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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 (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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1.0 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 heretofore 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.

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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 conjunction with a story producing 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:

```

O(man) -R(break;-1)-O(window)
  |           |
  R(in)      R(with)
  |           |
O(park) O(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 of 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 idiomatic 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,

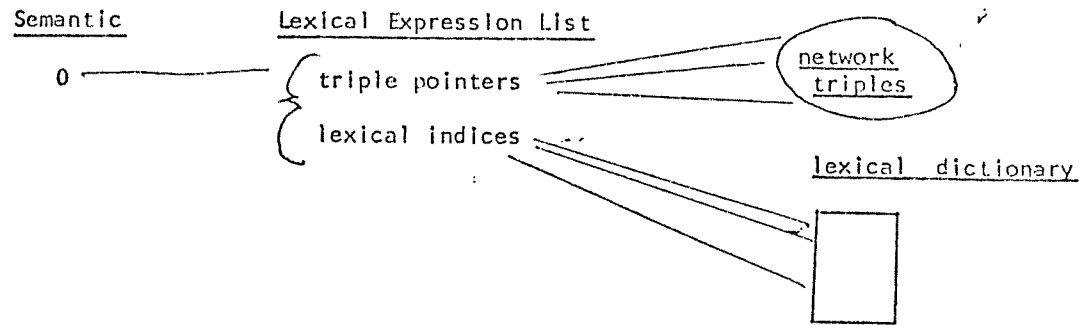
3. O(John)- R(know)- O(that)

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 modifies the semantic network.)

A final schematic of the relevant data structures:



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:

$$S \rightarrow NP \quad \overbrace{VP // O - R}$$

$$VP \rightarrow V \quad \overbrace{NP // R - O}$$

$$NPP \rightarrow \text{adj} \quad \overbrace{NPP // O - R(\text{attribute}) - O}$$

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 existing 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. $S \rightarrow \overbrace{NP VP} // \overbrace{O - R}$ | 7. $VPP \rightarrow \overbrace{V \overbrace{NP} // R - O}$ |
| 2. $NP \rightarrow \overbrace{NP PP} // \overbrace{O - R}$ | 8. $VPP \rightarrow \text{terminal}$ |
| 3. $NP \rightarrow \text{Det} \overbrace{NPP} // O$ | 9. $V \rightarrow \text{terminal}$ |
| 4. $NPP \rightarrow \text{adj} \overbrace{NPP} // \overbrace{O - R - O}$ | 10. $PP \rightarrow \text{prep} \overbrace{NP} // \overbrace{R - O}$ |
| 5. $NPP \rightarrow \text{terminal}$ | 11. $\text{prep} \rightarrow \text{terminal}$ |
| 6. $VP \rightarrow \overbrace{VPP PP} // \overbrace{R - R}$ | |

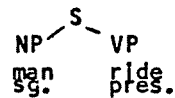
Assume that the semantic deep structure triple set to be used in the generation

is:

$O(\text{man}) - R(\text{ride}) - O(\text{bicycle})$
$R(\text{ride}) - R(\text{in}) - O(\text{park})$
$O(\text{man}) - R(\text{is}) - O(\text{tall})$

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, $O(\text{man}) - R(\text{ride})$ and $R(\text{ride}) - O(\text{bicycle})$. The S rules are then inspected for matches with the fractioned canonical forms. The first matches rule 1.

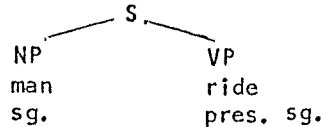
At this point lexical stems are selected from the lexical expression lists associated with the objects and relations in the matched triple fraction. A selected lexical item is tentatively assigned to the node indicated by the link in the syntactic//semantic rule. Grammatical information associated with 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:



	<u>Lexical Dictionary</u>			
	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 preceding 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

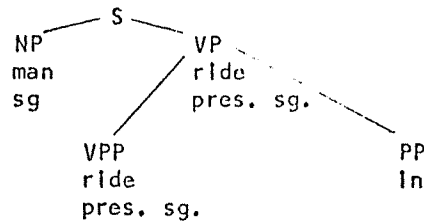
in the above diagram--'a nuclear family tree'- a parent node and its immediate descendents. Often, as in this case, the lexical items are not relevant to the transformation, that here marks the VP with the same number as the NP.



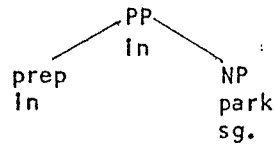
Low level transformations that operate only on terminals and their immediate parent nodes will actually convert the stems to the appropriate words at the end of the generation process. The transformation markings supplied by the high level transformations are carried with the lexical items and may serve 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.

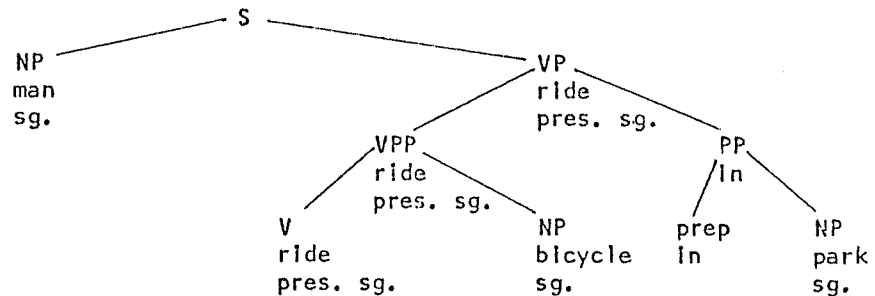
Continuing the generation process, the system saves the remainder of the first triple and skips to the second because of a special link between their relations indicating simultaneity. No VP rule matches the second triple, and it is split into the fractions $R(\text{ride}) - R(\text{in})$ and $R(\text{in})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



The second triple fraction matches rule 10, yielding after lexical selection:

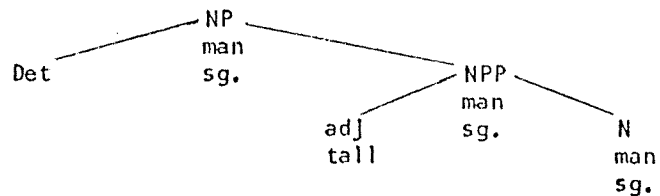


At this point, the second fraction of the first triple is matched against rule 7, and, after lexical selection, the entire tree appears as:



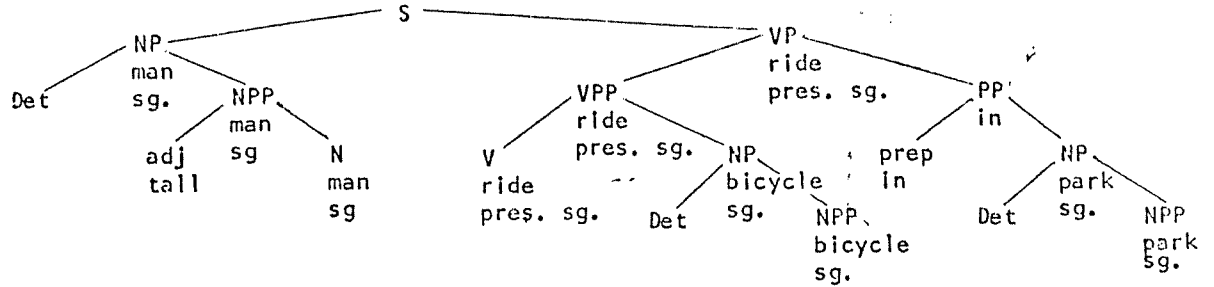
No rule matches the remaining triple $O(\text{man}) - R(\text{is}) - O(\text{tall})$. Rule 2 matches the first fraction, but the lexical list for the relation $R(\text{is})$ contains no item acceptable as a PP node descendant. Accordingly, rule 3 is selected. At this point a high level transformation 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:



At this point rule 3 is applied to the NP nodes dominating bicycle and park.

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 preceding 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 preferred 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-valued 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-1. Set triples in the network

where triple: 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 accessible 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 ≤ 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-1. 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>

11-2. To remove nodes from a class
 *REMOVE <NODE>'FROM'<CLASS>

11-3. To remove all 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 O's and R's ≤ 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 columns 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 with a letter, followed by letters or digits to any 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 OHOM 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 either of 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 logical 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, depending 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 cycle).

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) and 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 not 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 saved 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 not 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, '(sentence₁, sentence₂...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 repetitive 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 occurrence 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 logic many times more powerful than any in programs currently in existence. The reason: we own the universe of discourse, a universe where all the subtleties 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.

O = 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 O is linked to the NP and the RV is linked to the VP; in rule 4, the first O is linked to NPP, the RS is linked to nothing and the second O 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	RV	PMAP	PSUB	PTRANS
1 S	NP	RV	1 2	0 0	2
2 S	AP	K	1 2	0 0	2
3 NP	ART		2 0	0 0	2
4 NP	PNP	RS	2 0	0 0	1
5 NPP	N		1 0	0 0	1
6 NPP	ADJ	KA	2 1	0 0	1
7 NPP	MOD	RP	1 2	0 0	1
