIBILITIES:
%                    PLAYING TENNIS,GOING TO THE THEATRE, PLAYING
%                    BRIDGE, ...).
%
$GROUP WEEKDAY: 10/OFF.
$RULE: DAY NUMBER + 1.
$RULE:DAY IS MONDAY.
    10,-10:(DAY NUMBER) EQ 1.
$RULE:DAY IS TUESDAY.
    10,-10:(DAY NUMBER) EQ 2.
$RULE:DAY IS WEDNESDAY.
    10,-10:(DAY NUMBER) EQ 3.
$RULE:DAY IS THURSDAY.
    10,-10:(DAY NUMBER) EQ 4.
$RULE: T(SENDGROUP)
       DAY IS FRIDAY.
       *ENABLE RESTORE IN 3H.
       *DISABLE WEEKDAY.
    10,-10:(DAY NUMBER) EQ 5.
$RULE: T(LX)
       *INSERT(WEATHER SUNNY)(WEATHER PLEASANT).
       SUN FORCAST - 5 .
.8,-10:(SUN FORCAST) EQ 15.
$RULE: T(LX)
       WEATHER RAYNY.
       SUN FORCAST - 5 .
.8,-10:(SUN FORCAST) EQ 10.
```

52

```
912  SRULE: WEATHER WINDY.
913       SUN FORCAST + 5;
914  .5,-10:(SUN FORCAST) EQ 5;
915  SRULE LX: *ENABLE CANTEENG;
916  .3,0,C:(DAY IS THURSDAY);
917  .5,0,C:(WEATHER WINDY);
918  SRULE: T(SENDGROUP)
919       *ENABLE TENG IN  2H;
920  -10,0,C:VAL((E.MALE INVITE F.MALE)(INVITE PLAY TENNIS));
921  .9,0,C:(DAY IS MONDAY);
922  .3,0,C:(WEATHER SUNNY);
923  SRULE: T(SENDGROUP)
924       *ENABLE THEATRES IN  2H;
925  -10,0,C: VAL((G.FEMALE INVITE H.FEMALE)(INVITE GOTO THEATRE));
926      : .4;
927  .5,0,C:(DAY IS TUESDAY);
928  SRULE: T(SENDGROUP)
929       *ENABLE BRIDGEG IN  2H;
930  -10,0,C: VAL((I.FEMALE INVITE J.FEMALE)(INVITE PLAY BRIDGE));
931  .9,0,C: (DAY IS WEDNESDAY);
932  .3,0,C:(WEATHER RAYNY);
933  SENDGROUP;
934  %
935  % ..............................
936  %
937  %                    SCENE IN A PUB. MEN DRINK AND TALK. THEY MAY
938  %                    GET DRUNK. THEY MAY SING.  IF ONE OF THE
939  %                    CHARACTERS HAS BEEN CHEATED BY HIS WIFE, HE
940  %                    WILL BE INCLUDED IN THIS GROUP.
941  %
942  *GROUP CANTEENG: 1H/OFF;
943  SRULE: *DISABLE CANTEENG.
944       *INSERT(CANTEEN ON CORNER)(CANTEEN SMALL);
945  SLOOP:     X.PICK(MALE);
946  SRULE: X IN CANTEEN;
947  -.5,.3:(X WEALTH) GT 0;
948  10,.5:(X MARRIED);
949  .6,-10       :(X NOT IN CANTEEN);
950  SRULE:    *INSERT(X ASKFOR WHISKY)(WHISKY ON ROCKS).
951       *INSERT(X GET DRINK) (GET FROM BARMAN);
952  -10,10,C:   (P.MALE GET DRINK);
953  SLOOP ET : Y.PICK(MALE);
954  SSWITCH : T(ET);
955  10,-10,C:(Y EQL X);
956  SRULE:    *INSERT (X TALKWITH Y )          (TALKWITH NEAR BAR).
957       *INSERT(PICK(MALE) SING SONG)(SONG POS BEATLES).
958       X DRUNK;
959      :.3;
960  SENDLOOP;
961  SENDLOOP;
962  SLOOP:     X.LOSER;
963  SRULE:    *INSERT(X SAY THAT)(SPOUSE(X) COMMIT ADULTRY);
964  10,-10:(X MARRIED);
965  SRULE:    *INSERT(PICK(MALE) THINK THAT)(X    DRUNK).
966       X DEPRESSED.
967       X LEAVE CANTEEN;
968  SENDLOOP;
```

```
SENDGROUP;
%
% ..............................
%
%                    TWO PERSONS HAVE AN AFFAIR, DEPENDING ON WHO
%                    SEES THEM. IT CAN GIVE RISE TO BLACKMAIL,
%                    GOSSIP, OR JEALOUSY.
%
SGROUP MOVIG: 1DM/OFF;
SRULE:*DISABLE MOVIG;
SLOOP:       X.PICK(RENDM);
SRULE:      *REMOVE X FROM RENDM;
SLOOP:       Y.PICK(RENDM);
SRULE:*ADD X TO RENDM;
SRULE:      *INSERT(X WITH Y)(Y IN PICK(PLASE)).
            X NEAR Y.
            *INSERT(Y CARESS X)(CARESS WITH PASSION).
            *INSERT(Y IS LOVER)(LOVER POS X);
SLOOP L1:       Z. PICK(MEAL) ;
SSWITCH:       T(L1)  ;
10,0: (Z EQL X) OR (Z EQL Y) ;
SRULE:       *INSERT(Z SEE AFFAIR)(Z FOLLOW THEY).
            ULST XX.
            Z FOLLOW X.
            Z FOLLOW Y.
            LST XX.
            Z BLACKMAIL X.
            X WEALTH -1.
            Z WEALTH +1;
-10,0:(Z EQL DETECT) OR (Z EQL SPOUSE(X)) OR ( Z EQL SPOUSE(Y));
.9,-10:(X MARRIED);
-10,0,C:(Z EQL RENDM) OR (Z BLACKMAIL X);
.5,-.2:(Z WEALTH) LT 1;
SRULE:       *INSERT(Z SEE AFFAIR)(Z FOLLOW THEY).
            ULST XX.
            Z FOLLOW X.
            Z FOLLOW Y.
            LST XX;
-10,10,C:(Z SEE AFFAIR);
SRULE:       Z BLACKMAIL Y.
            Y WEALTH -1.
            Z WEALTH +1;
-10,0:(Z EQL DETECT) OR (Z EQL SPOUSE(X)) OR ( Z EQL SPOUSE(Y));
.9,-10:    (Y MARRIED);
-10,0,C: (Z EQL RENDM) OR (Z BLACKMAIL Y);
.5,0:( Z WEALTH ) LT 1;
SRULE: Z SEE AFFAIR.
            Z JEALOUS +2;
10,-10:(Z EQL SPOUSE(X)) OR(Z EQL SPOUSE(Y));
SRULE:Z SEE AFFAIR.
            *INSERT(Z GOZZIP SPOUSE(X)) (GOZZIP BY TELEPHONE)
                                         (GOZZIP WITH DETAILS);
0,-10:( X MARRIED);
-10,.8,C:(Z BLACKMAIL X ) OR              (Z EQL RENDM) OR
          (Z SEE AFFAIR);
SENDLOOP;
SENDLOOP;
```

```
1025    SENDLOOP:
1027    SRULE: •ERASE RENDM:
1028    SENDGROUP:
1029    %
1030    %  •••••••••••••••••••••••••••••••
1031    %
1032    %                              DISABLE PRE-PARTY ACTIVITIES AND ADD LADY
1033    %                              BUXLEY'S SERVANTS TO THEIR PROPER SEX CLASSES.
1034    %
1035    %GROUP RESTORE: 1M/OFF:
1036    SRULE:      •DISABLE RESTORE.
1037               •DISABLE RUNINTOG.
1038               •ADD NURSE TO FEMALE.
1039               •ADD MAID TO FEMALE.
1040               •ADD COOK TO FEMALE.
1041               •ADD BUTLER TO MALE:
1042    SENDGROUP:
1043    %
1044    %  •••••••••••••••••••••••••••••••
1045    %
1046    %                              A BRIDGE GAME, DRINKS AND CONVERSATION.
1047    %                              POSSIBLE SUSPICION AND CHEATING.
1048    %
1049    %GROUP BRIDGEG: 10H/OFF:
1050    SRULE:•DISABLE BRIDGEG.
1051               •MOVE FEMALE TO PLAYER:
1052    SLOOP:W.PICK(PLAYER):
1053    SRULE:•REMOVE W FROM PLAYER:
1054    SLOOP:X.PICK(PLAYER):
1055    SRULE: •REMOVE X FROM PLAYER:
1056    SLOOP: Y.PICK(PLAYER):
1057    SRULE: •REMOVE Y FROM PLAYER:
1058    SLOOP:Z. PICK(PLAYER):
1059    SRULE: •INSERT(W INVITE X)(INVITE PLAY BRIDGE).
1060               •INSERT(W TELL Y)(TELL COMEWITH Z).
1061               •INSERT(X ASK THEY)(ASK SITDOWN).
1062               ULST XX.
1063               •INSERT(X ASK W) (ASK SITDOWN) .
1064               •INSERT(X ASK Y) (ASK SITDOWN) .
1065               •INSERT(X ASK Z) (ASK SITDOWN) .
1066               LST XX.
1067               X BRING CARDS.
1068               X OFFER DRINKS.
1069               •INSERT(Z ASKFOR WHISKY)(WHISKY ON ROCKS).
1070               •INSERT(Y ASKFOR WHISKY)(WHISKY WITH SODA).
1071               •INSERT(OTHERS HAVE COFFEE)(COFFEE WITH COOKIES).
1072               ULST XX.
1073               •INSERT(X       HAVE COFFEE)(COFFEE WITH COOKIES).
1074               •INSERT(W       HAVE COFFEE)(COFFEE WITH COOKIES).
1075               LST XX.
1076               X SHUFFLE CARDS.
1077               X START GAME:
1078    SRULE: •INSERT(Y SIGNAL Z)(SIGNAL WITH HANDS)(SIGNAL CASUALLY).
1079               X NOTICE IT.
1080               ULST XX.
1081               •INSERT(X NOTICE THAT)(Y SIGNAL Z).
1082               LST XX.

                  •INSERT(X SUSPECT THAT)(THEY CHEAT).
                  ULST XX.
                  Y CHEAT.
                  Z CHEAT.
                  LST XX:
.8. .5:(X IQ) LT 80:
.2..3:(Z IQ) LT 80 AND (Y IQ) LT 80:
SRULE:      •INSERT (X WATCH THEY ) (WATCH CLOSELY).
                  ULST XX.
                  •INSERT (X WATCH Y      ) (WATCH CLOSELY).
                  •INSERT (X WATCH Z      ) (WATCH CLOSELY).
                  LST XX:
10.-10.C:(X NOTICE IT):
SRULE:      •INSERT(Y WIN GAME)(WIN WITH Z):
.8..5: (Y IQ) GT 80 OR (Z IQ) GT 80:
.2..5:C:(Y SIGNAL Z):
SRULE:•INSERT(X       UPSET)(UPSET WITH W).
                  X AFFECTION -1 Y:

SENDLOOP:
SENDLOOP:
SENDLOOP:
SENDLOOP:
SENDGROUP:
%
%  •••••••••••••••••••••••••••••••
%
%                              ONE OF THE CHARACTERS PHONES OTHER TO GO TO
%                              THE THEATRE.
%
%GROUP THEATREG: 10H/OFF:
SRULE:•DISABLE THEATREG.
                  •MOVE FEMALE TO TEMP:
SLOOP T1 :  X.PICK(TEMP):
SRULE:      •REMOVE X FROM TEMP:
SSWITCH: T(T1):
-10.10:(X MARRIED):
SLOOP: Q.SPOUSE(X):
SLOOP T2: Y.PICK(TEMP):
SRULE:•REMOVE Y FROM TEMP:
SSWITCH: F(T2):
10.-10:(Y MARRIED):
SLOOP: P. SPOUSE(Y):
SRULE :     •INSERT(X PHONE Y)(PHONE IN MORNING).
                  •INSERT(X INVITE Y)(INVITE GOTO THEATRE).
                  Y AGREE.
                  •INSERT( Y GETDRESS)(GETDRESS FOR EVENING) .
                  •INSERT (THEY MEET THEY)(MEET IN THEATRE).
                  ULST XX.
                  •INSERT (X      MEET Y   )(MEET IN THEATRE).
                  •INSERT (X      MEET Q   )(MEET IN THEATRE).
                  •INSERT (P      MEET Y   )(MEET IN THEATRE).
                  •INSERT (P      MEET Q   )(MEET IN THEATRE).
                  LST XX:
SRULE:      •INSERT(Y INTRODUCE P)(INTRODUCE TO X)
                              (INTRODUCE DURING INTERMISSION):
-10.10.C: VAL( (Y INTRODUCE P)(INTRODUCE TO X)):
SENDLOOP:
```

```
1140    SENDLOOP:
1141    SENDLOOP:
1142    SENDLOOP:
1143    SENDGROUP:
1144    %
1145    %  ............................
1146    %
1147    %                        TWO FRIENDS MEET BY CHANCE. THEY AGREE TO PLAY
1148    %                        TENNIS. ONE OF THE FRIENDS FLIRTS WITH THE
1149    %                        OTHER FRIEND'S WIFE.
1150    %
1151    *GROUP TENO: 10M/OFF:
1152    *RULE: *DISABLE TENO.
1153           *ERASE TEMP.*MOVE MALE TO TEMP:
1154    *LOOP L1: X.PICK(TEMP):
1155    *RULE:*REMOVE X FROM TEMP:
1156    *SWITCH: F(L1):
1157    10.-10:(X MARRIED):
1158    *LOOP: Q.SPOUSE(X):
1159    *LOOP LA2: Y.PICK(TEMP):
1160    *RULE: *REMOVE Y FROM TEMP:
1161    *SWITCH: T(LA3):
1162    10.-10.C:(Y BLACKMAIL X) OR (Y BLACKMAIL Q):
1163    *RULE:        *INSERT(X MEET Y)(MEET BY CHANCE).
1164                  *INSERT(X GREET Y)(GREET WITH AFFECTION1).
1165                  *INSERT(Y INVITE X)(INVITE PLAY TENNIS).
1166                  *INSERT(Y ASK X)(ASK BRING Q):
1167    *RULE:        *INSERT(THEY MEET Y  ) (MEET AT CLUB).
1168           ULST XX.
1169                  *INSERT(X    MEET Y  ) (MEET AT CLUB).
1170                  *INSERT(Q    MEET Y  ) (MEET AT CLUB).
1171           LST XX.
1172           *INSERT(Y LIKE Q)(LIKE WELL).
1173           *INSERT(Q FIND THAT )(Y HANDSOME   = 3).
1174           *INSERT( Q PLAY TENNIS)(PLAY AGAINST X)(PLAY WITH Y)
1175           (PLAY WELL).
1176           Y TALKWITH Q. THEY LAUGH.
1177           ULST XX. Y LAUGH. Q LAUGH. LST XX.
1178           X JEALOUS + 1. X MADAT Y:
1179    SENDLOOP:
1180    SENDLOOP:
1181    SENDLOOP:
1182    SENDGROUP:.
1183    %
1184    %............................
1185    %
1186    %                        GUY MEETS A GIRL. THEY TALK. POSSIBLE AFFAIR.
1187    %
1188    *GROUP RUNINTOG: 10/OFF:
1189    *SWITCH: T(SENDGRUP):
1190    10..2:       (DAY IS FRIDAY):
1191    -.1.0.C:(DAY IS TUESDAY):
1192    *LOOP: M.MALE:
1193    *SWITCH: T(NEXT M):
1194    *SWITCH: T(NEXT M):
1195    10.0:(3.FEMALE FLIRTWITH M):
1194    10.-10:(M AFFECTION L.FEMALE) GT 2:
1195    *LOOP: W.FEMALE:
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```
                 *SWITCH: T(NEXT W):
10.-10:(M EQL SPOUSE(W)) OR (M BLACKMAIL W) OR (W BLACKMAIL M):
*RULE: W IN PICK(PLASE).
       M RUNINTO W.
       M TALKWITH W.
       W FLIRTWITH M:
.4.0:(W ATTRACTIVE) GT 0:
 : .05:
*RULE: M INVITE W.
       M AFFECTION +1 W.
       W AFFECTION + 1 M.
       *ENABLE MOVIE.
         *ADD SPOUSE(W) TO LOSER.
         *ADD M TO RENOM.
         *ADD W TO RENOM:
0.-10.C: (M TALKWITH W):
-10.10.C:(W AFFECTION C.MALE) GT 2:
*SWITCH: T(SENDGROUP):
10.-10.C:(M INVITE W):
*RULE: T(SENDGROUP)
       M NOT RUNINTO W.
       M SMILE. M LEAVE W:
10.-10.C:(M RUNINTO W):
SENDLOOP:
SENDLOOP:
SENDGROUP:
%
%  .................... SECTION A   ..........................
%
%                      SECTION A CONTAINS GROUPS DEALING WITH THE
%                      DAILY CYCLE OF ACTIVITIES OF THE GUESTS AT
%                      THE WEEK-END PARTY SUCH AS EATING, SLEEPING
%                      AND TAKING TEA.
%
%
%                      GROUP CONTROL COORDINATES THE TIMING OF THE
%                      DAILY EVENTS DURING THE PARTY.
%
*GROUP CONTROL:       1H/OFF:
*RULE:                T(SENDGROUP)
                      *ENABLE RETIRE.
                      *ENABLE SERVRETIRE.
                      *ENABLE TOBED:
10.-10:               CLOCK EQ 22H:
*RULE:                T(SENDGROUP)
                      *ENABLE WAKEUP:
10.-10:               CLOCK EQ 7H:
*SWITCH:              F(SENDGROUP):
10.-10:               (DAY IS SATURDAY):
*RULE:                T(SENDGROUP)
                      *ENABLE PREPDIN.
                      *MOVE DINER TO MEAL:
10.-10:               CLOCK EQ 12H:
*RULE:                T(SENDGROUP)
                      *ENABLE STARTWALK:
10.-10:               CLOCK EQ 15H:
*RULE:                T(SENDGROUP)
```

55

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1254                    •ENABLE CALLTEA:
1255   10+-10:          CLOCK EQ 16H:
1256   SRULE:           T(SENDGROUP):
1257                    •ENABLE PREPDIN.
1258                    •MOVE SUPPER TO MEAL:
1259   10+-10:          CLOCK EQ 17H:
1260   SRULE:           T(SENDGROUP):
1261                    •ENABLE STARTWALK:
1262   10+-10:          CLOCK EQ 2H:
1263   SRULE:           •ENABLE COKILL.
1264                    •DISABLE CONTROL:
1265   10+-10:          CLOCK EQ 6H:
1266   SENDGROUP:

1267   *                          GROUP BEGIN INITIALIZES CHARACTERISTICS OF
1268   *                          LADY BUXLEY'S HOUSE, STARTS THE WEEKEND PARTY,
1269   *                          AND SETS UP THE POSSIBILITY OF A NUMBER OF
1270   *                          DIFFERENT MURDERS BASED ON THE CHARACTERISTICS
1271   *                          AND RELATIONSHIPS OF THE PARTICIPANTS PRIOR TO
1272   *                          THE START OF THE PARTY.  ADDITIONAL MURDER
1273   *                          POSSIBILITIES MAY DEVELOP AS THE PARTY
1274   *                          PROGRESSES.
1275   *
1276   *
1277   SGROUP BEGIN:    1H/OFF:
1278   SRULE:           •DISABLE BEGIN.
1279                    •ENABLE ARRIVAL IN 10M.
1280                    •INSERT (LADYBUX HAVE HOUSE)(HOUSE BIG).
1281                    •INSERT (HOUSE HAVE GARDEN)(HOUSE POS LADYBUX)
1282                    (GARDEN PRETTY)(GARDEN FRAGRENT).
1283                    GREENHS IN GARDEN.
1284                    GARDEN NEAR TENNISCOURT.
1285                    •INSERT(HOUSE HAVE DININGRM)(DININGRM BIG)
1286                    (DININGRM BRIGHT).
1287                    •INSERT (HOUSE HAVE PARLOR)(HAVE ALSO)
1288                    (PARLOR PLEASANT).
1289                    •INSERT (LIBRARY NEAR PARLOR)(LIBRARY COOL)
1290                    (LIBRARY DARK)(LIBRARY MUSTY).
1291                    •INSERT (BILLRDRM NEAR PARLOR)(NEAR ALSO).
1292                    TIME IS EVENING.
1293                    LADYBUX GIVE PARTY.
1294                    •INSERT (PARTY LAST)(LAST FOR WEEKEND):
1295   SLOOP:           P.PEOPLE:
1296   SRULE:           •ADD SPOUSE(P) TO RELATIVE(P):
1297   SLOOP:           R.RELATIVE(P):
1298   SRULE:           •ADD P TO POSKILLR.
1299                    •ADD R TO POSVICTM(P).
1300                    P WHYKILL = 6 R:
1301   0+-10:           (R WEALTH) - (P WEALTH) GT 2:
1302     :              -(P COOL)/2:
1303   SENDLOOP:
1304   SLOOP:           S.PARTNER(P):
1305   SRULE:           •ADD P TO POSKILLR.
1306                    •ADD S TO POSVICTM(P).
1307                    P WHYKILL = 7 S:
1308     :              -(P COOL)/2:
1309   SENDLOOP:
1310   SRULE:           •ADD P TO POSKILLR.

                        •ADD LADYBUX TO POSVICTM(P).
                        P WHYKILL = 9 LADYEUX:
0+-10:                  (P COURAGE) LT 0:
  :                     -((P GOOD) + (P WEALTH))/4:
SLOOP:                  V.PEOPLE:
SRULE:                  •ADD P TO POSKILLR.
                        •ADD V TO POSVICTM(P).
                        P WHYKILL = 5 V:
10+-10:                 (V BLACKMAIL P):
SRULE:                  •ADD P TO POSKILLR.
                        •ADD V TO POSVICTM(P).
                        P WHYKILL = 3 V.
                        •ADD SPOUSE(P) TO POSVICTM(P).
                        P WHYKILL = 2 SPOUSE(P):
10+0:                   VAL((SPOUSE(P) IS LOVER)(LOVER POS V)):
10+-10:                 VAL((V IS LOVER)(LOVER POS SPOUSE(P))):
SENDLOOP:
SENDLOOP:
SENDGROUP:
*
*                              THE INVITED GUESTS ARRIVE AT THE PARTY
*                              INDIVIDUALLY AND AS COUPLES BETWEEN 8 PM
*                              FRIDAY AND 1 AM SATURDAY.
*
SGROUP ARRIVAL:    10M/OFF:
SSWITCH:           F(SENDGROUP):
10+-5:             CLOCK LT 1H:
SLOOP:             P.PICK(INVITED):
SRULE:             •REMOVE P FROM INVITED.
                   •ADD P TO GUESTS.
                   •ADD P TO TALKING:
SSWITCH:           F(SING):
10+-10:            (P MARRIED):
SRULE:             •REMOVE SPOUSE(P) FROM INVITED.
                   •ADD SPOUSE(P) TO TALKING.
                   •ADD SPOUSE(P) TO GUESTS.
                   •INSERT (P ARRIVE)(ARRIVE WITH SPOUSE(P)):
SRULE:             (L1)
                   LADYBUX GREET P.
                   •INSERT (LADYBUX GREET SPOUSE(P))(GREET ALSO):
-4+-10:            (LADYBUX EQL TALKING):
SRULE SING:        P ARRIVE:
SRULE:             LADYBUX GREET P:
-4+-10:            (LADYBUX EQL TALKING):
SSWITCH:           F(L1):
10+-10:            NUM(TALKING) GT 2:
SRULE:             ULST XX:
  :                .5:
SRULE:             P JOIN CONVERSATION:
SRULE:             LST XX:
SENDLOOP:
SRULE L1:          •DISABLE ARRIVAL:
10+-10:            NUM(INVITED) EQ 0:
SENDGROUP:
*
*                              AT 7 AM THE SERVANTS GET UP AND THE TIMING O
*                              THE MORNING'S ACTIVITIES IS SET.
```

```
1425    SRULE:          T(SENDGROUP)                                              $           SGROUP WAKEUP:  1H/OFF;
1426                    *ENABLE CALLDIN IN 1H30M.                                              SRULE:          *DISABLE WAKEUP.
1427                    BUTLER GOTO KITCHEN.                                                                   *ENABLE CONVERSE IN 1H10M.
1428                    *INSERT (BUTLER FUCK COOK)(FUCK IN KITCHEN);                                           *ENABLE ARISE IN 1H.
1429    0..4:           (BUTLER FUCK COOK);                                                                    *ENABLE ENDBRK IN 2H.
1430    :               (BUTLER SEXDRIVE)/8;                                                                   *ENABLE CONTINUE IN 2H10M.
1431    :               (COOK SEXDRIVE)/8;                                                                     DAY IS SATURDAY.
1432    SRULE:          *ENABLE CALLDIN IN 1H;                                                                 SUN RISE.
1433    SENDGROUP;                                                                                             ULST XX.
1434    $                                                                                                      SERVANT GETUP.
1435    $                       THE BUTLER ANNOUNCES THE MEAL AN HOUR AFTER                                    SERVANT NOT GOTO BED.
1436    $                       THE COOK STARTS TO PREPARE IT.  EVERYONE                                       LST XX.
1437    $                       STOPS THEIR CURRENT ACTIVITIES.                                                SERVANTS GETUP.
1438    $                                                                                                      SERVANTS NOT GOTO BED.
1439    SGROUP CALLDIN:  1H/OFF;                                                                               COOK GOTO KITCHEN.
1440    SRULE:          BUTLER ANNOUNCE MEAL.                                                                  COOK *PREPARE BREAKFAST;
1441                    *DISABLE CALLDIN.                                         SRULE:                       BUTLER FOLLOW COOK .
1442                    *DISABLE STARTACT.                                                                     *INSERT (BUTLER FUCK COOK)(FUCK IN KITCHEN);
1443                    *ENABLE STARTDIN IN 15M.                                  :                            (BUTLER SEXDRIVE)/8;
1444                    *ADD ACTIVITIES TO INTERUPT;                              :                            (COOK SEXDRIVE)/8;
1445    SENDGROUP;                                                               :                            .4;
1446    $                                                                        SENDGROUP;
1447    $                       THE GUESTS GO TO THE DININGROOM AND THE MEAL      $
1448    $                       BEGINS.                                          $
1449    $                                                                        $                       THE GUESTS ARISE AND GO TO BREAKFAST AT 8 AM.
1450    SGROUP STARTDIN:  1H/OFF;                                                $
1451    SRULE:          ULST XX.                                                 SGROUP ARISE:   10M/OFF;
1452                    GUESTS GOTO DININGRM.                                    SRULE:          *DISABLE ARISE.
1453                    *INSERT (GUESTS SIT)(SIT DOWNNO).                                        LST XX.
1454                    LST XX.                                                                  DAY BEAUTIFUL.
1455                    EVERYONE GOTO DININGRM.                                                  THEY GETUP .
1456                    *INSERT (EVERYONE SIT)(SIT DOWNNO).                                      THEY GETDRESS.
1457                    BUTLER SERVE FOOD.                                                       *INSERT (THEY GO)(GO TO BREAKFAST)(GO DOWNNO).
1458                    MEAL STARTNO.                                                            *ADD EVERYONE TO CONVERSING.
1459                    *ADD EVERYONE TO CONVERSING.                                             *MOVE GUESTS TO TALKING.
1460                    *MOVE GUESTS TO TALKING.                                                 ULST XX.
1461                    *DISABLE STARTDIN.                                                       GUESTS GETUP.
1462                    *ENABLE ENDINER IN 75M;                                                  GUESTS NOT GOTO BED.
1463    SENDGROUP;                                                                               GUESTS GETDRESS.
1464    $                                                                                        *INSERT (GUESTS GO)(GO TO BREAKFAST)(GO DOWNNO).
1465    $                       AFTER DINER THE MEN AND WOMEN SEPARATE FOR                       GUESTS GOTO DININGRM.
1466    $                       45 MINUTES OF TALK.                                              LST XX ;
1467    $                                                                        SENDGROUP;
1468    SGROUP ENDINER:  1H/OFF;                                                 $
1469    SLOOP:          D.PICK(DRNK);                                            $                       BREAKFAST IS OVER AT 9.
1470    SRULE:          ULST XX.                                                 $
1471                    EVERYONE NOT GOTO DININGRM.                              SGROUP ENDBRK:   10M/OFF;
1472                    *DELETE (EVERYONE SIT)(SIT DOWNNO);                      SRULE:          *DISABLE ENDBRK.
1473    SLOOP:          S.MALE;                                                                  BREAKFAST OVER;
1474    SRULE:          S GOTO PARLOR.                                           SENDGROUP;
1475                    S SMOKE CIGARS.                                          $
1476                    S DRINK D;                                               $                       DINER IS PREPARED AT NOON AND SUPPER AT 5 PM.
1477    -10,10:         (S EQL SERVANT);                                         $
1478    SENDLOOP;                                                                SGROUP PREPDIN:  1H/OFF;
1479    SRULE:          LST XX.                                                  SRULE:          COOK GOTO KITCHEN.
1480                    *DISABLE ENDINER.                                                        *DISABLE PREPDIN.
1481                    *ENABLE CONTINUE IN 45M.                                                 COOK PREPARE MEAL;
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1492                    MEAL OVER.                                              %
1493                    MEN GOTO PARLOR:                     SGROUP STARTEA:    1H/OFF:
1494    SRULE:          ULST XX:                             SRULE:             *DISABLE STARTEA.
1495      :             .25:                                                    *MOVE GUESTS TO TALKING.
1495    SRULE:          MEN SMOKE CIGARS.                                       *ENABLE ENDTEA IN 30M.
1497                    MX GQ = 2:                                              ULST XX.
1498    SRULE:          ULST XX:                                               GUESTS GOTO GARDEN.
1499      :             .75:                                                    LST XX.
1500    SRULE:          CIGARS FAT:                                             EVERYONE GOTO GARDEN.
1501    SRULE:          ULST XX:                                                *ADD EVERYONE TO CONVERSING.
1502      :             .4:                                                     BUTLER SERVE TEA:
1503    SRULE:          CIGARS SMELLY:                       SRULE:             T(L1)
1504    SRULE:          LST XX:                                                 DAY WARM.
1495    SRULE:          ULST XX:                                                SUN BRIGHT.
1496      :             .3:                                                     FLOWERS FRAGRENT:
1497    SRULE:           MEN DRINK D:                            :              .5:
1498    SRULE:          ULST XX:                               SRULE:           DAY COOL.
1499    SENDLOOP:                                                               SKY CLOUDY:
1500    SLOOP:          D.PICK(DRNK):                         SSWITCH L1:       F(SENDGROUP):
1501    SLOOP:          S.FEMALE:                                 :             .75:
1502    SRULE:          S GOTO DRAWINGRM.                      SLOOP A1:        P.PICK(FEMALE):
1503                    S DRINK D.                             SRULE:           F(A1)
1504                    S GOSSIP:                                               GARDEN NICE.
1505    -10,10:         (S EQL SERVANT):                                        FLOWERS PRETTY.
1506    SENDLOOP:                                                               P COMPLIMENT LADYSUX:
1507    SRULE:          LST XX:                                -10,10:          (P EQL SERVANT) OR (P EQL LADYSUX):
1508    SRULE:          WOMEN GOTO DRAWINGRM:                  SENDLOOP:
1509    SRULE:          ULST XX:                               SENDGROUP:
1510      :             .5:                                    %
1511    SRULE:          WOMEN DRINK D.                         %                      TEATIME IS OVER AFTER HALF AN HOUR.
1512                    MX GQ = 2:                             %
1513    SRULE:          LST XX:                                SGROUP ENDTEA:    1H/OFF:
1514    SRULE:          ULST XX:                               SRULE:            *DISABLE ENDTEA.
1515      :             .3:                                                      *ENABLE CONTINUE IN 1M.
1516    SRULE:          WOMEN GOSSIP:                                            TEATIME OVER:
1517    SRULE:          LST XX:                                SENDGROUP:
1518    SENDLOOP:                                              %
1519    SRULE:          T(SENDGROUP)                           %                      THE SERVANTS GO TO BED AT 10 PM.
1520                    *MOVE FEMALE TO TALKING.               %
1521                    *REMOVE SERVANT FROM TALKING:          SGROUP SERVRETIRE: 1H/OFF:
1522      :             .5:                                    SRULE:            ULST XX.
1523    SRULE:          *MOVE MALE TO TALKING.                                   SERVANT GOTO BED.
1524                    *REMOVE SERVANT FROM TALKING:                            LST YX.
1525    SENDGROUP:                                                               SERVANTS GOTO BED.
1526      %                                                                      *DISABLE SERVRETIRE.
1527      %                 TEA IS SERVED AT 4 PM. ALL THE GUESTS STOP           *ADD SERVANT TO INTERUPT:
1528      %                 THEIR ACTIVITIES WHEN THE BUTLER ANNOUNCES TEA  SENDGROUP:
1529      %                                                                      %
1530    SGROUP CALLTEA:  1H/OFF:                               %                      STARTING AT 10 PM, THE GUESTS START BECOMING
1531    SRULE:          *DISABLE CALLTEA.                      %                      TIRED ONE BY ONE AND STOP THEIR CURRENT
1532                    *ENABLE STARTEA IN 15M.                %                      ACTIVITIES.
1533                    *DISABLE STARTACT.                     %
1534                    BUTLER ANNOUNCE TEA.                   SGROUP RETIRE:    10M/OFF:
1535                    *ADD ACTIVITIES TO INTERUPT:           SLOOP:            P.PICK(WAKE):
1535    SENDGROUP:                                             SSWITCH:          T(SENDGROUP):
1537      %                                                    10,-10:           (P EQL INVITED)):
1538      %                 TEA IS SERVED IN THE GARDEN.       SRULE:            ULST XX:
```

```
1595   $SWITCH:        T(MAR):
1597   10.-10:         (P MARRIED):
1598   $RULE:          (L1)
1599                   P TIRED.
1600                   .ADD P TO INTERUPT.
1601                   .REMOVE P FROM TALKING.
1602                   .REMOVE P FROM WAKE.
1603                   .ADD P TO RETIRING:
1604   10..5:          CLOCK LT 1H:
1605   $RULE MAR:      F(L1)
1606                   P TIRED.
1607                   .ADD P TO INTERUPT.
1608                   .REMOVE P FROM TALKING.
1609                   .REMOVE P FROM WAKE.
1610                   .ADD P TO RETIRING:
1611   10..4:          CLOCK LT 1H:
1612   10.0:           (SPOUSE(P) EQL RETIRING) OR (SPOUSE(P) EQL RETIRED):
1613   $RULE:          .ADD SPOUSE(P) TO INTERUPT.
1614                   .REMOVE SPOUSE(P) FROM TALKING.
1615                   .REMOVE SPOUSE(P) FROM WAKE.
1616                   SPOUSE(P) TIRED:
1617   0.-10:          (SPOUSE(P) EQL WAKE):
1618   10..0:          CLOCK LT 1H:
1619   $ENDLOOP:
1620   $RULE L1:       .DISABLE CONVERSE.
1621                   .DISABLE STARTACT.
1622                   .ERASE TALKING.
1623                   .DISABLE RETIRE.
1624                   .REMOVE SERVANT FROM INTERUPT:
1625   10.-10:         NUM(WAKE) EQ 0:
1626   $RULE:          LST XX:
1627   $ENDGROUP:
1628
1629                              THE TIRED GUESTS GO TO BED AFTER 25 MINUTES.
1630
1631   $GROUP TOBED:   10M/OFF:
1632   $LOOP:          P.RETIRING:
1633   $SWITCH.C:      T($NEXT P):
1634   10.-10:         DUR(P TIRED) LT 15M:
1635   $RULE:          .REMOVE P FROM RETIRING.
1636                   .ADD P TO RETIRED.
1637                   .REMOVE P FROM INTERUPT.
1638                   ULST XX.
1639                   P NOT TIRED:
1640   $RULE:          P SAY GOODNIGHT:
1641   .7.-10:         NUM(WAKE) EQ 0:
1642   $RULE:          P YAWN:
1643   .2:
1644   $RULE:          P NOT GOTO LOC.
1645                   P GOTO BED:
1646   $RULE:          SPOUSE(P) NOT TIRED.
1647                   .ADD SPOUSE(P) TO RETIRED.
1648                   .REMOVE SPOUSE(P) FROM INTERUPT.
1649                   SPOUSE(P) NOT GOTO LOC.
1650                   .INSERT (SPOUSE(P) GOTO BED)(GOTO WITH P):
1651   0.-10:          (F MARRIED):
1652   0.-10:          VAL((SPOUSE(P) TIRED)(TIRED ALSO)):
```

```
-10.10:         DUR(SPOUSE(P) TIRED) LT 15M:
$ENDLOOP:
$RULE:          LST XX:
$RULE:          .DISABLE TOBED.
                EVERYONE GOTO BED:
10.-10:         NUM(RETIRING) + NUM(WAKE) EQ 0:
$ENDGROUP:

                         GROUP CONTINUE RETURNS ALL THE GUESTS TO
                         THEIR NORMAL ACTIVITIES AFTER INTERRUPTIONS
                         FOR MEALS, SLEEP AND TEA.

$GROUP CONTINUE:    1H/OFF:
$RULE:              .DISABLE CONTINUE.
                    .MOVE GUESTS TO TALKING.
                    .REMOVE EVERYONE FROM CONVERSING.
                    .REMOVE ACTIVITIES FROM INTERUPT.
                    ULST XX.
                    GUESTS GOTO PARLOR.
                    LST XX.
                    EVERYONE GOTO PARLOR.
                    .ENABLE STARTACT:
$ENDGROUP:

************* SECTION 8 *************

                    SECTION 8 DEALS WITH CONVERSATIONS BETWEEN
                    INDIVIDUALS AND FIGHTS ARISING FROM THESE
                    CONVERSATIONS.

                    GROUP CONVERSE HANDLES CONVERSATIONS BETWEEN
                    INDIVIDUALS.  THESE CONVERSATIONS COME IN
                    THREE CATEGORIES:  THOSE BETWEEN FRIENDS,
                    THOSE BETWEEN ENEMIES AND THOSE INVOLVING
                    FLIRTATION.  CONVERSATIONS MAY OCCUR DURING
                    MEALS OR AT OTHER TIMES AMONG THOSE NOT
                    ENGAGED IN OTHER ACTIVITIES.

$GROUP CONVERSE:    10M/OFF:
$RULE:              .REMOVE INTERUPT FROM TALKING:
$SWITCH:            T($ENDGROUP):
10.-10:             NUM(TALKING) EQ 0:

                    THE RULES FROM HERE TO LABEL "FRIENDLY"
                    HANDLE CONVERSATIONS BETWEEN ENEMIES.  FIGHTS
                    MAY BREAK OUT AS A RESULT OF THESE
                    CONVERSATIONS.

$SWITCH:            F(FRIENDLY):
.2.06:              (EVERYONE EQL CONVERSING):
$LOOP:              P.PICK(TALKING):
$RULE:              .MOVE TALKING TO TEMP.
                    .REMOVE P FROM TEMP:
$SWITCH A1:         T(FRIENDLY):
10.-10:             NUM(TEMP) EQ 0:
$LOOP:              E.PICK(TEMP):
```

```
1710    $RULE:           *REMOVE E FROM TEMP:
1711    $RULE:           F(A1)
1712                     P TALKWITH E;
1713    -10,0:           (P TALKWITH E) OR (E TALKWITH P);
1714    10,-10:          (P AFFECTION E) LT 0;
1715    $RULE:           F(NOARGUE)
1716                     E ARGUWITH P.
1717                     *INSERT (P SAY THAT)(E IQ = 25);
1718    .5,.25:          (P IQ) GT (E IQ);
1719    :                (P VIOLENT)/10;
1720    :                -(P AFFECTION E)/10;
1721    $RULE:           F(ARGUMENT)
1722                     *INSERT (E THREATEN)(THREATEN HIT P);
1723    :                (E VIOLENT)/6 + .5;
1724    $RULE:           T(SENDGROUP)
1725                     *ENABLE FIGHT.
1726                     *MOVE E TO ENEMY(P).
1727                     *MOVE P TO FIGHTER;
1728    .7,.03:          (P EQL MALE) AND (E EQL MALE);
1729    :                (P VIOLENT)/5;
1730    $RULE ARGUMENT:  E INSULT P;
1731                     .4;
1732    $RULE:           (FRIENDLY)
1733                     *INSERT (P SCOFF)(SCOFF AT E);
1734    :                .4;
1735    $RULE NOARGUE:   P FLATTER E;
1736    $RULE:           *INSERT (E THINK THAT)(P FRIENDLY).
1737                     P DECIEVE E;
1738    10,-10:          (E AFFECTION P) GE 0;
1739    $SWITCH:         F(FRIENDLY);
1740    :                .4;
1741    $LOOP:           T.PICK(TOPIC);
1742    $RULE:           *INSERT (E STARTNO)(STARTNO TALKABOUT T);
1743    $RULE:           T(FRIENDLY)
1744                     *INSERT (P INTERESTED)(INTERESTED IN T).
1745                     *INSERT (E ARGUWITH P)(ARGUWITH ABOUT T);
1746    :                .5;
1747    $RULE:           P IGNORE E;
1748    $ENDLOOP:
1749    $ENDLOOP:
1750    $ENDLOOP:
1751    *
1752    *                    RULES FROM HERE TO LABEL 'FLIRT' HANDLE
1753    *                    FRIENDLY CONVERSATIONS.
1754    *
1755    $SWITCH FRIENDLY: F(FLIRT);
1756    -2,.05:          (EVERYONE EQL CONVERSING);
1757    $LOOP:           P.PICK(TALKING);
1758    $RULE:           *MOVE TALKING TO TEMP.
1759                     *REMOVE P FROM TEMP;
1760    $SWITCH A2:      T(FLIRT);
1761    10,-10:          NUM(TEMP) EQ 0;
1762    $LOOP:           E.PICK(TEMP);
1763    $RULE:           *REMOVE E FROM TEMP;
1764    $RULE:           F(A2)
1765                     P TALKWITH E;
1766    10,-10:          (P AFFECTION E) GE 0;


        $RULE:           E LAUGH;
        :                .3;
        $RULE:           F(L1)
                         *INSERT (E SAY THAT)(P LOOKWELL);
        :                .3;
                         *INSERT (P SAY THAT)(P FEELWELL);
        :                .5;
        $SWITCH L1:      F(L2);
        :                .35;
        $LOOP:           T.PICK(TOPIC);
        $RULE:           *INSERT (P MENTION T)(MENTION CASUALLY);
        $RULE:           T(L2)
                         *INSERT (E DISCUSS T)(DISCUSS WITH P);
        :                .5;
        $RULE:           *INSERT(E AFFECTION=-2 CONVERTNS)(CONVERTNS ABOUT T);
        $ENDLOOP:
        $RULE L2:        F(FLIRT)
                         *INSERT (E SAY THAT)(WEATHER NICE);
        :                .2;
        $RULE:           P AGREEWITH E;
        :                .4;
        $ENDLOOP:
        $ENDLOOP:
        *
        *
        *                    THE RULES FROM HERE TO LABEL 'CHIT' DEAL WITH
        *                    FLIRTATION.  THE WOMAN MAY OR MAY NOT BE
        *                    INTERESTED IN THE MAN AND IF NOT INTERESTED
        *                    SHE MAY BE INSULTED.  PARTICIPATION IN
        *                    FLIRTATIOUS BEHAVIOR IS DEPENDENT UPON THE
        *                    PERSON'S CHARACTERISTICS.  FLIRTATION AT THIS
        *                    POINT MAY LEAD TO TRYSTS LATER ON.
        $SWITCH FLIRT:   F(SENDGROUP);
        -10,0:           (EVERYONE EQL CONVERSING);
        .18,.05:         NUM(RENDEVOUS) EQ 0;
        $RULE:           *MOVE TALKING TO TEMP.
                         *REMOVE FEMALE FROM TEMP;
        $SWITCH A3:      T(CHIT);
        10,-10:          NUM(TEMP) EQ 0;
        $LOOP:           P.PICK(TEMP);
        $RULE:           *REMOVE P FROM TEMP;
        $SWITCH:         T(MAR);
        10,-10:          (P MARRIED);
        $SWITCH:         T(L4) F(A3);
        :                ((P SEXDRIVE)+1)/4;
        $SWITCH MAR:     F(A3)
        :                ((P SEXDRIVE) - (SPOUSE(P) SEXDRIVE))/6;
        :                -(P AFFECTION SPOUSE(P))/8 + .25;
        $RULE L4:        *MOVE TALKING TO TEMP.
                         *REMOVE MALE FROM TEMP.
                         *REMOVE RELATIVE(P) FROM TEMP;
        $SWITCH A4:      T(CHIT);
        10,-10:          NUM(TEMP) EQ 0;
        $LOOP:           W.PICK(TEMP);
        $RULE:           *REMOVE W FROM TEMP;
        $RULE:           F(A4)
                         W TALKWITH P.
```

