

Manic Memory Manipulator

A Standalone Paper Computer Game

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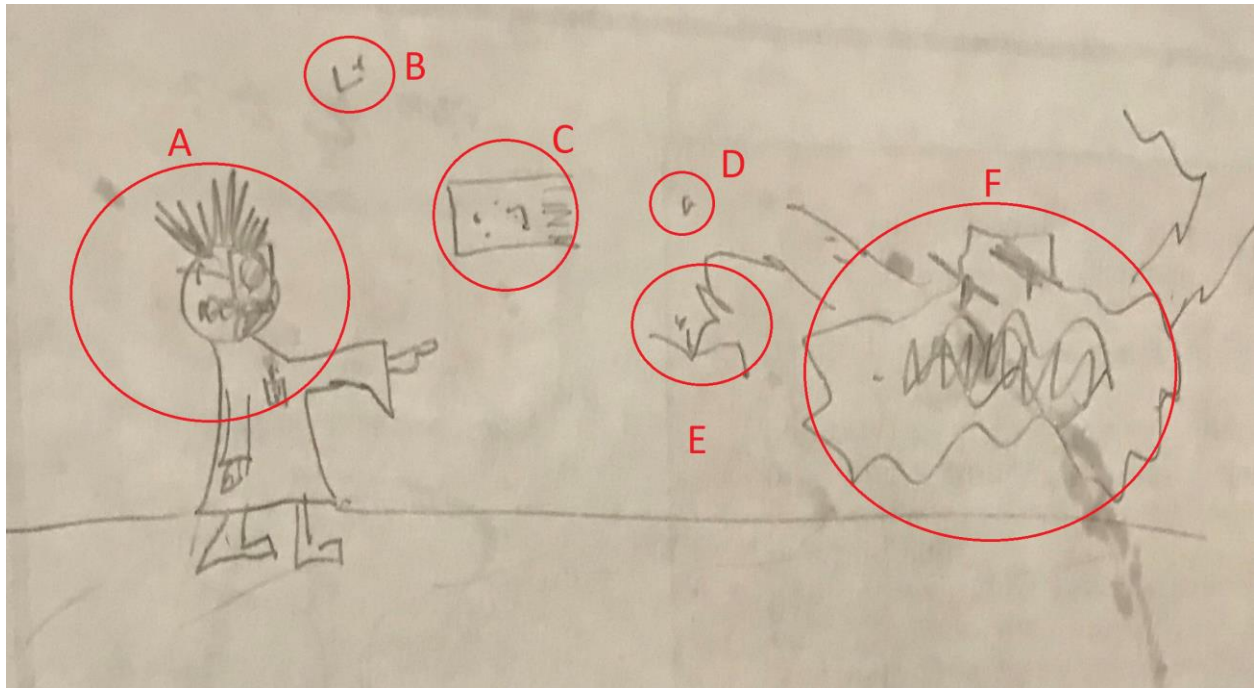
How to Use This Script

- Read text in *italics* to the player immediately.
- Everything else, read it to yourself – that way, you know what it does when the player interacts with it.
- Underlined text is a connection to another room.
- Begin by asking the player, “what do you do?”
- If the player tries something, for example “I’ll open the door,” you tell them what happens when they try that; for example, “You turn the knob, but it doesn’t open. It’s locked.”
- Enjoy!

Intro

You’re a program in a computer system that has meta-access to the system as a whole, and you come across a malicious entity – a Hexovirus. The Hexovirus takes up only one block of memory right now, but if you don’t stop it, it will spread and make everything it comes into contact with into itself. You have only one brief opportunity to stop it. What do you do?

Game



The player's goal is to stop the Hexovirus. Once they've gotten rid of it, they win the game.

- A) This is the player's character, the Manic Memory Manipulator (MMM for short). He looks cybernetic because he's partially autonomous. He has a few powers:
 - a. He can create a new value (a number) which will float in midair.
 - b. He can create a new reference.
 - c. He can set what any reference is referencing.
 - d. He can mark values for deletion.
- B) A floating Reference, called **Foo**. It references whatever it's set to reference, but right now it's not set to reference anything. MMM can change what it's referencing, but it can only reference one thing at a time.
- C) Just a piece of digital scenery.
- D) An orphaned reference. This was marked for deletion so it's been cordoned off from everything else. It has a corrupted value so it can't be interacted with directly at all. After a while of the player messing around with it, the **Garbage Man** will come along and clean it up. He will also clean up any References that are set to reference him.
- E) The Hexovirus' Noodly Appendage.
- F) The Hexovirus. Essentially a memory leak, this is set to a corrupt value so MMM can't change it.

Garbage Man: This guy comes around every so often to clean up things marked for deletion. If MMM tries to point out the Hexovirus, the Garbage Man will be confused; he won't recognize that as something to be deleted and he'll go on his way.

The Solution: Set a Reference to reference the Hexovirus, and then delete the Reference. When the Garbage Man comes to delete that reference, the Hexovirus will be deleted as well.