8 NPP	MOD	RV	1 2	0 0	1
9 VP	V		1 0	0 0	1
10 VP	VP	RV	1 2	0 0	4
11 VP	VP2	RV	1 2	0 0	1
12 VP	THAT2		1 2	0 0	1
13 VP	NP		1 2	0 0	5
14 VP	MOD	KA	1 2	0 0	1
15 VP	MOD	KP	1 2	0 0	1
16 VP	ADV	RADV	2 1	0 0	1
17 VP	ADV	RADV	1 2	0 0	1
18 MOD	PART		1 0	0 0	1
19 MOD	ADJ		1 0	0 0	1
20 MOD	PREP		1 0	0 0	1
21 MOD	PREP		1 2	0 0	5
22 MOD	PART		1 2	0 0	5
23 MOD	ADJ		1 2	0 0	1
24 MOD	ADJ	RADV	2 1	0 0	1
25 MOD	ADJ	RV	1 2	0 0	1
26 MOD	ADJ	RP	1 2	0 0	1
27 AP	IS		2 0	0 0	2
28 VP2	TO		2 0	0 0	3
29 VP2	PREP		1 2	0 0	5
30 VP2	PREP	MOU	1 2	0 0	1
31 THAT2	THAT	S	1 0	0 0	1
32 PNP	NP	POS	1 0	0 0	1

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. | 6. participial form |
| 2. noun plural | 7. verb (present sing.) |
| 3. adjectival form | 8. verb (present plural) |
| 4. prepositional form | 9. verb (past sing.) |
| 5. adverbial form | 10. verb (past plural) |

(pronoun)

- | | |
|--------------------|-------------------|
| 1. subjective case | 2. objective case |
|--------------------|-------------------|

Low Level Transformation Codes

- | | |
|-------------------------------------|-----------------------------------|
| 1. NULL | 9. add "ed" |
| 2. add "will" | 10. delete 1 character, add "ing" |
| 3. add "s" | 11. delete 2 characters, add "en" |
| 4. add "ing" | 12. add "es" |
| 5. add "d" | 13. add "er" |
| 6. add "ly" | 14. add "ings" |
| 7. add "y" | 15. add "ers" |
| 8. delete 1 character and add "ies" | |

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 preceding.

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").

00157	0	1	0	12	WORD	7HEATHER	00217	WORD	00271	TYPE
00158	WORD	3ASH	WORD	EMAGGIE	00272					
00159	WORD	FCOUCH	WORD	SBILLIARDS	00273					
00160	TYPE		WORD	STENNIS	00274					
00161	N	0	1	0	0	1	0	1	0	1
00162	WORD	0	8	SAFFECTION	00275					
00163	WORD	0	8	7PASSION	00276					
00164	WORD	0	8	EMORAY	00277					
00165	WORD	0	8	7TUESDAY	00278					
00166	WORD	0	8	8THURSDAY	00279					
00167	WORD	0	8	9WEDNESDAY	00280					
00168	WORD	1	1	11FUNNY STORY	00281					
00169	WORD	0	1	7LIBRARY	00282					
00170	WORD	0	1	8PARTY	00283					
00171	WORD	0	1	8BELLY	00284					
00172	WORD	0	1	8STUDY	00285					
00173	WORD	0	1	8STUDY	00286					
00174	WORD	0	1	8STUDY	00287					
00175	WORD	0	1	8STUDY	00288					
00176	WORD	0	1	8STUDY	00289					
00177	WORD	0	1	8STUDY	00290					
00178	WORD	0	1	8STUDY	00291					
00179	WORD	0	1	8STUDY	00292					
00180	WORD	0	1	8STUDY	00293					
00181	WORD	0	1	8STUDY	00294					
00182	WORD	0	1	8STUDY	00295					
00183	WORD	0	1	8STUDY	00296					
00184	WORD	0	1	8STUDY	00297					
00185	WORD	0	1	8STUDY	00298					
00186	WORD	0	1	8STUDY	00299					
00187	WORD	0	1	8STUDY	00300					
00188	WORD	0	1	8STUDY	00301					
00189	WORD	0	1	8STUDY	00302					
00190	WORD	0	1	8STUDY	00303					
00191	WORD	0	1	8STUDY	00304					
00192	WORD	0	1	8STUDY	00305					
00193	WORD	0	1	8STUDY	00306					
00194	WORD	0	1	8STUDY	00307					
00195	WORD	0	1	8STUDY	00308					
00196	WORD	0	1	8STUDY	00309					
00197	WORD	0	1	8STUDY	00310					
00198	WORD	0	1	8STUDY	00311					
00199	WORD	0	1	8STUDY	00312					
00200	WORD	0	1	8STUDY	00313					
00201	WORD	0	1	8STUDY	00314					
00202	WORD	0	1	8STUDY	00315					
00203	WORD	0	1	8STUDY	00316					
00204	WORD	0	1	8STUDY	00317					
00205	WORD	0	1	8STUDY	00318					
00206	WORD	0	1	8STUDY	00319					
00207	WORD	0	1	8STUDY	00320					
00208	WORD	0	1	8STUDY	00321					
00209	WORD	0	1	8STUDY	00322					
00210	WORD	0	1	8STUDY	00323					
00211	WORD	0	1	8STUDY	00324					
00212	WORD	0	1	8STUDY						
00213	WORD	0	1	8STUDY						
00214	WORD	0	1	8STUDY						
00215	WORD	0	1	8STUDY						

00326	WORD	TUNAWARE	00379	WORD	55CREW	00473	WORD	5FLIRT
00326	WORD	ESTUPID	00380	WORD	SHAPEN	00434	WORD	7FLATTER
00327	WORD	ESTONG	00381	WORD	5OFFER	00435	WORD	10COMPLIMENT
00328	WORD	5SORRY	00392	WORD	6RECALL	00436	WORD	60055IP
00329	WORD	4RICH	00397	WORD	6REMEMBER	00477	TYPE	
00330	WORD	6RICHTY	00398	WORD	6SIOUAL	00431	ADJ	
00331	WORD	12FORNOGRAPHIC	00385	WORD	5SHOCK	00478	U	
00332	WORD	4POOR	00387	WORD	4RJIN	00440	5	
00333	WORD	4NICE	00388	WORD	4YAWN	00441	PART	
00334	WORD	10XSLREADING	00399	WORD	4YELL	00442	0	
00335	WORD	3MAD	00390	WORD	4WANT	00447	10	
00336	WORD	4LONC	00391	WORD	4WAIT	00444	0	
00337	WORD	4LAST	00392	WORD	4TALK	00445	3	
00338	WORD	5HEAVY	00393	WORD	8THREATEN	00446	0	
00339	WORD	5HASSOME	00394	WORD	7SUSPECT	00447	5	
00340	WORD	5HAPPY	00395	WORD	7SUGGEST	00447	0	
00341	WORD	3FAT	00396	WORD	5START	00448	0	
00342	WORD	6BRIGHT	00397	WORD	7CTAGGER	00449	0	
00343	WORD	8FACRANT	00398	WORD	7SROTHER	00450	0	
00344	WORD	4COOL	00399	WORD	6SCREAM	00451	0	
00345	WORD	4USLY	00400	WORD	5SCOFF	00452	0	
00346	WORD	5SWEET	00401	WORD	6LTY2N	00453	0	
00347	WORD	4SLEEP	00402	WORD	7PRETEND	00454	0	
00348	WORD	4EATL	00403	WORD	5POINT	00455	0	
00349	WORD	4COC	00404	WORD	3PAY	00456	0	
00350	WORD	6AFRAID	00405	WORD	30AN	00457	0	
00351	WORD	4DARK	00406	WORD	4OPEN	00458	0	
00352	WORD	133LOGD THIRSTY	00407	WORD	7MATION	00459	0	
00353	WORD	6ASLEEP	00408	WORD	4LOCK	00460	0	
00354	WORD	6SLEVER	00409	WORD	5LAVOH	00461	0	
00355	WORD	5BRAVE	00410	WORD	4KICK	00462	0	
00356	WORD	7IDIOTIC	00411	WORD	4JJIN	00463	0	
00357	WORD	4DONS	00412	WORD	6INSULT	00464	0	
00358	WORD	5SMART	00413	WORD	7INHERIT	00465	0	
00359	WORD	11NOT JEALOUS	00414	WORD	5GROAN	00466	0	
00360	WORD	9IMPOTENT	00415	WORD	5GREET	00467	0	
00361	WORD	6OVERSEEN	00416	WORD	4LAST	00468	0	
00362	WORD	10EASY GOING	00417	WORD	7WHISPER	00469	0	
00363	WORD	5IRRIABLE	00418	WORD	5FAINT	00470	0	
00364	WORD	7SOLENT	00419	WORD	5ENJOY	00471	0	
00365	WORD	12IMPOVERISHED	00420	WORD	6GEMIT	00472	0	
00366	WORD	10WELL TO DO	00421	WORD	5SCHEAT	00473	0	
00367	WORD	5WILLIANT	00422	WORD	6ARREST	00474	0	
00368	WORD	7JCALOUS	00423	WORD	4CALL	00475	0	
00369	WORD	9BKAUTIFUL	00424	WORD	3ASK	00476	0	
00370	TYPE		00425	WORD	6AWAKEN	00477	0	
00371	ADJ		00426	WORD	6ATTACK	00478	0	
00372	0		00427	WORD	5COVER	00479	0	
00373	2		00428	WORD	6CTRAY	00490	0	
00374	PART		00429	WORD	6ENTER	00491	0	
00375	0		00430	WORD	6ACOST	00492	0	
00376	4		00431	WORD	9BLACKMAIL	00493	0	
00377	0		00432	WORD	6FLOW	00494	0	
00378	3		00433	WORD	4CALM	00495	0	
00379	9		00434	WORD		00496	0	

6ARRIVE
 6ANNOUNCE
 5ARGUE
 9INTRODUCE
 6INVAITE
 6NOTICE
 5PHONE
 7RECEIVE
 7DECEIVE
 7SHUFFLE
 4LICK
 7DESPISE
 4LOVE
 5CURSE
 6DECIDE
 5GRATE
 7EXAMINE
 6ACCUSE
 8CONVINCE
 5CHORE
 8COLLAPSC
 12CONGRATULATE
 4FIRE

00527	WORD	4HATE	00541	WORD	4BEAT	00595	WORD	4TELL
00533	WORD	7DISELIKE	00542	WORD	4REAO	00596	STEM	4TOLD
00538	TYPE		00543	TYPE		00597	WORD	5THROW
00540	ADJ		00544	PART	4	00599	STEM	5THREW
00541	U		00545	U		00600	WORD	4WEAR
00542	3		00546	4		00601	STEM	4MORE
00543	4		00547	V		00602	WORD	3SAY
00544	0		00548	U	0 1	00603	STEM	4SAID
00545	12		00549	5	0 5	00604	WORD	4MEET
00546	9		00550	WORD	8OVERHEAR	00605	STEM	3MET
00547	0		00551	WORD	4HEAR	00606	WORD	4KNOW
00548	12		00552	WORD	5AGREE	00607	STEM	4KNOW
00549	9		00553	TYPE		00608	WORD	4DRAW
00550	0		00554	PART	4	00609	STEM	4KEEP
00551	5		00555	1		00610	WORD	4KLEPT
00552	7		00556	V		00611	STEM	FTHINK
00553	DISCUSS		00557	U	0 3	00612	WORD	7THOUGHT
00554	DRESS		00558	0	0 1	00613	STEM	
00555	CEPRESS		00559	0	0 1	00614	WORD	
00556	REMPASS		00560	STEM	4HIT	00615	STEM	
00557	WASH		00561	WORD	4HIT	00616	WORD	
00558	TOUCH		00562	STEM	4HIT	00617	STEM	