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1824                              P FLIRTWITH W;                           SRULE:        •INSERT (P THINK THAT)(W SEXY);
1825   -10,0:                     (P FLIRTWITH W);                         :             .35;
1326   10,0:                      VAL((W IS LOVER)(LOVER POS P));          SRULE:        •INSERT (P WANTNO)(WANTNO SEDUCE W);
1827   10,0:                      VAL((P IS LOVER)(LOVER POS W));          :             .35;
1828   :                          (W ATTRACTIVE)/6 + .5;                   SRULE:        •INSERT (W WANTNO)(WANTNO FUCK P);
1829   SRULE:                     •INSERT (P SAY THAT)(W ATTRACTIVE = 3);   :             .35;
1830   :                          .35;                                     SSWITCH:      F(L6);
1831   SRULE:                     •INSERT (P WANTNO)(WANTNO FUCK W);        0,-10:        (W MARRIED);
1832   :                          .35;                                     10,-10:       (SPOUSE(W) EQL TALKING);
1833   SSWITCH:                   T(INTEREST);                             SRULE:        •INSERT (SPOUSE(W) SEE THAT)(W TALKWITH P)
1834   10,0:                      VAL((P IS LOVER)(LOVER POS W));                         (W SMILEAT P)(P FLATTER W);
1835   10,0:                      VAL((W IS LOVER)(LOVER POS P));          SRULE:        F(L6)
1836   :                          (W AFFECTION P)/8 + .5;                  :             •ADD P TO RENDEVOUS,
1837   :                          (P HANDSOME)/18;                                       •MOVE W TO WANTED(P),
1838   :                          (W SEXDRIVE)/6;                                        •MOVE SPOUSE(W) TO CHASER(P);
1839   :                          -(SPOUSE(W) SEXDRIVE)/9;                 -.3,0:        (P MARRIED);
1840   :                          -(W AFFECTION SPOUSE(W))/3;                             (SPOUSE(W) JEALOUS)/4 + .3;
1841   SSWITCH:                   T(CHARMED);                              SRULE:        SPOUSE(W) MADAT W;
1842   :                          (W AFFECTION P)/6 + .6;                  :             .35;
1843   :                          -(W VIOLENT)/6;                          SRULE:        ULST XX;
1844   SRULE:                     (CHIT)                                   :             .6;
1845   :                          •INSERT (P TRY)(TRY SEDUCE W),           SRULE:        SPOUSE(W) MADAT P;
1846   :                          •INSERT (W SAY THAT)(P FAT)(P HANDSOME = -3);  SRULE:   MX QQ = 1,
1847   SRULE:                     W AFFECTION - 2 P;                                     SPOUSE(W) OVERHEAR P;
1848   :                          .35;                                     :             .6;
1849   SRULE:                     P AFFECTION - 2 W;                       SRULE:        LST XX;
1850   :                          .35;                                     SRULE:        ULST XX;
1851   SRULE CHARMED:             P FLATTER W;                             :             .6;
1852   :                          .35;                                     SRULE:        SPOUSE(W) ANGRY;
1853   SRULE:                     •INSERT (W SAY THAT)(P GOOD = 2);        SRULE:        MX QQ = 1,
1854   :                          .35;                                                   SPOUSE(W) OVERHEAR W;
1855   SRULE:                     P TELL JOKE,                             :             .6;
1856   :                          W LAUGH;                                 SRULE:        LST XX;
1857   :                          .35;                                     SRULE:        •INSERT (W SEE THAT)(SPOUSE(W) UPSET);
1858   SRULE:                     P AFFECTION + 1 W;                       SRULE:        W TALKWITH SPOUSE(W);
1859   :                          .35;                                     :             .35;
1860   SRULE:                     (CHIT)                                   SRULE:        •INSERT (W TRY)(TRY CALM SPOUSE(W));
1861   :                          W AFFECTION + 1 P;                       :             .35;
1862   :                          .35;                                     SRULE:        (CHIT)
1863   SRULE INTEREST:            P SMILEAT W;                                           W SMILEAT SPOUSE(W);
1864   :                          .35;                                     :             .35;
1865   SRULE:                     P FLATTER W;                             SSWITCH L6:   F(L7);
1866   :                          .35;                                     0,-10:        (P MARRIED);
1867   SRULE:                     •INSERT ( P TOUCH W)(TOUCH GENTLY);      10,-10:       (SPOUSE(P) EQL TALKING);
1868   :                          .35;                                     SRULE:        F(L7)
1869   SRULE:                     P WISPERTO W;                            :             •ADD P TO RENDEVOUS,
1870   :                          .35;                                                   •MOVE W TO WANTED(P),
1871   SRULE:                     •INSERT (W AROUSED)(AROUSED VERY);                     •MOVE SPOUSE(P) TO CHASER(P),
1872   :                          .35;                                                   •INSERT (SPOUSE(P) SEE THAT)(P WISPERTO W)
1873   SRULE:                     W SMILEAT P;                                           (W SMILEAT P);
1874   :                          .35;                                     :             (SPOUSE(P) JEALOUS)/4 + .3;
1875   SRULE:                     P AFFECTION + 2 W;                       SRULE:        SPOUSE(P) MADAT P;
1876   :                          .35;                                     :             .35;
1877   SRULE:                     •INSERT (W SAY THAT)(P STRONG)(P HANDSOME = 3);  SRULE: SPOUSE(P) AFFECTION = -3 W;
1878   :                          .35;                                     :             .35;
1879   SRULE:                     W AFFECTION + 2 P;                       SRULE:        •INSERT (SPOUSE(P) THINK THAT)(P UNFAITHFUL)
1880   :                          .35;                                                   (P AFFECTION = 3 W);
```

```
1933        :              .35;
1939    SRULE:           SPOUSE(P) ANGRY;
1940        :              .35;
1941    SRULE:           *INSERT (SPOUSE(P) SEE THAT)(P SMILEAT W)
1942        :            (P FLIRTWITH W);
1943        :              .35;
1944    SRULE:           *INSERT (P SEE THAT)(SPOUSE(P) ANGRY);
1945        :              .35;
1946    SRULE:           (CHIT)
1947        :            *INSERT (P STOPNO)(STOPNO FLIRT);
1948        :              .35;
1949    SSWITCH L7:       T(CHIT);
1950    0,10:            (P MARRIED) OR (W MARRIED);
1951    SRULE:           *ADD P TO RENDEVOUS.
1952        :            *MOVE W TO WANTED(P).
1953        :            *MOVE PEOPLE TO TEMP.
1954        :            *REMOVE P FROM TEMP.
1955        :            *REMOVE W FROM TEMP.
1956        :            *REMOVE SPOUSE(P) FROM TEMP.
1957        :            *REMOVE SPOUSE(W) FROM TEMP;
1958    SSWITCH A5:       T(F);
1959    10,-10:          NUM(TEMP) EQ 0;
1960    SLOOP:           C.PICK(TEMP);
1961    SRULE:           *REMOVE C FROM TEMP;
1962    SRULE:           F(A5) T(CHIT)
1963        :            *MOVE C TO CHASER(P);
1964        :            -(C GOOD)/4;
1965        :            -(C WEALTH)/4;
1966    SENDLOOP;
1967    SRULE F:          T(NEXT P)
1968        :            *MOVE SPOUSE(W) TO CHASER(P);
1969    10,-10:          (W MARRIED);
1970    SRULE:           *MOVE SPOUSE(P) TO CHASER(P);
1971    SENDLOOP;
1972    SENDLOOP;
1973    %
1974    SRULE CHIT:       WOMEN TALKABOUT FASHION;
1975    .05,-10:         (EVERYONE EQL CONVERSING);
1976    SRULE:           MEN TALKABOUT POLITICS;
1977    .05,-10:         (EVERYONE EQL CONVERSING);
1978    SENDGROUP;
1979    %
1980    %                         GROUP FIGHT CONDUCTS A FIGHT BETWEEN TWO
1981    %                         INDIVIDUALS WHEN ITS ENABLED.  THE DEGREE OF
1982    %                         COMBATIVENESS OF THE TWO PARTICIPANTS DEPENDS
1983    %                         ON THEIR VIOLENCE CHARACTERISTICS.  CURRENTLY,
1984    %                         THIS GROUP IS ENABLED ONLY AS A RESULT OF AN
1985    %                         ARGUMENT ARISING DURING A CONVERSATION
1986    %                         BETWEEN ENEMIES.
1987    %
1988    SGROUP FIGHT:     1H/OFF;
1989    SRULE:           *DISABLE FIGHT;
1990    SLOOP:           P.FIGHTER;
1991    SLOOP:           E.ENEMY(P);
1992    SRULE:           *REMOVE P FROM FIGHTERS.
1993        :            *REMOVE E FROM ENEMY(P);
1994    SRULE:           E CURSE P;
```

```
        :            (E VIOLENT)/12 + .4;
SRULE:           P HIT E;
        :            (P VIOLENT)/12 + .4;
SRULE:           F(L2)
        :            *INSERT (E KICK P)(KICK IN STOMACH);
        :            (E VIOLENT)/12 + .4;
SRULE:           *INSERT (P GROAN)(GROAN SOFTLY);
        :              .5;
SRULE L2:        F(L1)
        :            *INSERT (P HIT E)(HIT IN NOSE);
        :            (P VIOLENT)/12 + .4;
SRULE:           *INSERT (E YELL)(YELL LOUDLY);
        :              .5;
SRULE L1:        F(L3)
        :            *INSERT (E TRY)(TRY GRAB P);
        :            (E VIOLENT)/12 + .4;
SRULE:           P PUSH E;
        :              .5;
SRULE L3:        P STRUGLWITH E;
        :            ((P VIOLENT) + (E VIOLENT))/12 + .4;
SRULE:           *INSERT (E THREATEN)(THREATEN KILL P);
        :            (E VIOLENT)/12 + .4;
SRULE:           P CURSE E;
        :            (P VIOLENT)/12 + .4;
SRULE:           E HIT P;
        :            (E VIOLENT)/12 + .4;
SRULE:           P MADAT E;
        :              .4;
SRULE:           E AFFECTION = -3 P;
        :              .4;
SRULE:           P AFFECTION = -3 E;
        :              .4;
SENDLOOP;
SENDLOOP;
SENDGROUP;
%
%               ................... SECTION C  ...................
%
%                         SECTION C DEALS WITH THE GAMES AND OTHER
%                         RECREATIONAL ACTIVITIES OF THE GUESTS.
%
%
%                         GROUP STARTACT INITIATES THE VARIOUS
%                         ACTIVITIES OF THE GUESTS SUCH AS READING,
%                         PLAYING GAMES, ETC. ANY OF THE GUESTS
%                         CURRENTLY NOT INVOLVED IN ANOTHER ACTIVITY
%                         MAY BE SELECTED.  THE SECTIONS BELOW EACH
%                         INITIATE A DIFFERENT ACTIVITY.
%
SGROUP STARTACT:  10H/OFF;
SSWITCH:          T(SENDGROUP);
10,-10:          NUM(TALKING) EQ 0;
SLOOP:           P.PICK(TALKING);
SRULE:           F(R1)
        :            *MOVE P TO PLAYER.
        :            *REMOVE P FROM TALKING.
        :            *ENABLE PLAYING.
```

```
2052                P GOTO DRAWINGRM.
2053                *INSERT (P STARTNO)(STARTNO PLAY PIANO);
2054   0,-10:       NUM(PLAYER) EQ 0;
2055   :            (FLOAT(P EQL FEMALE)*3 + NUM(TALKING))/140;
2056   SRULE:       F(91)
2057                *INSERT (P PLAY PIANO)(PLAY WELL);
2058   :            .5;
2059   SSWITCH:     T(SENDGROUP);
2060   10,-10:      NUM(TALKING) EQ 0;
2061   SRULE:       ULST XX.
2062                *ERASE TEMP;
2063   SLOOP:       S.TALKING;
2064   SRULE:       S ENJOY MUSIC.
2065                *ADD S TO TEMP;
2066   :            .7;
2067   SENDLOOP;
2068   SRULE:       LST XX;
2069   SRULE:       OTHERS ENJOY MUSIC;
2070   10,-10:      NUM(TEMP) GT 2;
2071   SENDLOOP;
2072   :
2073   SSWITCH R1:  F(CHESS);
2074   0,-10:       NUM(READER) EQ 0;
2075   :            NUM(TALKING)/140;
2076   SLOOP:       P.PICK(TALKING);
2077   SRULE:       F(CHESS);
2078                *REMOVE P FROM TALKING.
2079                *MOVE P TO READER.
2080                *ENABLE READING.
2081                P GOTO LIBRARY.
2082                P READ BOOK.
2083                MY QQ = 1;
2084   -10,10:      (P EQL LADYBUX);
2085   SRULE:       T(SNEXT P)
2086                BOOK PORNOG;
2087   0,-10:       (P EQL MALE);
2088   :            (P SCNDRIVE)/3;
2089   SRULE:       T(SNEXT P)
2090                BOOK GOODG;
2091   :            ((P IG)- 7G)/80;
2092   SRULE:       BOOK BLOODTHIRSTY;
2093   SENDLOOP;
2094   :
2095   SRULE CHESS:  *MOVE TALKING TO TEMP.
2096                 *REMOVE FEMALE FROM TEMP;
2097   SSWITCH:      F(BRIDGE);
2098   0,-10:        NUM(CHESSER) EQ 0 AND NUM(TEMP) GE 2;
2099   -10,0:        CLOCK GT 22H OR CLOCK LT 5H;
2100   :             NUM(TEMP)/40;
2101   SLOOP:        G.PICK(GAMES);
2102   SLOOP:        P.PICK(TEMP);
2103   SRULE:        *REMOVE P FROM TEMP;
2104   TLOOP:        Q.PICK(TEMP);
2105   SRULE:        *REMOVE P FROM TALKING.
2106                 *REMOVE Q FROM TALKING.
2107                 *MOVE P TO CHESSER.
2108                 *ADD Q TO CHESSER.
```

```
                    *MOVE G TO PLAYED.
                    *ENABLE CHESSING.
                    *INSERT (P ASK G)(ASK PLAY G).
                    G AGREE.
                    *INSERT (Q GOTO CHASER(G))(GOTO WITH P).
                    ULST XX.
                    CHESSER PLAY G.
                    LST XX.
                    THEY PLAY G;
   SRULE:           *INSERT (P IS PLAYER2)(PLAYER2 GOOD2);
   :                ((P IG) - 80)/70;
   SRULE:           *INSERT (Q PLAY G)(PLAY WELL);
   :                ((P IG) - 80)/70;
   SENDLOOP;
   SENDLOOP;
   SENDLOOP;
   :
   SSWITCH BRIDGE:  F(CROQUET);
   -10,0:           CLOCK GT 22H OR CLOCK LT 5H;
   0,-10:           NUM(BRIDGER) EQ 0 AND NUM(TALKING) GE 4;
   :                NUM(TALKING)/140;
   SLOOP:           P.PICK(TALKING);
   SRULE:           *REMOVE P FROM TALKING;
   SLOOP:           Q.PICK(TALKING);
   SRULE:           *REMOVE Q FROM TALKING;
   SLOOP:           R.PICK(TALKING);
   SRULE:           *REMOVE R FROM TALKING;
   SLOOP:           S.PICK(TALKING);
   SRULE:           *REMOVE S FROM TALKING.
                    *MOVE P TO BRIDGER.
                    *ADD Q TO BRIDGER.
                    *ADD R TO BRIDGER.
                    *ADD S TO BRIDGER.
                    *ENABLE BRIDGING.
                    *INSERT (P SUGGEST GAME)(GAME OF BRIDGE).
                    Q AGREE.
                    R AGREE.
                    S AGREE.
                    THEY PLAY BRIDGE.
                    ULST XX.
                    BRIDGER PLAY BRIDGE.
                    LST XX;
   SENDLOOP;
   SENDLOOP;
   SENDLOOP;
   SENDLOOP;
   :
   SSWITCH CROQUET: F(SENDGROUP);
   -10,0:           CLOCK GT 20H OR CLOCK LT 5H;
   0,-10:           NUM(CROQER) EQ 0 AND NUM(TALKING) GE 3;
   :                NUM(TALKING)/140;
   SLOOP:           P.PICK(TALKING);
   SRULE:           *REMOVE P FROM TALKING;
   SLOOP:           Q.PICK(TALKING);
   SRULE:           *REMOVE Q FROM TALKING;
   SLOOP:           R.PICK(TALKING);
   SRULE:           *REMOVE R FROM TALKING.
```

```
2165                    .ADD P TO CROQER.                                    10.0:           (R EOL INTERUPT);
2167                    .ADD Q TO CROQER.                                    :               DUR(R READ BOOK)/4H;
2168                    .ADD R TO CROQER.                                    $RULE:          R ENJOY BOOK;
2169                    .ENABLE CROQING.                                     -10..03:        (R ENJOY BOOK);
2170                    .INSERT (P SUGGEST GAME)(GAME OF CROQUET).            $ENDLOOP;
2171                    Q AGREE.                                             $ENDGROUP;
2172                    R AGREE.                                             %
2173                    THEY GOTO YARD.                                      %
2174                    THEY PLAY CROQUET.                                   $GROUP CHESSING:    10M/OFF;
2175                    ULST XX.                                             $RULE:          .MOVE CHESSER TO TEMP;
2176                    CROQER GOTO YARD.                                    $LOOP:          P.PICK(TEMP);
2177                    CROQER PLAY CROQUET.                                 $RULE:          .REMOVE P FROM TEMP;
2178                    LST XX;                                              $LOOP:          Q.TEMP;
2179        $ENDLOOP;                                                       $LOOP:          Q.PLAYED;
2180        $ENDLOOP;                                                       $SWITCH:        T(END);
2181        $ENDLOOP;                                                       10.0:           (ACTIVITIES EOL INTERUPT);
2182        $ENDGROUP;                                                      10.0:           (P EOL INTERUPT) OR (Q EOL INTERUPT);
2183        %                                                               $SWITCH:        F($ENDGROUP);
2184        %             THE FIVE FOLLOWING GROUPS, PLAYING, READING,       :               .12;
2185        %             CHESSING, BRIDGING AND CROQING EACH CORRESPOND     $RULE:          T(L1)
2186        %             TO ONE TYPE OF ACTIVITY (ACTUALLY, GROUP                           .MOVE P TO WINNER.
2187        %             CHESSING HANDLES BILLIARDS AND TENNIS IN                           .MOVE Q TO LOSER;
2188        %             ADDITION TO CHESS). THE PROPER GROUP IS            :               ((P IQ) - (Q IQ))/175 + .5;
2189        %             ENABLED IN GROUP STARTACT WHEN THE ACTIVITY        $RULE:          .MOVE Q TO WINNER.
2190        %             BEGINS. THESE GROUPS THEN CONTROL THE DURATION                     .MOVE P TO LOSER;
2191        %             AND ONGOING OCCURANCES OF THEIR ACTIVITIES.        $RULE L1:       .INSERT (WINNER BEAT LOSER)(BEAT AT Q);
2192        %                                                               $RULE:          T(END)
2193        $GROUP PLAYING:   10M/OFF;                                                       LOSER MADAT WINNER.
2194        $LOOP:          P.PLAYER:                                                         LOSER QUIT;
2195        $RULE.C:        T($ENDGROUP)                                     :               (LOSER VIOLENT)/5;
2196                        .ADD P TO TALKING.                               :               -(LOSER AFFECTION WINNER)/4;
2197                        .ERASE PLAYER.                                   $SWITCH.C:      F($ENDGROUP);
2198                        .DISABLE PLAYING.                                :               DUR(THEY PLAY Q)/3H;
2199                        .DELETE (P NOT STARTNO)(STARTNO FLAY PIANO).     $RULE END:      .DISABLE CHESSING.
2200                        .INSERT (P STOPNO)(STOPNO PLAY PIANO);                           .ADD CHESSER TO TALKING.
2201        10.0:           (ACTIVITIES EOL INTERUPT);                                       CHESSER NOT PLAY Q.
2202        10.0:           (P EOL INTERUPT);                                                THEY NOT PLAY Q.
2203        :               DUR(P STARTNO)/2HR;                                              .ADD Q TO GAMES.
2204        $RULE:          .INSERT (P STOPNO)(STOPNO PLAY PIANO).                           .ERASE CHESSER.
2205                        PICK(TALKING) ASKFOR ENCORE.                                     .INSERT (P STOPNO)(STOPNO PLAY Q).
2206                        .INSERT (P STARTNO)(STARTNO PLAY PIANO)                          .INSERT (Q STOPNO)(STOPNO PLAY Q);
2207                        (STARTNO AGAIN);                                 $ENDLOOP;
2208        0.-10:          NUM(TALKING) GT 0;                               $ENDLOOP;
2209        .2.-10:         VAL((P PLAY PIANO)(PLAY WELL));                  $ENDLOOP;
2210        $ENDLOOP;                                                        $ENDGROUP;
2211        $ENDGROUP;                                                       %
2212        %                                                               %
2213        %                                                               $GROUP BRIDGING:    10M/OFF;
2214        $GROUP READING:   10M/OFF;                                       $SWITCH.C:      T(END);
2215        $LOOP:          R.READER;                                        10.0:           (ACTIVITIES EOL INTERUPT);
2216        $RULE.C:        T($ENDGROUP)                                     :               .03;
2217                        .ADD R TO TALKING.                               $LOOP:          P.BRIDGER;
2218                        .ERASE READER.                                   $SWITCH:        T(END);
2219                        .DISABLE READING.                                10.-10:         (P EOL INTERUPT);
2220                        R NOT READ BOOK.                                 $ENDLOOP;
2221                        .INSERT (R STOPNO)(STOPNO READ BOOK);            $SWITCH:        F($ENDGROUP);
2222        10.0:           (ACTIVITIES EOL INTERUPT);                       :               .03;
```

