MAZETALK ADVENTURES
≡ QUICK-START CARDS ≡
Adventure 5: Fire Monsters

Example of How to Get Past a Fire Monster

1. Have Mazie get the pail (Get object).

2. Move Mazie until she reaches the Fire Monster, which is also an object in the maze (Until object).

The following sample screens show what happens next:

1
```
  Repeat
  Move east
  Until object
▶ End

  Quit
  Move north
  Move south
  Move east
  Move west
  Get object
▶ Repeat until
```

2
```
  Repeat
  Move east
  Until object
  Repeat
▶ Until
  End

  Until exit
  Until wall
  Until intersection
  Until object
▶ Until fire out
```

3
```
  Repeat
  Move east
  Until object
  Repeat
▶ Until fire out
  End

  Quit
  Move north
  Move south
  Move east
  Move west
  Get object
▶ Throw water
  Repeat until
```

4
```
  Repeat
  Move east
  Until object
  Repeat
▶ Throw water
  Until fire out
  End

  Quit
  Move north
  Move south
  Move east
  Move west
  Get object
▶ Throw water
  Repeat until
```

MAZETALK ADVENTURES
═QUICK-START CARDS═
Adventure 6: Spring Monsters

Example of How to Nest Commands, Using the "If object then" Command

Begin with a "Repeat until" command, moving Mazie to the wall or intersection past the object (bananas or Spring Monster).

1
```
  Repeat
  Move east
♦ Until wall
  End

  Quit
  Verb
  Repeat until
♦ If object then
```

2
```
  Repeat
  Move east
  If object then
♦ Endif
  Until wall
  End

  Quit
♦ Verb
  Repeat until
  If object then
```

3
```
  Repeat
  Move east
  If object then
♦ Endif
  Until wall
  End

  Move north
  Move south
  Move east
  Move west
  Get object
  Throw water
♦ Give banana
```

The Spring Monster eats bananas! You must add the verb, "Give banana," to the "If object then" command.

4
```
  Repeat
  Move east
  If object then
♦ Give banana
  Endif
  Until wall
  End

♦ Quit
  Verb
  Repeat until
  If object then
```

Since the "If object then" command is nested inside the "Repeat until wall" command, Mazie will feed the monster and go on to the wall:

```
Repeat  ─────────────┐
Move east            │
If object then ──┐   │
Give banana      │   │
Endif  ◄─────────┘   │
Until wall  ◄────────┘
```