00559	WASH		00563	TYPE	5QUIT	00618	V	
00560	TOUCH		00564	0		00619	0	12
00561	WASH		00565	0		00620	1	1
00562	SLASH		00566	WORD	4HIT	00621	WORD	5CATCH
00563	SEARCH		00567	STEM	4HIT	00622	STEM	6CAUGHT
00564	SEARCH		00568	TYPE	5QUIT	00623	TYPE	
00565	SEARCH		00569	PART	4	00624	PART	
00566	SEARCH		00570	0		00625	0	10
00567	SEARCH		00571	V		00626	V	
00568	SEARCH		00572	0		00627	0	3
00569	SEARCH		00573	0	0 1	00628	1	1
00570	SEARCH		00574	1	1	00629	WORD	4COME
00571	SEARCH		00575	WORD	4SANG	00630	STEM	4CAME
00572	SEARCH		00576	STEM	3EAT	00631	WORD	5WRITE
00573	SEARCH		00577	WORD	4FEEL	00632	STEM	5WROTE
00574	SEARCH		00578	STEM	4FEEL	00633	WORD	4TAKE
00575	SEARCH		00579	WORD	4BREAK	00634	STEM	4TOOK
00576	SEARCH		00580	STEM	5BROKE	00635	WORD	4MAKE
00577	SEARCH		00581	WORD	4BLED	00636	STEM	4MADE
00578	SEARCH		00582	STEM	4BLED	00637	WORD	4RISE
00579	SEARCH		00583	WORD	4FIND	00638	STEM	4ROSE
00580	SEARCH		00584	STEM	5FOUND	00639	WORD	5LEAVE
00581	SEARCH		00585	WORD	3SAW	00640	STEM	4LEFT
00582	SEARCH		00586	STEM	5FOOT	00641	WORD	4GIVE
00583	SEARCH		00587	WORD	4FOOT	00642	STEM	4GAVE
00584	SEARCH		00588	STEM	5SHOOT	00643	WORD	5AWAKE
00585	SEARCH		00589	STEM	4SINK	00644	STEM	5AWAKE
00586	SEARCH		00590	WORD	4SINK	00645	WORD	7FORCIVE
00587	SEARCH		00591	STEM	5NEAK	00646	STEM	7FORSAVE
00588	SEARCH		00592	WORD	5NUCK	00647	STEM	
00589	SEARCH		00593	WORD	5STEAL	00648	TYPE	
00590	SEARCH		00594	STEM	5STEAL	00649		
00591	SEARCH							
00592	SEARCH							
00593	SEARCH							
00594	SEARCH							

00811	V	0 3 0 1		00865	TYPE		00919	0 1 0 3	
00812	WORD	0 5 0 5	3LIE	00866	ADJ	0 1	00920	ADJ	2 1
00813	STEM	2LY		00867	ADJ	0 1	00921	WORD	FORINK
00814	STEM	4LJAR		00868	ADV	1 5	00922	STEM	SDRANK
00815	STEM			00869	WORD		00923	STEM	SDRUNK
00816	TYPE			00870	STEM		00924	STEM	
00817	N	0 1 0 3		00871	TYPE		00925	TYPE	
00818	ADJ	0 7	5SMELL	00872	ADJ	0 1	00926	N	0 4 0 14
00819	WORD		5CLOUD	00873	ADJ	0 1	00927	WORD	9-1SMOTHER
00820	WORD			00874	ADV	0 6	00928	WORD	
00821	N	0 1 0 1		00875	WORD				
00822	ACJ	0 7		00876	WORD				
00823	WORD			00877	WORD				
00824	WORD			00878	WORD				
00825	TYPE			00879	WORD				
00826	N	0 1 0 1		00880	WORD				
00827	ACJ	0 7		00881	WORD				
00828	WORD		4RAIN	00882	WORD				
00829	WORD		4LUST	00883	WORD				
00830	WORD		4WINC	00884	WORD				
00831	TYPE			00885	WORD				
00832	N	0 1 0 1		00886	WORD				
00833	ACJ	0 7		00887	WORD				
00834	WORD			00888	WORD				
00835	WORD			00889	TYPE				
00836	WORD			00890	ADJ	0 1			
00837	ADJ	0 1 0 1		00891	ADJ	0 1			
00838	ADJ	0 7		00892	ADV	0 1			
00839	WORD			00893	WORD				
00840	WORD			00894	WORD				
00841	TYPE			00895	WORD				
00842	N	0 1 0 12		00896	WORD				
00843	ADJ	0 7		00897	WORD				
00844	WORD			00898	WORD				
00845	WORD			00899	WORD				
00846	WORD			00900	WORD				
00847	WORD			00901	WORD				
00848	WORD			00902	WORD				
00849	TYPE			00903	TYPE				
00850	N	0 1 0 3		00904	N	0 1 0 3			
00851	ADJ	0 6		00905	ADJ	1 7			
00852	WORD		6PZEND	00906	WORD				
00853	WORD		6OWAPD	00907	STEM				
00854	TYPE			00908	TYPE				
00855	N	0 1 0 1		00909	PART				
00856	ADJ	0 7		00910	U	4			
00857	WORD			00911	V	0 3 0 1			
00858	WORD			00912	WORD	1 1 1 1			
00859	STEM			00913	N				
00860	WORD			00914					
00861	STEM			00915					
00862				00916					
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00864				00918					
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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 occurrence
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.

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EVERYONE 0 = 'EVERYONE' ;
FALL 2 0 = 'FALL' ;
FASHION 2 = 'FASHION' ;
FEAR 0 = 'FEAR' ;
FLOWERS 2 = 'FLOWER' ;
FOOD 2 = 'FOOD' ;
FOOTPRINT 0 = 'FOOTPRINT' ;
FINGERPRINTS 2 = 'FINGERPRINT' ;
FRIDAY 0 = 'FRIDAY' ;
GAME 0 = 'GAME' ;
GARDEN 0 = 'GARDEN' ;
GOODNIGHT 0 = 'GOOD NIGHT' ;
GOODTIME 0 = 'FUN' ;
CREED 0 = 'CREED' ;
CRICKETS 0 = 'GREEN HOUSE' ;
GUN 0 = 'GUN' 'PISTOL' ;
HAIR 0 = 'HAIR' ;
HALL 2 = 'HALL' 'CORRIDOR' ;
HANDKRAPIE 0 = 'HANDKRAPIE' ;
HANDS 1 = 'HAND' ;
HEAD 2 = 'HEAD' ;
HOUSE 0 = 'HOUSE' ;
INFORMATION 2 = 'INFORMATION' ;
INSPECTOR 0 = 'INSPECTOR' 'DETECTIVE' ;
JAIL 2 = 'JAIL' ;
JAMES 0 = 'JAMES' ;
JAW 2 = 'JAW' 'JAW' ;
JEALOUSY 0 = 'JEALOUSY' ;
JEWELS 1 = 'JEWEL' 'JEWELRY' ;
JOHNBOUN 0 = 'JOHN' 'JOHN BUXLEY' ;
JOKE 0 = 'JOKE' 'FUNNY STORY' ;
KITCHEN 0 = 'KITCHEN' ;
KNIFE 0 = 'KNIFE' 'DAGGER' ;
LADYJANE 0 = 'LADY BUXLEY' ;
LERCORN 2 = 'LADY BUXLEY-5 DEOROOM' ;
LIAR 0 = 'LIAR' ;
LIBRARY 0 = 'LIBRARY' ;
LORDS 0 = 'LORD EDWARD' 'EDWARD' ;
LOVER 0 = 'LOVE' ;
MAID 0 = 'MAID' 'HEATHER' ;
MARION 0 = 'MARION' ;
MEN 3 = 'MAN' ;
MILK 0 = 'MILK' ;
MISTAKE 0 = 'MISTAKE' 'ERROR' ;
MONEY 2 = 'MONEY' ;
MOTIVE 2 = 'MOTIVE' ;
MURDER 2 = 'MURDER' ;
MURDERER 2 = 'MURDERER' 'KILL' ;
MUSIC 0 = 'MUSIC' ;
NECK 2 = 'NECK' ;
NEPHEA 0 = 'NEPHEW' ;
NIGHTDOWN 0 = 'NIGHTDOWN' ;
NOONE 0 = 'NO ONE' 'NOBODY' ;
NOSE 2 = 'NOSE' ;
NOTE 0 = 'NOTE' ;
NOVEL 0 = 'NOVEL' ;

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NURSE 0 = 'NURSE' ;
ONCE 0 = 'ONCE' ;
OTHER 2 = 'OTHER' ;
PAPER 0 = 'PAPERWEIGHT' ;
PAPLOR 0 = 'PAPLOR' ;
PARTNER 0 = 'PARTNER' ;
PARTY 0 = 'PARTY' ;
PIANO 2 = 'PIANO' ;
PILLOW 0 = 'PILLOW' 'CUSHION' ;
PLACE 0 = 'PLACE' ;
PLAN 2 = 'PLAN' ;
PLAY 2 0 = 'PLAY' ;
POISON 2 = 'POISON' ;
POLICE 2 = 'POLICE' 'CCF' ;
PORT 0 = 'PORT' ;
SUTTING 1 = 'SUTTING' ;
REVING 0 = 'REVING' ;
RIVAL 0 = 'RIVAL' ;
ROOM 2 = 'ROOM' ;
SATURDAY 0 = 'SATURDAY' ;
SECRET 0 = 'SECRET PASSAGE' ;
SERVANT 2 = 'SERVANT' ;
SHERID 0 = 'SHERID' ;
SHIRT 0 = 'SHIRT' ;
SHOE 0 = 'SHOE' ;
SKY 2 = 'SKY' ;
SMITH 0 = 'SMITH' ;
STAIN 0 = 'STAIN' ;
STAIRS 1 = 'STAIR' ;
STOMACH 2 = 'STOMACH' 'BILLY' ;
STRAND 0 = 'STRAND' ;
STUDY 2 = 'STUDY' ;
SUN 2 = 'SUN' ;
SUNDAY 0 = 'SUNDAY' ;
SUPPER 0 = 'SUPPER' 'DINNER' ;
TEA 2 = 'TEA' ;
TEATIME 0 = 'TEATIME' ;
TENNIS 0 = 'TENNIS' ;
TENNIS 0 = 'TENNIS COURT' ;
THEY 2 = 'THEY' ;
THREAD 0 = 'THREAD' ;
TIME 2 = 'TIME' ;
TRASH 0 = 'TRASH' 'JUNK' ;
TRUTH 2 = 'TRUTH' ;
VAC 0 = 'VAC' ;
VOKKA 0 = 'VOKKA' ;
WALK 0 = 'WALK' ;
WATHER 2 = 'WATHER' ;
WICKERS 0 = 'WICKERS' ;
WHAT 0 = 'WHAT' ;
WHISKY 0 = 'WHISKY' ;
WHO 0 = 'WHO' ;
WIND 0 = 'WIND' ;
WINDY 2 = 'WINDY' ;

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171 YARD 2 = 'YARD' ;
172 AFFAIR 2 = 'AFFAIR' ;
173 AFFECTION 2 = 'AFFECTION' ;
174 BAR 2 = 'BAR' ;
175 BARMAN 2 = 'BARMAN' ;
176 BEATLES 3 = 'BEATLES' ;
177 BAYBORN 2 = 'BAYBORN' ;
178 CAR 2 = 'CAR' ;
179 CHANCE 2 = 'CHANCE' ;
180 CLUE 2 = 'CLUE' ;
181 COOKIES 2 = 'COOKIES' ;
182 CORNER 2 = 'CORNER' ;
183 COTTAILS 2 = 'COTTAILS' ;
184 CRANK 2 = 'CRANK' ;
185 CRIMAS 2 = 'CRIMAS' ;
186 FRIEND 2 = 'FRIEND' ;
187 HOTEL 2 = 'HOTEL' ;
188 INTERMISSION 2 = 'INTERMISSION' ;
189 INVITATION 2 = 'INVITATION' ;
190 IT 2 = 'IT' ;
191 MONDAY 2 = 'MONDAY' ;
192 MOVIE 2 = 'MOVIE' ;
193 MORNINGS 2 = 'MORNINGS' ;
194 PARK 2 = 'PARK' ;
195 PASSION 2 = 'PASSION' ;
196 ROCKS 2 = 'ROCKS' ;
197 SOMETHING 2 = 'SOMETHING' ;
198 SOMETHING 2 = 'SOMETHING' ;
199 SOMETHING 2 = 'SOMETHING' ;
200 TELEPHONE 2 = 'TELEPHONE' ;
201 THEATRE 2 = 'THEATRE' ;
202 THURSDAY 2 = 'THURSDAY' ;
203 TUESDAY 2 = 'TUESDAY' ;
204 WEDNESDAY 2 = 'WEDNESDAY' ;
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RELATIONS

342 SAY I 3 0 = *SAY* ;
 343 SAYTO I 3 0 = ;
 344 SCOFF A 3 0 = *COFF* ;