```
2280    SRULE:              *MOVE BRIDGER TO TEMP;
2281    SLOOP:              P.PICK(TEMP);
2282    SRULE:              F(L1)
2283                        *REMOVE P FROM TEMP.
2284                        *INSERT (P CHEAT)(CHEAT AT BRIDGE);
2285            :           -(P GOOD)/3;
2286    SLOOP:              Q.PICK(TEMP);
2287    SRULE:              T(END)
2288                        *INSERT (Q SEE THAT)(P CHEAT).
2289                        Q ACCUSE P.
2290                        *INSERT (P SAY THAT)(Q IS LIAR);
2291    -10..25:            (P EQL SPOUSE(Q));
2292            :           -(P AFFECTION Q)/8;
2293    SENDLOOP;
2294    SENDLOOP;
2295    SRULE L1:           CARDGAME 6000Z;
2296    -10..05:            (CARDGAME 3000Z);
2297    SSWITCH:            F(SENDGROUP);
2298    .05,-10:            NUM(TALKING) GT 0;
2299    SLOOP:              P.PICK(BRIDGER);
2300    SLOOP:              Q.PICK(TALKING);
2301    SRULE:              (SENDGROUP)
2302                        *REMOVE P FROM BRIDGER.
2303                        *ADD P TO TALKING.
2304                        *REMOVE Q FROM TALKING.
2305                        *ADD Q TO BRIDGER.
2306                        P LEAVE CARDGAME.
2307                        *INSERT (Q TAKE PLACE)(PLACE POS P);
2308    SENDLOOP;
2309    SENDLOOP;
2310    SRULE END:          BRIDGER NOT PLAY BRIDGE.
2311                        THEY NOT PLAY BRIDGE.
2312                        *DISABLE BRIDGING.
2313                        *ADD BRIDGER TO TALKING.
2314                        *ERASE BRIDGER.
                            CARDGAME OVER;
2315    SENDGROUP;
2316    :
2317    :
2318    :
2319    SGROUP CROGING:     10M/OFF;
2320    SSWITCH.C:          T(END);
2321    10,0:               (ACTIVITIES EQL INTERUPT);
2322                        .1;
2323    SLOOP:              P.CROGER;
2324    SSWITCH:            T(END);
2325    10,-10:             (P EQL INTERUPT);
2326    SENDLOOP;
2327    SRULE:              CROGAME C000Z;
2328    -10..03:            (CROGAME 5000Z);
2329    SLOOP:              P.PICK(CROGER);
2330    SRULE:              *REMOVE P FROM CROGER.
2331                        *ADD P TO TALKING.
2332                        P NOT GOTO YARD.
2333                        P NOT PLAY CROQUET.
2334                        P LEAVE CROGAME;
2335    -10..15:            NUM(CROGER) EQ 2;
2336    SENDLOOP:
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```
SLOOP:              P.PICK(TALKING);
SRULE:              (SENDGROUP)
                    *REMOVE P FROM TALKING.
                    *ADD P TO CROGER.
                    P GOTO YARD.
                    P JOIN CROGGAME;
-10..15:            NUM(CROGER) EQ 6;
SENDLOOP;
SRULE END:          CROGER NOT GOTO YARD.
                    THEY NOT GOTO YARD.
                    CROGER NOT PLAY CROQUET.
                    THEY NOT PLAY CROQUET.
                    *DISABLE CROGING.
                    *ADD CROGER TO TALKING.
                    *ERASE CROGER.
                    CROGGAME OVER;
SENDGROUP;
:
:                   ••••••••••••••••••• SECTION D   •••••••••••••••••••••••••••••
:
:
:                                       SECTION D CONTROLS THE LOVERS' TRYSTS.  THESE
:                                       MAY OCCUR ONCE IN THE AFTERNOON AND/OR ONCE AT
:                                       NIGHT AFTER EVERYONE HAS GONE TO BED.
:
:                                       GROUP STARTWALK CHOSES THE PARTICIPANTS FOR A
:                                       TRYST AND HAS THEM STOP THEIR CURRENT
:                                       ACTIVITIES.  A TRYST WILL OCCUR ONLY IF THERE
:                                       IS AT LEAST ONE COUPLE READY TO GO.  IF THERE
:                                       IS MORE THAN ONE POSSIBLE COUPLE, A SINGLE
:                                       COUPLE IS SELECTED RANDOMLY.
:                                       THESE CANDIDATE COUPLES ARE ONES WHO HAVE
:                                       ENGAGED IN PREVIOUS FLIRTATIONS.
:
SGROUP STARTWALK:   1H/OFF;
SRULE:              T(SENDGROUP)
                    *DISABLE STARTWALK;
10.-10:             NUM(RENDEVOUS) EQ 0;
SLOOP:              P.PICK(RENDEVOUS);
SRULE:              *DISABLE STARTWALK.
                    *REMOVE P FROM RENDEVOUS.
                    *MOVE P TO RENDX.
                    *ADD P TO INTERUPT.
                    *ADD WANTED(P) TO INTERUPT.
                    *ADD CHASER(P) TO INTERUPT.
                    *ENABLE REND IN 20M;
SRULE:              T(SENDGROUP)
                    *ENABLE AFTERN IN 15M;
10,-10:             CLOCK EQ 15H;
SRULE:              *ENABLE NIGHT IN 15H;
SENDLOOP;
SENDGROUP;
:
:                                       GROUP AFTERN BEGINS AN AFTERNOON TRYST.
SGROUP AFTERN:      1H/OFF;
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```
2394    $LOOP:      P.RENDM;                                                                    $LOOP:      P.RENDM;
2395    $LOOP:      W.WANTED(P);                                                                $LOOP:      W.WANTED(P);
2396    $LOOP:      C.CHASER(P);                                                                $LOOP:      C.CHASER(P);
2397    $RULE:      .DISABLE AFTERN.                                                             $RULE:      .REMOVE P FROM INTERUPT.
2398                .MOVE GREENHS TO MROOM.                                                                  .REMOVE C FROM INTERUPT.
2399                .MOVE WINDOW TO WEAPON.                                                                  .REMOVE W FROM INTERUPT;
2400                .MOVE HOUSE TO MOTIVE.                                                       $RULE:      P KISS W;
2401                .INSERT(W DECIDE)(DECIDE GOFOR WALK) .                                       :           .5;
2402                W SMILEAT P.                                                                 $RULE:      W CARESS P;
2403                .INSERT (P SEE THAT)(W GOTO GARDEN).                                         :           .5;
2404                P FOLLOW W.                                                                  $RULE:      W KISS P;
2405                .INSERT (C SEE THAT)(P FOLLOW W).                                            :           .F;
2406                .INSERT (C THINK THAT)( P AFFECTION = 3 W).                                  $RULE:      ULST XX.
2407                W WALKIN GARDEN.                                                                         P GOTO MROOM.
2408                C FOLLOW P.                                                                              W GOTO MROOM.
2409                P MEET W;                                                                                C FOLLOW P.
2410    $ENDLOOP;                                                                                            C FOLLOW W.
2411    $ENDLOOP;                                                                                            LST XX.
2412    $ENDLOOP;                                                                                            THEY GOTO MROOM.
2413    $ENDGROUP;                                                                                           C FOLLOW THEY.
2414    *                                                                                                    W UNDRESS.
2415    *                                                                                                    P FUCK W;
2416    *                          GROUP NIGHT BEGINS A NIGHT-TIME TRYST.                        $LOOP:      S.SPOUSE(P);
2417    $GROUP NIGHT:    1H/OFF;                                                                 $RULE:      .INSERT (C SEE THAT)(P FUCK W);
2418    $LOOP:      P.RENDM;                                                                     :           .5;
2419    $LOOP:      W.WANTED(P);                                                                 $RULE:      P COMMIT ADULTRY.
2420    $LOOP:      C.CHASER(P);                                                                             .ADD P TO POSVICTM(S).
2421    $RULE:      .DISABLE NIGHT.                                                                          .ADD S TO POSKILLR.
2422                .MOVE LIBRARY TO MROOM.                                                                  S WHYKILL = 2 P.
2423                .MOVE DOOR TO WEAPON.                                                                    .ADD W TO POSVICTM(S).
2424                .MOVE BED TO MOTIVE.                                                                     S WHYKILL = 3 W;
2425                P AWAKE.                                                                     10.,-10:
2426                P GETUP;                                                                     $ENDLOOP;
2427    $RULE:      .INSERT (P THINK THAT)(SPOUSE(P) ASLEEP);                                    $LOOP:      S.SPOUSE(W);
2428    10.,-10:    (P MARRIED);                                                                 $RULE:      W COMMIT ADULTRY.
2429    $RULE:      .INSERT (F PLANNO)(PLANNO MEET W).                                                       .ADD S TO POSKILLR.
2430                P ENTER HALL.                                                                            .ADD W TO POSVICTM(S).
2431                W GETUP.                                                                                 S WHYKILL = 2 W.
2432                W GOTO HALL.                                                                             .ADD P TO POSVICTM(S).
2433                C KNOW PLAN.                                                                             S WHYKILL = 3 P;
2434                .INSERT (C DECIDE)(DECIDE FOLLOW THEY).                                      $ENDLOOP;
2435                ULST XX.                                                                     $SWITCH:    T(L1);
2436                .INSERT (C DECIDE)(DECIDE FOLLOW P).                                         10.,-10:    (C EQL SPOUSE(P)) OR (C EQL SPOUSE(W));
2437                .INSERT (C DECIDE)(DECIDE FOLLOW W).                                         $RULE:      .ADD P TO POSKILLR.
2438                LST XX;                                                                                  P WHYKILL = 5 C.
2439    $ENDLOOP;                                                                                            .ADD C TO POSVICTM(P).
2440    $ENDLOOP;                                                                                            .INSERT (C DECIDE)(DECIDE BLACKMAIL P).
2441    $ENDLOOP;                                                                                            .INSERT (P LEAVE  MROOM )(LEAVE WITH W).
2442    $ENDGROUP;                                                                                           C ACCOST P.
2443    *                                                                                                    C BLACKMAIL P;
2444    *                          GROUP REND CONTROLS THE ACTUAL TRYST ITSELF.     $RULE:      T(L5)
2445    *                          THERE IS ALWAYS AN OBSERVER INVOLVED.  HIS                    .INSERT (C THREATEN)(THREATEN TELL SPOUSE(P));
2446    *                          (OR HER) ACTIONS DEPEND ON HIS RELATIONSHIP TO   10.,-10:    (P MARRIED);
2447    *                          THE OTHER TWO AND ON HIS OWN PERSONALITY.        $RULE:      .INSERT(C THREATEN)(THREATEN TELL SPOUSE(W));
2448    *                                                                                       $RULE L5:   P MADAT C ;
2449    $GROUP REND:    1H/OFF;                                                                  :           .5;
2450    $RULE:      .DISABLE REND;                                                               $RULE:      .INSERT (P THREATEN)(THREATEN KILL C);
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```
2503      :              (P VIOLENT)/3 + .5;
2509      SRULE:         P AFRAID.
2510                     •INSERT (P AGREE)(AGREE PAY C);
2511      :              (P WEALTH)/8 + .5;
2512      SRULE:         (L3)
2513                     P AFFECTION = -3 C;
2514      %
2515      SRULE L1:      C ENRAGED;
2516      :              (C JEALOUS)/7 + .6;
2517      SRULE:         F(L2)
2518                     C ENTER MROOM.
2519                     C YELLAT P;
2520      :              (C VIOLENT)/8 + .5;
2521      SRULE:         C CRY;
2522      10.-10:        (C EQL FEMALE);
2523      SRULE:         •INSERT (C THREATEN)(THREATEN KILL P);
2524      :              (C VIOLENT)/7 + .5;
2525      SRULE:         W EMBARASD;
2526      :              .7;
2527      SRULE:         W CRY;
2528      :              .5;
2529      SRULE:         (L3)
2530                     •INSERT(SPOUSE(C) ASK C)(ASK FORGIVE SPOUSE(C));
2531      :              .7;
2532      %
2533      SRULE L2:      C LOCKTHRU WEAPON.
2534                     MX DO = 1.
2535                     C HIDDEN;
2536      SRULE:         C MADAT SPOUSE(C);
2537      :              (C JEALOUS)/8+ .5;
2538      SRULE:         •INSERT (C WANT THAT)(C KILL W);
2539      :              (C VIOLENT)/10 + .4;
2540      SRULE:         •INSERT (C WANT THAT)(C KILL P);
2541      :              (C VIOLENT)/10 + .4;
2542      SRULE:         C CRY;
2543      .8,-10:        (C EQL FEMALE);
2544      SRULE:         C UPSET.
2545                     C DEPRESSED;
2546      SRULE L3:      EVERYONE GOTO MOTIVE.
2547                     ULST XX.
2548                     C GOTO MOTIVE.
2549                     P GOTO MOTIVE.
2550                     W GOTO MOTIVE.
2551                     LST XX.
2552                     •REMOVE P FROM INTERUPT.
2553                     •REMOVE C FROM INTERUPT.
2554                     •REMOVE W FROM INTERUPT;
2555      SRULE:         T(SENDGROUP)
2556                     •ADD P TO TALKING.
2557                     •ADD W TO TALKING.
2558                     •ADD C TO TALKING;
2559      10,-10:        CLOCK GT 3H;
2560      SRULE:         •ADD P TO RETIRED.
2561                     •ADD W TO RETIRED.
2562                     •ADD C TO RETIRED;
2563      SENDLOOP;
2564      SENDLOOP;


          SENDLOOP;
          SENDGROUP;
          %
          %    ................... SECTION E  ................................
          %
          %                        SECTION E CONTROLS THE ACTUAL COMMITING OF THE
          %                        MURDER.
          %
          %                        GROUP DOKILL RANDOMLY SELECTS A KILLER FROM
          %                        AMONG THE KILLER'S POTENTIAL VICTIMS.  THE
          %                        WAY THE MURDER IS COMMITTED IS DETERMINED BY
          %                        THE MOTIVE FOR THE CRIME.  THERE ARE SIX
          %                        POSSIBLE MOTIVES AND SIX CORRESPONDING
          %                        MODUS OPERANDI.
          %
          SGROUP DOKILL:     1H/OFF;
          SSWITCH:           T(L1);
          10,-10:            NUM(POSKILLR) EQ 0;
          SLOOP:             K.PICK(POSKILLR);
          SLOOP:             V.PICK(POSVICTM(K));
          SRULE:             •ENABLE FINDING IN 1H.
                             •DISABLE DOKILL.
                             •REMOVE V FROM RETIRED.
                             •REMOVE V FROM PEOPLE.
                             •REMOVE V FROM DUESTS.
                             •REMOVE V FROM SERVANT.
                             •REMOVE V FROM MALE.
                             •REMOVE V FROM FEMALE.
                             •MOVE K TO KILLER.
                             •MOVE V TO VICTIM;
          SSWITCH:           T(KSA);
          10,-10:            (K WHYKILL V) EQ 2;
          SSWITCH:           T(KSL);
          10,-10:            (K WHYKILL V) EQ 3;
          SSWITCH:           T(KB);
          10,-10:            (K WHYKILL V) EQ 5;
          SSWITCH:           T(KR);
          10,-10:            (K WHYKILL V) EQ 6;
          SSWITCH:           T(KBP);
          10,-10:            (K WHYKILL V) EQ 7;
          SSWITCH:           T(KL9);
          10,-10:            (K WHYKILL V) EQ 9;
          SRULE:             (SENDGROUP)
                             •PRINT * ****ERROR: NO MOTIVE*.
                             •PRINT K.
                             •PRINT V.
                             •END;
          %
          %                        STABBING YOUR SPOUSE FOR ADULTRY.
          %
          SRULE KSA:         •INSERT (K KNOW THAT)( V COMMIT ADULTRY).
                             K ENRAGED.
                             •INSERT (K MADAT V)(MADAT VERY).
                             •INSERT (K DECIDE)(DECIDE STAB V).
                             DAY IS SUNDAY.
                             TIME IS DAWN.
```

```
2522                    .INSERT (V AWAKEN)(AWAKEN EARLY).
2623                    .INSERT (V DECIDE)(DECIDE GOFOR WALK).
2624                    .INSERT (V GETUP)(GETUP QUIETLY).
2625                    .INSERT (V THINK THAT)(K ASLEEP):
2526    $RULE:          ULST XX:
2527       :            .4:
2528    $RULE:          V GETDRESS.
2529                    LST XX:
2530    $RULE:          V GOTO GARDEN.
2531                    K FOLLOW V:
2532    $RULE:          V SEE K:
2533       :            .7:
2534    $RULE:          .INSERT (K HAVE KNIFE)(KNIFE LONG):
2535       :            .7:
2535    $RULE:          .INSERT (K WAVE KNIFE)(WAVE WILDLY).
2537                    K STAB V.
2533                    MX QQ = 1.
2639                    V SCREAM:
2640    $RULE:          .INSERT (KNIFE SINK)(SINK DEEP):
2541       :            .7:
2542    $RULE:          .INSERT (V STRUGGLE)(STRUGGLE WEAKLY):
2543       :            .7:
2544    $RULE:          V HIT K:
2545       :            .8:
2545    $RULE:          (SENDGROUP)
2547                    .INSERT (K SLASH V)(SLASH AGAIN).
2549                    .INSERT (K SAY THAT)(V BETRAY K).
2649                    V COVERWITH BLOOD.
2550                    MX QQ = 1.
2551                    V DIE.
2552                    K HIDE KNIFE.
2552                    K RETURNTO BEDROOM.
2553                    .INSERT (K WASH)(WASH OFF BLOOD).
2554                    .MOVE JEALOUSY TO MOTIVE.
2555                    .MOVE GARDEN TO MROOM.
2555                    .MOVE KNIFE TO EVIDENCE.
2557                    .MOVE KNIFE TO WEAPON:
2659    %
2630    %                      SHOOTING YOUR SPOUSE'S LOVER.
2661    %
2552    $RULE KSL:      .MOVE GUN TO WEAPON.
2663                    .MOVE JEALOUSY TO MOTIVE.
2664                    .MOVE LIBRARY TO MROOM.
2665                    .INSERT (K KNOW THAT)(V FUCK SPOUSE(K)).
2665                    K AFFECTION = -3 V.
2667                    K WANT REVENGE.
2663                    .INSERT (K DECIDE)(DECIDE KILL V).
2669                    K WRITE NOTE.
2570                    .INSERT (V GET NOTE)(NOTE FROM K).
2671                    V MEET K.
2572                    DAY IS SUNDAY.
2573                    TIME IS DAWN.
2674                    K GETUP.
2675                    K GOTO LIBRARY.
2675                    V GOTO LIBRARY.
2677                    .INSERT (V THINK THAT)(K UNAWARE):
2673    $RULE:          .INSERT (V SEE THAT)(K UPSET).
```

```
                       .INSERT (V TRY)(TRY CALM K):
   :                   .7:
$RULE:                 .INSERT (K SAY THAT)(V EVIL)(V STEAL SPOUSE(K)):
   :                   .7:
$RULE:                 .INSERT (K POINT GUN)(POINT AT V).
$RULE:                 V SEE GUN:
                       F(K1)
                       V ATTACK K.
                       .INSERT (V HIT K)(HIT IN STOMACH).
                       .INSERT (V TRY)(TRY GRAB GUN):
                       (V VIOLENT)/8 + .5:
$RULE:                 K HIT V:
   :                   .6:
$RULE:                 K STRUGLWITH V:
   :                   .7:
$RULE:                 K KEEP GUN:
$RULE K1:              K SHOOT V.
                       .INSERT (V STAGGER)(STAGGER BACK).
                       V DIE.
                       K HIDE GUN.
                       K LOOKFOR NOTE.
                       NOTE CONE.
                       K RETURNTO BEDROOM:
$RULE:                 T(SENDGROUP)
                       .MOVE NOTE TO EVIDENCE:
   :                   .65:
$RULE:                 (SENDGROUP)
                       .MOVE GUN TO EVIDENCE:
%
%                      HITTING SOMEONE OVER THE HEAD WITH A HEAVY
%                      OBJECT FOR BLACKMAILING YOU.
%
$LOOP K9:              H.PICK(HEAVYOBJ):
$RULE:                 .MOVE H TO EVIDENCE.
                       .MOVE H TO WEAPON.
                       .MOVE FEAR TO MOTIVE.
                       .MOVE HALL TO MROOM.
                       V BLACKMAIL K.
                       .INSERT (K MADAT V)(MADAT VERY).
                       .INSERT (K AFRAID)(AFRAID OF V).
                       .INSERT (K DECIDE)(DECIDE KILL V).
                       DAY IS SUNDAY.
                       TIME IS DAWN.
                       K GETUP.
                       K GOTO HALL.
                       MX QQ = 1.
                       HALL DARK.
                       K HIDENO.
                       K HAVE H.
                       .INSERT (V AWAKEN)(AWAKEN EARLY).
                       .INSERT (V EARLY)(EARLY USUALLY).
                       V GOFOR WALK.
                       K WAITFOR V.
                       K SURPRISE V.
                       .INSERT (K HIT V)(HIT WITH H).
                       .INSERT (V GROAN)(GROAN WEAKLY).
                       V DIE:
```

```
2735    SRULE:          •INSERT (K REMOVE FPRINTS)(FPRINTS ON H);
2737      :             (K IQ)/150;
2738    SRULE:          (SENDGROUP)
2739                    K RETURNTO BEDROOM;
2740    SENDLOOP;
2741    %
2742                        POISONING A RELATIVE FOR THE INHERITANCE.
2743    %
2744    SRULE KR:       •MOVE POISON TO WEAPON.
2745                    •MOVE BOTTLE TO EVIDENCE.
2746                    •MOVE GREED TO MOTIVE.
2747                    •MOVE BATHROOM TO MROOM.
2748                    •INSERT (V RICH)(RICH VERY).
2749                    K WEALTH = -3.
2750                    K WANT MONEY.
2751                    K RELATEDTO V.
2752                    •INSERT (K DECIDE)(DECIDE POISONS V).
2753                    •INSERT (K THINK THAT)(K INHERIT MONEY).
2754                    •INSERT (K KNOW THAT)(V DRINK MILK).
2755                    K POISONS MILK.
2756                    V DRINK MILK.
2757                    V GOTO BED.
2758                    V DIE.
2759                    •INSERT (OTHERS THINK THAT)(V ASLEEP).
2760                    ULST XX;
2761    SLOOP:          S.PEOPLE;
2762    SRULE:          •INSERT (S THINK THAT)(V ASLEEP);
2763     -10,10;        (S EQL K);
2764    SENDLOOP;
2765    SRULE:          LST XX;
2766    SRULE:          T(SENDGROUP)
2767                    K REMOVE FPRINTS.
2768                    K RETURN BOTTLE;
2769      :             (K IQ)/150;
2770    SRULE:          (SENDGROUP)
2771                    K MAKE MISTAKE.
2772                    K THROWAWAY BOTTLE.
2773                    •INSERT (FPRINTS ON BOTTLE)(BOTTLE IN TRASH);
2774    %
2775    %                   PUSHING YOUR BUSINESS PARTNER DOWN STAIRS TO
2776    %                   GAIN CONTROL OF THE BUSINESS.
2777    %
2778    SRULE K8P:      •INSERT (K IS PARTNER2)(PARTNER2 POS V).
2779                    K WANT BUSINESS.
2780                    •INSERT (K DECIDE)(DECIDE KILL V).
2781                    •INSERT (K ASK THAT)(V MEET K).
2782                    V AGREE.
2783                    DAY IS SUNDAY.
2784                    TIME IS DAWN.
2785                    V SETUP.
2786                    V GETDRESS.
2787                    V HEADFOR STAIRS.
2788                    K SURPRISE V.
2789                    K ATTACK V;
2790    SRULE:          V STRUGLWITH K.
2791                    •INSERT (V HIT K)(HIT ON JAW).
2792                    K CHOKE V;
```

```
          .7;
SRULE:    •INSERT (K HIT V)(HIT IN STOMACH).
          •INSERT (V STAGGER)(STAGGER BACK);
          .7;
SRULE:    (SENDGROUP)
          K PUSH V.
          V GRAB K.
          •INSERT (BUTTON RIPFROM SHIRT)(SHIRT POS K).
          •MOVE BUTTON TO EVIDENCE.
          •MOVE FALLS TO WEAPON.
          •MOVE GREED TO MOTIVE.
          •MOVE STAIRS TO MROOM.
          V FALLDOWN STAIRS.
          •INSERT (NECK BREAK) (NECK POS V).
          V DIE.
          K RETURNTO BEDROOM;

          %                   KILLING LADY BUXLEY DURING A ROBBERY ATTEMPT.
          %
          %
SRULE KLB:  •MOVE SMOTHERING TO WEAPON.
          •MOVE BLOOD TO EVIDENCE.
          •MOVE GREED TO MOTIVE.
          •MOVE LBROOM TO MROOM.
          •INSERT (K KNOW THAT)(LADYBUX OWN JEWELS).
          MX GO = 1.
          K POOR.
          JEWELS IN DRAWER.
          MX GO = 1.
          JEWELS VALUABLE.
          •INSERT (K DECIDE)(DECIDE STEAL JEWELS).
          •INSERT (K GETUP)(GETUP QUIETLY).
          •INSERT (K SNEAK)(SNEAK INTO LBROOM);
SRULE:    LADYBUX SNORE;
  :       .7;
SRULE:    •INSERT (K LOOKFOR JEWELS)(LOOKFOR CAREFULLY).
          K OPEN DRAWERS.
          DRAWERS GRATE.
          LADYBUX AWAKEN.
          LADYBUX SEE K.
          •INSERT (K SEE THAT)(LADYBUX MOVE);
SRULE:    K PANIC;
  :       -(K COURAGE)/8 + .6;
SRULE:    LADYBUX GRABFOR GUN.
          K AFRAID.
          K ATTACK LADYBUX.
          LADYBUX STRUGGLE.
          •INSERT (LADYBUX STARTNO)(STARTNO SCREAM).
          •INSERT(K SMOTHER LADYBUX)(SMOTHER WITH PILLOW).
          LADYBUX SCRATCH K.
          K BLEED.
          LADYBUX DIE;
SRULE:    •INSERT (K SORRY)(SORRY KILL LADYBUX);
  :       (K GOOD)/16 + .7;
SRULE:    (SENDGROUP)
          K RETURNTO BEDROOM.
          •INSERT (K WASH)(WASH OFF BLOOD).
          K GOTO BED;
```

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```
350   $ENDLOOP;
351   $ENDLOOP;
352   $RULE L1:          *PRINT * ****ERROR: NO KILLERS*.
                         *END;
353   $ENDGROUP;
354   *
355   *                  ****************** SECTION F  ****************************
356   *
357   *
358   *                  SECTION F CONTROLS THE SOLVING OF THE MURDER.
359   *                  NOTE THAT THE CLASS *DETECT* HOLDS THE
360   *                  GUEST WHO WILL SOLVE THE CRIME, WHILE THE MODE
361   *                  *INSPECTOR* REFERS TO THE FOOLISH HEAD OF THE
362   *                  POLICE'S INVESTIGATING TEAM.
363   *
364   *
365   *
366   *                  IN GROUP FIND SOMEONE FINDS THE VICTIM AND THE
367   *                  POLICE ARE CALLED.  IF THE PRESELECTED HERO
368   *                  (OR HUME) TURNS OUT TO BE THE VICTIM OR THE
369   *                  KILLER, SOMEONE ELSE IS RANDOMLY CHOSEN TO
370   *                  SOLVE THE CRIME.
371   *
372   $GROUP FINDING:    1H/OFF;
373   $RULE L4:          T(L4)
374                      *MOVE PICK(PEOPLE) TO DETECT;
375   10,-10:           (DETECT EQL KILLER) OR (DETECT EQL VICTIM) OR
376                     (DETECT IQ) LT 100;
377   $RULE:             *DISABLE FINDING;
378   $RULE:             T(L1)
379                      *MOVE SPOUSE(VICTIM) TO FINDER;
380   ,7,-10:           (VICTIM MARRIED);
381   $RULE:             *MOVE PICK(PEOPLE) TO FINDER;
382   $LOOP L1:          F.FINDER;
383   $LOOP:             V.VICTIM;
384   $RULE:             F AWAKEN.
                         F GETUP;
385   $RULE:             *INSERT (F THINK THAT)(DAY BEAUTIFUL);
386        :           -(F VIOLENT)/8 + .55;
387   $RULE:             F FIND V.
                         *INSERT (F SEE THAT)(V DEAD);
388   $RULE:             F(L2)
389                      *INSERT (F SCREAM)(SCREAM LOUDLY);
390   0,-10:            (F EQL FEMALE);
391        :           -(F COWARD)/8 + .6;
392   $RULE:             T(L3)
393                      F FAINT;
394   -10,10:           (F EQL KILLER);
395   $RULE:            (L3)
396                      *INSERT (F PRETEND)(PRETEND FAINT);
397   $RULE L2:          F YELL;
398   $RULE L3:          ULST XX;
399   $RULE:             LST XX.
                         OTHERS AWAKEN.
                         *INSERT (OTHERS RUN)(RUN TO F).
                         *REMOVE PEOPLE FROM RETIRED.
                         *ADD PEOPLE TO WAKE.
                         OTHERS SEE V.
```

```
                   EVERYONE TALK.
                   PICK(PEOPLE) CALL POLICE.
                   *ENABLE POLICARV IN 30M.
                   DETECT EXAMINE CORPSE.
                   *INSERT (DETECT SAY THAT)(V KILLEDBY WEAPON).
                   ULST XX.
                   PEOPLE TALK.
                   LST XX.
                   *ENABLE SOLUTION IN 2H.
                   *ENABLE SOLVING IN 40M.
                   *MOVE PEOPLE TO TALKING.
                   *ENABLE DEATHTALK IN 10M;
$RULE:             ULST XX;
$LOOP:             S.PEOPLE;
$RULE:             S AWAKEN.
                   *INSERT (S RUN)(RUN TO F).
                   S SEE V;
-10,10:            (S EQL F);
$ENDLOOP;
$ENDLOOP;
$ENDLOOP;
$ENDGROUP;
*
*                  THE POLICE ARRIVE AND START THEIR
*                  INVESTIGATION.
*
$GROUP POLICARV:   1H/OFF;
$RULE:             *DISABLE POLICARV.
                   POLICE ARRIVE.
                   POLICE IQ = 75.
                   INSPECTOR EXAMINE CORPSE.
                   *INSERT (POLICE LOOKFOR CLUES)(LOOKFOR IN MPOOM).
                   *INSERT (DETECT LOOK)(LOOK ALSO);
$ENDGROUP;
*
*
*                  THE POLICE AND THE PERSON SET TO SOLVE THE
*                  CRIME SEARCH FOR CLUES AND ASK QUESTIONS.
*
$GROUP SOLVING:    10M/OFF;
$LOOP:             L.PICK(LOC);
$RULE:             F(SNEXT L)
                   DETECT SEARCH L;
10,.5:             (L EQL MPOOM);
-10,0:             (DETECT SEARCH L);
$RULE:             DETECT LOOKFOR CLUES;
    :              .5;
$SWITCH:           F(SNEXT L);
.35,-10:           NUM(XLUES) GT 0;
$LOOP:             C.PICK(KLUES);
$RULE:             *REMOVE C FROM KLUES.
                   DETECT FIND C;
$RULE:             *INSERT (C IS CLUE2)(CLUE2 VALUABLE);
    :              .6;
$ENDLOOP;
$ENDLOOP;
$LOOP:             P.PICK(PEOPLE);
```

```
2964  $RULE:     F($NEXT P)
2965             POLICE QUESTION P;
2966  -10..5:    (POLICE QUESTION P);
2966  $RULE:     INSPECTOR SUSPECT P;
2967  $RULE:
2968  -10..3:    (P EQL KILLER);
2969  $RULE:     F($NEXT P)
2970             INSPECTOR ASK QUESTNS.
2971             MX QQ = 1;
2972      :      .65;
2973  $RULE:     ULST XX;
2974             .55;
2975  $RULE:     QUESTNS STUPID.
2976             LST XX;
2977  $ENDLOOP;
2978  $LOOP:     P.PICK(PEOPLE);
2979  $RULE:     F($NEXT P)
2980             *INSERT (POLICE THINK THAT)(P KILL VICTIM).
2981             INSPECTOR ACCUSE P;
2982  -10..0:    (INSPECTOR ACCUSE P);
2983  -10..1:    (P EQL KILLER);
2984  $RULE:     DETECT ARGUWITH POLICE;
2985  $RULE:     *INSERT (INSPECTOR WANTNO)(WANTNO ARREST P);
2986      :      .4;
2987  $RULE:     *INSERT (DETECT SAY THAT)(P INNOCENT);
2988      :      .4;
2989  $RULE:     *INSERT (DETECT SAY THAT)(INSPECTOR IQ = 50);
2990      :      .4;
2991  $RULE:     DETECT CONVINCE POLICE;
2992  $ENDLOOP;
2993  $LOOP:     P.PICK(PEOPLE);
2994  $RULE:     F($NEXT P)
                 DETECT QUESTION P;
2995  -10..0:    (DETECT QUESTION P);
2996             (P EQL DETECT);
2997  -10..5:    *INSERT (DETECT KNOW THAT)(P TELL TRUTH);
2998  $RULE:     (P EQL KILLER);
2999  -10..7:    DETECT SUSPECT P;
3000  10..-10:   (P EQL KILLER);
3001  $RULE:     F($NEXT P)
3002             *INSERT (DETECT GET INFORMATION)(GET FROM P);
3003      :      .6;
3004  $RULE:     MX QQ = 1.
3005             INFORMATION VALUABLE;
3006      :      .5;
3007  $ENDLOOP;
3008  $LOOP:     L.PICK(LOC);
3009  $RULE:     F($NEXT L)
3010             POLICE SEARCH L;
3011  10..5:     (L EQL MROOM);
3012  -10..0:    (POLICE SEARCH L);
3013  $RULE:     *INSERT (POLICE TRY)(TRY FIND CLUES);
3014      :      .5;
3015  $SWITCH:   F($ENDGROUP);
3016  .35..-10:  NUM(KLUES) GT 0;
3017  $LOOP:     C.PICK(KLUES);
3018  $RULE:     *REMOVE C FROM KLUES.
3019             POLICE FIND C;
3020

        $RULE:     *INSERT (C IS CLUE1)(CLUE1 MISLEADING);
           :       .6;
        $ENDLOOP;
        $ENDLOOP;
        $ENDGROUP;
        %
        %              THE OTHER GUESTS SIT AROUND AND TALK WHILE THE
        %              CRIME IS BEING SOLVED.
        %
        $GROUP DEATHTALK:  10N/OFF;
        $SWITCH:   F(L4);
           :       .2;
        $LOOP:     P.PICK(PEOPLE);
        $LOOP B:   PA.PICK(PEOPLE);
        $SWITCH:   T(9);
        10..-10:   (PA EQL P);
        $RULE:     F(L5)
                   *INSERT (P TALKWITH PA)(TALKWITH ABOUT MURDER);
        $RULE:     F(L5)
                   *INSERT (P SAY THAT)(VICTIM GOOD = 2);
           :       .4;
        $RULE:     PA AGREE;
           :       .6;
        $RULE L6:  *INSERT (PA UPSET)(UPSET ABOUT MURDER);
        -10..4:    (PA EQL KILLER);
        $ENDLOOP;
        $ENDLOOP;
        $RULE L4:  SPOUSE(VICTIM) CRY;
        0..-10:    (VICTIM MARRIED);
        -012...12: (VICTIM EQL FEMALE);
        $RULE:     PICK(PEOPLE) TALKABOUT MURDER;
           :       .12;
        $SWITCH:   F(D);
           :       .1;
        $LOOP C:   P.PICK(PEOPLE);
        $SWITCH:   T(C);
        10..-10:   (P EQL KILLER);
        $RULE:     *INSERT (KILLER SAY THAT)(P KILL VICTIM)
                   (P AFFECTION = -3 VICTIM).
                   P DENY ACCUSATION;
        $RULE:     *INSERT (P SAY THAT)(KILLER IQ = 80);
           :       .5;
        $ENDLOOP;
        $RULE D:   PICK(PEOPLE) UPSET;
           :       .12;
        $LOOP:     M.PICK(MALE);
        $RULE:     *INSERT (M TRY)(TRY CALM SPOUSE(VICTIM));
        +1..-10:   (VICTIM MARRIED);
        $SWITCH:   F($NEXT M);
           :       .1;
        $LOOP:     F.PICK(FEMALE);
        $RULE:     F($NEXT F)
                   F FAINT.
                   *INSERT (M CARRY F)(CARRY TO COUCH);
                   -(F COURAGE)/8 + .5;
           :       F AWAKEN;
        $RULE:     .6;
```

```
3073    $ENDLOOP;
3079    $ENDLOOP;
3030    $ENDGROUP;
3081    *
3082    *                          THE HERO FINDS THE ESSENTIAL CLUE AND
3083    *                          ACCUSSES THE MURDERER OF THE CRIME.  THE
3084    *                          KILLER MAY REACT IN VARIOUS WAYS DEPENDING ON
3085    *                          HIS PERSONALITY.
3035    *
3087    $GROUP SOLUTION:   10M/OFF;
3088    $RULE:             DETECT GOTO MROOM;
3089    -10.10:            (DETECT GOTO MROOM);
3090    $RULE:             •DISABLE SOLUTION•
3092                       •DISABLE SOLVING•
3093                       •DISABLE DEATHTALK•
3094                       DETECT FIND EVIDENCE•
3034                       DETECT KNOW MURDERER•
3095                       •INSERT(DETECT ASK EVERYONE)(ASK GOTO PARLOR)•
3096                       •INSERT  (DETECT SAY THAT)(MURDERER IN ROOM)
3097                       (DETECT KNOW MURDERER)•
3099                       EVERYONE SURPRISD•
3099                       EVERYONE TALK•
3100                       •INSERT (DETECT SAY THAT)(VICTIM  KILLEDBY WEAPON)
3101                       (DETECT FIND EVIDENCE)•
3102                       •INSERT (DETECT SAY THAT)(KILLER KILL VICTIM)
3103                       (MOTIVE2 IS MOTIVE)•
3104                       EVERYONE SHOCKED•
3105                       ULST XX•
3106                       •ADD POLICE TO PEOPLE•
3107                       •ADD INSPECTOR TO PEOPLE•
3108                       •REMOVE DETECT FROM PEOPLE•
3109                       •INSERT (DETECT ASK THAT)(PEOPLE GOTO PARLOR)•
3110                       •REMOVE KILLER FROM PEOPLE•
3111                       PEOPLE SHOCKED•
3112                       LST XX;
3113    $SWITCH:           T(ESCAPE);
3114    :                  (KILLER COURAGE)/8 + .7;
3115    $RULE:             KILLER DENY ACCUSATION•
3116                       •INSERT (KILLER SAY THAT)(DETECT IS LIAR)•
3117                       DETECT ARGUWITH KILLER•
3118                       KILLER CONFESS;
3119    :                  .65;
3120    $RULE:             KILLER COLLAPSE•
3121                       MY GG = 1•
3122                       KILLER CRY;
3123    .3..3:             (KILLER EQL FEMALE);
3124    :                  -(KILLER COURAGE)/3;
3125    $RULE:             (L1)
3126                       POLICE GRAB KILLER;
3127    $RULE ESCAPE:      KILLER DRAW GUN•
3129                       KILLER HEADFOR DOOR;
3129    $RULE:             F(L2)
3130                       DETECT TRIP KILLER•
3131                       KILLER FALL•
3132                       DETECT STRUGLWITH KILLER;
3133    :                  .45;
3134    $RULE:             (L1)
```

```
                       GUN FIRE•
                       DETECT GET GUN;
        :              .7;
        $LOOP L2:       O.PICK(OBJECT);
        $RULE:          DETECT FOLLOW KILLER•
                       KILLER SHOOTAT DETECT•
                       DETECT GRAB O;
        $RULE:          MY GG = 1•
                       O HEAVY;
        :               .5;
        $RULE:          •INSERT (DETECT THROW O)(THROW AT KILLER)•
                       •INSERT (O HIT KILLER)(HIT IN HEAD)•
                       KILLER FALL;
        $RULE:          •INSERT (DETECT TAKE GUN)(TAKE FROM KILLER);
        :               .7;
        $ENDLOOP;
        $RULE L1:       •INSERT (POLICE TAKE KILLER)(TAKE TO JAIL)•
                       ULST XX•
                       PEOPLE TALK•
                       PEOPLE SURPRISD•
                       LST XX•
                       PICK(PEOPLE) CONGRATU DETECT•
                       DETECT SOLVE CRIME•
                       MY GG = 1•
                       DETECT CLEVER;
        $ENDGROUP;
        $END

                DAY=    1440
        1   M  =       1
        2   H  =      60
        3   D  =    1440
        4   W  =   10080
```