 345 SCRATCH I 3 0 = *SCRATCH* ;
 346 SCREAM A 3 0 = *SCREAM* ;
 347 SEARCH I 3 0 = *SEARCH* ;
 348 SCOUT I 3 0 = *SCOUT* ;
 349 SEC I 3 0 = *SEE* ;
 350 SERVE I 3 0 = *SERVE* ;
 351 SHOOT I 3 0 = *SHOOT* ;
 352 SHOOTAT I 3 0 = ;
 353 SINK A 3 0 = *SINK* ;
 354 SII A 3 0 = *SII* ;
 355 SLASH I 3 0 = *SLASH* ;
 356 SMASH I 3 0 = *SMASH* ;
 357 SMILE A 3 0 = *SMILE* ;
 358 SMUGLE I 3 0 = ;
 359 SMOKE I 3 0 = *SMOKE* ;
 360 SMOTHER I 3 0 = *SMOTHER* ;
 361 SNEAK A 3 0 = *SNEAK* ;
 362 SNORE A 3 0 = *SNORE* ;
 363 SOLVE I 3 0 = *SOLVE* ;
 364 STAB I 3 0 = *STAB* ;
 365 STACKE A 3 0 = *STACKE* ;
 366 START I 3 0 = *START* ;
 367 STARTING A 3 0 = *START* ;
 368 STEAL I 3 0 = *STEAL* ;
 369 STOP I 3 0 = *STOP* ;
 370 STOPNO A 3 0 = *STOP* ;
 371 STRUGGLE A 3 0 = *STRUGGLE* ;
 372 STRUGLEWITH I 3 0 = ;
 373 SUGGEST I 3 0 = *SUGGEST* ;
 374 SURPRISE I 3 0 = *SURPRISE* ;
 375 SUSPECT I 3 0 = *SUSPECT* ;
 376 TAKE I 3 0 = *TAKE* ;
 377 TALK A 3 0 = *TALK* ;
 378 TALKABOUT I 3 0 = ;
 379 TALKWITH I 3 0 = ;
 380 TELL I 3 0 = *TELL* ;
 381 THINK I 3 0 = *THINK* ;
 382 THREATEN A 3 0 = *THREATEN* ;
 383 THROW I 3 0 = *THROW* ;
 384 THROUGH I 3 0 = ;
 385 TOUCH I 3 0 = *TOUCH* ;
 386 TRIP I 3 0 = *TRIP* ;
 387 TRY A 3 0 = *TRY* ;
 388 UNADDRESS A 3 0 = *UNADDRESS* ;
 389 WAIT A 3 0 = *WAIT* ;
 390 WAITFOR I 3 0 = ;
 391 WALKNO A 3 0 = *WALK* ;
 392 WALKIN I 3 0 = ;
 393 WANT I 3 0 = *WANT* ;
 394 WANTNO A 3 0 = *WANT* ;
 395 WASH A 3 0 = *WASH* ;
 396 WAVE I 3 0 = *WAVE* ;
 397 WEAR A 3 0 = *WEAR* ;
 398 WYKELL 3(1) 3 0 = ;
 399 WISPER A 3 0 = *WHISPER* ;
 400 WISPERTO I 3 0 = ;
 401 WRITE I 3 0 = *WRITE* ;
 402 YELL A 3 0 = *YELL* ;
 403 YCLLAT I 3 0 = ;
 404 YAWN A 3 0 = *YAWN* ;
 405 BRING I 3 0 = *BRING* ;
 406 COME I 3 0 = *COME* ;
 407 COMEWITH I 3 0 = ;
 408 FORCAST 0A(1) 2 0 = ;
 409 GOZZIP I 3 0 = ;
 410 HAPPENCE A 3 0 = *HAPPEN* ;
 411 INTRODUCC I 7 0 = *INTRODUCE* ;
 412 INVITE I 3 0 = *INVITE* ;
 413 LIKE I 1 0 = *LIKE* ;
 414 NOTICE I 3 0 = *NOTICE* ;
 415 NUMBER 0A(6) 2 0 = ;
 416 OFFER I 3 0 = *OFFER* ;
 417 PHONE I 3 0 = *PHONE* ;
 418 RECALL I 3 0 = *RECALL* ;
 419 RECEIVE I 3 0 = *RECEIVE* ;
 420 REMEMBER I 3 0 = *REMEMBER* ;
 421 PUNINTO I 3 0 = ;
 422 SHUFFLE I 3 0 = *SHUFFLE* ;
 423 SIGNAL I 3 0 = *SIGNAL* ;
 424 SING I 3 0 = *SING* ;
 425 SINGDOWN A 3 0 = ;
 426 WATCH I 3 0 = *WATCH* ;
 427 WIN I 3 0 = *WIN* ;
 428 *
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 430 *
 431 AFRAID A 2 0 = *AFRAID* ;
 432 ANGRY A 2 0 = *ANGRY* ;
 433 AROUSED A 2 0 = *AROUSE* ;
 434 ASLEEP A 2 0 = *ASLEEP* ;
 435 ATTRACTIVE NA(3) 2 0 = *UGLY*/-0.5/*PRETTY*/1.5/*BEAUTIFUL* ;
 436 BEAUTIFUL A 2 0 = *BEAUTIFUL* ;
 437 BIG A 2 0 = *BIG* ;
 438 BLOODTHIRSTY A 2 0 = *BLOOD THIRSTY* ;
 439 BRIGHT A 2 0 = *BRIGHT* ;
 440 CLEVER A 2 0 = *CLEVER* ;
 441 CLOUDY A 2 0 = *CLOUD* ;
 442 COLD A 2 0 = *COLD* ;
 443 COOL A 2 0 = *COOL* ;
 444 COURAGE NA(2) 2 0 = *COWARD* /0.5/*BRAVE* ;
 445 DEAD A 2 0 = *DEAD* ;
 446 DEEP A 2 0 = *DEEP* ;
 447 DEPRESSED A 2 0 = *DEPRESS* ;
 448 DRESSED A 2 0 = *DRESS* ;
 449 DRUNK A 2 0 = *DRINK* ;
 450 EARLY A 2 0 = *EARLY* ;
 451 EMBARRAS A 2 0 = *EMBARRASS* ;
 452 ENRAGED A 2 0 = *ENRAGE* ;
 453 EVIL A 2 0 = *EVIL* ;
 454 *
 455 *

WEALTH NA(3) 2 0 = *IMPOVERISHED*/-2.5/*POOR*/0.5/*WELL TO DO*/2.5/

513 FAT A 2 0 = *FAT* ;
514 FRAGRANT A 2 0 = *FRAGRANT* ;
515 FRAID I 2 0 = *AFRAID* ;
516 FRIENDLY A 2 0 = *FRIEND* ;
517 GOOD NA(1) 2 0 = *EVIL*/-3/*UNPLEASANT*/-1/*NICE*/D/*GOOD*/1/
518 *KIND*/2/*UNSERVEFUL* ;
519 GOOD A 2 0 = *GOOD* ;
520 GONE A 2 0 = *GONE* ;
521 GREEDY A 2 0 = *GREED* ;
522 GROCERY A 2 0 = *CROUCH* ;
523 HAPPY A 2 0 = *HAPPY* ;
524 HANDSOME NA(2) 2 0 = *UGLY*/0.5/*HANDSOME* ;
525 HEAVY A 2 0 = *HEAVY* ;
526 HIDDEN A 2 0 = *HIDE* ;
527 HURT A 2 0 = *HURT* ;
528 INTERESTED A 2 0 = *INTERESTED* ;
529 INVOLUNT A 2 0 = *INVOLUNT* ;
530 TO NA(1) 2 0 = *IDIO TIC*/75/*STUPID* *DUMB*/95/*SMART*/127/
531 *BRILLIANT* ;
532 JEALOUS NA(2) 2 0 = *NOT JEALOUS*/0.5/*JEALOUS* ;
533 KILLED A 2 0 = *KILL* ;
534 LONG A 2 0 = *LONG* ;
535 LOUDLY A 2 0 = *LOUD* ;
536 MAD A 2 0 = *MAD* ;
537 MADAT 2 0 = * ;
538 MARRIED A 2 0 = *MARRY* ;
539 MISLEADING A 2 0 = *MISLEADING* ;
540 MUZY A 2 0 = *MUZY* ;
541 NICE A 2 0 = *NICE* ;
542 PLEASANT A 2 0 = *PLEASANT* ;
543 POOR A 2 0 = *POOR* ;
544 PORNO A 2 0 = *PORNOGRAPHIC* ;
545 PRETTY A 2 0 = *PRETTY* ;
546 RAINY A 2 0 = *RAIN* ;
547 RELATED A 2 0 = *RELATE* ;
548 RICH A 2 0 = *RICH* ;
549 RUMOR A 2 0 = *RUMOR* ;
550 SEXPRIVE NA(1) 2 0 = *FRIGID*/-4/*IMPOTENT*/0.5/*LUST*/1.8/
551 *OVERSEXED* ;
552 SEXY A 2 0 = *SEXY* ;
553 SINGLE A 2 0 = *SINGLE* ;
554 SHOCKED A 2 0 = *SHOCK* ;
555 SMALL A 2 0 = *SMALL* ;
556 SMELLY A 2 0 = *SMELL* ;
557 SORRY A 2 0 = *SORRY* ;
558 STRONG A 2 0 = *STRONG* ;
559 STUPID A 2 0 = *STUPID* ;
560 SUNNY A 2 0 = *SUN* ;
561 SURPRISE A 2 0 = *SURPRISE* ;
562 TIRED A 2 0 = *TIRE* ;
563 UNMARRIED A 2 0 = *UNMARRIED* ;
564 UNFAITHFUL A 2 0 = *UNFAITHFUL* ;
565 UPSET A 2 0 = *UPSET* ;
566 VALUABLE A 2 0 = *VALUABLE* ;
567 VOLUNT NA(1) 2 0 = *EASY GOING*/0.5/*IRRITABLE*/1.5/*VIOLENT* ;
568 WARM A 2 0 = *WARM* ;
569 WEAK A 2 0 = *WEAK* ;

RICH ;
WINDY A 2 0 = *WIND* ;
XX A 2 0 = *WELL* ;
***** PREF *****
ABOUT I 4 0 = *ABOUT* ;
AGAINST I 4 0 = *AGAINST* ;
AT I 4 0 = *AT* ;
BY I 4 0 = *BY* ;
DOWN I 4 0 = *DOWN* ;
DURING I 4 0 = *DURING* ;
FOR I 4 0 = *FOR* ;
FROM I 4 0 = *FROM* ;
IN I 4 0 = *IN* ;
NEAR I 4 0 = *NEAR* ;
OF I 4 0 = *OF* ;
OFF I 4 0 = *OFF* ;
ON I 4 0 = *ON* ;
THRU I 4 0 = *THRU* ;
TO I 4 0 = *TO* ;
UP A 4 0 = *UP* ;
WITH I 4 0 = *WITH* ;
INTO I 4 0 = *INTO* ;
***** ADV *****
AGAIN A 5 0 = *AGAIN* ;
ALSO A 6 1 = *ALSO* ;
ALWAYS A 6 1 = *ALWAYS* ;
AWAY I 6 0 = *AWAY* ;
BACK A 5 0 = *BACK* ;
CAREFULLY A 6 0 = *CAREFUL* ;
CASUALLY A 6 1 = *CASUAL* ;
CLOSELY A 6 0 = *CLOSEL* ;
DOWNNO A 6 0 = *DOWN* ;
GENTLY A 6 1 = *GENTLE* ;
OVER A 2 0 = *OVER* ;
QUIETLY A 6 0 = *QUIET* ;
SOFTLY A 6 0 = *SOFT* ;
USUALLY A 6 0 = *USUAL* ;
VERY A 6 1 = *VERY* ;
WEAKLY A 6 0 = *WEAK* ;
WELL A 5 0 = *WELL* ;
WILDLY A 6 0 = *WILD* ;
***** CLASSES *****
CLASSES ;
BRIDGER E ;
CHASER(CZILLIARUS) = BILLGRM ;
CHASER(CHEESI) = STUDY ;
CHASER(TENNIS) = TENNIS COURT ;
CHECKER E ;
CONVERTING E ;
CROCKER E ;

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.


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***** NETWORK *****
INITIALIZE PERSONALITY CHARACTERISTICS NOT TO
BE DESCRIBED IN OUTPUT.
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LADYSUX COURAGE = 2.
LADYSUX VIOLENT = 1.
JOHNBUX IQ = 100.
JOHNBUX COURAGE = -1.
DRHUME HEALTH = -2.
DRHUME VIOLENT = 3.
DRHUME AFFECTION = -1.
LORDED IQ = 100.
LORDED COURAGE = 1.
LORDED MARRIED.
LORDED AFFECTION = 1.
DRHUME HEALTH = 3.
LADYSUX IQ = 100.
LADYSUX VIOLENT = -1.
LADYSUX MARRIED.
RONALD IQ = 100.
RONALD VIOLENT = -1.
RONALD MARRIED.
CATHY IQ = 100.
CATHY HEALTH = 2.
CATHY MARRIED.
JAMES MARRIED.
MARION COURAGE = 2.
MARION MARRIED.
BUTLER VIOLENT = -1.
NURSE IQ = 100.
MAID COURAGE = -2.
COOK IQ = 100.
COOK COURAGE = 2.
SUN FORECAST = 15.

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***** SNETWORK *****

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***** DEFINE COMPOUND RELATIONS IN TERMS OF
INDIVIDUAL RELATIONS. *****