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8.6 Sample Murder Mystery Texts

We offer a 2100 word story, complete with semantic deep structure, generated
in under 19 seconds. We also offer selected murder scenes from other runs
that used different random number sequences and/or different character trait
specification for Dr. Hume. (In some runs he was made very lustful and evil.)

The change stack listing does show all triple linkages that are tabulated
by the system.

8.6.1 A 2100 Word Murder Mystery Story

CHANGE STACK FOR TIME 19W3D10H

```
  1:        (LADYBUX WEALTH) = 3.0000
  2:        (MX QQ) = 2.0000
  3:        (LADYBUX GOOD) = 3.0000
  4:        (LADYBUX IQ) = 125.0000
  5:        (LADYBUX SINGLE)    SET AT 19W3D10H
  6:        (MX QQ) = 2.0000
  7:        (LADYBUX ATTRACTI) = -2.0000
  8:        (LADYBUX SEXDRIVE) = 4.0000
  9:        (JOHNBUX IS NEPHEW)   SET AT 19W3D10H
 10:        (NEPHEW PCS LADYBUX)   SET AT 19W3D10H
 11:        (JOHNBUX GOOD) = -3.0000
 12:        (MX QQ) = 2.0000
 13:        (JOHNBUX WEALTH) = -2.0000
 14:        (JOHNBUX VIOLENT) = 1.0000
 15:        (JOHNBUX SINGLE)    SET AT 19W3D10H
 16:        (MX QQ) = 2.0000
 17:        (JOHNBUX HANDSOME) = 3.0000
 18:        (JOHNBUX SEXDRIVE) = 3.0000
 19:        (JOHNBUX AFFECTIO LORDED) = -2.0000
 20:        (JOHNBUX AFFECTIO DRHUME) = -2.0000
 21:        (DRHUME GOOD) = -3.0000
 22:        (MX QQ) = 2.0000
 23:        (DRHUME IQ) = 150.0000
 24:        (DRHUME COURAGE) = 3.0000
 25:        (DRHUME SEXDRIVE) = 4.0000
 26:        (DRHUME SINGLE)    SET AT 19W3D10H
 27:        (MX QQ) = 1.0000
 28:        (DRHUME HANDSOME) = 1.0000
 29:        (LORDED WEALTH) = 3.0000
 30:        (MX QQ) = 2.0000
 31:        (LORDED GOOD) = 2.0000
 32:        (LORDED VIOLENT) = -1.0000
 33:        (LORDED HANDSOME) = -1.0000
 34:        (MX QQ) = 1.0000
 35:        (LORDED SEXDRIVE) = 2.0000
 36:        (LORDED MARRIED)    SET AT 19W3D10H
 37:        (MARRIED TO LADYJANE)    SET AT 19W3D10H
 38:        (LORDED AFFECTIO LADYJANE) = 1.0000
 39:        (LORDED JEALOUS) = -1.0000
 40:        (LORDED AFFECTIO JOHNBUX) = -1.0000
 41:        (LADYJANE AFFECTIO LORDED) = 1.0000
 42:        (MX QQ) = 2.0000
 43:        (LADYJANE ATTRACTI) = 1.0000
 44:        (LADYJANE JEALOUS) = 1.0000
```

UGLY OVERSEXED LADY BUXLEY WAS SINGLE.
JOHN WAS LADY BUXLEY'S NEPHEW.
IMPOVERISHED IRRITABLE JOHN WAS EVIL.
HANDSOME OVERSEXED JOHN BUXLEY WAS SINGLE.
JOHN HATED EDWARD.
JOHN BUXLEY HATED DR. BARTHOLOMEW HUME.
BRILLIANT BRAVE HUME WAS EVIL.
HUME WAS OVERSEXED.
HANDSOME DR. BARTHOLOMEW HUME WAS SINGLE.
KIND EASY GOING EDWARD WAS RICH.
OVERSEXED LORD EDWARD WAS UGLY.
LORD EDWARD WAS MARRIED TO LADY JANE.
EDWARD LIKED LADY JANE.
EDWARD WAS NOT JEALOUS.
LORD EDWARD DISLIKED JOHN.
PRETTY JEALOUS JANE LIKED LORD EDWARD.

CHANGE STACK FOR TIME 19W3D10H1M

```
  1:        (RONALD GOOD) = 2.0000
  2:        (MX QQ) = 1.0000
  3:        (RONALD WEALTH) = 2.0000
  4:        (RONALD MARRIED)    SET AT 19W3D10H1M
  5:        (MARRIED TO CATHY)    SET AT 19W3D10H1M
  6:        (MX QQ) = 1.0000
  :        (RONALD SEXDRIVE) = 1.0000
  :        (RONALD AFFECTIO CATHY) = 3.0000
  9:        (MX QQ) = 1.0000
 10:        (RONALD HANDSOME) = 1.0000
 11:        (RONALD AFFECTIO DRHUME) = 1.0000
 12:        (RONALD AFFECTIO JAMES) = -1.0000
 13:        (CATHY GOOD) = 2.0000
 14:        (MX QQ) = 2.0000
 15:        (CATHY VIOLENT) = -2.0000
 16:        (CATHY SEXDRIVE) = 1.0000
 17:        (CATHY AFFECTIO RONALD) = 3.0000
 18:        (MX QQ) = 2.0000
 19:        (CATHY ATTRACTI) = 2.0000
 20:        (CATHY JEALOUS) = 1.0000
 21:        (JAMES IS PARTNER2)    SET AT 19W3D10H1M
 22:        (PARTNER2 PCS RONALD)    SET AT 19W3D10H1M
 23:        (JAMES AFFECTIO RONALD) = -3.0000
 24:        (JAMES IQ) = 80.0000
 25:        (MX QQ) = 2.0000
 26:        (JAMES GOOD) = -3.0000
 27:        (JAMES VIOLENT) = 3.0000
 28:        (JAMES MARRIED)    SET AT 19W3D10H1M
 29:        (MARRIED TO MARION)    SET AT 19W3D10H1M
 30:        (MX QQ) = 2.0000
 31:        (JAMES SEXDRIVE) = -3.0000
 32:        (JAMES HANDSOME) = -3.0000
 33:        (JAMES AFFECTIO MARION) = -1.0000
 34:        (MX QQ) = 2.0000
```

WONDERFUL SMART LADY BUXLEY WAS RICH.

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35:        (JAMES WEALTH) = 2.0000
36:        (JAMES JEALOUS) = 3.0000
37:        (JAMES AFFECTIO DRHUME) = -1.0000
39:        (MARION IQ) = 110.0000
39:        (MX QQ) = 2.0000
40:        (MARION GOOD) = -2.0000
41:        (MARION VIOLENT) = 2.0000
42:        (MARION WEALTH) = -2.0000
43:        (MX QQ) = 1.0000
44:        (MARION ATTRACTI) = 2.0000
45:        (MARION AFFECTIO JAMES) = -3.0000
46:        (MX QQ) = 2.0000
47:        (MARION JEALOUS) = 2.0000
48:        (MARION SEXDRIVE) = 3.0000
49:        (MARION AFFECTIO NURSE) = -1.0000
```

```
13:        (BUTLER GOOD) = -2.0000
14:        (BUTLER SINGLE)   SET AT 19W3D10H2M
15:        (MX QQ) = 2.0000
16:        (BUTLER WEALTH) = -1.0000
17:        (BUTLER COURAGE) = 2.0000
18:        (MAID GOOD) = 1.0000
19:        (MX QQ) = 1.0000
20:        (MAID IQ) = 80.0000
21:        (MAID SINGLE)   SET AT 19W3D10H2M
22:        (MX QQ) = 2.0000
23:        (MAID ATTRACTI) = 1.0000
24:        (MAID WEALTH) = -1.0000
25:        (COOK SINGLE)   SET AT 19W3D10H2M
26:        (MX QQ) = 2.0000
27:        (COOK ATTRACTI) = -1.0000
28:        (COOK VIOLENT) = 3.0000
29:        (MX QQ) = 1.0000
30:        (COOK WEALTH) = -1.0000
```

WELL TO DO RONALD WAS KIND.
LUSTY RONALD WAS MARRIED TO CATHY.
HANDSOME RONALD LOVED CATHERINE.
RONALD LIKED HUME.
RONALD DISLIKED JAMES.
EASY GOING LUSTY CATHY WAS KIND.
BEAUTIFUL JEALOUS CATHERINE LOVED RONALD.
JAMES WAS RONALD'S PARTNER.
JAMES HATED RONALD.
EVIL VIOLENT JAMES WAS DUMB.
IMPOTENT UGLY JAMES WAS MARRIED TO MARION.
WELL TO DO JEALOUS JAMES DISLIKED MARION.
JAMES DISLIKED DR. BARTHOLOMEW HUME.
UNPLEASANT VIOLENT MARION WAS SMART.
BEAUTIFUL MARION WAS IMPOVERISHED.
JEALOUS OVERSEXED MARION HATED JAMES.
MARION DISLIKED FLORENCE.

FLORENCE WAS LADY BUXLEY'S COMPANION.
WONDERFUL FLORENCE WAS EASY GOING.
BEAUTIFUL OVERSEXED FLORENCE WAS SINGLE.
THE SMART UNPLEASANT BUTLER WAS LUSTY.
POOR BRAVE BUTLER WAS SINGLE.
THE DUMB MAID WAS GOOD.
PRETTY POOR HEATHER WAS SINGLE.
UGLY VIOLENT COOK WAS SINGLE.
THE COOK WAS POOR.

CHANGE STACK FOR TIME 19W3D10H2M

```
 1:        (NURSE IS COMPANIO)   SET AT 19W3D10H2M
 2:        (COMPANIO POS LADYBUX)   SET AT 19W3D10H2M
 3:        (NURSE VIOLENT) = -3.0000
 4:        (MX QQ) = 1.0000
 5:        (NURSE GOOD) = 3.0000
 6:        (NURSE SINGLE)   SET AT 19W3D10H2M
 7:        (MX QQ) = 2.0000
 8:        (NURSE ATTRACTI) = 3.0000
 9:        (NURSE SEXDRIVE) = 2.0000
10:        (BUTLER SEXDRIVE) = 1.0000
11:        (MX QQ) = 2.0000
12:        (BUTLER IQ) = 120.0000
```

CHANGE STACK FOR TIME 19W3D10H10M

```
 1:        (DAY IS MONDAY)   SET AT 19W3D10H10M
 2:        (WEATHER SUNNY)   SET AT 19W3D10H10M
 3:        (WEATHER PLEASANT)   SET AT 19W3D10H10M
 4:        (LADYBUX IN PARK)   SET AT 19W3D10H10M
 5:        (JAMES RUNINTO LADYBUX)   SET AT 19W3D10H10M
 6:        (JAMES TALKWITH LADYBUX)   SET AT 19W3D10H10M
 7:        (LADYBUX FLIRTWIT JAMES)   SET AT 19W3D10H10M
 8:        (JAMES INVITE LADYBUX)   SET AT 19W3D10H10M
 9:        (JAMES AFFECTIO LADYBUX) = 1.0000
10:        (LADYBUX AFFECTIO JAMES) = 1.0000
11:        (LADYBUX WITH JAMES)   SET AT 19W3D10H10M
12:        (JAMES IN HOTEL)   SET AT 19W3D10H10M
13:        (LADYBUX NEAR JAMES)   SET AT 19W3D10H10M
14:        (JAMES CARESS LADYBUX)   SET AT 19W3D10H10M
15:        (CARESS WITH PASSION)   SET AT 19W3D10H10M
16:        (JAMES IS LOVER)   SET AT 19W3D10H10M
17:        (LOVER POS LADYBUX)   SET AT 19W3D10H10M
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18:    (MARION SEE AFFAIR)    SET AT 19W3D10H10M
19:    (MARION FOLLOW THEY)    SET AT 19W3D10H10M
20:    (ULST XX)    SET AT 19W3D10H10M
21:    (MARION FOLLOW LADYBUX)    SET AT 19W3D10H10M
22:    (MARION FOLLOW JAMES)    SET AT 19W3D10H10M
23:    (LST XX)    SET AT 19W3D10H10M
24:    (MARION SEE AFFAIR)    SET AT 19W3D10H10M
25:    (MARION JEALOUS) = 3.0000
```

```
21:    (CATHY PLAY TENNIS)    SET AT 19W3D12H10M
22:    (PLAY AGAINST RONALD)    SET AT 19W3D12H10M
23:    (PLAY WITH DRHUME)    SET AT 19W3D12H10M
24:    (PLAY WELL)    SET AT 19W3D12H10M
25:    (DRHUME TALKWITH CATHY)    SET AT 19W3D12H10M
26:    (THEY LAUGH)    SET AT 19W3D12H10M
27:    (ULST XX)    SET AT 19W3D12H10M
28:    (DRHUME LAUGH)    SET AT 19W3D12H10M
29:    (CATHY LAUGH)    SET AT 19W3D12H10M
30:    (LST XX)    SET AT 19W3D12H10M
31:    (RONALD JEALOUS) = 2.0000
32:    (RONALD MADAT DRHUME)    SET AT 19W3D12H10M
```

THE DAY WAS MONDAY.
THE PLEASANT WEATHER WAS SUNNY.
LADY BUXLEY WAS IN A PARK.
JAMES RAN INTO LADY BUXLEY.
JAMES TALKED WITH LADY BUXLEY.
LADY BUXLEY FLIRTED WITH JAMES.
JAMES INVITED LADY BUXLEY.
JAMES LIKED LADY BUXLEY.
LADY BUXLEY LIKED JAMES.
LADY BUXLEY WAS WITH JAMES IN A HOTEL.
LADY BUXLEY WAS NEAR JAMES.
JAMES CARESSED LADY BUXLEY WITH PASSION.
JAMES WAS LADY BUXLEY'S LOVER.
MARION FOLLOWING THEM SAW THE AFFAIR.
MARION SAW THE AFFAIR.
MARION WAS JEALOUS.

RONALD MET HUME BY A CHANCE.
RONALD GREETED DR. HUME WITH AFFECTION.
HUME INVITED RONALD TO PLAY TENNIS.
DR. BARTHOLOMEW HUME ASKED RONALD TO BRING CATHY.
THEY MET DR. BARTHOLOMEW HUME AT A CLUB.
DR. BARTHOLOMEW HUME LIKED CATHERINE WELL.
CATHY FOUND THAT HUME WAS HANDSOME.
LADY CATHERINE PLAYED TENNIS WELL WITH HUME AGAINST RONALD.
DR. BARTHOLOMEW HUME TALKED WITH CATHERINE.
THEY LAUGHED.
RONALD WAS JEALOUS.
RONALD WAS MAD AT DR. BARTHOLOMEW HUME.

CHANGE STACK FOR TIME 19W3D12H10M

```
 1:    (RONALD MEET DRHUME)    SET AT 19W3D12H10M
 2:    (MEET BY CHANCE)    SET AT 19W3D12H10M
 3:    (RONALD GREET DRHUME)    SET AT 19W3D12H10M
 4:    (GREET WITH AFFEKTIO)    SET AT 19W3D12H10M
 5:    (DRHUME INVITE RONALD)    SET AT 19W3D12H10M
 6:    (INVITE PLAY TENNIS)    SET AT 19W3D12H10M
 7:    (DRHUME ASK RONALD)    SET AT 19W3D12H10M
 8:    (ASK BRING CATHY)    SET AT 19W3D12H10M
 9:    (THEY MEET DRHUME)    SET AT 19W3D12H10M
10:    (MEET AT CLUB)    SET AT 19W3D12H10M
11:    (ULST XX)    SET AT 19W3D12H10M
12:    (RONALD MEET DRHUME)    SET AT 19W3D12H10M
13:    (MEET AT CLUB)    SET AT 19W3D12H10M
14:    (CATHY MEET DRHUME)    SET AT 19W3D12H10M
15:    (MEET AT CLUB)    SET AT 19W3D12H10M
16:    (LST XX)    SET AT 19W3D12H10M
17:    (DRHUME LIKE CATHY)    SET AT 19W3D12H10M
18:    (LIKE WELL)    SET AT 19W3D12H10M
19:    (CATHY FIND THAT)    SET AT 19W3D12H10M
20:    (DRHUME HANDSOME) = 3.0000
```

CHANGE STACK FOR TIME 19W4D10H10M

```
 1:    NOT (DAY IS MONDAY)    SET AT 19W3D10H10M
 2:    (DAY IS TUESDAY)    SET AT 19W4D10H10M
 3:    NOT (WEATHER SUNNY)    SET AT 19W3D10H10M
 4:    (WEATHER RAYNY)    SET AT 19W4D10H10M
 5:    (MARION IN PARK)    SET AT 19W4D10H10M
 6:    (DRHUME RUNINTO MARION)    SET AT 19W4D10H10M
 7:    (DRHUME TALKWITH MARION)    SET AT 19W4D10H10M
 8:    (MARION FLIRTWIT DRHUME)    SET AT 19W4D10H10M
 9:    (DRHUME INVITE MARION)    SET AT 19W4D10H10M
10:    (DRHUME AFFECTIO MARION) = 1.0000
11:    (MARION AFFECTIO DRHUME) = 1.0000
12:    (MARION WITH DRHUME)    SET AT 19W4D10H10M
13:    (DRHUME IN HOTEL)    SET AT 19W4D10H10M
14:    (MARION NEAR DRHUME)    SET AT 19W4D10H10M
15:    (DRHUME CARESS MARION)    SET AT 19W4D10H10M
16:    (CARESS WITH PASSION)    SET AT 19W4D10H10M
17:    (DRHUME IS LOVER)    SET AT 19W4D10H10M
18:    (LOVER POS MARION)    SET AT 19W4D10H10M
19:    (LADYJANE SEE AFFAIR)    SET AT 19W4D10H10M
20:    (LADYJANE FOLLOW THEY)    SET AT 19W4D10H10M
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21:     (ULST XX)    SET AT 19W4D10H10M
22:     (LADYJANE FOLLOW MARION)   SET AT 19W4D10H10M
23:     (LADYJANE FOLLOW DRHUME)   SET AT 19W4D10H10M
24:     (LST XX)    SET AT 19W4D10H10M
25:     (LADYJANE BLACKMAI MARION)   SET AT 19W4D10H10M
26:     (MARION WEALTH) = -3.0000
27:     (LADYJANE WEALTH) = 3.0000
```

```
THE DAY WAS TUESDAY.
THE WEATHER WAS RAINY.
MARION WAS IN THE PARK.
DR. BARTHOLOMEW HUME RAN INTO MARION.
HUME TALKED WITH MARION.
MARION FLIRTED WITH HUME.
HUME INVITED MARION.
DR. HUME LIKED MARION.
MARION LIKED DR. BARTHOLOMEW HUME.
MARION WAS WITH DR. BARTHOLOMEW HUME IN THE HOTEL.
MARION WAS NEAR HUME.
DR. HUME CARESSED MARION WITH PASSION.
HUME WAS MARION'S LOVER.
LADY JANE FOLLOWING THEM SAW THE AFFAIR.
JANE BLACKMAILED MARION.
MARION WAS IMPOVERISHED.
JANE WAS RICH.
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CHANGE STACK FOR TIME  19W4D12H10M

1:     (MARION PHONE LADYJANE)   SET AT 19W4D12H10M
2:     (PHONE IN MORNING)   SET AT 19W4D12H10M
3:     (MARION INVITE LADYJANE)   SET AT 19W4D12H10M
4:     (INVITE GOTO THEATRE)   SET AT 19W4D12H10M
5:     (LADYJANE AGREE)   SET AT 19W4D12H10M
6:     (LADYJANE GETDRESS)   SET AT 19W4D12H10M
7:     (GETDRESS FOR EVENING)   SET AT 19W4D12H10M
8:     (THEY MEET THEY)   SET AT 19W4D12H10M
9:     (MEET IN THEATRE)   SET AT 19W4D12H10M
10:    (ULST XX)    SET AT 19W4D12H10M
11:    (MARION MEET LADYJANE)   SET AT 19W4D12H10M
12:    (MEET IN THEATRE)   SET AT 19W4D12H10M
13:    (MARION MEET JAMES)   SET AT 19W4D12H10M
14:    (MEET IN THEATRE)   SET AT 19W4D12H10M
15:    (LORDED MEET LADYJANE)   SET AT 19W4D12H10M
16:    (MEET IN THEATRE)   SET AT 19W4D12H10M
17:    (LORDED MEET JAMES)   SET AT 19W4D12H10M
18:    (MEET IN THEATRE)   SET AT 19W4D12H10M
19:    (LST XX)   SET AT 19W4D12H10M
20:    (LADYJANE INTRODUC LORDED)   SET AT 19W4D12H10M
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21:    (INTRODUC TO MARION)   SET AT 19W4D12H10M
22:    (INTRODUC DURING INTERMIS)   SET AT 19W4D12H10M
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```
MARION PHONED JANE IN THE MORNING.
MARION INVITED JANE TO GO TO A THEATER.
JANE AGREED.
JANE GOT DRESSED FOR THE EVENING.
THEY MET THEM IN THE THEATER.
JANE INTRODUCED LORD EDWARD DURING AN INTERMISSION TO MARION.
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CHANGE STACK FOR TIME  19W5D10H10M

1:     NOT (DAY IS TUESDAY)   SET AT 19W4D10H10M
2:         (DAY IS WEDNESDA)   SET AT 19W5D10H10M
3:     NOT (WEATHER RAINY)   SET AT 19W4D10H10M
4:         (WEATHER WINDY)   SET AT 19W5D10H10M
5:     (LADYJANE IN TENNISCO)   SET AT 19W5D10H10M
6:     (JOHNBUX RUNINTO LADYJANE)   SET AT 19W5D10H10M
7:     (JOHNBUX TALKWITH LADYJANE)   SET AT 19W5D10H10M
8:     (LADYJANE FLIRTWIT JOHNBUX)   SET AT 19W5D10H10M
9:     (JOHNBUX INVITE LADYJANE)   SET AT 19W5D10H10M
10:    (JOHNBUX AFFECTIO LADYJANE) = 1.0000
11:    (LADYJANE AFFECTIO JOHNBUX) = 1.0000
12:    (JOHNBUX WITH LADYJANE)   SET AT 19W5D10H10M
13:    (LADYJANE IN MOVIE)   SET AT 19W5D10H10M
14:    (JOHNBUX NEAR LADYJANE)   SET AT 19W5D10H10M
15:    (LADYJANE CARESS JOHNBUX)   SET AT 19W5D10H10M
16:    (CARESS WITH PASSION)   SET AT 19W5D10H10M
17:    (LADYJANE IS LOVER)   SET AT 19W5D10H10M
18:    (LOVER POS JOHNBUX)   SET AT 19W5D10H10M
19:    (CATHY SEE AFFAIR)   SET AT 19W5D10H10M
20:    (CATHY FOLLOW THEY)   SET AT 19W5D10H10M
21:    (ULST XX)   SET AT 19W5D10H10M
22:    (CATHY FOLLOW JOHNBUX)   SET AT 19W5D10H10M
23:    (CATHY FOLLOW LADYJANE)   SET AT 19W5D10H10M
24:    (LST XX)   SET AT 19W5D10H10M
25:    (CATHY BLACKMAI LADYJANE)   SET AT 19W5D10H10M
26:    (LADYJANE WEALTH) = 2.0000
27:    (CATHY WEALTH) = 3.0000
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THE DAY WAS WEDNESDAY.
THE WEATHER WAS WINDY.
LADY JANE WAS IN THE TENNIS COURT.
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JOHN RAN INTO LADY JANE.
JOHN TALKED WITH JANE.
LADY JANE FLIRTED WITH JOHN BUXLEY.
JOHN BUXLEY INVITED LADY JANE.
JOHN LIKED LADY JANE.
LADY JANE LIKED JOHN.
JOHN BUXLEY WAS WITH JANE IN A MOVIE.
JOHN WAS NEAR LADY JANE.
JANE CARESSED JOHN BUXLEY WITH PASSION.
LADY JANE WAS JOHN'S LOVER.
CATHY FOLLOWING THEM SAW THE AFFAIR.
CATHY BLACKMAILED LADY JANE.
JANE WAS WELL TO DO.
LADY CATHERINE WAS RICH.

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CHANGE STACK FOR TIME 19W5D12H10M

    1:      (CATHY INVITE LADYJANE)   SET AT 19W5D12H10M
    2:      (INVITE PLAY BRIDGE)   SET AT 19W5D12H10M
    3:      (CATHY TELL MARION)   SET AT 19W5D12H10M
    4:      (TELL COMEWITH LADYBUX)   SET AT 19W5D12H10M
    5:      (LADYJANE ASK THEY)   SET AT 19W5D12H10M
    6:      (ASK SITDOWN)   SET AT 19W5D12H10M
    7:      (ULST XX)   SET AT 19W5D12H10M
    8:      (LADYJANE ASK CATHY)   SET AT 19W5D12H10M
    9:      (ASK SITDOWN)   SET AT 19W5D12H10M
   10:      (LADYJANE ASK MARION)   SET AT 19W5D12H10M
   11:      (ASK SITDOWN)   SET AT 19W5D12H10M
   12:      (LADYJANE ASK LADYBUX)   SET AT 19W5D12H10M
   13:      (ASK SITDOWN)   SET AT 19W5D12H10M
   14:      (LST XX)   SET AT 19W5D12H10M
   15:      (LADYJANE BRING CARDS)   SET AT 19W5D12H10M
   16:      (LADYJANE OFFER DRINKS)   SET AT 19W5D12H10M
   17:      (LADYBUX ASKFOR WHISKY)   SET AT 19W5D12H10M
   18:      (WHISKY ON ROCKS)   SET AT 19W5D12H10M
   19:      (MARION ASKFOR WHISKY)   SET AT 19W5D12H10M
   20:      (WHISKY WITH SODA)   SET AT 19W5D12H10M
   21:      (OTHERS HAVE COFFEE)   SET AT 19W5D12H10M
   22:      (COFFEE WITH COOKIES)   SET AT 19W5D12H10M
   23:      (ULST XX)   SET AT 19W5D12H10M
   24:      (LADYJANE HAVE COFFEE)   SET AT 19W5D12H10M
   25:      (COFFEE WITH COOKIES)   SET AT 19W5D12H10M
   26:      (CATHY HAVE COFFEE)   SET AT 19W5D12H10M
   27:      (COFFEE WITH COOKIES)   SET AT 19W5D12H10M
   28:      (LST XX)   SET AT 19W5D12H10M
   29:      (LADYJANE SHUFFLE CARDS)   SET AT 19W5D12H10M
   30:      (LADYJANE START GAME)   SET AT 19W5D12H10M
   31:      (MARION SIGNAL LADYBUX)   SET AT 19W5D12H10M
   32:      (SIGNAL WITH HANDS)   SET AT 19W5D12H10M
   33:      (SIGNAL CASUALLY)   SET AT 19W5D12H10M
   34:      (LADYJANE NOTICE IT)   SET AT 19W5D12H10M
   35:      (ULST XX)   SET AT 19W5D12H10M
   36:      (LADYJANE NOTICE THAT)   SET AT 19W5D12H10M
   37:      (MARION SIGNAL LADYBUX)   SET AT 19W5D12H10M
   38:      (LST XX)   SET AT 19W5D12H10M
   39:      (LADYJANE SUSPECT THAT)   SET AT 19W5D12H10M
   40:      (THEY CHEAT)   SET AT 19W5D12H10M
   41:      (ULST XX)   SET AT 19W5D12H10M
   42:      (MARION CHEAT)   SET AT 19W5D12H10M
   43:      (LADYBUX CHEAT)   SET AT 19W5D12H10M
   44:      (LST XX)   SET AT 19W5D12H10M
   45:      (LADYJANE WATCH THEY)   SET AT 19W5D12H10M
   46:      (WATCH CLOSELY)   SET AT 19W5D12H10M
   47:      (ULST XX)   SET AT 19W5D12H10M
   48:      (LADYJANE WATCH MARION)   SET AT 19W5D12H10M
   49:      (WATCH CLOSELY)   SET AT 19W5D12H10M
   50:      (LADYJANE WATCH LADYBUX)   SET AT 19W5D12H10M
   51:      (WATCH CLOSELY)   SET AT 19W5D12H10M
   52:      (LST XX)   SET AT 19W5D12H10M
   53:      (MARION WIN GAME)   SET AT 19W5D12H10M
   54:      (WIN WITH LADYBUX)   SET AT 19W5D12H10M
   55:      (LADYJANE UPSET)   SET AT 19W5D12H10M
   56:      (UPSET WITH CATHY)   SET AT 19W5D12H10M
   57:      (LADYJANE AFFECTIO MARION) = -1.0000

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LADY CATHERINE INVITED JANE TO PLAY BRIDGE.
LADY CATHERINE TOLD MARION TO COME WITH LADY BUXLEY.
JANE ASKED THEM TO SIT DOWN.
LADY JANE BROUGHT THE CARDS.
JANE OFFERED DRINKS.
LADY BUXLEY ASKED FOR WHISKEY ON THE ROCKS.
THE OTHERS HAD COFFEE WITH COOKIES.
JANE SHUFFLED THE CARDS.
LADY JANE STARTED A GAME.
MARION CASUALLY SIGNALED LADY BUXLEY WITH HANDS.
JANE NOTICED IT.
LADY JANE SUSPECTED THAT THEY CHEATED.
JANE WATCHED THEM CLOSELY.
MARION WON THE GAME WITH LADY BUXLEY.
JANE WAS UPSET WITH CATHERINE.
LADY JANE DISLIKED MARION.

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CHANGE STACK FOR TIME 19W6D10H10M

    1:   NOT (DAY IS WEDNESDA)   SET AT 19W5D10H10M
    2:      (DAY IS THURSDAY)   SET AT 19W6D10H10M
    3:   NOT (WEATHER WINDY)   SET AT 19W5D10H10M
    4:      (WEATHER RAYNY)   SET AT 19W6D10H10M
    5:      (CANTEEN ON CORNER)   SET AT 19W6D10H10M
    6:      (CANTEEN SMALL)   SET AT 19W6D10H10M
    7:      (JOHNBUX IN CANTEEN)   SET AT 19W6D10H10M

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 8:        (JOHNBUX ASKFOR WHISKY)   SET AT 19W6D10H10M
 9:        (WHISKY ON ROCKS)   SET AT 19W6D10H10M
10:        (JOHNBUX GET DRINK1)   SET AT 19W6D10H10M
11:        (GET FROM BARMAN)   SET AT 19W6D10H10M
12:        (JOHNBUX TALKWITH DRHUME)   SET AT 19W6D10H10M
13:        (TALKWITH NEAR BAR)   SET AT 19W6D10H10M
14:        (DRHUME SING SONG)   SET AT 19W6D10H10M
15:        (SONG POS BEATLES)   SET AT 19W6D10H10M
16:        (JOHNBUX DRUNK)   SET AT 19W6D10H10M
17:        (JAMES SAY THAT)   SET AT 19WED10H10M
18:        (MARION COMMIT ADULTRY)   SET AT 19W6D10H10M
19:        (JAMES THINK THAT)   SET AT 19W6D10H10M
20:        (JAMES DRUNK)   SET AT 19W6D10H10M
21:        (JAMES DEPRESSE)   SET AT 19W6D10H10M
22:        (JAMES LEAVE CANTEEN)   SET AT 19W6D10H10M
23:        (LORDED SAY THAT)   SET AT 19W6D10H10M
24:        (LADYJANE COMMIT ADULTRY)   SET AT 19W6D10H10M
25:        (JOHNEUX THINK THAT)   SET AT 19W6D10H10M
26:        (LORDED DRUNK)   SET AT 19W6D10H10M
27:        (LORDED DEPRESSE)   SET AT 19W6D10H10M
28:        (LORDED LEAVE CANTEEN)   SET AT 19W6D10H10M


THE DAY WAS THURSDAY.
THE WEATHER WAS RAINY.
A SMALL PUB WAS ON A CORNER.
JOHN BUXLEY WAS IN THE PUB.
JOHN BUXLEY ASKED FOR WHISKEY ON THE ROCKS.
JOHN GOT A DRINK FROM THE BARMAN.
JOHN TALKED WITH HUME NEAR THE BAR.
HUME SANG THE BEATLES'S SONG.
JOHN BUXLEY WAS DRUNK.
JAMES SAID THAT MARION COMMITED ADULTERY.
JAMES THOUGHT THAT JAMES WAS DRUNK.
JAMES WAS DEPRESSED.
JAMES LEFT THE PUB.
EDWARD SAID THAT LADY JANE COMMITED ADULTERY.
JOHN BUXLEY THOUGHT THAT LORD EDWARD WAS DRUNK.
LORD EDWARD WAS DEPRESSED.
LORD EDWARD LEFT THE PUB.


CHANGE STACK FOR TIME  20W10H10M

 1:   NOT (DAY IS THURSDAY)   SET AT 19W6D10H10M
 2:        (DAY IS FRIDAY)   SET AT 20W10H10M
```

```
THE DAY WAS FRIDAY.


CHANGE STACK FOR TIME  20W13H10M



CHANGE STACK FOR TIME  20W20H

 1:        (LADYBUX HAVE HOUSE)   SET AT 20W20H
 2:        (HOUSE BIG)   SET AT 20W20H
 3:        (HOUSE HAVE GARDEN)   SET AT 20W20H
 4:        (HOUSE POS LADYBUX)   SET AT 20W20H
 5:        (GARDEN PRETTY)   SET AT 20W20H
 6:        (GARDEN FRAGRENT)   SET AT 20W20H
 7:        (GREENHS IN GARDEN)   SET AT 20W20H
 8:        (GARDEN NEAR TENNISCO)   SET AT 20W20H
 9:        (HOUSE HAVE DININGRM)   SET AT 20W20H
10:        (DININGRM BIG)   SET AT 20W20H
11:        (DININGRM BRIGHT)   SET AT 20W20H
12:        (HOUSE HAVE PARLOR)   SET AT 20W20H
13:        (HAVE ALSO)   SET AT 20W20H
14:        (PARLOR PLEASANT)   SET AT 20W20H
15:        (LIBRARY NEAR PARLOR)   SET AT 20W20H
16:        (LIBRARY COOL)   SET AT 20W20H
17:        (LIBRARY DARK)   SET AT 20W20H
18:        (LIBRARY MUSTY)   SET AT 20W20H
19:        (BILLRDRM NEAR PARLOR)   SET AT 20W20H
20:        (NEAR ALSO)   SET AT 20W20H
21:        (TIME IS EVENING)   SET AT 20W20H
22:        (LADYBUX GIVE PARTY)   SET AT 20W20H
23:        (PARTY LAST)   SET AT 20W20H
24:        (LAST FOR WEEKEND)   SET AT 20W20H



LADY BUXLEY HAD A BIG HOUSE.
LADY BUXLEY'S HOUSE HAD A PRETTY FRAGRANT GARDEN.
A GREEN HOUSE WAS IN THE GARDEN.
THE GARDEN WAS NEAR THE TENNIS COURT.
THE HOUSE HAD A BIG BRIGHT DINING ROOM.
THE HOUSE ALSO HAD A PLEASANT PARLOR.
A COOL DARK MUSTY LIBRARY WAS NEAR THE PARLOR.
THE TIME WAS THE EVENING.
LADY BUXLEY GAVE A PARTY.
THE PARTY LASTED FOR A WEEKEND.
```

```
CHANGE STACK FOR TIME  20W20H10M          CHANGE STACK FOR TIME  20W21H


CHANGE STACK FOR TIME  20W20H20M          CHANGE STACK FOR TIME  20W21H10M

   1:      (LADYBUX TALKWITH NURSE)   SET AT 20W20H20M      1:      (LORDED ARRIVE)   SET AT 20W21H10M
                                             2:      (ARRIVE WITH LADYJANE)   SET AT 20W21H10M




LADY BUXLEY TALKED WITH FLORENCE.          EDWARD ARRIVED WITH JANE.




CHANGE STACK FOR TIME  20W20H30M          CHANGE STACK FOR TIME  20W21H20M

   1:      (MARION ARRIVE)   SET AT 20W20H30M      1:      (DRHUME ARRIVE)   SET AT 20W21H20M
   2:      (ARRIVE WITH JAMES)   SET AT 20W20H30M      2:      (DRHUME JOIN CONVERSA)   SET AT 20W21H20M
                                             3:      (LST XX)   SET AT 20W21H20M




MARION ARRIVED WITH JAMES.                 DR. HUME ARRIVED.
                                           DR. BARTHOLOMEW HUME JOINED A CONVERSATION.




CHANGE STACK FOR TIME  20W20H40M          CHANGE STACK FOR TIME  20W21H30M

   1:      (CATHY ARRIVE)   SET AT 20W20H40M      1:      (CATHY TALKWITH DRHUME)   SET AT 20W21H30M
   2:      (ARRIVE WITH RONALD)   SET AT 20W20H40M      2:      (DRHUME FLIRTWIT CATHY)   SET AT 20W21H30M
                                             3:      (DRHUME SAY THAT)   SET AT 20W21H30M
                                             4:      (CATHY ATTRACTI) = 3.0000
                                             5:      (DRHUME WANTNO)   SET AT 20W21H30M
                                             6:      (WANTNO FUCK CATHY)   SET AT 20W21H30M
CATHERINE ARRIVED WITH RONALD.             7:      (DRHUME TELL JOKE)   SET AT 20W21H30M
                                             8:      (CATHY LAUGH)   SET AT 20W21H30M



CHANGE STACK FOR TIME  20W20H50M
```

```
CATHERINE TALKED WITH DR. BARTHOLOMEW HUME.
DR. BARTHOLOMEW HUME FLIRTED WITH LADY CATHERINE.
DR. BARTHOLOMEW HUME SAID THAT LADY CATHERINE WAS BEAUTIFUL.
DR. HUME WANTED TO SEDUCE CATHERINE.
HUME TOLD A JOKE.
CATHERINE LAUGHED.


CHANGE STACK FOR TIME   20W21H40M


CHANGE STACK FOR TIME   20W21H50M

    1:       (LADYBUX TALKWITH RONALD)   SET AT 20W21H50M
    2:       (NURSE TALKWITH DRHUME)   SET AT 20W21H50M
    3:       (DRHUME FLIRTWIT NURSE)   SET AT 20W21H50M
    4:       (DRHUME FLATTER NURSE)   SET AT 20W21H50M
    5:       (NURSE AROUSED)   SET AT 20W21H50M
    6:       (AROUSED VERY)   SET AT 20W21H50M
    7:       (DRHUME AFFECTIO NURSE) = 2.0000
    8:       (NURSE AFFECTIO DRHUME) = 2.0000


LADY BUXLEY TALKED WITH RONALD.
FLORENCE TALKED WITH DR. BARTHOLOMEW HUME.
DR. HUME FLIRTED WITH FLORENCE.
DR. BARTHOLOMEW HUME FLATTERED FLORENCE.
FLORENCE WAS VERY AROUSED.
DR. BARTHOLOMEW HUME LIKED FLORENCE.
FLORENCE LIKED HUME.


CHANGE STACK FOR TIME   20W22H

    1:       (ULST XX)   SET AT 20W22H
    2:       (RONALD TIRED)   SET AT 20W22H
    3:       (CATHY TIRED)   SET AT 20W22H
    4:       (LST XX)   SET AT 20W22H
    5:       (ULST XX)   SET AT 20W22H
    6:       (BUTLER GOTO BED)   SET AT 20W22H
    7:       (COOK GOTO BED)   SET AT 20W22H
    8:       (MAID GOTO BED)   SET AT 20W22H
    9:       (LST XX)   SET AT 20W22H
   10:       (SERVANTS GOTO BED)   SET AT 20W22H
```

```
   11:        (LST XX)   SET AT 20W22H
```

THE SERVANTS WENT TO BED.


```
CHANGE STACK FOR TIME   20W22H10M

    1:       (JOHNBUX ARRIVE)   SET AT 20W22H10M
    2:       (LADYBUX GREET JOHNBUX)   SET AT 20W22H10M
    3:       (JOHNBUX JOIN CONVERSA)   SET AT 20W22H10M
    4:       (LST XX)   SET AT 20W22H10M
    5:       (ULST XX)   SET AT 20W22H10M
    6:       (DRHUME TIRED)   SET AT 20W22H10M
    7:       (LST XX)   SET AT 20W22H10M
    8:       (LST XX)   SET AT 20W22H10M
```

JOHN BUXLEY ARRIVED.
LADY BUXLEY GREETED JOHN BUXLEY.
JOHN JOINED THE CONVERSATION.


```
CHANGE STACK FOR TIME   20W22H20M

    1:       (JOHNBUX TALKWITH LADYJANE)   SET AT 20W22H20M
    2:       (JOHNBUX MENTION POLITICS)   SET AT 20W22H20M
    3:       (MENTION CASUALLY)   SET AT 20W22H20M
    4:       (LADYJANE DISCUSS POLITICS)   SET AT 20W22H20M
    5:       (DISCUSS WITH JOHNBUX)   SET AT 20W22H20M
    6:       (LADYJANE SAY THAT)   SET AT 20W22H20M
    7:       (WEATHER NICE)   SET AT 20W22H20M
    8:       (ULST XX)   SET AT 20W22H20M
    9:       (LADYBUX TIRED)   SET AT 20W22H20M
   10:       (LST XX)   SET AT 20W22H20M
   11:       (ULST XX)   SET AT 20W22H20M
   12:   NOT (RONALD TIRED)   SET AT 20W22H
   13:       (RONALD GOTO BED)   SET AT 20W22H20M
   14:       (LST XX)   SET AT 20W22H20M
```

JOHN BUXLEY TALKED WITH JANE.
JOHN BUXLEY CASUALLY MENTIONED POLITICS.
LADY JANE DISCUSSED POLITICS WITH JOHN BUXLEY.
LADY JANE SAID THAT THE WEATHER WAS NICE.

CHANGE STACK FOR TIME 20W22H30M

```
1:        (ULST XX)   SET AT 20W22H30M
2:        (LST XX)   SET AT 20W22H30M
3:        (ULST XX)   SET AT 20W22H30M
4:  NOT (DRHUME TIRED)   SET AT 20W22H10M
5:        (DRHUME GOTO BED)   SET AT 20W22H30M
6:        (LST XX)   SET AT 20W22H30M
```


CHANGE STACK FOR TIME 20W22H40M

```
1:        (ULST XX)   SET AT 20W22H40M
2:        (JOHNBUX TIRED)   SET AT 20W22H40M
3:        (LST XX)   SET AT 20W22H40M
4:        (ULST XX)   SET AT 20W22H40M
5:  NOT (LADYBUX TIRED)   SET AT 20W22H20M
6:        (LADYBUX GOTO BED)   SET AT 20W22H40M
7:        (LST XX)   SET AT 20W22H40M
```


CHANGE STACK FOR TIME 20W22H50M

```
1:        (LORDED TALKWITH LADYJANE)   SET AT 20W22H50M
2:        (NURSE TALKWITH LORDED)   SET AT 20W22H50M
3:        (LORDED FLIRTWIT NURSE)   SET AT 20W22H50M
4:        (LORDED WANTNO)   SET AT 20W22H50M
5:        (WANTNO FUCK NURSE)   SET AT 20W22H50M
```

```
6:        (LORDED SMILEAT NURSE)   SET AT 20W22H50M
7:        (NURSE SMILEAT LORDED)   SET AT 20W22H50M
8:        (LADYJANE SEE THAT)   SET AT 20W22H50M
9:        (LORDED WISPERTO NURSE)   SET AT 20W22H50M
10:       (NURSE SMILEAT LORDED)   SET AT 20W22H50M
11:       (LADYJANE ANGRY)   SET AT 20W22H50M
12:       (LORDED SEE THAT)   SET AT 20W22H50M
13:       (LADYJANE ANGRY)   SET AT 20W22H50M
14:       (ULST XX)   SET AT 20W22H50M
15:       (LST XX)   SET AT 20W22H50M
16:       (LST XX)   SET AT 20W22H50M
```

LORD EDWARD TALKED WITH LADY JANE.
FLORENCE TALKED WITH EDWARD.
EDWARD FLIRTED WITH FLORENCE.
LORD EDWARD WANTED TO SEDUCE FLORENCE.
LORD EDWARD SMILED AT FLORENCE.
FLORENCE SMILED AT LORD EDWARD.
JANE SAW THAT EDWARD WHISPERED TO FLORENCE.
LADY JANE WAS ANGRY.
LORD EDWARD SAW THAT LADY JANE WAS ANGRY.

CHANGE STACK FOR TIME 20W23H

```
1:        (ULST XX)   SET AT 20W23H
2:        (LST XX)   SET AT 20W23H
3:        (ULST XX)   SET AT 20W23H
4:  NOT (JOHNBUX TIRED)   SET AT 20W22H40M
5:        (JOHNBUX GOTO BED)   SET AT 20W23H
6:        (LST XX)   SET AT 20W23H
```


CHANGE STACK FOR TIME 20W23H10M

```
1:        (MARION TALKWITH LORDED)   SET AT 20W23H10M
2:        (LORDED FLIRTWIT MARION)   SET AT 20W23H10M
3:        (LORDED SAY THAT)   SET AT 20W23H10M
4:        (MARION ATTRACTI) = 3.0000
5:        (LORDED SMILEAT MARION)   SET AT 20W23H10M
```

```
 6:        (LORDED TOUCH MARION)    SET AT 20W23H10M
 7:        (TOUCH GENTLY)   SET AT 20W23H10M
 8:        (LORDED WISPERTO MARION)    SET AT 20W23H10M
 9:        (LORDED AFFECTIO MARION) = 2.0000
10:        (MARION AFFECTIO LORDED) = 2.0000
11:        (JAMES SEE THAT)   SET AT 20W23H10M
12:        (MARION TALKWITH LORDED)   SET AT 20W23H10M
13:        (MARION SMILEAT LORDED)    SET AT 20W23H10M
14:        (LORDED FLATTER MARION)    SET AT 20W23H10M
15:        (LADYJANE SEE THAT)    SET AT 20W23H10M
16:        (LORDED WISPERTO MARION)    SET AT 20W23H10M
17:        (MARION SMILEAT LORDED)   SET AT 20W23H10M
18:        (LADYJANE ANGRY)   SET AT 20W23H10M
19:        (LADYJANE SEE THAT)    SET AT 20W23H10M
20:        (LORDED SMILEAT MARION)   SET AT 20W23H10M
21:        (LORDED FLIRTWIT MARION)    SET AT 20W23H10M
22:        (ULST XX)   SET AT 20W23H10M
23:        (NURSE TIRED)   SET AT 20W23H10M
24:        (LST XX)    SET AT 20W23H10M
25:        (LST XX)    SET AT 20W23H10M
```

MARION TALKED WITH LORD EDWARD.
LORD EDWARD FLIRTED WITH MARION.
LORD EDWARD SAID THAT MARION WAS BEAUTIFUL.
LORD EDWARD SMILED AT MARION.
EDWARD GENTLY TOUCHED MARION.
LORD EDWARD WHISPERED TO MARION.
EDWARD LIKED MARION.
MARION LIKED EDWARD.
JAMES SAW THAT MARION TALKED WITH EDWARD.
JANE SAW THAT EDWARD WHISPERED TO MARION.
JANE WAS ANGRY.
JANE SAW THAT EDWARD SMILED AT MARION.

```
CHANGE STACK FOR TIME  20W23H20M

 1:        (ULST XX)    SET AT 20W23H20M
 2:        (LST XX)    SET AT 20W23H20M
 3:        (LST XX)    SET AT 20W23H20M
```

```
CHANGE STACK FOR TIME  20W23H30M

 1:        (ULST XX)    SET AT 20W23H30M
 2:        (LST XX)    SET AT 20W23H30M
 3:        (ULST XX)    SET AT 20W23H30M
 4:    NOT (NURSE TIRED)    SET AT 20W23H10M
 5:        (NURSE GOTO BED)    SET AT 20W23H30M
 6:        (LST XX)    SET AT 20W23H30M
```

```
CHANGE STACK FOR TIME  20W23H40M

 1:        (ULST XX)    SET AT 20W23H40M
 2:        (JAMES TIRED)    SET AT 20W23H40M
 3:        (MARION TIRED)    SET AT 20W23H40M
 4:        (LST XX)    SET AT 20W23H40M
 5:        (LST XX)    SET AT 20W23H40M
```

```
CHANGE STACK FOR TIME  20W23H50M

 1:        (ULST XX)    SET AT 20W23H50M
 2:        (LST XX)    SET AT 20W23H50M
 3:        (LST XX)    SET AT 20W23H50M
```

```
CHANGE STACK FOR TIME  20W1D
```

```
1:        (ULST XX)    SET AT 20W1D
2:        (LORDED TIRED)    SET AT 20W1D
3:        (LADYJANE TIRED)    SET AT 20W1D
4:        (LST XX)    SET AT 20W1D
5:        (ULST XX)    SET AT 20W1D
6:   NOT (JAMES TIRED)    SET AT 20W23H40M
7:        (JAMES GOTO BED)    SET AT 20W1D
8:        (LST XX)    SET AT 20W1D
```

```
CHANGE STACK FOR TIME   20W1D2H



CHANGE STACK FOR TIME   20W1D3H



CHANGE STACK FOR TIME   20W1D4H



CHANGE STACK FOR TIME   20W1D5H
```

```
CHANGE STACK FOR TIME   20W1D10M

    1:        (LST XX)    SET AT 20W1D10M
```

```
CHANGE STACK FOR TIME   20W1D6H
```

```
CHANGE STACK FOR TIME   20W1D7H

    1:   NOT (DAY IS FRIDAY)    SET AT 20W10H10M
    2:       (DAY IS SATURDAY)    SET AT 20W1D7H
    3:       (SUN RISE)    SET AT 20W1D7H
    4:       (ULST XX)    SET AT 20W1D7H
    5:       (BUTLER GETUP)    SET AT 20W1D7H
    6:       (COOK GETUP)    SET AT 20W1D7H
    7:       (MAID GETUP)    SET AT 20W1D7H
    8:   NOT (BUTLER GOTO BED)    SET AT 20W22H
    9:   NOT (COOK GOTO BED)    SET AT 20W22H
   10:   NOT (MAID GOTO BED)    SET AT 20W22H
   11:       (LST XX)    SET AT 20W1D7H
   12:       (SERVANTS GETUP)    SET AT 20W1D7H
   13:   NOT (SERVANTS GOTO BED)    SET AT 20W22H
   14:       (COOK GOTO KITCHEN)    SET AT 20W1D7H
   15:       (COOK PREPARE BREAKFAS)    SET AT 20W1D7H
   16:       (BUTLER FOLLOW COOK)    SET AT 20W1D7H
   17:       (BUTLER FUCK COOK)    SET AT 20W1D7H
   18:       (FUCK IN KITCHEN)    SET AT 20W1D7H
```

```
CHANGE STACK FOR TIME   20W1D20M

    1:        (ULST XX)    SET AT 20W1D20M
    2:   NOT (LORDED TIRED)    SET AT 20W1D
    3:        (LORDED SAY GOODNIGH)    SET AT 20W1D20M
    4:        (LORDED GOTO BED)    SET AT 20W1D20M
    5:        (LST XX)    SET AT 20W1D20M
    6:        (EVERYONE GOTO BED)    SET AT 20W1D20M
```

EVERYONE WENT TO BED.

```
CHANGE STACK FOR TIME   20W1D1H
```

THE DAY WAS SATURDAY.
THE SUN ROSE.
THE SERVANTS GOT UP.
THE COOK WENT TO THE KITCHEN.
THE COOK PREPARED A BREAKFAST.
CLIVE FOLLOWED THE COOK.

CLIVE SEDUCED MAGGIE IN THE KITCHEN.

CHANGE STACK FOR TIME   20W1D8H

```
 1:        (LST XX)    SET AT 20W1D8H
 2:        (DAY BEAUTIFU)   SET AT 20W1D8H
 3:        (THEY GETUP)   SET AT 20W1D8H
 4:        (THEY GETDRESS)   SET AT 20W1D8H
 5:        (THEY GO)    SET AT 20W1D8H
 6:        (GO TO BREAKFAS)   SET AT 20W1D8H
 7:        (GO DOWNNO)   SET AT 20W1D8H
 8:        (ULST XX)    SET AT 20W1D8H
 9:        (CATHY GETUP)   SET AT 20W1D8H
10:        (DRHUME GETUP)   SET AT 20W1D8H
11:        (JAMES GETUP)   SET AT 20W1D8H
12:        (JOHNBUX GETUP)   SET AT 20W1D8H
13:        (LADYBUX GETUP)   SET AT 20W1D8H
14:        (LADYJANE GETUP)   SET AT 20W1D8H
15:        (LORDED GETUP)   SET AT 20W1D8H
16:        (MARION GETUP)   SET AT 20W1D8H
17:        (NURSE GETUP)   SET AT 20W1D8H
18:        (RONALD GETUP)   SET AT 20W1D8H
19:   NOT (DRHUME GOTO BED)   SET AT 20W22H30M
20:   NOT (JAMES GOTO BED)   SET AT 20W1D
21:   NOT (JOHNBUX GOTO BED)   SET AT 20W23H
22:   NOT (LADYBUX GOTO BED)   SET AT 20W22H40M
23:   NOT (LORDED GOTO BED)   SET AT 20W1D2CM
24:   NOT (NURSE GOTO BED)   SET AT 20W23H30M
25:   NOT (RONALD GOTO BED)   SET AT 20W22H20M
26:        (CATHY GETDRESS)   SET AT 20W1D8H
27:        (DRHUME GETDRESS)   SET AT 20W1D8H
28:        (JAMES GETDRESS)   SET AT 20W1D8H
29:        (JOHNBUX GETDRESS)   SET AT 20W1D8H
30:        (LADYBUX GETDRESS)   SET AT 20W1D8H
31:        (LADYJANE GETDRESS)   SET AT 20W1D8H
32:        (LORDED GETDRESS)   SET AT 20W1D8H
33:        (MARION GETDRESS)   SET AT 20W1D8H
34:        (NURSE GETDRESS)   SET AT 20W1D8H
35:        (RONALD GETDRESS)   SET AT 20W1D8H
36:        (CATHY GO)    SET AT 20W1D8H
37:        (GO TO BREAKFAS)   SET AT 20W1D8H
38:        (GO DOWNNO)   SET AT 20W1D8H
39:        (DRHUME GO)   SET AT 20W1D8H
40:        (GO TO BREAKFAS)   SET AT 20W1D8H
41:        (GO DOWNNO)   SET AT 20W1D8H
42:        (JAMES GO)    SET AT 20W1D8H
43:        (GO TO BREAKFAS)   SET AT 20W1D8H
44:        (GO DOWNNO)   SET AT 20W1D8H
45:        (JOHNBUX GO)   SET AT 20W1D9H
46:        (GO TO BREAKFAS)   SET AT 20W1D9H
47:        (GO DOWNNO)   SET AT 20W1D8H
48:        (LADYBUX GO)   SET AT 20W1D9H
49:        (GO TO BREAKFAS)   SET AT 20W1D8H
```

```
50:        (GO DOWNNO)   SET AT 20W1D8H
51:        (LADYJANE GO)    SET AT 20W1D9H
52:        (GO TO BREAKFAS)   SET AT 20W1D8H
53:        (GO DOWNNO)   SET AT 20W1D8H
54:        (LORDED GO)   SET AT 20W1D8H
55:        (GO TO BREAKFAS)   SET AT 20W1D8H
56:        (GO DOWNNO)   SET AT 20W1D8H
57:        (MARION GO)   SET AT 20W1D9H
58:        (GO TO BREAKFAS)   SET AT 20W1D8H
59:        (GO DOWNNO)   SET AT 20W1D8H
60:        (NURSE GO)    SET AT 20W1D8H
61:        (GO TO BREAKFAS)   SET AT 20W1D8H
62:        (GO DOWNNO)   SET AT 20W1D8H
63:        (RONALD GO)    SET AT 20W1D9H
64:        (GO TO BREAKFAS)   SET AT 20W1D8H
65:        (GO DOWNNO)   SET AT 20W1D9H
66:        (CATHY GOTO DININGRM)   SET AT 20W1D8H
67:        (DRHUME GOTO DININGRM)   SET AT 20W1D8H
68:        (JAMES GOTO DININGRM)   SET AT 20W1D8H
69:        (JOHNBUX GOTO DININGRM)   SET AT 20W1D9H
70:        (LADYBUX GOTO DININGRM)   SET AT 20W1D8H
71:        (LADYJANE GOTO DININGRM)   SET AT 20W1D8H
72:        (LORDED GOTO DININGRM)   SET AT 20W1D9H
73:        (MARION GOTO DININGRM)   SET AT 20W1D8H
74:        (NURSE GOTO DININGRM)   SET AT 20W1D8H
75:        (RONALD GOTO DININGRM)   SET AT 20W1D9H
76:        (LST XX)    SET AT 20W1D8H
```

THE DAY WAS BEAUTIFUL.
THEY GOT UP.
THEY GOT DRESSED.
THEY WENT DOWN TO THE BREAKFAST.

CHANGE STACK FOR TIME   20W1D8H10M

CHANGE STACK FOR TIME   20W1D9H20M

.

CHANGE STACK FOR TIME   20W1D9H30M

```
CHANGE STACK FOR TIME  20W1D8H40M


CHANGE STACK FOR TIME  20W1D8H50M

    1:        (NURSE TALKWITH RONALD)    SET AT 20W1D8H50M
    2:        (RONALD SAY THAT)    SET AT 20W1D8H50M
    3:        (NURSE LOOKWELL)    SET AT 20W1D8H50M
    4:        (NURSE MENTION BUSINESS)    SET AT 20W1D8H50M
    5:        (MENTION CASUALLY)    SET AT 20W1D8H50M
    6:        (RONALD AFFECTIO CONVERTN) = -2.0000
    7:        (CONVERTN ABOUT BUSINESS)    SET AT 20W1D8H50M
```

FLORENCE TALKED WITH RONALD.
RONALD SAID THAT FLORENCE LOOKED WELL.
FLORENCE CASUALLY MENTIONED BUSINESS.
RONALD HATED CONVERSATIONS ABOUT BUSINESS.

```
CHANGE STACK FOR TIME  20W1D9H

    1:        (BREAKFAS OVER)    SET AT 20W1D9H
    2:        (JAMES TALKWITH LADYBUX)    SET AT 20W1D9H
    3:        (JAMES MENTION MUSIC)    SET AT 20W1D9H
    4:        (MENTION CASUALLY)    SET AT 20W1D9H
    5:        (LADYBUX DISCUSS MUSIC)    SET AT 20W1D9H
    6:        (DISCUSS WITH JAMES)    SET AT 20W1D9H
```

THE BREAKFAST WAS OVER.
JAMES TALKED WITH LADY BUXLEY.
JAMES CASUALLY MENTIONED A MUSIC.
LADY BUXLEY DISCUSSED THE MUSIC WITH JAMES.