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*LETRP (GO FOR) TO GOFOR ;
*LETRP (MAD AT) TO MADAT ;
*LETRP (SET UP) TO SETUP ;
*LETRP (GAME OF CROQUET) TO CROGGAME ;
*LETRP (YELL AT) TO YELLAT ;
*LETRP (FEEL WELL) TO FEELWELL ;
*LETRP (FLIRT WITH) TO FLIRTWITH ;
*LETRP (COVER WITH) TO COVERWITH ;
*LETRP (GRAB FOR) TO GRABFOR ;
*LETRP (ASK FOR) TO ASKFOR ;
*LETRP (FALL DOWN) TO FALLDOWN ;
*LETRP (WIPER TO) TO WIPERTO ;
*LETRP (WALK IN) TO WALKIN ;

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570 DETECT = DRHUME;
571 CRNK = COFFEE SHERRY WHISKY PORT VODKA;
572 ENEMY() = ;
573 EVIDENCE = ;
574 FEMALE = LADYSUX NURSE MAID COOK CATHY LADYSUX MARION;
575 FIGHTER = ;
576 FINDER = ;
577 GAMES = CHESS TENNIS BILLIARDS;
578 GUESTS = LADYSUX NURSE;
579 HEAVYBJ = PAPERNT CARDLHOLD ;
580 INTERVIEW = ;
581 KILLER = ;
582 KLUES = STRANGOFHAR FOOTPRINT THREAD HANKERCHIEF STAIN ASHES
583 LOC = HALL PERLOR DRAWINGRM GREENHS LIBRARY DININGRM STAIRS LBROOM
SECRETPASSAGE ;
584 GARDEN BATHROOM TENNIS COURT BILLIARDM YARD;
585 LOSER = ;
586 MALE = BUTLER DRHUME RONALD JOHNBUX JAMES LORDED;
587 MEAL = ;
588 MOTIVE = ;
589 MURDER = ;
590 OBJECT = BOOK VASE SHOE HEAVYBJ ;
591 PARTNER(JAMES) = RONALD;
592 PARTNER(RONALD) = JAMES;
593 PLACE = PARK MOVIE HOTEL GARDEN TENNIS COURT;
594 PLAYED = ;
595 PLAYER = ;
596 POSSIBLER = ;
597 POSITIVE() = ;
598 SCAPER = ;
599 RELATIVE(JOHNBUX) = LADYSUX;
600 RELATIVE(LADYSUX) = JOHNBUX;
601 RELATIVE(BUTLER) = JAMES;
602 RELATIVE(JAMES) = BUTLER;
603 REMOVE = ;
604 RETIRED = ;
605 SERVANT = COOK BUTLER MAID;
606 SPOUSE(CATHY) = RONALD;
607 SPOUSE(JAMES) = MARION;
608 SPOUSE(LADYSUX) = LORDED;
609 SPOUSE(LORDED) = LADYSUX;
610 SPOUSE(MARION) = JAMES;
611 SPOUSE(RONALD) = CATHY;
612 TOPIC = FASHION POLITICS TENNIS BUSINESS THEATRE MUSIC FLOWERS BOOKS
CHESS ;
613 VICTIM = ;
614 WEAPON = ;
615 TALKING = GUESTS;
616 TEMP = ;
617 MAKE = GUEST INVITE;
618 MARRIED = ;
619 MEMBER = ;
620 FLOODE = MAKE SERVANT;

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534 *LETRP (WAIT FOR) TO WAITFOR ;
535 *LETRP (THROW AWAY) TO THROAWAY ;
536 *LETRP (TALK WITH) TO TALKWITH ;
537 *LETRP (TALK ABOUT) TO TALKABOUT ;
538 *LETRP (STRUGGLE WITH) TO STRUGGLWITH ;
539 *LETRP (SMILE AT) TO SMILEAT ;
540 *LETRP (SHOUT AT) TO SHOUTAT ;
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543 *LETRP (RELATE TO) TO RELATEDTO ;
544 *LETRP (LOOK FOR) TO LOOKFOR ;
545 *LETRP (LOOK THRU) TO LOOKTHRU ;
546 *LETRP (LOOK WELL) TO LOOKWELL ;
547 *LETRP (KILLED BY) TO KILLFDBY ;
548 *LETRP (HEARD FOR) TO HEADFOR ;
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550 *LETRP (GO TO) TO GOTO ;
551 *LETRP (AGREE WITH) TO AGREEWITH ;
552 *LETRP (CONVERSE WITH) TO CONVERSEWITH ;
553 *LETRP (COP WITH) TO COPWITH ;
554 *LETRP (RUN INTO) TO RUNINTO ;
555 *LETRP (SIT DOWN) TO SITDOWN ;
556 *LETRP (STRAND OF HAIR) TO STRANDOFHAIR ;
557 *LETRP (ARGUE WITH) TO ARGUEWITH ;
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559 ***** EXCLUSIONS *****
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 *LETRP (SIT DOWN) TO SITDOWN ;
 *LETRP (STRAND OF HAIR) TO STRANDOFHAIR ;
 *LETRP (ARGUE WITH) TO ARGUEWITH ;
 ***** EXCLUSIONS *****

MY 00 = 2,
 NURSE ATTRACTIVE = 3,
 NURSE SEXDRIVE = 2,
 BUTLER SEXDRIVE = 1,
 MY 00 = 2,
 BUTLER IQ = 120,
 BUTLER GOOD = -2,
 BUTLER SINGLE,
 MY 00 = 2,
 BUTLER WEALTH = -1,
 BUTLER COURAGE = 2,
 MAID GOOD = 1,
 MY 00 = 1,
 MAID IQ = 80,
 MAID SINGLE,
 MY 00 = 2,
 MAID ATTRACTIVE = 1,
 MAID WEALTH = -1,
 COOK SINGLE,
 MY 00 = 2,
 COOK ATTRACTIVE = -1,
 COOK VIOLENT = 3,
 MY 00 = 1,
 COOK WEALTH = -1;

SENGROU:
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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, ...).

SOROU WEEKDAY: 10/OFF;
 SRULE: DAY NUMBER + 1;
 SRULE: DAY IS MONDAY;
 10*-10:(DAY NUMBER) EQ 1;
 SRULE: DAY IS TUESDAY;
 10*-10:(DAY NUMBER) EQ 2;
 SRULE: DAY IS WEDNESDAY;
 10*-10:(DAY NUMBER) EQ 3;
 SRULE: DAY IS THURSDAY;
 10*-10:(DAY NUMBER) EQ 4;
 SRULE: T(SENROU);
 DAY IS FRIDAY,
 *ENABLE RESTORE IN 3H;
 *DISABLE WEEKDAY;
 10*-10:(DAY NUMBER) EQ 5;
 SRULE: T(LX);
 *INSERT(WEATHER SUNNY)(WEATHER PLEASANT);
 3-10:(SUN FORECAST) EQ 15;
 SRULE: T(LX);
 WEATHER RAINY;
 3-10:(SUN FORECAST) EQ 10;

MY 00 = 1,
 RONALD WEALTH = 2,
 *INSERT (RONALD MARRIED)(MARRIED TO CATHY),
 MY 00 = 1,
 RONALD SEXDRIVE = 1,
 RONALD AFFECTION = 3 CATHY,
 MY 00 = 1,
 RONALD HANDSOME = 1,
 RONALD AFFECTION = 1 DRHUME,
 RONALD AFFECTION = -1 JAMES,
 CATHY GOOD = 2,
 MY 00 = 2,
 CATHY VIOLENT = -2,
 CATHY SEXDRIVE = 1,
 CATHY AFFECTION = 3 RONALD,
 MY 00 = 2,
 CATHY ATTRACTIVE = 2,
 CATHY JEALOUS = 1,
 *INSERT (JAMES IS PARTNER2)(PARTNER2 POS RONALD),
 JAMES AFFECTION = -3 RONALD,
 JAMES IQ = 80,
 MY 00 = 2,
 JAMES GOOD = -3,
 JAMES VIOLENT = 3,
 *INSERT (JAMES MARRIED)(MARRIED TO MARION),
 MY 00 = 2,
 JAMES SEXDRIVE = -3,
 JAMES HANDSOME = -3,
 JAMES AFFECTION = -1 MARION,
 MY 00 = 2,
 JAMES WEALTH = 2,
 JAMES JEALOUS = 3,
 JAMES AFFECTION = -1 DRHUME,
 MARION IQ = 110,
 MY 00 = 2,
 MARION GOOD = -2,
 MARION VIOLENT = 2,
 MARION WEALTH = -2,
 MY 00 = 1,
 MARION ATTRACTIVE = 2,
 MARION AFFECTION = -3 JAMES,
 MY 00 = 2,
 MARION JEALOUS = 2,
 MARION SEXDRIVE = 3,
 MARION AFFECTION = -1 NURSE;

SENGROU:
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INITIALIZE THE CHARACTERISTICS OF SOME OF THE
 NOVELS PARTICIPANTS.

1M/OFF;
 *DISABLE DESC2;
 *INSERT (NURSE IS COMPANION)(COMPANION POS LADYRUX),
 NURSE VIOLENT = -3,
 MY 00 = 1,
 NURSE GOOD = 3,
 NURSE SINGLE;

SENGROU DESC2:
 SRULE:
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*INSERTIX 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);
*3,*5: (Y IQ) GT 80 OR (Z IQ) GT 80;
*2,*5:C:(Y SIGNAL Z);
SRULE:*INSERTIX UPSET)(UPSET WITH W)*
X AFFECTION -1 Y;
$ENDLOOP;
$ENDLOOP;
$ENDLOOP;
$ENDLOOP;
$ENDGROUP;

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DISABLE PRE-PARTY ACTIVITIES AND ADD LADY
BUXLEY'S SERVANTS TO THEIR PROPER SEX CLASSES.
$ENDLOOP;
SRULE: *ERASE REMDN*;
$ENDGROUP;
*****
$GROUP RESTORE: IM/OFF;
SRULE:
*DISABLE RUNINTOG,
*ADD NURSE TO FEMALE,
*ADD MAID TO FEMALE,
*ADD COOK TO FEMALE,
*ADD BUTLER TO MALE;
$ENDGROUP;

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*****
A BRIDGE GAME, DRINKS AND CONVERSATION,
POSSIBLE SUSPICION AND CHEATING.
$GROUP BRIDGE: IM/OFF;
SRULE:*DISABLE BRIDGE*,
*MOVE FEMALE TO PLAYER;
$LOOP:*PICK(PLAYER);
SRULE:*REMOVE W FROM PLAYER;
$LOOP:X,PICK(PLAYER);
SRULE:*REMOVE X FROM PLAYER;
$LOOP:Y,PICK(PLAYER);
SRULE:*REMOVE Y FROM PLAYER;
$LOOP:Z,PICK(PLAYER);
SRULE:*INSERT(U INVITE X)(INVITE PLAY BRIDGE),
*INSERT(W TELL Y)(TELL COME WITH Z),
*INSERT(X ASK THEY)(ASK SITDOWN),
LST XX,
*INSERT(X ASK W) (ASK SITDOWN) ,
*INSERT(X ASK Y) (ASK SITDOWN) ,
*INSERT(X ASK Z) (ASK SITDOWN) ,
LST XX,
X BEING CARDS,
X OFFER DRINKS,
*INSERT(Z ASKFOR WHISKY)(WHISKY ON ROCKS)*
*INSERT(X ASKFOR WHISKY)(WHISKY WITH SODA),
*INSERT(OH THERE HAVE COFFEE)(COFFEE WITH COOKIES)*
ULST XX,
*INSERTIX HAVE COFFEE)(COFFEE WITH COOKIES)*
*INSERTIX HAVE COFFEE)(COFFEE WITH COOKIES)*
LST XX,
X SHUFFLE CARDS,
X START GAME;
SRULE: *INSERT(Y SIGNAL Z)(SIGNAL WITH HANDS)(SIGNAL CASUALLY)*
ULST XX,
X NOTICE IT,
*INSERTIX NOTICE THAT)(Y SIGNAL Z)*
LST XX,

```

ONE OF THE CHARACTERS PHONES OTHER TO GO TO THE THEATRE.

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$GROUP THEATRE: IM/OFF;
SRULE:*DISABLE THEATRE*,
*MOVE FEMALE TO TEMP;
$LOOP T1 : X,PICK(TEMP);
SRULE: *REMOVE X FROM TEMP;
$SWITCH: T(T1);
-10+10:(X MARRIED);
$LOOP:Y, SPOUSE(Y);
$LOOP T2: Y,PICK(TEMP);
SRULE:*REMOVE Y FROM TEMP;
$SWITCH: F(T2);
10+10:(Y MARRIED);
$LOOP: P, SPOUSE(Y);
SRULE :
*INSERT(X PHONE Y)(PHONE IN MORNING)*
*INSERT(X INVITE Y)(INVITE GO TO THEATRE)*
Y ACREE,
*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 G ) (MEET IN THEATRE)*
*INSERT (P MEET Y ) (MEET IN THEATRE)*
*INSERT (P MEET G ) (MEET IN THEATRE)*
LST XX;
*INSERTIX INTRODUCE P)(INTRODUCE TO X)
*INSERTIX INTRODUCE P)(INTRODUCE TO X));

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-10+10:C: VAL( (Y INTRODUCE P)(INTRODUCE TO X));
$ENDLOOP;

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1193 SENDGROUP:
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SECTION A ***** 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.

```

1H/OFF:
T(SENDGROUP)
*ENABLE RETIPE,
*ENABLE SERVETIPE,
*ENABLE TOBAC,
CLOCK EQ 22H;
T(SENDGROUP)
*ENABLE WAKEUP;
CLOCK EQ 7H;
F(SENDGROUP);
(DAY IS SATURDAY);
T(SENDGROUP)
*ENABLE PROMIN;
*MOVE DINNER TO MEAL;
CLOCK EQ 12H;
T(SENDGROUP)
*ENABLE STARTWALK;
CLOCK EQ 10H;
T(SENDGROUP)

```

TWO FRIENDS MEET BY CHANCE, THEY AGREE TO PLAY
TENNIS, ONE OF THE FRIENDS FLIRTS WITH THE
OTHER FRIEND'S WIFE.

GUY MEETS A GIRL, THEY TALK, POSSIBLE AFFAIR.


```

1425 $RULE: T(ENDDGROUP)
1426 *ENABLE CALLOIN IN 1H30M,
1427 BUTLER GOTO KITCHEN,
1428 *INSERT (BUTLER FUCK COOK){FUCK IN KITCHEN};
1429 (BUTLER FUCK COOK);
1430 (BUTLER SEXRIVE)/8;
1431 (COOK SEXDRIVE)/8;
1432 *ENABLE CALLOIN IN 1H;
1433 ENDDGROUP;
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1432 MEAL OVER*
1433 MEN GOTO PARLOR;
1434 ULST XX;
1435 *25;
1436 MEN SMOKE CIGARS*
1437 MX QQ = 2;
1438 ULST XX;
1439 *25;
1440 CIGARS FAT;
1441 ULST XX;
1442 *4;
1443 CIGARS SMELLY;
1444 LST XX;
1445 ULST XX;
1446 *3;
1447 MEN DRINK D;
1448 ULST XX;
1449 *2;
1450 D-PICK(DRINK);
1451 S-FEMALE;
1452 S GOTO DRANKINGM;
1453 S DRINK D;
1454 S GOSSIP;
1455 (S EQL SERVANT);
1456
1457 LST XX;
1458 WOMEN GOTO DRANKINGM;
1459 ULST XX;
1460 *3;
1461 WOMEN DRINK D;
1462 MX QJ = 2;
1463 LST XX;
1464 ULST XX;
1465 *3;
1466 WOMEN GOSSIP;
1467 LST XX;
1468 T(SENDGROUP)
1469 *MOVE FEMALE TO TALKING;
1470 *REMOVE SERVANT FROM TALKING;
1471 *F;
1472 *MOVE MALE TO TALKING;
1473 *REMOVE SERVANT FROM TALKING;
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%
$GROUP STARTEA:
$RULE:
*DISABLE STARTEA*
*MOVE GUESTS TO TALKING*
*ENABLE ENOTEA IN 10M,
ULST XX,
GUESTS GOTO GARDEN,
LST XX,
EVERYONE GOTO GARDEN,
*ADD EVERYONE TO CONVERSING,
BUTLER SERVE TEA;
T(LI)
DAY WARM,
SUN BRIGHT,
FLOWERS FRAGRANT;
*F;
DAY COOL,
SKY CLOUDY;
F(SENDGROUP);
*75;
P-PICK(FEMALE);
F(AI)
GARDEN NICL,
FLOWERS PRETTY,
P COMPLIMENT LADYBUX;
(P EQL SERVANT) OR (P EQL LADYBUX);

```

```

-10:10:
$ENCLGROUP:
$ENCLGROUP:
%
%
%
$GROUP ENOTEA:
$RULE:
TEATIME IS OVER AFTER HALF AN HOUR.

```

```

$ENCLGROUP:
%
%
%
$GROUP SERVRETIRE:
ULST XX,
SERVANT GOTO SER,
LST XX,
SERVANTS GOTO BED,
*DISABLE SERVRETIRE,
*ADD SERVANT TO INTERRUPT;

```

```

$ENCLGROUP:
%
%
%
$GROUP RETIRE:
10*/OFF;
P-PICK(WAKE);
T(SENDGROUP);
(P EQL INVITED);
ULST XY;

```

```

TEA IS SERVED AT 4 PM. ALL THE GUESTS STOP
THEIR ACTIVITIES WHEN THE BUTLER ANNOUNCES TEA
%
%
%
$GROUP CALLTEA:
$RULE:
*DISABLE CALLTEA*
*ENABLE STARTEA IN 10M*
*DISABLE STARTACT,
BUTLER ANNOUNCE TEA,
*ADD ACTIVITIES TO INTERRUPT;