```
CHANGE STACK FOR TIME  20W1D9H10M

    1:        (ULST XX)    SET AT 20W1D9H10M
    2:   NOT  (CATHY GOTO DININGRM)    SET AT 20W1D8H
    3:        (CATHY GOTO PARLOR)    SET AT 20W1D9H10M
```

```
    4:   NOT  (DRHUME GOTO DININGRM)    SET AT 20W1D8H
    5:        (DRHUME GOTO PARLOR)    SET AT 20W1D9H10M
    6:   NOT  (JAMES GOTO DININGRM)    SET AT 20W1D9H
    7:        (JAMES GOTO PARLOR)    SET AT 20W1D9H10M
    8:   NOT  (JOHNBUX GOTO DININGRM)    SET AT 20W1D9H
    9:        (JOHNBUX GOTO PARLOR)    SET AT 20W1D9H10M
   10:   NOT  (LADYBUX GOTO DININGRM)    SET AT 20W1D8H
   11:        (LADYBUX GOTO PARLOR)    SET AT 20W1D9H10M
   12:   NOT  (LADYJANE GOTO DININGRM)    SET AT 20W1D8H
   13:        (LADYJANE GOTO PARLOR)    SET AT 20W1D9H10M
   14:   NOT  (LORDED GOTO DININGRM)    SET AT 20W1D8H
   15:        (LORDED GOTO PARLOR)    SET AT 20W1D9H10M
   16:   NOT  (MARION GOTO DININGRM)    SET AT 20W1D8H
   17:        (MARION GOTO PARLOR)    SET AT 20W1D9H10M
   18:   NOT  (NURSE GOTO DININGRM)    SET AT 20W1D9H
   19:        (NURSE GOTO PARLOR)    SET AT 20W1D9H10M
   20:   NOT  (RONALD GOTO DININGRM)    SET AT 20W1D8H
   21:        (RONALD GOTO PARLOR)    SET AT 20W1D9H10M
   22:        (LST XX)    SET AT 20W1D9H10M
   23:        (EVERYONE GOTO PARLOR)    SET AT 20W1D9H10M
```

EVERYONE WENT TO THE PARLOR.

```
CHANGE STACK FOR TIME  20W1D9H20M


CHANGE STACK FOR TIME  20W1D9H30M


CHANGE STACK FOR TIME  20W1D9H40M


CHANGE STACK FOR TIME  20W1D9H50M

    1:        (JAMES TALKWITH DRHUME)    SET AT 20W1D9H50M
    2:        (DRHUME ARGUWITH JAMES)    SET AT 20W1D9H50M
    3:        (JAMES SAY THAT)    SET AT 20W1D9H50M
    4:        (DRHUME IQ) = 25.0000
    5:        (DRHUME THREATEN)    SET AT 20W1D9H50M
    6:        (THREATEN HIT JAMES)    SET AT 20W1D9H50M
    7:        (DRHUME CURSE JAMES)    SET AT 20W1D9H50M
    8:        (JAMES HIT DRHUME)    SET AT 20W1D9H50M
```

```
9:      (HIT IN NOSE)   SET AT 20W1D9H50M
10:     (DRHUME TRY)   SET AT 20W1D9H50M
11:     (TRY GRAB JAMES)   SET AT 20W1D9H50M
12:     (JAMES PUSH DRHUME)   SET AT 20W1D9H50M
13:     (DRHUME THREATEN)   SET AT 20W1D9H50M
14:     (THREATEN KILL JAMES)   SET AT 20W1D9H50M
15:     (DRHUME HIT JAMES)   SET AT 20W1D9H50M
16:     (JAMES AFFECTIO DRHUME) = -3.0000
```

JAMES TALKED WITH DR. HUME.
HUME ARGUED WITH JAMES.
JAMES SAID THAT HUME WAS IDIOTIC.
HUME THREATENED TO HIT JAMES.
DR. BARTHOLOMEW HUME CURSED JAMES.
JAMES HIT DR. BARTHOLOMEW HUME IN THE NOSE.
DR. BARTHOLOMEW HUME TRIED TO GRAB JAMES.
JAMES PUSHED HUME.
HUME THREATENED TO KILL JAMES.
DR. BARTHOLOMEW HUME HIT JAMES.
JAMES HATED DR. HUME.

CHANGE STACK FOR TIME   20W1D10H

CHANGE STACK FOR TIME   20W1D10H10M

CHANGE STACK FOR TIME   20W1D10H20M

```
1:      (DRHUME ASK LORDED)   SET AT 20W1D10H20M
2:      (ASK PLAY CHESS)   SET AT 20W1D10H20M
3:      (LORDED AGREE)   SET AT 20W1D10H20M
4:      (LORDED GOTO STUDY)   SET AT 20W1D10H20M
5:      (GOTO WITH DRHUME)   SET AT 20W1D10H20M
6:      (ULST XX)   SET AT 20W1D10H20M
7:      (DRHUME PLAY CHESS)   SET AT 20W1D10H20M
8:      (LORDED PLAY CHESS)   SET AT 20W1D10H20M
9:      (LST XX)   SET AT 20W1D10H20M
10:     (THEY PLAY CHESS)   SET AT 20W1D10H20M
11:     (DRHUME IS PLAYER2)   SET AT 20W1D10H20M
12:     (PLAYER2 GOOD2)   SET AT 20W1D10H20M
13:     (LORDED PLAY CHESS)   SET AT 20W1D10H20M
14:     (PLAY WELL)   SET AT 20W1D10H20M
```

DR. HUME ASKED LORD EDWARD TO PLAY CHESS.
EDWARD AGREED.
LORD EDWARD WENT TO THE STUDY WITH DR. HUME.
THEY PLAYED CHESS.
HUME WAS A GOOD PLAYER.
LORD EDWARD PLAYED CHESS WELL.

CHANGE STACK FOR TIME   20W1D10H30M

CHANGE STACK FOR TIME   20W1D10H40M

CHANGE STACK FOR TIME   20W1D10H50M

CHANGE STACK FOR TIME   20W1D11H

```
1:      (NURSE TALKWITH JOHNBUX)   SET AT 20W1D11H
2:      (JOHNBUX FLIRTWIT NURSE)   SET AT 20W1D11H
3:      (JOHNBUX WANTNO)   SET AT 20W1D11H
4:      (WANTNO FUCK NURSE)   SET AT 20W1D11H
5:      (NURSE SMILEAT JOHNBUX)   SET AT 20W1D11H
```

FLORENCE TALKED WITH JOHN.
JOHN FLIRTED WITH FLORENCE.
JOHN WANTED TO SCREW FLORENCE.
FLORENCE SMILED AT JOHN BUXLEY.

CHANGE STACK FOR TIME   20W1D11H10M

```
1:      (JAMES TALKWITH JOHNBUX)   SET AT 20W1D11H10M
2:      (JOHNBUX LAUGH)   SET AT 20W1D11H10M
```

RONALD HIT JAMES IN THE NOSE.
JAMES TRIED TO GRAB RONALD.
RONALD PUSHED JAMES.
RONALD STRUGGLED WITH JAMES.
JAMES THREATENED TO KILL RONALD.
JAMES HIT RONALD.
RONALD HATED JAMES.

JAMES TALKED WITH JOHN.
JOHN LAUGHED.
JOHN BUXLEY SAID THAT JAMES LOOKED WELL.

CHANGE STACK FOR TIME 20W1D11H40M

CHANGE STACK FOR TIME 20W1D11H20M

CHANGE STACK FOR TIME 20W1D11H50M

1:      (LADYBUX TALKWITH NURSE)   SET AT 20W1D11H50M

CHANGE STACK FOR TIME 20W1D11H30M

1:      (RONALD TALKWITH JAMES)   SET AT 20W1D11H30M
2:      (JAMES ARGUWITH RONALD)   SET AT 20W1D11H30M
3:      (RONALD SAY THAT)   SET AT 20W1D11H30M
4:      (JAMES IQ) = 25.0000
5:      (JAMES THREATEN)   SET AT 20W1D11H30M
6:      (THREATEN HIT RONALD)   SET AT 20W1D11H30M
7:      (RONALD HIT JAMES)   SET AT 20W1D11H30M
8:      (JAMES KICK RONALD)   SET AT 20W1D11H30M
9:      (KICK IN STOMACH)   SET AT 20W1D11H30M
10:     (RONALD GROAN)   SET AT 20W1D11H30M
11:     (GROAN SOFTLY)   SET AT 20W1D11H30M
12:     (RONALD HIT JAMES)   SET AT 20W1D11H30M
13:     (HIT IN NOSE)   SET AT 20W1D11H30M
14:     (JAMES TRY)   SET AT 20W1D11H30M
15:     (TRY GRAB RONALD)   SET AT 20W1D11H30M
16:     (RONALD PUSH JAMES)   SET AT 20W1D11H30M
17:     (RONALD STRUGLWI JAMES)   SET AT 20W1D11H30M
18:     (JAMES THREATEN)   SET AT 20W1D11H30M
19:     (THREATEN KILL RONALD)   SET AT 20W1D11H30M
20:     (JAMES HIT RONALD)   SET AT 20W1D11H30M
21:     (RONALD AFFECTIO JAMES) = -3.0000

LADY BUXLEY TALKED WITH FLORENCE.

CHANGE STACK FOR TIME 20W1D12H

1:      (COOK GOTO KITCHEN)   SET AT 20W1D12H
2:      (COOK PREPARE DINER)   SET AT 20W1D12H

THE COOK WENT TO THE KITCHEN.
MAGGIE PREPARED LUNCH.

CHANGE STACK FOR TIME 20W1D12H10M

CHANGE STACK FOR TIME 20W1D12H20M

RONALD TALKED WITH JAMES.
JAMES ARGUED WITH RONALD.
RONALD SAID THAT JAMES WAS IDIOTIC.
JAMES THREATENED TO HIT RONALD.
RONALD HIT JAMES.
JAMES KICKED RONALD IN THE BELLY.
RONALD GROANED SOFTLY.

1:      (RONALD TALKWITH LADYBUX)   SET AT 20W1D12H20M

RONALD TALKED WITH LADY BUXLEY.

CHANGE STACK FOR TIME 20W1D12H30M

CHANGE STACK FOR TIME 20W1D12H40M

CHANGE STACK FOR TIME 20W1D12H50M

CHANGE STACK FOR TIME 20W1D13H

```
 1:       (BUTLER ANNOUNCE DINER)   SET AT 20W1D13H
 2:   NOT (DRHUME PLAY CHESS)   SET AT 20W1D10H20M
 3:   NOT (LORDED PLAY CHESS)   SET AT 20W1D10H20M
 4:   NOT (THEY PLAY CHESS)   SET AT 20W1D10H20M
 5:       (LORDED STOPNO)   SET AT 20W1D13H
 6:       (STOPNO PLAY CHESS)   SET AT 20W1D13H
 7:       (DRHUME STOPNO)   SET AT 20W1D13H
 8:       (STOPNO PLAY CHESS)   SET AT 20W1D13H
```

CLIVE ANNOUNCED LUNCH.
EDWARD STOPPED PLAYING CHESS.
DR. BARTHOLOMEW HUME STOPPED PLAYING CHESS.

CHANGE STACK FOR TIME 20W1D13H10M

CHANGE STACK FOR TIME 20W1D13H15M

```
 1:       (ULST XX)   SET AT 20W1D13H15M
 2:   NOT (CATHY GOTO PARLOR)   SET AT 20W1D9H20M
 3:       (CATHY GOTO DININGRM)   SET AT 20W1D13H15M
 4:   NOT (DRHUME GOTO PARLOR)   SET AT 20W1D9H20M
 5:       (DRHUME GOTO DININGRM)   SET AT 20W1D13H15M
 6:   NOT (JAMES GOTO PARLOR)   SET AT 20W1D9H10M
 7:       (JAMES GOTO DININGRM)   SET AT 20W1D13H15M
 8:   NOT (JOHNBUX GOTO PARLOR)   SET AT 20W1D9H10M
 9:       (JOHNBUX GOTO DININGRM)   SET AT 20W1D13H15M
10:   NOT (LADYBUX GOTO PARLOR)   SET AT 20W1D9H10M
11:       (LADYBUX GOTO DININGRM)   SET AT 20W1D13H15M
12:   NOT (LADYJANE GOTO PARLOR)   SET AT 20W1D9H10M
13:       (LADYJANE GOTO DININGRM)   SET AT 20W1D13H15M
14:   NOT (LORDED GOTO PARLOR)   SET AT 20W1D9H10M
15:       (LORDED GOTO DININGRM)   SET AT 20W1D13H15M
16:   NOT (MARION GOTO PARLOR)   SET AT 20W1D9H10M
17:       (MARION GOTO DININGRM)   SET AT 20W1D13H15M
18:   NOT (NURSE GOTO PARLOR)   SET AT 20W1D9H10M
19:       (NURSE GOTO DININGRM)   SET AT 20W1D13H15M
20:   NOT (RONALD GOTO PARLOR)   SET AT 20W1D9H20M
21:       (RONALD GOTO DININGRM)   SET AT 20W1D13H15M
22:       (CATHY SIT)   SET AT 20W1D13H15M
23:       (SIT DOWNNO)   SET AT 20W1D13H15M
24:       (DRHUME SIT)   SET AT 20W1D13H15M
25:       (SIT DOWNNO)   SET AT 20W1D13H15M
26:       (JAMES SIT)   SET AT 20W1D13H15M
27:       (SIT DOWNNO)   SET AT 20W1D13H15M
28:       (JOHNBUX SIT)   SET AT 20W1D13H15M
29:       (SIT DOWNNO)   SET AT 20W1D13H15M
30:       (LADYBUX SIT)   SET AT 20W1D13H15M
31:       (SIT DOWNNO)   SET AT 20W1D13H15M
32:       (LADYJANE SIT)   SET AT 20W1D13H15M
33:       (SIT DOWNNO)   SET AT 20W1D13H15M
34:       (LORDED SIT)   SET AT 20W1D13H15M
35:       (SIT DOWNNO)   SET AT 20W1D13H15M
36:       (MARION SIT)   SET AT 20W1D13H15M
37:       (SIT DOWNNO)   SET AT 20W1D13H15M
38:       (NURSE SIT)   SET AT 20W1D13H15M
39:       (SIT DOWNNO)   SET AT 20W1D13H15M
40:       (RONALD SIT)   SET AT 20W1D13H15M
41:       (SIT DOWNNO)   SET AT 20W1D13H15M
42:       (LST XX)   SET AT 20W1D13H15M
43:   NOT (EVERYONE GOTO PARLOR)   SET AT 20W1D9H10M
44:       (EVERYONE GOTO DININGRM)   SET AT 20W1D13H15M
45:       (EVERYONE SIT)   SET AT 20W1D13H15M
46:       (SIT DOWNNO)   SET AT 20W1D13H15M
47:       (BUTLER SERVE FOOD)   SET AT 20W1D13H15M
48:       (DINER STARTNO)   SET AT 20W1D13H15M
```

                    .

EVERYONE WENT TO THE DINING ROOM.
EVERYONE SAT DOWN.

CLIVE SERVED THE FOOD.
LUNCH STARTED.

CHANGE STACK FOR TIME 20W1D13H20M

CHANGE STACK FOR TIME 20W1D13H30M

CHANGE STACK FOR TIME 20W1D13H40M

```
    1:        (NURSE TALKWITH DRHUME)   SET AT 20W1D13H40M
    2:        (NURSE MENTION FASHION)   SET AT 20W1D13H40M
    3:        (MENTION CASUALLY)    SET AT 20W1D13H40M
    4:        (DRHUME AFFECTIO CONVERTN) = -2.0000
    5:        (CONVERTN ABOUT FASHION)   SET AT 20W1D13H40M
```


FLORENCE TALKED WITH HUME.
FLORENCE CASUALLY MENTIONED FASHION.
DR. BARTHOLOMEW HUME HATED THE CONVERSATIONS ABOUT FASHION.

CHANGE STACK FOR TIME 20W1D13H50M

CHANGE STACK FOR TIME 20W1D14H

CHANGE STACK FOR TIME 20W1D14H10M

CHANGE STACK FOR TIME 20W1D14H20M

CHANGE STACK FOR TIME 20W1D14H30M

```
    1:        (ULST XX)    SET AT 20W1D14H30M
    2:   NOT (EVERYONE GOTO DININGRM)   SET AT 20W1D13H15M
    3:   NOT (EVERYONE SIT)    SET AT 0M
    4:   NOT (SIT DOWNNO)    SET AT 0M
    5:   NOT (DRHUME GOTO DININGRM)   SET AT 20W1D13H15M
    6:        (DRHUME GOTO PARLOR)   SET AT 20W1D14H30M
    7:        (DRHUME SMOKE CIGARS)   SET AT 20W1D14H30M
    8:        (DRHUME DRINK SHERRY)   SET AT 20W1D14H30M
    9:   NOT (JAMES GOTO DININGRM)   SET AT 20W1D13H15M
   10:        (JAMES GOTO PARLOR)    SET AT 20W1D14H30M
   11:        (JAMES SMOKE CIGARS)   SET AT 20W1D14H30M
   12:        (JAMES DRINK SHERRY)   SET AT 20W1D14H30M
   13:   NOT (JOHNBUX GOTO DININGRM)   SET AT 20W1D13H15M
   14:        (JOHNBUX GOTO PARLOR)   SET AT 20W1D14H30M
   15:        (JOHNBUX SMOKE CIGARS)   SET AT 20W1D14H30M
   16:        (JOHNBUX DRINK SHERRY)   SET AT 20W1D14H30M
   17:   NOT (LORDED GOTO DININGRM)   SET AT 20W1D13H15M
   18:        (LORDED GOTO PARLOR)   SET AT 20W1D14H30M
   19:        (LORDED SMOKE CIGARS)   SET AT 20W1D14H30M
   20:        (LORDED DRINK SHERRY)   SET AT 20W1D14H30M
   21:   NOT (RONALD GOTO DININGRM)   SET AT 20W1D13H15M
   22:        (RONALD GOTO PARLOR)   SET AT 20W1D14H30M
   23:        (RONALD SMOKE CIGARS)   SET AT 20W1D14H30M
   24:        (RONALD DRINK SHERRY)   SET AT 20W1D14H30M
   25:        (LST XX)   SET AT 20W1D14H30M
   26:        (DINER OVER)   SET AT 20W1D14H30M
   27:        (MEN GOTO PARLOR)   SET AT 20W1D14H30M
   28:        (MEN SMOKE CIGARS)   SET AT 20W1D14H30M
   29:        (MX GG) = 2.0000
   30:        (ULST XX)   SET AT 20W1D14H30M
   31:        (CIGARS FAT)   SET AT 20W1D14H30M
   32:        (ULST XX)   SET AT 20W1D14H30M
   33:        (CIGARS SMELLY)   SET AT 20W1D14H30M
   34:        (LST XX)   SET AT 20W1D14H30M
   35:        (ULST XX)   SET AT 20W1D14H30M
   36:        (MEN DRINK SHERRY)   SET AT 20W1D14H30M
   37:        (ULST XX)   SET AT 20W1D14H30M
   38:   NOT (CATHY GOTO DININGRM)   SET AT 20W1D13H15M
   39:        (CATHY GOTO DRAWINGR)   SET AT 20W1D14H30M
   40:        (CATHY DRINK WHISKY)   SET AT 20W1D14H30M
   41:        (CATHY GOSSIP)   SET AT 20W1D14H30M
   42:   NOT (LADYBUX GOTO DININGRM)   SET AT 20W1D13H15M
   43:        (LADYBUX GOTO DRAWINGR)   SET AT 20W1D14H30M
   44:        (LADYBUX DRINK WHISKY)   SET AT 20W1D14H30M
   45:        (LADYBUX GOSSIP)   SET AT 20W1D14H30M
   46:   NOT (LADYJANE GOTO DININGRM)   SET AT 20W1D13H15M
   47:        (LADYJANE GOTO DRAWINGR)   SET AT 20W1D14H30M
   48:        (LADYJANE DRINK WHISKY)   SET AT 20W1D14H30M
   48:        (LADYJANE GOSSIP)   SET AT 20W1D14H30M
   50:   NOT (MARION GOTO DININGRM)   SET AT 20W1D13H15M
   51:        (MARION GOTO DRAWINGR)   SET AT 20W1D14H30M
   52:        (MARION DRINK WHISKY)   SET AT 20W1D14H30M
   53:        (MARION GOSSIP)   SET AT 20W1D14H30M
   54:   NOT (NURSE GOTO DININGRM)   SET AT 20W1D13H15M
   55:        (NURSE GOTO DRAWINGR)   SET AT 20W1D14H30M
```

```
56:     (NURSE DRINK WHISKY)   SET AT 20W1D14H30M
57:     (NURSE GOSSIP)   SET AT 20W1D14H30M
58:     (LST XX)   SET AT 20W1D14H30M
59:     (WOMEN GOTO DRAWINGR)   SET AT 20W1D14H30M
60:     (WOMEN DRINK WHISKY)   SET AT 20W1D14H30M
61:     (MX 03) = 2.0000
62:     (LST XX)   SET AT 20W1D14H30M
63:     (ULST XX)   SET AT 20W1D14H30M
64:     (WOMEN GOSSIP)   SET AT 20W1D14H30M
65:     (LST XX)   SET AT 20W1D14H30M
```

LUNCH WAS OVER.
THE MEN WENT TO THE PARLOR.
THE MEN SMOKED CIGARS.
THE WOMEN WENT TO THE DRAWING ROOM.
THE WOMEN DRANK WHISKEY.

CHANGE STACK FOR TIME   20W1D14H40M

CHANGE STACK FOR TIME   20W1D14H50M

CHANGE STACK FOR TIME   20W1D15H

CHANGE STACK FOR TIME   20W1D15H10M

CHANGE STACK FOR TIME   20W1D15H15M

```
1:      (ULST XX)   SET AT 20W1D15H15M
2:  NOT (CATHY GOTO DRAWINGR)   SET AT 20W1D14H30M
3:      (CATHY GOTO PARLOR)   SET AT 20W1D15H15M
4:      (DRHUME GOTO PARLOR)   SET AT 20W1D15H15M
5:      (JAMES GOTO PARLOR)   SET AT 20W1D15H15M
6:      (JOHNBUX GOTO PARLOR)   SET AT 20W1D15H15M
7:  NOT (LADYBUX GOTO DRAWINGR)   SET AT 20W1D15H15M
8:      (LADYBUX GOTO PARLOR)   SET AT 20W1D15H15M
9:  NOT (LADYJANE GOTO DRAWINGR)   SET AT 20W1D14H30M
```

```
10:     (LADYJANE GOTO PARLOR)   SET AT 20W1D15H15M
11:     (LORDED GOTO PARLOR)   SET AT 20W1D15H15M
12: NOT (MARION GOTO DRAWINGR)   SET AT 20W1D14H30M
13:     (MARION GOTO PARLOR)   SET AT 20W1D15H15M
14: NOT (NURSE GOTO DRAWINGR)   SET AT 20W1D14H30M
15:     (NURSE GOTO PARLOR)   SET AT 20W1D15H15M
16:     (RONALD GOTO PARLOR)   SET AT 20W1D15H15M
17:     (LST XX)   SET AT 20W1D15H15M
18:     (EVERYONE GOTO PARLOR)   SET AT 20W1D15H15M
19:     (MARION DECIDE)   SET AT 20W1D15H15M
20:     (DECIDE GOFOR WALK)   SET AT 20W1D15H15M
21:     (MARION SMILEAT LORDED)   SET AT 20W1D15H15M
22:     (LORDED SEE THAT)   SET AT 20W1D15H15M
23:     (MARION GOTO GARDEN)   SET AT 20W1D15H15M
24:     (LORDED FOLLOW MARION)   SET AT 20W1D15H15M
25:     (LADYJANE SEE THAT)   SET AT 20W1D15H15M
26:     (LORDED FOLLOW MARION)   SET AT 20W1D15H15M
27:     (LADYJANE THINK THAT)   SET AT 20W1D15H15M
28:     (LORDED AFFECTIO MARION) = 3.0000
29:     (MARION WALKIN GARDEN)   SET AT 20W1D15H15M
30:     (LADYJANE FOLLOW LORDED)   SET AT 20W1D15H15M
31:     (LORDED MEET MARION)   SET AT 20W1D15H15M
```

EVERYONE WENT TO THE PARLOR.
MARION DECIDED TO GO FOR A WALK.
MARION SMILED AT EDWARD.
EDWARD SAW THAT MARION WENT TO THE GARDEN.
EDWARD FOLLOWED MARION.
JANE SAW THAT EDWARD FOLLOWED MARION.
JANE THOUGHT THAT LORD EDWARD LOVED MARION.
JANE FOLLOWED LORD EDWARD.
LORD EDWARD MET MARION.

CHANGE STACK FOR TIME   20W1D15H20M

```
1:      (LORDED KISS MARION)   SET AT 20W1D15H20M
2:      (MARION CARESS LORDED)   SET AT 20W1D15H20M
3:      (ULST XX)   SET AT 20W1D15H20M
4:  NOT (LORDED GOTO PARLOR)   SET AT 20W1D15H15M
5:      (LORDED GOTO GREENHS)   SET AT 20W1D15H20M
6:  NOT (MARION GOTO PARLOR)   SET AT 20W1D15H15M
7:      (MARION GOTO GREENHS)   SET AT 20W1D15H20M
8:      (LADYJANE FOLLOW LORDED)   SET AT 20W1D15H20M
9:      (LADYJANE FOLLOW MARION)   SET AT 20W1D15H20M
10:     (LST XX)   SET AT 20W1D15H20M
11:     (THEY GOTO GREENHS)   SET AT 20W1D15H20M
12:     (LADYJANE FOLLOW THEY)   SET AT 20W1D15H20M
13:     (MARION UNDRESS)   SET AT 20W1D15H20M
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14:     (LORDED FUCK MARION)   SET AT 20W1D15H20M          6:     (JOHNBUX WANTNO)   SET AT 20W1D15H30M
15:     (LORDED COMMIT ADULTRY)   SET AT 20W1D15H20M       7:     (WANTNO SEDUCE MARION)   SET AT 20W1D15H30M
16:     (MARION COMMIT ADULTRY)   SET AT 20W1D15H20M       8:     (MARION WANTNO)   SET AT 20W1D15H30M
17:     (LADYJANE ENRAGED)   SET AT 20W1D15H20M            9:     (WANTNO FUCK JOHNBUX)   SET AT 20W1D15H30M
18:     (LADYJANE ENTER GREENHSE)   SET AT 20W1D15H20M    10:     (JAMES SEE THAT)   SET AT 20W1D15H30M
19:     (LADYJANE YELLAT LORDED)   SET AT 20W1D15H20M     11:     (MARION TALKWITH JOHNBUX)   SET AT 20W1D15H30M
20:     (LADYJANE CRY)   SET AT 20W1D15H20M               12:     (MARION SMILEAT JOHNBUX)   SET AT 20W1D15H30M
21:     (LADYJANE THREATEN)   SET AT 20W1D15H20M          13:     (JOHNBUX FLATTER MARION)   SET AT 20W1D15H30M
22:     (THREATEN KILL LORDED)   SET AT 20W1D15H20M       14:     (JAMES MADAT MARION)   SET AT 20W1D15H30M
23:     (MARION EMBARASD)   SET AT 20W1D15H20M            15:     (JAMES MADAT JOHNBUX)   SET AT 20W1D15H30M
24:     (LORDED ASK LADYJANE)   SET AT 20W1D15H20M        16:     (LST XX)   SET AT 20W1D15H30M
25:     (ASK FORGIVE LORDED)   SET AT 20W1D15H20M         17:     (JAMES ANGRY)   SET AT 20W1D15H30M
26:     (EVERYONE GOTO HOUSE)   SET AT 20W1D15H20M        18:     (MX GG) = 1.0000
27:     (ULST XX)   SET AT 20W1D15H20M                    19:     (JAMES OVERHEAR MARION)   SET AT 20W1D15H30M
28:     (LADYJANE GOTO HOUSE)   SET AT 20W1D15H20M        20:     (LST XX)   SET AT 20W1D15H30M
29:     (LORDED GOTO HOUSE)   SET AT 20W1D15H20M          21:     (MARION SEE THAT)   SET AT 20W1D15H30M
30:     (MARION GOTO HOUSE)   SET AT 20W1D15H20M          22:     (JAMES UPSET)   SET AT 20W1D15H30M
31:     (LST XX)   SET AT 20W1D15H20M                     23:     (MARION TALKWITH JAMES)   SET AT 20W1D15H30M
```

EDWARD KISSED MARION.
MARION CARESSED EDWARD.
THEY WENT TO THE GREEN HOUSE.
LADY JANE FOLLOWED THEM.
MARION UNDRESSED.
EDWARD SCREWED MARION.
EDWARD COMMITED ADULTERY.
MARION COMMITED ADULTERY.
LADY JANE WAS ENRAGED.
JANE ENTERED THE GREEN HOUSE.
JANE YELLED AT LORD EDWARD.
JANE CRIED.
JANE THREATENED TO KILL LORD EDWARD.
MARION WAS EMBARASSED.
LORD EDWARD ASKED LADY JANE TO FORGIVE LORD EDWARD.
EVERYONE WENT TO THE HOUSE.

CHANGE STACK FOR TIME   20W1D15H25M

CHANGE STACK FOR TIME   20W1D15H30M

```
 1:     (MARION TALKWITH JOHNBUX)   SET AT 20W1D15H30M
 2:     (JOHNBUX FLIRTWIT MARION)   SET AT 20W1D15H30M
 3:     (JOHNBUX TOUCH MARION)   SET AT 20W1D15H30M
 4:     (TOUCH GENTLY)   SET AT 20W1D15H30M
 5:     (MARION SMILEAT JOHNBUX)   SET AT 20W1D15H30M
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MARION TALKED WITH JOHN BUXLEY.
JOHN BUXLEY FLIRTED WITH MARION.
JOHN BUXLEY GENTLY TOUCHED MARION.
MARION SMILED AT JOHN.
JOHN BUXLEY WANTED TO SEDUCE MARION.
MARION WANTED TO SEDUCE JOHN BUXLEY.
JAMES SAW THAT MARION TALKED WITH JOHN.
JAMES WAS MAD AT MARION.
JAMES WAS MAD AT JOHN.
JAMES OVERHEARING MARION WAS ANGRY.
MARION SAW THAT JAMES WAS UPSET.
MARION TALKED WITH JAMES.

CHANGE STACK FOR TIME   20W1D15H35M

CHANGE STACK FOR TIME   20W1D15H40M

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CHANGE STACK FOR TIME   20W1D15H45M

CHANGE STACK FOR TIME   20W1D15H50M

CHANGE STACK FOR TIME 20W1D15H55M

CHANGE STACK FOR TIME 20W1D16H

  1:     (BUTLER ANNOUNCE TEA) SET AT 20W1D16H

THE BUTLER ANNOUNCED TEA.

CHANGE STACK FOR TIME 0M

CHANGE STACK FOR TIME 20W1D16H10M

CHANGE STACK FOR TIME 20W1D15H14M

  1:     (ULST XX) SET AT 20W1D16H14M
  2: NOT (CATHY GOTO PARLOR) SET AT 20W1D15H15M
  3:     (CATHY GOTO GARDEN) SET AT 20W1D16H14M
  4: NOT (ORHUME GOTO PARLOR) SET AT 20W1D15H15M
  5:     (ORHUME GOTO GARDEN) SET AT 20W1D16H14M
  6: NOT (JAMES GOTO PARLOR) SET AT 20W1D15H15M
  7:     (JAMES GOTO GARDEN) SET AT 20W1D16H14M
  8: NOT (JOHNBUX GOTO PARLOR) SET AT 20W1D15H15M
  9:     (JOHNBUX GOTO GARDEN) SET AT 20W1D16H14M
 10: NOT (LADYBUX GOTO PARLOR) SET AT 20W1D15H15M
 11:     (LADYBUX GOTO GARDEN) SET AT 20W1D16H14M
 12: NOT (LADYJANE GOTO PARLOR) SET AT 20W1D15H15M
 13:     (LADYJANE GOTO GARDEN) SET AT 20W1D16H14M
 14: NOT (LORDED GOTO GREENHS) SET AT 20W1D16H20M
 15:     (LORDED GOTO GARDEN) SET AT 20W1D16H14M
 16: NOT (MARION GOTO GREENHS) SET AT 20W1D15H20M
 17:     (MARION GOTO GARDEN) SET AT 20W1D16H14M
 18: NOT (NURSE GOTO PARLOR) SET AT 20W1D15H15M
 19:     (NURSE GOTO GARDEN) SET AT 20W1D16H14M
 20: NOT (RONALD GOTO PARLOR) SET AT 20W1D15H15M
 21:     (RONALD GOTO GARDEN) SET AT 20W1D16H14M

 22:     (LST XX) SET AT 20W1D16H14M
 23: NOT (EVERYONE GOTO PARLOR) SET AT 20W1D15H15M
 24:     (EVERYONE GOTO GARDEN) SET AT 20W1D16H14M
 25:     (BUTLER SERVE TEA) SET AT 20W1D16H14M
 26:     (DAY COOL) SET AT 20W1D16H14M
 27:     (SKY CLOUDY) SET AT 20W1D16H14M
 28:     (GARDEN NICE) SET AT 20W1D16H14M
 29:     (FLOWERS PRETTY) SET AT 20W1D16H14M
 30:     (MARION COMPLIME LADYBUX) SET AT 20W1D16H14M

EVERYONE WENT TO THE GARDEN.
THE BUTLER SERVED TEA.
THE DAY WAS COOL.
THE SKY WAS CLOUDY.
THE GARDEN WAS NICE.
THE FLOWERS WERE PRETTY.
MARION COMPLIMENTED LADY BUXLEY.

CHANGE STACK FOR TIME 20W1D16H20X

  1:     (RONALD TALKWITH MARION) SET AT 20W1D16H20M

RONALD TALKED WITH MARION.

CHANGE STACK FOR TIME 20W1D16H30M

CHANGE STACK FOR TIME 20W1D16H40M

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CHANGE STACK FOR TIME 20W1D16H44M

  1:     (TEATIME OVER) SET AT 20W1D16H44M

TEA TIME WAS OVER.

CHANGE STACK FOR TIME 20W1D16H45M

1:		(ULST XX) SET AT 20W1D16H45M
2:	NOT	(CATHY GOTO GARDEN) SET AT 20W1D16H14M
3:		(CATHY GOTO PARLOR) SET AT 20W1D16H45M
4:	NOT	(DRHUME GOTO GARDEN) SET AT 20W1D16H14M
5:		(DRHUME GOTO PARLOR) SET AT 20W1D16H45M
6:	NOT	(JAMES GOTO GARDEN) SET AT 20W1D16H14M
7:		(JAMES GOTO PARLOR) SET AT 20W1D16H45M
8:	NOT	(JOHNBUX GOTO GARDEN) SET AT 20W1D16H14M
9:		(JOHNBUX GOTO PARLOR) SET AT 20W1D16H45M
10:	NOT	(LADYBUX GOTO GARDEN) SET AT 20W1D16H14M
11:		(LADYBUX GOTO PARLOR) SET AT 20W1D16H45M
12:	NOT	(LADYJANE GOTO GARDEN) SET AT 20W1D16H14M
13:		(LADYJANE GOTO PARLOR) SET AT 20W1D16H45M
14:	NOT	(LORDED GOTO GARDEN) SET AT 20W1D16H14M
15:		(LORDED GOTO PARLOR) SET AT 20W1D16H45M
16:	NOT	(MARION GOTO GARDEN) SET AT 20W1D16H14M
17:		(MARION GOTO PARLOR) SET AT 20W1D16H45M
18:	NOT	(NURSE GOTO GARDEN) SET AT 20W1D16H14M
19:		(NURSE GOTO PARLOR) SET AT 20W1D16H45M
20:	NOT	(RONALD GOTO GARDEN) SET AT 20W1D16H14M
21:		(RONALD GOTO PARLOR) SET AT 20W1D16H45M
22:		(LST XX) SET AT 20W1D16H45M
23:	NOT	(EVERYONE GOTO GARDEN) SET AT 20W1D16H14M
24:		(EVERYONE GOTO PARLOR) SET AT 20W1D16H45M

EVERYONE WENT TO THE PARLOR.

CHANGE STACK FOR TIME 20W1D16H50M

CHANGE STACK FOR TIME 20W1D16H55M

**THE COOK WENT TO THE KITCHEN.
MAGGIE PREPARED DINNER.**

CHANGE STACK FOR TIME 20W1D17H5M

CHANGE STACK FOR TIME 20W1D17H10M

CHANGE STACK FOR TIME 20W1D17H15M

CHANGE STACK FOR TIME 20W1D17H20M

CHANGE STACK FOR TIME 20W1D17H25M

1:		(DRHUME ASK LORDED) SET AT 20W1D17H25M
2:		(ASK PLAY TENNIS) SET AT 20W1D17H25M
3:		(LORDED AGREE) SET AT 20W1D17H25M
4:	NOT	(LORDED GOTO PARLOR) SET AT 20W1D16H45M
5:		(LORDED GOTO TENNISCO) SET AT 20W1D17H25M
6:		(GOTO WITH DRHUME) SET AT 20W1D17H25M
7:		(ULST XX) SET AT 20W1D17H25M
8:		(DRHUME PLAY TENNIS) SET AT 20W1D17H25M
9:		(LORDED PLAY TENNIS) SET AT 20W1D17H25M
10:		(LST XX) SET AT 20W1D17H25M
11:		(THEY PLAY TENNIS) SET AT 20W1D17H25M
12:		(DRHUME IS PLAYER2) SET AT 20W1D17H25M
13:		(PLAYER2 GOOD2) SET AT 20W1D17H25M
14:		(LORDED PLAY TENNIS) SET AT 20W1D17H25M
15:		(PLAY WELL) SET AT 20W1D17H25M

DR. HUME ASKED EDWARD TO PLAY TENNIS.
EDWARD AGREED.
LORD EDWARD WENT TO THE TENNIS COURT WITH DR. HUME.
THEY PLAYED TENNIS.
DR. HUME WAS THE GOOD PLAYER.
EDWARD PLAYED TENNIS WELL.

CHANGE STACK FOR TIME 20W1D17H30M

CHANGE STACK FOR TIME 20W1D17H35M

CHANGE STACK FOR TIME 20W1D17H40M

CHANGE STACK FOR TIME 20W1D17H45M

CHANGE STACK FOR TIME 20W1D17H50M

CHANGE STACK FOR TIME 20W1D17H55M

CHANGE STACK FOR TIME 20W1D18H

   1:        (BUTLER ANNOUNCE SUPPER)   SET AT 20W1D18H

THE BUTLER ANNOUNCED DINNER.

CHANGE STACK FOR TIME 20W1D18H5M

   1:    NOT (DRHUME PLAY TENNIS)   SET AT 20W1D17H25M
   2:    NOT (LORDED PLAY TENNIS)   SET AT 20W1D17H25M
   3:    NOT (THEY PLAY TENNIS)   SET AT 20W1D17H25M
   4:        (DRHUME STOPNO)   SET AT 20W1D18H5M
   5:        (STOPNO PLAY TENNIS)   SET AT 20W1D18H5M
   6:        (LORDED STOPNO)   SET AT 20W1D18H5M
   7:        (STOPNO PLAY TENNIS)   SET AT 20W1D18H5M

DR. BARTHOLOMEW HUME STOPPED PLAYING TENNIS.
EDWARD STOPPED PLAYING TENNIS.

CHANGE STACK FOR TIME 20W1D18H10M

CHANGE STACK FOR TIME 20W1D18H15M

   1:        (ULST XX)   SET AT 20W1D18H15M
   2:    NOT (CATHY GOTO PARLOR)   SET AT 20W1D16H45M
   3:        (CATHY GOTO DININGRM)   SET AT 20W1D18H15M
   4:    NOT (DRHUME GOTO PARLOR)   SET AT 20W1D16H45M
   5:        (DRHUME GOTO DININGRM)   SET AT 20W1D18H15M
   6:    NOT (JAMES GOTO PARLOR)   SET AT 20W1D16H45M
   7:        (JAMES GOTO DININGRM)   SET AT 20W1D18H15M
   8:    NOT (JOHNBUX GOTO PARLOR)   SET AT 20W1D16H45M
   9:        (JOHNBUX GOTO DININGRM)   SET AT 20W1D18H15M
  10:    NOT (LADYBUX GOTO PARLOR)   SET AT 20W1D16H45M
  11:        (LADYBUX GOTO DININGRM)   SET AT 20W1D18H15M
  12:    NOT (LADYJANE GOTO PARLOR)   SET AT 20W1D16H45M
  13:        (LADYJANE GOTO DININGRM)   SET AT 20W1D18H15M
  14:    NOT (LORDED GOTO TENNISCO)   SET AT 20W1D17H25M
  15:        (LORDED GOTO DININGRM)   SET AT 20W1D18H15M
  16:    NOT (MARION GOTO PARLOR)   SET AT 20W1D16H45M
  17:        (MARION GOTO DININGRM)   SET AT 20W1D18H15M
  18:    NOT (NURSE GOTO PARLOR)   SET AT 20W1D16H45M
  19:        (NURSE GOTO DININGRM)   SET AT 20W1D18H15M
  20:    NOT (RONALD GOTO PARLOR)   SET AT 20W1D16H45M
  21:        (RONALD GOTO DININGRM)   SET AT 20W1D18H15M
  22:        (CATHY SIT)   SET AT 20W1D18H15M
  23:        (SIT DOWNNO)   SET AT 20W1D18H15M
  24:        (DRHUME SIT)   SET AT 20W1D18H15M
  25:        (SIT DOWNNO)   SET AT 20W1D18H15M
  26:        (JAMES SIT)   SET AT 20W1D18H15M

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27:       (SIT DOWNNO)    SET AT 20W1D18H15M
28:       (JOHNBUX SIT)   SET AT 20W1D18H15M
29:       (SIT DOWNNO)    SET AT 20W1D18H15M
30:       (LADYBUX SIT)   SET AT 20W1D18H15M
31:       (SIT DOWNNO)    SET AT 20W1D18H15M
32:       (LADYJANE SIT)  SET AT 20W1D18H15M
33:       (SIT DOWNNO)    SET AT 20W1D18H15M
34:       (LORDED SIT)    SET AT 20W1D18H15M
35:       (SIT DOWNNO)    SET AT 20W1D18H15M
36:       (MARION SIT)    SET AT 20W1D18H15M
37:       (SIT DOWNNO)    SET AT 20W1D18H15M
38:       (NURSE SIT)     SET AT 20W1D18H15M
39:       (SIT DOWNNO)    SET AT 20W1D18H15M
40:       (RONALD SIT)    SET AT 20W1D18H15M
41:       (SIT DOWNNO)    SET AT 20W1D18H15M
42:       (LST XX)   SET AT 20W1D18H15M
43:  NOT (EVERYONE GOTO PARLOR)   SET AT 20W1D18H45M
44:       (EVERYONE GOTO DININGRM)   SET AT 20W1D18H15M
45:       (EVERYONE SIT)   SET AT 20W1D18H15M
46:       (SIT DOWNNO)   SET AT 20W1D18H15M
47:       (BUTLER SERVE FOOD)   SET AT 20W1D18H15M
48:       (SUPPER STARTNO)   SET AT 20W1D18H15M
```

EVERYONE WENT TO THE DINING ROOM.
EVERYONE SAT DOWN.
THE BUTLER SERVED THE FOOD.
SUPPER STARTED.

CHANGE STACK FOR TIME 20W1D18H20M

CHANGE STACK FOR TIME 20W1D18H30M

CHANGE STACK FOR TIME 20W1D18H40M

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CHANGE STACK FOR TIME  20W1D18H50M

 1:       (MARION TALKWITH NURSE)    SET AT 20W1D18H50M
 2:       (NURSE ARGUWITH MARION)    SET AT 20W1D18H50M
 3:       (MARION SAY THAT)    SET AT 20W1D18H50M
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 4:       (NURSE IQ) = 25.0000
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MARION TALKED WITH FLORENCE.
FLORENCE ARGUED WITH MARION.
MARION SAID THAT FLORENCE WAS IDIOTIC.

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CHANGE STACK FOR TIME  20W1D19M

 1:       (NURSE TALKWITH LADYBUX)    SET AT 20W1D19M
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FLORENCE TALKED WITH LADY BUXLEY.

CHANGE STACK FOR TIME 20W1D19H10M

CHANGE STACK FOR TIME 20W1D19H20M

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CHANGE STACK FOR TIME  20W1D19H30M

 1:       (ULST XX)    SET AT 20W1D19H30M
 2:  NOT (EVERYONE GOTO DININGRM)   SET AT 20W1D19H15M
 3:  NOT (EVERYONE SIT)   SET AT 0M
 4:  NOT (SIT DOWNNO)   SET AT 0M
 5:  NOT (DRHUME GOTO DININGRM)   SET AT 20W1D18H15M
 6:       (DRHUME GOTO PARLOR)   SET AT 20W1D19H30M
 7:       (DRHUME SMOKE CIGARS)   SET AT 20W1D19H30M
 8:       (DRHUME DRINK SHERRY)   SET AT 20W1D19H30M
 9:  NOT (JAMES GOTO DININGRM)   SET AT 20W1D18H15M
10:       (JAMES GOTO PARLOR)   SET AT 20W1D19H30M
11:       (JAMES SMOKE CIGARS)   SET AT 20W1D19H30M
12:       (JAMES DRINK SHERRY)   SET AT 20W1D19H30M
13:  NOT (JOHNBUX GOTO DININGRM)   SET AT 20W1D18H15M
14:       (JOHNBUX GOTO PARLOR)   SET AT 20W1D19H30M
15:       (JOHNBUX SMOKE CIGARS)   SET AT 20W1D19H30M
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16:      (JOHNBUX DRINK SHERRY)    SET AT 20W1D19H30M
17:  NOT (LORDED GOTO DININGRM)    SET AT 20W1D18H15M
18:      (LORDED GOTO PARLOR)      SET AT 20W1D19H30M
19:      (LORDED SMOKE CIGARS)     SET AT 20W1D19H30M
20:      (LORDED DRINK SHERRY)     SET AT 20W1D19H30M
21:  NOT (RONALD GOTO DININGRM)    SET AT 20W1D18H15M
22:      (RONALD GOTO PARLOR)      SET AT 20W1D19H30M
23:      (RONALD SMOKE CIGARS)     SET AT 20W1D19H30M
24:      (RONALD DRINK SHERRY)     SET AT 20W1D19H30M
25:      (LST XX)    SET AT 20W1D19H30M
26:      (SUPPER OVER)    SET AT 20W1D19H30M
27:      (MEN GOTO PARLOR)    SET AT 20W1D19H30M
28:      (MEN SMOKE CIGARS)   SET AT 20W1D19H30M
29:      (MX OQ) = 2.0000
30:      (CIGARS FAT)    SET AT 20W1D19H30M
31:      (CIGARS SMELLY)   SET AT 20W1D19H30M
32:      (LST XX)    SET AT 20W1D19H30M
33:      (MEN DRINK SHERRY)   SET AT 20W1D19H30M
34:      (ULST XX)   SET AT 20W1D19H30M
35:  NOT (CATHY GOTO DININGRM)    SET AT 20W1D18H15M
36:      (CATHY GOTO DRAWINGR)    SET AT 20W1D19H30M
37:      (CATHY DRINK COFFEE)   SET AT 20W1D19H30M
38:      (CATHY GOSSIP)    SET AT 20W1D19H30M
39:  NOT (LADYBUX GOTO DININGRM)    SET AT 20W1D18H15M
40:      (LADYBUX GOTO DRAWINGR)    SET AT 20W1D19H30M
41:      (LADYBUX DRINK COFFEE)    SET AT 20W1D19H30M
42:      (LADYBUX GOSSIP)    SET AT 20W1D19H30M
43:  NOT (LADYJANE GOTO DININGRM)    SET AT 20W1D18H15M
44:      (LADYJANE GOTO DRAWINGR)    SET AT 20W1D19H30M
45:      (LADYJANE DRINK COFFEE)    SET AT 20W1D19H30M
46:      (LADYJANE GOSSIP)    SET AT 20W1D19H30M
47:  NOT (MARION GOTO DININGRM)    SET AT 20W1D18H15M
48:      (MARION GOTO DRAWINGR)    SET AT 20W1D19H30M
49:      (MARION DRINK COFFEE)    SET AT 20W1D19H30M
50:      (MARION GOSSIP)    SET AT 20W1D19H30M
51:  NOT (NURSE GOTO DININGRM)    SET AT 20W1D18H15M
52:      (NURSE GOTO DRAWINGR)    SET AT 20W1D19H30M
53:      (NURSE DRINK COFFEE)    SET AT 20W1D19H30M
54:      (NURSE GOSSIP)    SET AT 20W1D19H30M
55:      (LST XX)    SET AT 20W1D19H30M
56:      (WOMEN GOTO DRAWINGR)    SET AT 20W1D19H30M
57:      (WOMEN DRINK COFFEE)    SET AT 20W1D19H30M
58:      (MX GQ) = 2.0000
59:      (LST XX)    SET AT 20W1D19H30M
60:      (WOMEN GOSSIP)    SET AT 20W1D19H30M
61:      (LST XX)    SET AT 20W1D19H30M
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THE WOMEN GOSSIPING DRANK COFFEE.
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CHANGE STACK FOR TIME   20W1D19H40M

CHANGE STACK FOR TIME   20W1D19H50M

CHANGE STACK FOR TIME   20W1D20H

CHANGE STACK FOR TIME   20W1D20H10M

CHANGE STACK FOR TIME   20W1D20H15M

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     1:      (ULST XX)    SET AT 20W1D20H15M
     2:  NOT (CATHY GOTO DRAWINGR)    SET AT 20W1D19H30M
     3:      (CATHY GOTO PARLOR)    SET AT 20W1D20H15M
     4:      (ORMUND GOTO PARLOR)    SET AT 20W1D20H15M
     5:      (JAMES GOTO PARLOR)    SET AT 20W1D20H15M
     6:      (JOHNBUX GOTO PARLOR)    SET AT 20W1D20H15M
     7:  NOT (LADYBUX GOTO DRAWINGR)    SET AT 20W1D19H30M
     8:      (LADYBUX GOTO PARLOR)    SET AT 20W1D20H15M
     9:  NOT (LADYJANE GOTO DRAWINGR)    SET AT 20W1D19H30M
    10:      (LADYJANE GOTO PARLOR)    SET AT 20W1D20H15M
    11:      (LORDED GOTO PARLOR)    SET AT 20W1D20H15M
    12:  NOT (MARION GOTO DRAWINGR)    SET AT 20W1D19H30M
    13:      (MARION GOTO PARLOR)    SET AT 20W1D20H15M
    14:  NOT (NURSE GOTO DRAWINGR)    SET AT 20W1D19H30M
    15:      (NURSE GOTO PARLOR)    SET AT 20W1D20H15M
    16:      (RONALD GOTO PARLOR)    SET AT 20W1D20H15M
    17:      (LST XX)    SET AT 20W1D20H15M
    18:      (EVERYONE GOTO PARLOR)    SET AT 20W1D20H15M
```

·

EVERYONE WENT TO THE PARLOR.
_____

SUPPER WAS OVER.
THE MEN WENT TO THE PARLOR.
THE MEN SMOKED FAT SMELLY STOGIES.
THE MEN DRANK SHERRY.
THE WOMEN WENT TO THE DRAWING ROOM.

CHANGE STACK FOR TIME 20W1D21H10M

CHANGE STACK FOR TIME 20W1D20H25M

CHANGE STACK FOR TIME 20W1D21H15M

CHANGE STACK FOR TIME 20W1D20H30M

CHANGE STACK FOR TIME 20W1D21H20M

CHANGE STACK FOR TIME 20W1D20H35M

CHANGE STACK FOR TIME 20W1D21H25M

CHANGE STACK FOR TIME 20W1D20H40M

```
1:      (MARION TALKWITH LADYJANE)   SET AT 20W1D20H40M
```

CHANGE STACK FOR TIME 20W1D21H30M

```
━━━━━━━━━━━━━━━━━━━━━━━━
MARION TALKED WITH JANE.
━━━━━━━━━━━━━━━━━━━━━━━━
```

CHANGE STACK FOR TIME 20W1D21H35M

CHANGE STACK FOR TIME 20W1D20H45M

CHANGE STACK FOR TIME 20W1D21H40M

CHANGE STACK FOR TIME 20W1D20H50M

CHANGE STACK FOR TIME 20W1D21H45M

```
1:   NOT (JAMES GOTO PARLOR)   SET AT 20W1D20H15M
2:       (JAMES GOTO LIBRARY)   SET AT 20W1D21H45M
3:       (JAMES READ BOOK)   SET AT 20W1D21H45M
4:       (MX 30) = 1.0000
5:       (BOOK 80002)   SET AT 20W1D21H45M
```

CHANGE STACK FOR TIME 20W1D20H55M

```
6:       (LORDED ASK RONALD)   SET AT 20W1D21H45M
7:       (ASK PLAY TENNIS)   SET AT 20W1D21H45M
8:       (RONALD AGREE)   SET AT 20W1D21H45M
9:   NOT (RONALD GOTO PARLOR)   SET AT 20W1D20H15M
10:      (RONALD GOTO TENNISCO)   SET AT 20W1D21H45M
```

CHANGE STACK FOR TIME 20W1D21H

```
11:      (GOTO WITH LORDED)   SET AT 20W1D21H45M
12:      (ULST XX)   SET AT 20W1D21H45M
13:      (LORDED PLAY TENNIS)   SET AT 20W1D21H45M
14:      (RONALD PLAY TENNIS)   SET AT 20W1D21H45M
15:      (LST XX)   SET AT 20W1D21H45M
```

CHANGE STACK FOR TIME 20W1D21H5M

```
15:      (THEY PLAY TENNIS)   SET AT 20W1D21H45M
```

```
5:      (COOK GOTO BED)    SET AT 20W1022H
6:      (MAID GOTO BED)    SET AT 20W1022H
7:      (LST XX)    SET AT 20W1022H
8:      (SERVANTS GOTO BED)    SET AT 20W1022H
9:      (LST XX)    SET AT 20W1022H
10:     (EVERYONE GOTO BED)    SET AT 20W1022H
```

JAMES WENT TO THE LIBRARY.
JAMES READ THE GOOD PAPERBACK.
EDWARD ASKED RONALD TO PLAY TENNIS.
RONALD AGREED.
RONALD WENT TO THE TENNIS COURT WITH LORD EDWARD.
THEY PLAYED TENNIS.

CHANGE STACK FOR TIME 20W1021H50M

CHANGE STACK FOR TIME 20W1021H55M

```
1:      (JOHNBUX SUGGEST GAME)    SET AT 20W1021H55M
2:      (GAME OF BRIDGE)    SET AT 20W1021H55M
3:      (LADYBUX AGREE)    SET AT 20W1021H55M
4:      (DRHUME AGREE)    SET AT 20W1021H55M
5:      (LADYJANE AGREE)    SET AT 20W1021H55M
6:      (THEY PLAY BRIDGE)    SET AT 20W1021H55M
7:      (ULST XX)    SET AT 20W1021H55M
8:      (DRHUME PLAY BRIDGE)    SET AT 20W1021H55M
9:      (JOHNBUX PLAY BRIDGE)    SET AT 20W1021H55M
10:     (LADYBUX PLAY BRIDGE)    SET AT 20W1021H55M
11:     (LADYJANE PLAY BRIDGE)    SET AT 20W1021H55M
12:     (LST XX)    SET AT 20W1021H55M
```

JOHN SUGGESTED THE GAME OF BRIDGE.
LADY BUXLEY AGREED.
DR. BARTHOLOMEW HUME AGREED.
JANE AGREED.
THEY PLAYED BRIDGE.

CHANGE STACK FOR TIME 20W1022H

```
1:      (ULST XX)    SET AT 20W1022H
2:      (LST XX)    SET AT 20W1022H
3:      (ULST XX)    SET AT 20W1022H
4:      (BUTLER GOTO BED)    SET AT 20W1022H
```

THE SERVANTS WENT TO BED.
EVERYONE WENT TO BED.

CHANGE STACK FOR TIME 20W1022H5M

CHANGE STACK FOR TIME 20W1022H15M

CHANGE STACK FOR TIME 20W1022H25M

CHANGE STACK FOR TIME 20W1022H35M

CHANGE STACK FOR TIME 20W1022H45M

CHANGE STACK FOR TIME 20W1022H55M

```
1:   NOT (JAMES READ BOOK)    SET AT 20W1021H45M
2:      (JAMES STOPNO)    SET AT 20W1022H55M
3:      (STOPNO READ BOOK)    SET AT 20W1022H55M
```

JAMES STOPPED READING THE BOOK.

CHANGE STACK FOR TIME 20W1023H

CHANGE STACK FOR TIME 20W1023H5M

CHANGE STACK FOR TIME 20W1023H15M

    1:        (RONALD BEAT LORDED)   SET AT 20W1023H15M
    2:        (BEAT AT TENNIS)   SET AT 20W1023H15M
    3:    NOT (LORDED PLAY TENNIS)   SET AT 20W1021H45M
    4:    NOT (RONALD PLAY TENNIS)   SET AT 20W1021H45M
    5:    NOT (THEY PLAY TENNIS)   SET AT 20W1021H45M
    6:        (LORDED STOPNO)   SET AT 20W1023H15M
    7:        (STOPNO PLAY TENNIS)   SET AT 20W1023H15M
    8:        (RONALD STOPNO)   SET AT 20W1023H15M
    9:        (STOPNO PLAY TENNIS)   SET AT 20W1023H15M

RONALD BEAT LORD EDWARD AT TENNIS.
LORD EDWARD STOPPED PLAYING TENNIS.
RONALD STOPPED PLAYING TENNIS.

CHANGE STACK FOR TIME 20W1023H25M

    1:        (JOHNBUX CHEAT)   SET AT 20W1023H25M
    2:        (CHEAT AT BRIDGE)   SET AT 20W1023H25M

JOHN BUXLEY CHEATED AT BRIDGE.

CHANGE STACK FOR TIME 20W1023H35M

CHANGE STACK FOR TIME 20W1023H45M

    1:        (JOHNBUX CHEAT)   SET AT 20W1023H45M
    2:        (CHEAT AT BRIDGE)   SET AT 20W1023H45M

JOHN CHEATED AT BRIDGE.

CHANGE STACK FOR TIME 20W1023H55M

CHANGE STACK FOR TIME 20W2D

CHANGE STACK FOR TIME 20W2D5M

CHANGE STACK FOR TIME 20W2D15M

CHANGE STACK FOR TIME 20W2D25M

CHANGE STACK FOR TIME 20W2D35M

CHANGE STACK FOR TIME 20W2D45M

CHANGE STACK FOR TIME 20W2D55M

CHANGE STACK FOR TIME   20W2D1M

CHANGE STACK FOR TIME   20W2D1H5M

CHANGE STACK FOR TIME   20W2D1H15M

CHANGE STACK FOR TIME   20W2D1H25M

CHANGE STACK FOR TIME   20W2D1H35M

1:    NOT (ORHUNE PLAY BRIDGE)   SET AT 20W1D21H55M
2:    NOT (JOHNBUX PLAY BRIDGE)   SET AT 20W1D21H55M
3:    NOT (LADYBUX PLAY BRIDGE)   SET AT 20W1D21H55M
4:    NOT (LADYJANE PLAY BRIDGE)   SET AT 20W1D21H55M
5:    NOT (THEY PLAY BRIDGE)   SET AT 20W1D21H55M
6:    (CARDGAME OVER)   SET AT 20W2D1H35M

THE CARD GAME WAS OVER.

CHANGE STACK FOR TIME   20W2D2M

CHANGE STACK FOR TIME   20W2D2H15M

1:    (JOHNBUX AWAKE)   SET AT 20W2D2H15M
2:    (JOHNBUX GETUP)   SET AT 20W2D2H15M
3:    (JOHNBUX PLANNO)   SET AT 20W2D2H15M
4:    (PLANNO MEET MARION)   SET AT 20W2D2H15M
5:    (JOHNBUX ENTER HALL)   SET AT 20W2D2H15M
6:    (MARION GETUP)   SET AT 20W2D2H15M
7:    NOT (MARION GOTO PARLOR)   SET AT 20W1D20H15M
8:    (MARION GOTO HALL)   SET AT 20W2D2H15M

9:    (JAMES KNOW PLAN)   SET AT 20W2D2H15M
10:   (JAMES DECIDE)   SET AT 20W2D2H15M
11:   (DECIDE FOLLOW THEY)   SET AT 20W2D2H15M
12:   (ULST XX)   SET AT 20W2D2H15M
13:   (JAMES DECIDE)   SET AT 20W2D2H15M
14:   (DECIDE FOLLOW JOHNBUX)   SET AT 20W2D2H15M
15:   (JAMES DECIDE)   SET AT 20W2D2H15M
16:   (DECIDE FOLLOW MARION)   SET AT 20W2D2H15M
17:   (LST XX)   SET AT 20W2D2H15M

JOHN AWOKE.
JOHN BUXLEY GOT UP.
JOHN PLANNED TO MEET MARION.
JOHN ENTERED THE CORRIDOR.
MARION GOT UP.
MARION WENT TO THE HALL.
JAMES KNEW THE PLAN.
JAMES DECIDED TO FOLLOW THEM.

CHANGE STACK FOR TIME   20W2D2H20M

1:    (JOHNBUX KISS MARION)   SET AT 20W2D2H20M
2:    (MARION KISS JOHNBUX)   SET AT 20W2D2H20M
3:    (ULST XX)   SET AT 20W2D2H20M
4:    NOT (JOHNBUX GOTO PARLOR)   SET AT 20W1D20H15M
5:    (JOHNBUX GOTO LIBRARY)   SET AT 20W2D2H20M
6:    NOT (MARION GOTO HALL)   SET AT 20W2D2H15M
7:    (MARION GOTO LIBRARY)   SET AT 20W2D2H20M
8:    (JAMES FOLLOW JOHNBUX)   SET AT 20W2D2H20M
9:    (JAMES FOLLOW MARION)   SET AT 20W2D2H20M
10:   (LST XX)   SET AT 20W2D2H20M
11:   NOT (THEY GOTO GREENHS)   SET AT 20W1D15H20M
12:   (THEY GOTO LIBRARY)   SET AT 20W2D2H20M
13:   (JAMES FOLLOW THEY)   SET AT 20W2D2H20M
14:   (MARION UNDRESS)   SET AT 20W2D2H20M
15:   (JOHNBUX FUCK MARION)   SET AT 20W2D2H20M
16:   (MARION COMMIT ADULTRY)   SET AT 20W2D2H20M
17:   (JAMES ENRAGED)   SET AT 20W2D2H20M
18:   (JAMES ENTER LIBRARY)   SET AT 20W2D2H20M
19:   (JAMES YELLAT JOHNBUX)   SET AT 20W2D2H20M
20:   (JAMES THREATEN)   SET AT 20W2D2H20M
21:   (THREATEN KILL JOHNBUX)   SET AT 20W2D2H20M
22:   (MARION EMBARASD)   SET AT 20W2D2H20M
23:   (MARION CRY)   SET AT 20W2D2H20M
24:   (EVERYONE GOTO BED)   SET AT 20W2D2H20M
25:   (ULST XX)   SET AT 20W2D2H20M
26:   (JAMES GOTO BED)   SET AT 20W2D2H20M
27:   (JOHNBUX GOTO BED)   SET AT 20W2D2H20M

```
28:     (MARION GOTO BED)    SET AT 20W2D2H20M
29:     (LST XX)    SET AT 20W2D2H20M
```

JOHN BUXLEY KISSED MARION.
MARION KISSED JOHN.
THEY WENT TO THE LIBRARY.
JAMES FOLLOWED THEM.
MARION UNDRESSED.
JOHN BUXLEY SCREWED MARION.
MARION COMMITED ADULTERY.
JAMES WAS ENRAGED.
JAMES ENTERED THE LIBRARY.
JAMES YELLED AT JOHN.
JAMES THREATENED TO KILL JOHN BUXLEY.
MARION WAS EMBARASSED.
MARION CRIED.
EVERYONE WENT TO BED.

CHANGE STACK FOR TIME 20W2D3M

CHANGE STACK FOR TIME 20W2D4M

CHANGE STACK FOR TIME 20W2D5M

CHANGE STACK FOR TIME 20W2D6M

```
 1:     (JAMES RICH)    SET AT 20W2D6M
 2:     (RICH VERY)    SET AT 20W2D6M
 3:     (BUTLER WEALTH) = -1.0000
 4:     (BUTLER WANT MONEY)    SET AT 20W2D6M
 5:     (BUTLER RELATED JAMES)    SET AT 20W2D6M
 6:     (BUTLER DECIDE)    SET AT 20W2D6M
 7:     (DECIDE POISONS JAMES)    SET AT 20W2D6M
 8:     (BUTLER THINK THAT)    SET AT 20W2D6M
 9:     (BUTLER INHERIT MONEY)    SET AT 20W2D6M
10:     (BUTLER KNOW THAT)    SET AT 20W2D6M
11:     (JAMES DRINK MILK)    SET AT 20W2D6M
12:     (BUTLER POISONS MILK)    SET AT 20W2D6M
13:     (JAMES DRINK MILK)    SET AT 20W2D6M
```

```
14:     (JAMES GOTO BED)    SET AT 20W2D6M
15:     (JAMES DIE)    SET AT 20W2D6M
16:     (OTHERS THINK THAT)    SET AT 20W2D6M
17:     (JAMES ASLEEP)    SET AT 20W2D6M
18:     (ULST XX)    SET AT 20W2D6M
19:     (CATHY THINK THAT)    SET AT 20W2D6M
20:     (JAMES ASLEEP)    SET AT 20W2D6M
21:     (COOK THINK THAT)    SET AT 20W2D6M
22:     (JAMES ASLEEP)    SET AT 20W2D6M
23:     (DAHUME THINK THAT)    SET AT 20W2D6M
24:     (JAMES ASLEEP)    SET AT 20W2D6M
25:     (JOHNEUX THINK THAT)    SET AT 20W2D6M
26:     (JAMES ASLEEP)    SET AT 20W2D6M
27:     (LADYBUX THINK THAT)    SET AT 20W2D6M
28:     (JAMES ASLEEP)    SET AT 20W2D6M
29:     (LADYJANE THINK THAT)    SET AT 20W2D6M
30:     (JAMES ASLEEP)    SET AT 20W2D6M
31:     (LORDED THINK THAT)    SET AT 20W2D6M
32:     (JAMES ASLEEP)    SET AT 20W2D6M
33:     (MAID THINK THAT)    SET AT 20W2D6M
34:     (JAMES ASLEEP)    SET AT 20W2D6M
35:     (MARION THINK THAT)    SET AT 20W2D6M
36:     (JAMES ASLEEP)    SET AT 20W2D6M
37:     (NURSE THINK THAT)    SET AT 20W2D6M
38:     (JAMES ASLEEP)    SET AT 20W2D6M
39:     (RONALD THINK THAT)    SET AT 20W2D6M
40:     (JAMES ASLEEP)    SET AT 20W2D6M
41:     (LST XX)    SET AT 20W2D6M
42:     (BUTLER REMOVE FPRINTS)    SET AT 20W2D6M
43:     (BUTLER RETURN BOTTLE)    SET AT 20W2D6M
```

JAMES WAS VERY RICH.
CLIVE WAS IMPOVERISHED.
CLIVE WANTED THE MONEY.
THE BUTLER WAS RELATED TO JAMES.
THE BUTLER DECIDED TO POISON JAMES.
CLIVE THOUGHT THAT CLIVE INHERITED THE MONEY.
CLIVE KNEW THAT JAMES DRANK A MILK.
CLIVE POISONED THE MILK.
JAMES DRANK THE MILK.
JAMES WENT TO BED.
JAMES DIED.
THE OTHERS THOUGHT THAT JAMES WAS ASLEEP.
CLIVE REMOVED THE FINGERPRINTS.
THE BUTLER RETURNED THE BOTTLE.