```

```

TEA IS SERVED IN THE GARDEN.
%
%
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```

STARTING AT 10 PM, THE GUESTS START OCCUPYING
TIREDC ONE BY ONE AND STOP THEIR CURRENT
ACTIVITIES.

1591 \$SWITCH:
1592 10*-10:
1593 \$RULE:
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1599 P TYPED,
1600 *ADD P TO INTERRUPT,
1601 *REMOVE P FROM TALKING,
1602 *REMOVE P FROM WAKE,
1603 *ADD P TO RETIRING,
1604 CLOCK LT 1H:
1605 F(1)
1606 P TIRCO,
1607 *ADD P TO INTERRUPT,
1608 *REMOVE P FROM TALKING,
1609 *REMOVE P FROM WAKE,
1610 *ADD P TO RETIRING,
1611 CLOCK LT 1H:
1612 (SPOUSE(P) COL RETIRING) OR (SPOUSE(P) COL RETIRED):
1613 *ADD SPOUSE(P) TO INTERRUPT,
1614 *REMOVE SPOUSE(P) FROM TALKING,
1615 *REMOVE SPOUSE(P) FROM WAKE,
1616 SPOUSE(P) TIRCO,
1617 (SPOUSE(P) COL WAKE):
1618 CLOCK LT 1H:
1619
1620 *DISABLE CONVERSE,
1621 *DISABLE STARTACT,
1622 *ERASE TALKING,
1623 *DISABLE RETIRE,
1624 *REMOVE SERVANT FROM INTERRUPT:
1625 NUM(WAKE) EQ 0:
1626 LET XY:
1627
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1631 \$GROUP TOSCO:
1632 \$LOOP:
1633 \$SWITCH:C
1634 10*-10:
1635 \$RULE:
1636 *REMOVE P FROM RETIRING,
1637 *ADD P TO RETIRED,
1638 *REMOVE P FROM INTERRUPT,
1639 ULST XY,
1640 P NOT TIREO,
1641 P DAY JOONIGHT:
1642 NUM(WAKE) EQ 0:
1643 P TALK:
1644 C:
1645 P NOT GOTO LOC,
1646 SPOUSE(P) NOT TIRCO,
1647 *ADD SPOUSE(P) TO RETIRED,
1648 *REMOVE SPOUSE(P) FROM INTERRUPT,
1649 SPOUSE(P) NOT GOTO LOC,
1650 *INSERT (SPOUSE(P) GOTO BED)(GOTO WITH P):
1651 (F WARRTCC):
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***** SECTION B *****  
SECTION B DEALS WITH CONVERSATIONS BETWEEN  
INDIVIDUALS AND FIGHTS ARISING FROM THESE  
CONVERSATIONS.  
  
GROUP CONVERSE HANDLES CONVERSATIONS BETWEEN  
INDIVIDUALS. THEIR CONVERSATIONS COME IN  
THREE CATEGORIES: THOSE BETWEEN FRIENDS,  
THOSE BETWEEN ENEMIES AND THOSE INVOLVING  
FLIRTIATION. CONVERSATIONS MAY OCCUR DURING  
MEALS OR AT OTHER TIMES AMONG THOSE NOT  
ENAGED IN OTHER ACTIVITIES.  
  
THE RULES FROM HERE TO LABEL *FRIENDLY*  
HANDLE CONVERSATIONS BETWEEN ENEMIES. FIGHTS  
MAY BREAK OUT AS A RESULT OF THESE  
CONVERSATIONS.  
  
F(FRIENDLY):  
LEVERONE COL CONVERSEING:  
P.PICK(TALKING):  
*MOVE TALKING TO TEMP,  
*REMOVE P FROM TEMP,  
T(FRIENDLY):  
NUM(TEMP) EQ 0:  
C.PICK(TEMP):
```

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***** SECTION B *****  
SECTION B DEALS WITH CONVERSATIONS BETWEEN  
INDIVIDUALS AND FIGHTS ARISING FROM THESE  
CONVERSATIONS.  
  
GROUP CONVERSE HANDLES CONVERSATIONS BETWEEN  
INDIVIDUALS. THEIR CONVERSATIONS COME IN  
THREE CATEGORIES: THOSE BETWEEN FRIENDS,  
THOSE BETWEEN ENEMIES AND THOSE INVOLVING  
FLIRTIATION. CONVERSATIONS MAY OCCUR DURING  
MEALS OR AT OTHER TIMES AMONG THOSE NOT  
ENAGED IN OTHER ACTIVITIES.  
  
THE RULES FROM HERE TO LABEL *FRIENDLY*  
HANDLE CONVERSATIONS BETWEEN ENEMIES. FIGHTS  
MAY BREAK OUT AS A RESULT OF THESE  
CONVERSATIONS.  
  
F(FRIENDLY):  
LEVERONE COL CONVERSEING:  
P.PICK(TALKING):  
*MOVE TALKING TO TEMP,  
*REMOVE P FROM TEMP,  
T(FRIENDLY):  
NUM(TEMP) EQ 0:  
C.PICK(TEMP):
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1710 $RULE: *REMOVE E FROM TEMP;
1711 F(A1);
1712 P TALKWITH E;
1713 (P TALKWITH E) OR (E TALKWITH P);
1714 (P AFFECTION E) LT 0;
1715 F(NOARGUE);
1716 E ARGUWITH P;
1717 *INSERT (P SAY THAT)(E IG = 25);
1718 (P 50) GT (E IG);
1719 (P VIOLENT)/10;
1720 -(P AFFECTION E)/10;
1721 F(ARGUMENT);
1722 *INSERT (E THREATEN)(THREATEN HIT P);
1723 (E VIOLENT)/E + .5;
1724 T(ENCGROUP);
1725 *ENABLE FIGHT;
1726 *MOVE E TO ENEMY(P);
1727 *MOVE P TO FIGHTER;
1728 (P 50) MALE AND (E 50) MALE);
1729 (P VIOLENT)/5;
1730 E INSULT P;
1731 *4;
1732 (FRIENDLY);
1733 *INSERT (P SCOFF)(SCOFF AT E);
1734 *4;
1735 $RULE NOARGUE:
1736 $RULE: *INSERT (E THINK THAT)(P FRIENDLY);
1737 P DECIDE E;
1738 (E AFFECTION P) GE 0;
1739 F(FRIENDLY);
1740 *4;
1741 T-PICK(TOPIC);
1742 *INSERT (E STARTNO)(STARTNO TALKABOUT T);
1743 T(FRIENDLY);
1744 *INSERT (P INTERESTED)(INTERESTED IN T);
1745 *INSERT (E ARGUWITH P)(ARGUWITH ABOUT T);
1746 *5;
1747 P IGNORE E;
1748 $RULE:
1749 SENDLOOP:
1750 SENDLOOP:
1751 SENDLOOP:
1752 $RULE:
1753 $RULE:
1754 $RULE:
1755 $SWITCH FRIENDLY:
1756 *2+.05:
1757 $LOOP:
1758 $RULE:
1759 $RULE:
1760 $SWITCH A2:
1761 10+-10:
1762 $LOOP:
1763 $RULE:
1764 $RULE:
1765 10+-10:
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THE RULES FROM HERE TO LABEL *CHIT* DEAL WITH FLIRTIATION. THE WOMAN MAY OR MAY NOT BE INTERESTED IN THE MAN AND IF NOT INTERESTED SHE MAY BE INSULTIC. PARTICIPATION IN FLIRTIATION BEHAVIOR IS DEPENDENT UPON THE PERSON'S CHARACTERISTICS. FLIRTIATION AT THIS POINT MAY LEAD TO TRYSTS LATER ON.

RULES FROM HERE TO LABEL *FLIRT* HANDLE FRIENDLY CONVERSATIONS.