CHANGE STACK FOR TIME 20W2D7M

```
 1:   (RONALD AWAKEN)   SET AT 20W2D7H
 2:   (RONALD GETUP)   SET AT 20W2D7H
 3:   (RONALD THINK THAT)   SET AT 20W2D7H
 4:   (DAY BEAUTIFU)   SET AT 20W2D7H
 5:   (RONALD FIND JAMES)   SET AT 20W2D7H
 6:   (RONALD SEE THAT)   SET AT 20W2D7H
 7:   (JAMES DEAD)   SET AT 20W2D7H
 8:   (RONALD YELL)   SET AT 20W2D7H
 9:   (ULST XX)   SET AT 20W2D7H
10:   (LST XX)   SET AT 20W2D7H
11:   (OTHERS AWAKEN)   SET AT 20W2D7H
12:   (OTHERS RUN)   SET AT 20W2D7H
13:   (RUN TO RONALD)   SET AT 20W2D7H
14:   (OTHERS SEE JAMES)   SET AT 20W2D7H
15:   (EVERYONE TALK)   SET AT 20W2D7H
16:   (MAID CALL POLICE)   SET AT 20W2D7H
17:   (ORHUME EXAMINE CORPSE)   SET AT 20W2D7H
18:   (ORHUME SAY THAT)   SET AT 20W2D7H
19:   (JAMES KILLEDBY POISON)   SET AT 20W2D7H
20:   (ULST XX)   SET AT 20W2D7H
21:   (BUTLER TALK)   SET AT 20W2D7H
22:   (CATHY TALK)   SET AT 20W2D7H
23:   (COOK TALK)   SET AT 20W2D7H
24:   (ORHUME TALK)   SET AT 20W2D7H
25:   (JOHNBUX TALK)   SET AT 20W2D7H
26:   (LADYBUX TALK)   SET AT 20W2D7H
27:   (LADYJANE TALK)   SET AT 20W2D7H
28:   (LORDED TALK)   SET AT 20W2D7H
29:   (MAID TALK)   SET AT 20W2D7H
30:   (MARION TALK)   SET AT 20W2D7H
31:   (NURSE TALK)   SET AT 20W2D7H
32:   (RONALD TALK)   SET AT 20W2D7H
33:   (LST XX)   SET AT 20W2D7H
34:   (ULST XX)   SET AT 20W2D7H
35:   (BUTLER AWAKEN)   SET AT 20W2D7H
36:   (BUTLER RUN)   SET AT 20W2D7H
37:   (RUN TO RONALD)   SET AT 20W2D7H
38:   (BUTLER SEE JAMES)   SET AT 20W2D7H
39:   (CATHY AWAKEN)   SET AT 20W2D7H
40:   (CATHY RUN)   SET AT 20W2D7H
41:   (RUN TO RONALD)   SET AT 20W2D7H
42:   (CATHY SEE JAMES)   SET AT 20W2D7H
43:   (COOK AWAKEN)   SET AT 20W2D7H
44:   (COOK RUN)   SET AT 20W2D7H
45:   (RUN TO RONALD)   SET AT 20W2D7H
46:   (COOK SEE JAMES)   SET AT 20W2D7H
47:   (ORHUME AWAKEN)   SET AT 20W2D7H
48:   (ORHUME RUN)   SET AT 20W2D7H
49:   (RUN TO RONALD)   SET AT 20W2D7H
50:   (ORHUME SEE JAMES)   SET AT 20W2D7H
51:   (JOHNBUX AWAKEN)   SET AT 20W2D7H
52:   (JOHNBUX RUN)   SET AT 20W2D7H
53:   (RUN TO RONALD)   SET AT 20W2D7H
54:   (JOHNBUX SEE JAMES)   SET AT 20W2D7H
55:   (LADYBUX AWAKEN)   SET AT 20W2D7H
56:   (LADYBUX RUN)   SET AT 20W2D7H
57:   (RUN TO RONALD)   SET AT 20W2D7H
```

```
58:   (LADYBUX SEE JAMES)   SET AT 20W2D7H
59:   (LADYJANE AWAKEN)   SET AT 20W2D7H
60:   (LADYJANE RUN)   SET AT 20W2D7H
61:   (RUN TO RONALD)   SET AT 20W2D7H
62:   (LADYJANE SEE JAMES)   SET AT 20W2D7H
63:   (LORDED AWAKEN)   SET AT 20W2D7H
64:   (LORDED RUN)   SET AT 20W2D7H
65:   (RUN TO RONALD)   SET AT 20W2D7H
66:   (LORDED SEE JAMES)   SET AT 20W2D7H
67:   (MAID AWAKEN)   SET AT 20W2D7H
68:   (MAID RUN)   SET AT 20W2D7H
69:   (RUN TO RONALD)   SET AT 20W2D7H
70:   (MAID SEE JAMES)   SET AT 20W2D7H
71:   (MARION AWAKEN)   SET AT 20W2D7H
72:   (MARION RUN)   SET AT 20W2D7H
73:   (RUN TO RONALD)   SET AT 20W2D7H
74:   (MARION SEE JAMES)   SET AT 20W2D7H
75:   (NURSE AWAKEN)   SET AT 20W2D7H
76:   (NURSE RUN)   SET AT 20W2D7H
77:   (RUN TO RONALD)   SET AT 20W2D7H
78:   (NURSE SEE JAMES)   SET AT 20W2D7H
```

```
RONALD AWAKENED.
RONALD GOT UP.
RONALD THOUGHT THAT THE DAY WAS BEAUTIFUL.
RONALD FOUND JAMES.
RONALD SAW THAT JAMES WAS DEAD.
RONALD YELLED.
THE OTHERS AWAKENED.
THE OTHERS RAN TO RONALD.
THE OTHERS SAW JAMES.
EVERYONE TALKED.
HEATHER CALLED THE POLICEMEN.
HUME EXAMINED THE BODY.
DR. BARTHOLOMEW HUME SAID THAT JAMES WAS KILLED BY POISON.
```

```
CHANGE STACK FOR TIME  20W2D7H10M

 1:      (JOHNBUX TALKWITH LORDED)   SET AT 20W2D7H10M
 2:      (TALKWITH ABOUT MURDER)   SET AT 20W2D7H10M
```

```
JOHN TALKED WITH EDWARD ABOUT THE MURDER.
```

CHANGE STACK FOR TIME 20W2D7H2OM

```
1:      (LORDED TALKWITH COOK)   SET AT 20W2D7H2OM
2:      (TALKWITH ABOUT MURDER)   SET AT 20W2D7H2OM
3:      (COOK UPSET)   SET AT 20W2D7H2OM
4:      (UPSET ABOUT MURDER)   SET AT 20W2D7H2OM
```

EDWARD TALKED WITH MAGGIE ABOUT THE MURDER.
MAGGIE WAS UPSET ABOUT THE MURDER.

CHANGE STACK FOR TIME 20W2D7H3OM

```
1:      (POLICE ARRIVE)   SET AT 20W2D7H3OM
2:      (POLICE IQ) = 75.0000
3:      (INSPECTO EXAMINE CORPSE)   SET AT 20W2D7H3OM
4:      (POLICE LOOKFOR CLUES)   SET AT 20W2D7H3OM
5:      (LOOKFOR IN BATHROOM)   SET AT 20W2D7H3OM
6:      (DRHUME LOOK)   SET AT 20W2D7H3OM
7:      (LOOK ALSO)   SET AT 20W2D7H3OM
8:      (LORDED TRY)   SET AT 20W2D7H3OM
9:      (TRY CALM MARION)   SET AT 20W2D7H3OM
```

THE COPS ARRIVED.
THE COPS WERE IDIOTIC.
A DETECTIVE EXAMINED THE CORPSE.
THE POLICEMEN LOOKED FOR HINTS IN THE BATHROOM.
DR. BARTHOLOMEW HUME ALSO LOOKED.
EDWARD TRIED TO CALM MARION.

CHANGE STACK FOR TIME 20W2D7H4OM

```
1:      (POLICE QUESTION DRHUME)   SET AT 20W2D7H4OM
2:      (INSPECTO ASK QUESTNS)   SET AT 20W2D7H4OM
3:      (MX QQ) = 1.0000
4:      (ULST XX)   SET AT 20W2D7H4OM
```

```
5:      (QUESTNS STUPID)   SET AT 20W2D7H4OM
6:      (LST XX)   SET AT 20W2D7H4OM
7:      (POLICE SEARCH GARDEN)   SET AT 20W2D7H4OM
8:      (POLICE TRY)   SET AT 20W2D7H4OM
9:      (TRY FIND CLUES)   SET AT 20W2D7H4OM
10:     (MARION CRY)   SET AT 20W2D7H4OM
```

THE POLICEMEN QUESTIONED DR. BARTHOLOMEW HUME.
THE DETECTIVE ASKED QUESTIONS.
THE POLICEMEN SEARCHED THE GARDEN.
THE POLICEMEN TRIED TO FIND CLUES.
MARION CRIED.

CHANGE STACK FOR TIME 20W2D7H5OM

```
1:      (DRHUME SEARCH STAIRS)   SET AT 20W2D7H5OM
2:      (DRHUME LOOKFOR CLUES)   SET AT 20W2D7H5OM
3:      (DRHUME QUESTION LADYBUX)   SET AT 20W2D7H5OM
4:      (DRHUME KNOW THAT)   SET AT 20W2D7H5OM
5:      (LADYBUX TELL TRUTH)   SET AT 20W2D7H5OM
6:      (NURSE TALKWITH MAID)   SET AT 20W2D7H5OM
7:      (TALKWITH ABOUT MURDER)   SET AT 20W2D7H5OM
8:      (MARION CRY)   SET AT 20W2D7H5OM
```

DR. BARTHOLOMEW HUME SEARCHED STAIRS.
HUME LOOKED FOR HINTS.
DR. HUME QUESTIONED LADY BUXLEY.
DR. HUME KNEW THAT LADY BUXLEY TOLD THE TRUTH.
FLORENCE TALKED WITH HEATHER ABOUT THE MURDER.
MARION CRIED.

CHANGE STACK FOR TIME 20W2D8H

```
1:      (POLICE QUESTION RONALD)   SET AT 20W2D8H
2:      (INSPECTO SUSPECT RONALD)   SET AT 20W2D8H
3:      (INSPECTO ASK QUESTNS)   SET AT 20W2D8H
4:      (MX QQ) = 1.0000
5:      (QUESTNS STUPID)   SET AT 20W2D8H
6:      (LST XX)   SET AT 20W2D8H
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```
    7:         (POLICE SEARCH PARLOR)    SET AT 20W2D8H
    9:         (POLICE TRY)    SET AT 20W2D9H
    9:         (TRY FIND CLUES)    SET AT 20W2D8H
    10:        (NURSE UPSET)    SET AT 20W2D9H
```

THE POLICEMEN QUESTIONED RONALD.
THE INSPECTOR SUSPECTED RONALD.
THE INSPECTOR ASKED THE STUPID QUESTIONS.
THE POLICEMEN SEARCHED THE PARLOR.
THE POLICEMEN TRIED TO FIND HINTS.
FLORENCE WAS UPSET.

CHANGE STACK FOR TIME 20W2D8H10M

```
    1:         (DRHUME SEARCH DININGRM)    SET AT 20W2D8H10M
    2:         (DRHUME LOOKFOR CLUES)    SET AT 20W2D8H10M
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DR. BARTHOLOMEW HUME SEARCHED THE DINING ROOM.
DR. BARTHOLOMEW HUME LOOKED FOR HINTS.

CHANGE STACK FOR TIME 20W2D8H20M

```
    1:         (POLICE QUESTION MAID)    SET AT 20W2D8H20M
    2:         (INSPECTO ASK QUESTNS)    SET AT 20W2D8H20M
    3:         (MX QQ) = 1.0000
    4:         (QUESTNS STUPID)    SET AT 20W2D8H20M
    5:         (LST XX)    SET AT 20W2D8H20M
    6:         (DRHUME QUESTION MAID)    SET AT 20W2D8H20M
    7:         (DRHUME KNOW THAT)    SET AT 20W2D8H20M
    8:         (MAID TELL TRUTH)    SET AT 20W2D8H20M
    9:         (POLICE SEARCH TENNISCO)    SET AT 20W2D8H20M
    10:        (BUTLER TALKWITH RONALD)    SET AT 20W2D8H20M
    11:        (TALKWITH ABOUT MURDER)    SET AT 20W2D8H20M
    12:        (BUTLER SAY THAT)    SET AT 20W2D8H20M
    13:        (JAMES GOOD) = 2.0000
    14:        (COOK TALKABOU MURDER)    SET AT 20W2D8H20M
```

THE COPS QUESTIONED HEATHER.
THE DETECTIVE ASKED THE STUPID QUESTIONS.
DR. HUME QUESTIONED HEATHER.
DR. HUME KNEW THAT HEATHER TOLD THE TRUTH.
THE COPS SEARCHED THE TENNIS COURT.
CLIVE TALKED WITH RONALD ABOUT THE MURDER.
THE BUTLER SAID THAT JAMES WAS KIND.
THE COOK TALKED ABOUT THE MURDER.

CHANGE STACK FOR TIME 20W2D9H30M

```
    1:         (DRHUME SEARCH BATHROOM)    SET AT 20W2D8H30M
    2:         (DRHUME LOOKFOR CLUES)    SET AT 20W2D8H30M
    3:         (MARION CRY)    SET AT 20W2D8H30M
```

DR. BARTHOLOMEW HUME SEARCHED THE BATHROOM.
DR. HUME LOOKED FOR CLUES.
MARION CRIED.

CHANGE STACK FOR TIME 20W2D8H40M

```
    1:         (DRHUME QUESTION NURSE)    SET AT 20W2D8H40M
    2:         (DRHUME KNOW THAT)    SET AT 20W2D9H40M
    3:         (NURSE TELL TRUTH)    SET AT 20W2D9H40M
    4:         (DRHUME GET INFORMAT)    SET AT 20W2D8H40M
    5:         (GET FROM NURSE)    SET AT 20W2D9H40M
    6:         (POLICE SEARCH BATHROOM)    SET AT 20W2D8H40M
    7:         (POLICE FIND THREAD)    SET AT 20W2D9H40M
    8:         (THREAD IS CLUE1)    SET AT 20W2D8H40M
    9:         (CLUE1 MISLEADI)    SET AT 20W2D9H40M
    10:        (LADYBUX TALKWITH JOHNBUX)    SET AT 20W2D8H40M
    11:        (TALKWITH ABOUT MURDER)    SET AT 20W2D9H40M
    12:        (LADYBUX SAY THAT)    SET AT 20W2D8H40M
    13:        (JAMES GOOD) = 2.0000
    14:        (DRHUME UPSET)    SET AT 20W2D8H40M
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DR. HUME QUESTIONED FLORENCE.
HUME KNEW THAT FLORENCE TOLD THE TRUTH.
DR. BARTHOLOMEW HUME GOT INFORMATION FROM FLORENCE.
THE COPS SEARCHED THE BATHROOM.
THE COPS FOUND A THREAD.
THE THREAD WAS MISLEADING CLUE.
LADY BUXLEY TALKED WITH JOHN ABOUT THE MURDER.
LADY BUXLEY SAID THAT JAMES WAS KIND.
DR. HUME WAS UPSET.


CHANGE STACK FOR TIME  20W203H50M

     1:      (DRHUME SEARCH LIBRARY)   SET AT 20W208H50M
     2:      (POLICE QUESTION JOHNBUX)   SET AT 20W208H50M
     3:      (INSPECTO ASK QUESTNS)   SET AT 20W208H50M
     4:      (HX 00) = 1.0000
     5:      (QUESTNS STUPID)   SET AT 20W208H50M
     5:      (LST XX)   SET AT 20W203H50M
     7:      (DRHUME QUESTION COOK)   SET AT 20W208H50M
     8:      (DRHUME KNOW THAT)   SET AT 20W208H50M
     9:      (COOK TELL TRUTH)   SET AT 20W208H50M
    10:      (DRHUME GET INFORMAT)   SET AT 20W208H50M
    11:      (GET FROM COOK)   SET AT 20W208H50M




DR. BARTHOLOMEW HUME SEARCHED THE LIBRARY.
THE COPS QUESTIONED JOHN BUXLEY.
THE DETECTIVE ASKED THE STUPID QUESTIONS.
HUME QUESTIONED THE COOK.
DR. BARTHOLOMEW HUME KNEW THAT MAGGIE TOLD THE TRUTH.
HUME GOT INFORMATION FROM THE COOK.




CHANGE STACK FOR TIME  20W209M

     1:   NOT (DRHUME GOTO PARLOR)   SET AT 20W1820H15M
     2:      (DRHUME GOTO BATHROOM)   SET AT 20W209M
     3:      (DRHUME FIND BOTTLE)   SET AT 20W209M
     4:      (DRHUME KNOW MURDERER)   SET AT 20W209M
     5:      (DRHUME ASK EVERYONE)   SET AT 20W209M
     6:      (ASK GOTO PARLOR)   SET AT 20W209M
     7:      (DRHUME SAY THAT)   SET AT 20W209M
     8:      (MURDERER IN ROOM)   SET AT 20W209M
     9:      (DRHUME KNOW MURDERER)   SET AT 20W209M
    10:      (EVERYONE SURPRISD)   SET AT 20W209M
    11:      (EVERYONE TALK)   SET AT 20W209M
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    12:      (DRHUME SAY THAT)   SET AT 20W209M
    13:      (JAMES KILLEDBY POISON)   SET AT 20W209M
    14:      (DRHUME FIND BOTTLE)   SET AT 20W209M
    15:      (DRHUME SAY THAT)   SET AT 20W209M
    16:      (BUTLER KILL JAMES)   SET AT 20W209M
    17:      (MOTIVE2 IS GREED)   SET AT 20W209M
    18:      (EVERYONE SHOCKED)   SET AT 20W209M
    19:      (ULST XX)   SET AT 20W209M
    20:      (DRHUME ASK THAT)   SET AT 20W209M
    21:      (BUTLER GOTO PARLOR)   SET AT 20W209M
    22:      (CATHY GOTO PARLOR)   SET AT 20W209M
    23:      (COOK GOTO PARLOR)   SET AT 20W209M
    24:      (INSPECTO GOTO PARLOR)   SET AT 20W209M
    25:      (JOHNBUX GOTO PARLOR)   SET AT 20W209M
    26:      (LADYBUX GOTO PARLOR)   SET AT 20W209M
    27:      (LADYJANE GOTO PARLOR)   SET AT 20W209M
    28:      (LORDED GOTO PARLOR)   SET AT 20W209M
    29:      (MAID GOTO PARLOR)   SET AT 20W209M
    30:      (MARION GOTO PARLOR)   SET AT 20W209M
    31:      (NURSE GOTO PARLOR)   SET AT 20W209M
    32:      (POLICE GOTO PARLOR)   SET AT 20W209M
    33:      (RONALD GOTO PARLOR)   SET AT 20W209M
    34:      (CATHY SHOCKED)   SET AT 20W209M
    35:      (COOK SHOCKED)   SET AT 20W209M
    36:      (INSPECTO SHOCKED)   SET AT 20W209M
    37:      (JOHNBUX SHOCKED)   SET AT 20W209M
    38:      (LADYBUX SHOCKED)   SET AT 20W209M
    39:      (LADYJANE SHOCKED)   SET AT 20W209M
    40:      (LORDED SHOCKED)   SET AT 20W209M
    41:      (MAID SHOCKED)   SET AT 20W209M
    42:      (MARION SHOCKED)   SET AT 20W209M
    43:      (NURSE SHOCKED)   SET AT 20W209M
    44:      (POLICE SHOCKED)   SET AT 20W209M
    45:      (RONALD SHOCKED)   SET AT 20W209M
    46:      (LST XX)   SET AT 20W209M
    47:      (BUTLER DRAW GUN)   SET AT 20W209M
    48:      (BUTLER HEADFOR DOOR)   SET AT 20W209M
    49:      (DRHUME FOLLOW BUTLER)   SET AT 20W209M
    50:      (BUTLER SHOOTAT DRHUME)   SET AT 20W209M
    51:      (DRHUME GRAB PAPERWT)   SET AT 20W209M
    52:      (DRHUME THROW PAPERWT)   SET AT 20W209M
    53:      (THROW AT BUTLER)   SET AT 20W209M
    54:      (PAPERWT HIT BUTLER)   SET AT 20W209M
    55:      (HIT IN HEAD)   SET AT 20W209M
    56:      (BUTLER FALL)   SET AT 20W209M
    57:      (DRHUME TAKE GUN)   SET AT 20W209M
    58:      (TAKE FROM BUTLER)   SET AT 20W209M
    59:      (POLICE TAKE BUTLER)   SET AT 20W209M
    60:      (TAKE TO JAIL)   SET AT 20W209M
    61:      (ULST XX)   SET AT 20W209M
    62:      (CATHY TALK)   SET AT 20W209M
    63:      (COOK TALK)   SET AT 20W209M
    64:      (INSPECTO TALK)   SET AT 20W209M
    65:      (JOHNBUX TALK)   SET AT 20W209M
    66:      (LADYBUX TALK)   SET AT 20W209M
    67:      (LADYJANE TALK)   SET AT 20W209M
    68:      (LORDED TALK)   SET AT 20W209M
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69:        (MAID TALK)    SET AT 20W209H
70:        (MARION TALK)    SET AT 20W209H
71:        (NURSE TALK)    SET AT 20W209H
72:        (POLICE TALK)    SET AT 20W203H
73:        (RONALD TALK)    SET AT 20W209H
74:        (CATHY SURPRISD)    SET AT 20W209H
75:        (COOK SURPRISD)    SET AT 20W209H
76:        (INSPECTO SURPRISD)    SET AT 20W209H
77:        (JOHNBUX SURPRISD)    SET AT 20W209H
78:        (LADYBUX SURPRISD)    SET AT 20W209H
79:        (LADYJANE SURPRISD)    SET AT 20W209H
80:        (LORDEC SURPRISD)    SET AT 20W203H
81:        (MAID SURPRISD)    SET AT 20W209H
82:        (MARION SURPRISD)    SET AT 20W209H
83:        (NURSE SURPRISD)    SET AT 20W209H
84:        (POLICE SURPRISD)    SET AT 20W209H
85:        (RONALD SURPRISD)    SET AT 20W209H
86:        (LST XX)    SET AT 20W209H
87:        (RONALD CONGRATU DRHUME)    SET AT 20W209H
88:        (DRHUME SOLVE CRIME)    SET AT 20W209H
89:        (MX QQ) = 1.0000
90:        (DRHUME CLEVER)    SET AT 20W209H
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HUME WENT TO THE BATHROOM.
DR. HUME FOUND THE BOTTLE.
HUME KNEW THE MURDERER.
HUME ASKED EVERYONE TO GO TO THE PARLOR.
DR. BARTHOLOMEW HUME SAID THAT THE MURDERER WAS IN THE ROOM.
EVERYONE WAS SURPRISED.
EVERYONE TALKED.
DR. BARTHOLOMEW HUME SAID THAT JAMES WAS KILLED BY POISON.
HUME SAID THAT THE BUTLER KILLED JAMES.
EVERYONE WAS SHOCKED.
THE BUTLER DREW A PISTOL.
CLIVE HEADED FOR THE DOOR.
DR. BARTHOLOMEW HUME FOLLOWED CLIVE.
THE BUTLER SHOT AT HUME.
DR. BARTHOLOMEW HUME GRABBED A PAPERWEIGHT.
DR. BARTHOLOMEW HUME THREW THE PAPERWEIGHT AT CLIVE.
THE PAPERWEIGHT HIT CLIVE IN THE HEAD.
CLIVE FELL.
DR. BARTHOLOMEW HUME TOOK THE GUN.
THE POLICEMEN TOOK CLIVE.
RONALD CONGRATULATED HUME.
CLEVER DR. HUME SOLVED THE CRIME.
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8.6.2 Murder and Solution from Story 2

JAMES KNEW THAT HUME SCREWED MARION.
JAMES HATED DR. BARTHOLOMEW HUME.
JAMES WANTED A REVENGE.
JAMES DECIDED TO KILL DR. HUME.
JAMES WROTE A NOTE.
DR. HUME GOT THE NOTE FROM JAMES.
HUME MET JAMES.
THE DAY WAS SUNDAY.
THE TIME WAS THE DAWN.
JAMES GOT UP.
JAMES WENT TO THE LIBRARY.
DR. BARTHOLOMEW HUME WENT TO THE LIBRARY.
HUME THOUGHT THAT JAMES WAS UNAWARE.
JAMES SAID THAT DR. BARTHOLOMEW HUME WAS EVIL.
JAMES POINTED A PISTOL AT DR. BARTHOLOMEW HUME.
DR. HUME SAW THE PISTOL.
HUME ATTACKED JAMES.
DR. BARTHOLOMEW HUME HIT JAMES IN THE BELLY.
DR. BARTHOLOMEW HUME TRIED TO GRAB THE PISTOL.
JAMES HIT HUME.
JAMES STRUGGLED WITH DR. BARTHOLOMEW HUME.
JAMES KEPT THE PISTOL.
JAMES SHOT DR. BARTHOLOMEW HUME.
HUME STAGGERED BACK.
DR. BARTHOLOMEW HUME DIED.
JAMES HID THE GUN.
JAMES LOOKED FOR THE NOTE.
THE NOTE WAS GONE.
JAMES RETURNED TO THE BEDROOM.

LADY JANE AWAKENED.
LADY JANE GOT UP.
JANE THOUGHT THAT THE DAY WAS BEAUTIFUL.
JANE FOUND DR. BARTHOLOMEW HUME.
LADY JANE SAW THAT DR. HUME WAS DEAD.
LADY JANE SCREAMED LOUD.
LADY JANE FAINTED.
THE OTHERS AWAKENED.
THE OTHERS RAN TO LADY JANE.
THE OTHERS SAW DR. BARTHOLOMEW HUME.
EVERYONE TALKED.
EDWARD CALLED THE COPS.
FLORENCE EXAMINED THE CORPSE.
FLORENCE SAID THAT DR. BARTHOLOMEW HUME WAS KILLED BY THE GUN.

THE POLICEMEN ARRIVED.
THE COPS WERE IDIOTIC.
A DETECTIVE EXAMINED THE CORPSE.
THE COPS LOOKED FOR CLUES IN THE LIBRARY.
FLORENCE ALSO LOOKED.

FLORENCE TALKED WITH THE COOK ABOUT THE MURDER.
THE COOK WAS UPSET ABOUT THE MURDER.
JAMES SAID THAT RONALD KILLED DR. HUME.
RONALD DENIED THE ACCUSATION.
RONALD SAID THAT JAMES WAS STUPID.

THE COPS QUESTIONED FLORENCE.
THE DETECTIVE SUSPECTED FLORENCE.
THE INSPECTOR ASKED QUESTIONS.
LADY CATHERINE TALKED ABOUT THE MURDER.

FLORENCE SEARCHED THE PARLOR.
FLORENCE LOOKED FOR HINTS.
FLORENCE QUESTIONED THE BUTLER.
FLORENCE GOT INFORMATION FROM CLIVE.

FLORENCE SEARCHED THE LIBRARY.
FLORENCE LOOKED FOR HINTS.
THE COPS QUESTIONED LADY JANE.

FLORENCE SEARCHED THE LIBRARY.
FLORENCE FOUND ASHES.
THE ASHES WERE VALUABLE CLUE.
THE POLICEMEN QUESTIONED RONALD.
THE INSPECTOR ASKED THE QUESTIONS.
JAMES TALKED ABOUT THE MURDER.

FLORENCE QUESTIONED MARION.
FLORENCE KNEW THAT MARION TOLD THE TRUTH.
FLORENCE GOT INFORMATION FROM MARION.

THE COPS QUESTIONED HEATHER.
THE INSPECTOR ASKED THE QUESTIONS.
THE COPS SEARCHED THE DRAWING ROOM.
THE POLICEMEN FOUND A THREAD.
THE THREAD WAS MISLEADING CLUE.
CATHERINE TALKED WITH THE BUTLER ABOUT THE MURDER.
CATHY SAID THAT DR. BARTHOLOMEW HUME WAS KIND.
THE BUTLER AGREED.
CLIVE WAS UPSET ABOUT THE MURDER.

FLORENCE WENT TO THE LIBRARY.
FLORENCE FOUND THE NOTE.
FLORENCE KNEW THE KILLER.
FLORENCE ASKED EVERYONE TO GO TO THE PARLOR.
FLORENCE SAID THAT THE MURDERER WAS IN THE ROOM.
EVERYONE WAS SURPRISED.
EVERYONE TALKED.
FLORENCE SAID THAT DR. HUME WAS KILLED BY THE PISTOL.
FLORENCE SAID THAT JAMES KILLED DR. BARTHOLOMEW HUME.
EVERYONE WAS SHOCKED.
JAMES DREW THE GUN.
JAMES HEADED FOR THE DOOR.
FLORENCE TRIPPED JAMES.
JAMES FELL.
FLORENCE STRUGGLED WITH JAMES.
THE GUN FIRED.
FLORENCE GOT THE GUN.
THE COPS TOOK JAMES TO THE JAIL.
THE POLICEMEN CONGRATULATED FLORENCE.
CLEVER FLORENCE SOLVED THE CRIME.

8.6.3 Murder Scene from Story 3

DR. BARTHOLOMEW HUME BLACKMAILED EDWARD.
EDWARD WAS AFRAID OF DR. HUME.
LORD EDWARD DECIDED TO KILL DR. BARTHOLOMEW HUME.
THE DAY WAS SUNDAY.
THE TIME WAS THE SUNRISE.
LORD EDWARD GOT UP.
LORD EDWARD WENT TO THE DARK CORRIDOR.
LORD EDWARD HID.
EDWARD HAD A CANDLE HOLDER.
DR. BARTHOLOMEW HUME AWAKENED EARLY.
DR. BARTHOLOMEW HUME WAS USUALLY EARLY.
DR. HUME WENT FOR THE WALK.
EDWARD WAITED FOR HUME.
LORD EDWARD SURPRISED HUME.
EDWARD HIT DR. BARTHOLOMEW HUME WITH THE CANDLE HOLDER.
DR. BARTHOLOMEW HUME GROANED WEAKLY.
DR. HUME DIED.
EDWARD RETURNED TO THE BEDROOM.

8.6.4 Murder Scene from Story 4

LORD EDWARD KNEW THAT LADY JANE COMMITED ADULTRY.
LORD EDWARD WAS ENRAGED.
EDWARD DECIDED TO STAB JANE.
THE DAY WAS SUNDAY.
THE TIME WAS THE SUNRISE.
JANE AWAKENED EARLY.
LADY JANE DECIDED TO GO FOR THE WALK.
JANE GOT UP QUIETLY.
JANE THOUGHT THAT EDWARD WAS ASLEEP.
JANE GOT DRESSED.
JANE WENT TO THE GARDEN.
EDWARD FOLLOWED LADY JANE.
JANE SAW EDWARD.
LORD EDWARD HAD A LONG DAGGER.
EDWARD WAVED THE DAGGER WILDLY.
LORD EDWARD STABBED JANE SCREAMING.
THE KNIFE SANK DEEP.
JANE STRUGGLED WEAKLY.
JANE HIT EDWARD.
LORD EDWARD SLASHED JANE AGAIN.
EDWARD SAID THAT LADY JANE BETRAYED LORD EDWARD.
JANE DYING COVERED WITH THE BLOOD.
LORD EDWARD HID THE KNIFE.
EDWARD RETURNED TO THE BEDROOM.
LORD EDWARD WASHED OFF THE BLOOD.