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1824 P FLIRTY WITH W;
1825 (P FLIRTY WITH W);
1826 VAL((H IS LOVER)(LOVER POS P));
1827 VAL((P IS LOVER)(LOVER POS W));
1828 (W ATTRACTIVE)/5 + .5;
1829 *INSERT (P SAY THAT)(W ATTRACTIVE = 3);
1830 .35;
1831 *INSERT (P WANTING)(WANTNO FUCK W);
1832 .35;
1833 T(INTEREST);
1834 VAL((P IS LOVER)(LOVER POS W));
1835 VAL((H IS LOVER)(LOVER POS P));
1836 (W AFFECTION P)/3 + .5;
1837 (P HANDSOME)/18;
1838 (W SEXORATIVE)/5;
1839 -(W AFFECTION SPOUSE(W))/3;
1840 T(CHARMED);
1841 -(W AFFECTION P)/6 + .6;
1842 (W VIOLENT)/6;
1843 (CHIT);
1844 *INSERT (P TRY)(TRY SEDUCE W);
1845 *INSERT (W SAY THAT)(P FAT)(P HANDSOME = -3);
1846 W AFFECTION - 2 P;
1847 .35;
1848 P AFFECTION - 2 W;
1849 .35;
1850 P FLATTER W;
1851 .35;
1852 *INSERT (W SAY THAT)(P GOOD = 2);
1853 .35;
1854 P TELL JOKE;
1855 W LAUGH;
1856 .35;
1857 P AFFECTION + 1 W;
1858 .35;
1859 (CHIT);
1860 W AFFECTION + 1 P;
1861 .35;
1862 P SMILEAT W;
1863 .35;
1864 P FLATTER W;
1865 .35;
1866 *INSERT (P TOUCH W)(TOUCH CENTLY);
1867 .35;
1868 P WISPERTO W;
1869 .35;
1870 *INSERT (W AROUSED)(AROUSSED VERY);
1871 .35;
1872 W SMILEAT P;
1873 .35;
1874 P AFFECTION + 2 W;
1875 .35;
1876 *INSERT (W SAY THAT)(P STRONG)(P HANDSOME = 3);
1877 .35;
1878 W AFFECTION + 2 P;
1879 .35;
1880 .35;
1881 *INSERT (P THINK THAT)(W SEXY);
1882 .75;
1883 *INSERT (P WANTNO)(WANTNO SEDUCE W);
1884 .35;
1885 *INSERT (W WANTNO)(WANTNO FUCK P);
1886 .75;
1887 F(LE);
1888 (W MARRIED);
1889 (SPOUSE(W) EOL TALKING);
1890 *INSERT (SPOUSE(W) SEE THAT)(W TALKWITH P);
1891 (W SMILEAT P)(P FLATTER W);
1892 F(LE);
1893 *ADD P TO RENDEVOUS;
1894 *MOVE W TO WANTED(P);
1895 *MOVE SPOUSE(W) TO CHACFR(P);
1896 (P MARRIED);
1897 (SPOUSE(W) JEALOUS)/4 + .3;
1898 SPOUSE(W) MADAT W;
1899 .75;
1900 ULST XX;
1901 .6;
1902 SPOUSE(W) MADAT P;
1903 WX OJ = 1;
1904 SPOUSE(W) OVLPHEAR F;
1905 .6;
1906 ULST XX;
1907 .6;
1908 SPOUSE(W) MADAT P;
1909 WX OJ = 1;
1910 SPOUSE(W) OVLPHEAR W;
1911 .6;
1912 ULST XX;
1913 .6;
1914 *INSERT (W SEE THAT)(SPOUSE(W) UPSET);
1915 W TALKWITH SPOUSE(W);
1916 .35;
1917 *INSERT (W TRY)(TRY CALM SPOUSE(W));
1918 .75;
1919 (CHIT);
1920 W SMILEAT SPOUSE(W);
1921 .75;
1922 F(LE);
1923 (P MARRIED);
1924 (SPOUSE(P) EOL TALKING);
1925 F(LE);
1926 *ADD P TO RENDEVOUS;
1927 *MOVE W TO WANTED(P);
1928 *MOVE SPOUSE(P) TO CHASER(P);
1929 *INSERT (SPOUSE(P) SEE THAT)(P WISPERTO W);
1930 (W SMILEAT P);
1931 (SPOUSE(P) JEALOUS)/4 + .3;
1932 SPOUSE(P) MADAT P;
1933 .75;
1934 SPOUSE(P) AFFECTION = -3 W;
1935 .35;
1936 *INSERT (SPOUSE(P) THINK THAT)(P UNFAITHFUL);
1937 (P AFFECTION = 3 W);
1938 .75;
1939 .35;
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2155 *ADD P TO CROQUET*
2156 *ADD Q TO CROQUET*
2157 *ADD R TO CROQUET*
2158 *ENABLE CROQUET*
2159 *INSERT (P SUGGEST GAME)(GAME OF CROQUET)*
2160 Q AGREE*
2161 R AGREE*
2162 *THEY GOT TO YARD*
2163 *THEY PLAY CROQUET*
2164 ULST XX*
2165 CROQUET AUTO YARD*
2166 CROQUET PLAY CROQUET*
2167 LST XX*
2168
2169 $ENDLOOP*
2170 $ENDLOOP*
2171 $ENDLOOP*
2172
2173 *THE FIVE FOLLOWING GROUPS, PLAYING, READING,
2174 CHESSING, BRIDGING AND CROQUING EACH CORRESPOND
2175 TO ONE TYPE OF ACTIVITY (ACTUALLY, GROUP
2176 CHESSING HANDLES BILLIARDS AND TENNIS IN
2177 ADDITION TO CHESS). THE PROPER GROUP IS
2178 ENABLED IN GROUP STARTACT WHEN THE ACTIVITY
2179 BEGINS. THESE GROUPS THEN CONTROL THE DURATION
2180 AND ONGOING OCCURANCES OF THEIR ACTIVITIES.*
2181
2182
2183 $GROUP PLAYING:
2184 $RULE:
2185
2186 $GROUP READING:
2187 $RULE:
2188
2189 $GROUP BRIDGING:
2190 $RULE:
2191
2192 $GROUP CROQUING:
2193 $RULE:
2194
2195 *ADD P TO TALKING*
2196 *ERASE PLAYER*
2197 *DISABLE PLAYING*
2198 *DELETE (P NOT STARTNO)(STARTNO PLAY PIANO)*
2199 *INSERT (P STOPNO)(STOPNO PLAY PIANO)*
2200 *ACTIVITIES EGL INTERRUPT*
2201 *DUR(P STARTNO)/3H0M*
2202 *INSERT (P STOPNO)(STOPNO PLAY PIANO)*
2203 *FICK(TALKING) ASKFOR ENCORE*
2204 *INSERT (P STARTNO)(STARTNO PLAY PIANO)
2205 (STARTNO AGAIN)*
2206 NUM(TALKING) GT 0*
2207 VAL((P PLAY PIANO)(PLAY WELL)):
2208
2209
2210 $GROUP READING:
2211 $RULE:
2212
2213 $GROUP BRIDGING:
2214 $RULE:
2215
2216 *ADD R TO TALKING*
2217 *ERASE READER*
2218 *DISABLE READING*
2219 *R NOT READ BOOK*
2220 *INSERT (R STOPNO)(STOPNO READ BOOK)*
2221 (ACT-VITNESS EGL INTERRUPT):
2222
2223
2224 *ADD Q TO CROQUET*
2225 *ADD R TO CROQUET*
2226 *ENABLE CROQUING*
2227 *INSERT (P SUGGEST GAME)(GAME OF CROQUET)*
2228 Q AGREE*
2229 R AGREE*
2230 *THEY GOT TO YARD*
2231 *THEY PLAY CROQUET*
2232 ULST XX*
2233 CROQUET AUTO YARD*
2234 CROQUET PLAY CROQUET*
2235 LST XX*
2236
2237 $ENDLOOP*
2238 $ENDLOOP*
2239 $ENDLOOP*
2240
2241 *THE FIVE FOLLOWING GROUPS, PLAYING, READING,
2242 CHESSING, BRIDGING AND CROQUING EACH CORRESPOND
2243 TO ONE TYPE OF ACTIVITY (ACTUALLY, GROUP
2244 CHESSING HANDLES BILLIARDS AND TENNIS IN
2245 ADDITION TO CHESS). THE PROPER GROUP IS
2246 ENABLED IN GROUP STARTACT WHEN THE ACTIVITY
2247 BEGINS. THESE GROUPS THEN CONTROL THE DURATION
2248 AND ONGOING OCCURANCES OF THEIR ACTIVITIES.*
2249
2250
2251 $GROUP PLAYING:
2252 $RULE:
2253
2254 $GROUP READING:
2255 $RULE:
2256
2257 $GROUP BRIDGING:
2258 $RULE:
2259
2260 $GROUP CROQUING:
2261 $RULE:
2262
2263 *ADD P TO TALKING*
2264 *ERASE PLAYER*
2265 *DISABLE PLAYING*
2266 *DELETE (P NOT STARTNO)(STARTNO PLAY PIANO)*
2267 *INSERT (P STOPNO)(STOPNO PLAY PIANO)*
2268 *ACTIVITIES EGL INTERRUPT*
2269 *DUR(P STARTNO)/3H0M*
2270 *INSERT (P STOPNO)(STOPNO PLAY PIANO)*
2271 *FICK(TALKING) ASKFOR ENCORE*
2272 *INSERT (P STARTNO)(STARTNO PLAY PIANO)
2273 (STARTNO AGAIN)*
2274 NUM(TALKING) GT 0*
2275 VAL((P PLAY PIANO)(PLAY WELL)):
2276
2277
2278 $GROUP READING:
2279 $RULE:
2280
2281 $GROUP BRIDGING:
2282 $RULE:
2283
2284 *ADD R TO TALKING*
2285 *ERASE READER*
2286 *DISABLE READING*
2287 *R NOT READ BOOK*
2288 *INSERT (R STOPNO)(STOPNO READ BOOK)*
2289 (ACT-VITNESS EGL INTERRUPT):
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***** 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 CHOOSES 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.

GROUP AFTERN BEGINS AN AFTERNOON TRYST.


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2384 SLOOP:
2385 SLOOP:
2395 SLOOP:
2396 SLOOP:
2397 $RULE:
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2399 $RULE:
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2402 $RULE:
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2405 $RULE:
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2413 $ENDGROUP:
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2417 $GROUP NIGHT:
2418 SLOOP:
2419 $LOOP:
2420 SLOOP:
2421 $RULE:
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2427 $RULE:
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2429 $RULE:
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2449 $GROUP REND:
2450 $RULE:

P.RENDM;
W.WANTED(P);
C.CHASER(P);
*REMOVE P FROM INTERRUPT;
*REMOVE C FROM INTERRUPT;
P.KISS W;
*E;
W.CARESS P;
*E;
W.KISS P;
*F;
ULST XX;
P.GOTO MROOM;
W.GOTO MROOM;
C.FOLLOW P;
C.FOLLOW W;
LST XX;
THEY.GOTO MROOM;
C.FOLLOW THEY;
W.UNDRESS;
P.FUCK W;
S.SPOUSE(P);
*INSERT (C SEE THAT)(P FUCK W);
*E;
P.COMMIT ADULTRY;
*ADD P TO POSVICTH(S);
*ADD S TO PUSKILLR;
S.WHYKILL = 2 P;
*ADD W TO POSVICTH(S);
S.WHYKILL = 3 W;
(P.MARRIED);

S.SPOUSE(W);
W.COMMIT ADULTRY;
*ADD S TO POSKILLR;
*ADD W TO POSVICTH(S);
S.WHYKILL = 2 W;
*ADD P TO POSVICTH(S);
S.WHYKILL = 3 P;

TILL;
(C.EQL SPOUSE(P)) OR (C.EQL SPOUSE(W));
*ADD P TO PUSKILLR;
P.WHYKILL = 5 G;
*ADD C TO POSVICTH(P);
*INSERT (C DECIDE)(DECIDE BLACKMAIL P);
*INSERT (P LEAVE MROOM)(LEAVE WITH W);
C.ACCOST P;
C.BLACKMAIL P;
Y(LS)

$LOOP:
$RULE:
$RULE:

10*-10;
$ENDLOOP;
$LOOP:
$RULE:

$ENDLOOP;
$SWITCH:
10*-10;
$RULE:
$RULE LS:
$RULE:
$RULE:

GROUP REND CONTROLS THE ACTUAL TRYST ITSELF.
THERE IS ALWAYS AN OBSERVER INVOLVED. HIS
(OB HEB) ACTIONS DEPEND ON HIS RELATIONSHIP TO
THE OTHER TWO AND ON HIS OWN PERSONALITY.

1H/OFF;
*DISABLE REND;

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P.RENDM;
W.WANTED(P);
C.CHASER(P);
*DISABLE AFTERN;
*MOVE GREENHS TO MROOM;
*MOVE WINDGWN TO WEAPON;
*MOVE HOUSE TO MOTIVE;
*INSERT (W DECIDE)(DECIDE GOFOR WALK);
W.SWELEAT P;
*INSERT (P SEE THAT)(W GOTO GARDEN);
P.FOLLOW W;
*INSERT (C SEE THAT)(P FOLLOW W);
*INSERT (C THINK THAT)( P AFFECTION = 3 W);
W.WALKIN GARDEN;
C.FOLLOW P;
P.MEET W;

1H/OFF;
P.RENDM;
W.WANTED(P);
C.CHASER(P);
*DISABLE NIGHT;
*MOVE LIBRARY TO MROOM;
*MOVE DOOR TO WEAPON;
*MOVE BED TO MOTIVE;
P.WAKE;
P.GETUP;
*INSERT (P THINK THAT)(SPOUSE(P) ASLEEP);
(P.MARRIED);
*INFER (F PLANNQ)(PLANNQ MEET W);
P.ENTR HALL;
W.GETUP;
W.GOTO HALL;
C.KNOV PLAN;
*INSERT (C DECIDE)(DECIDE FOLLOW THEY);
ULST XX;
*INSERT (C DECIDE)(DECIDE FOLLOW P);
*INSERT (C DECIDE)(DECIDE FOLLOW W);
LST XX;

GROUP NIGHT BEGINS A NIGHT-TIME TRYST.

1H/OFF;
P.RENDM;
W.WANTED(P);
C.CHASER(P);
*DISABLE NIGHT;
*MOVE LIBRARY TO MROOM;
*MOVE DOOR TO WEAPON;
*MOVE BED TO MOTIVE;
P.WAKE;
P.GETUP;
*INSERT (P THINK THAT)(SPOUSE(P) ASLEEP);
(P.MARRIED);
*INFER (F PLANNQ)(PLANNQ MEET W);
P.ENTR HALL;
W.GETUP;
W.GOTO HALL;
C.KNOV PLAN;
*INSERT (C DECIDE)(DECIDE FOLLOW THEY);
ULST XX;
*INSERT (C DECIDE)(DECIDE FOLLOW P);
*INSERT (C DECIDE)(DECIDE FOLLOW W);
LST XX;

GROUP REND CONTROLS THE ACTUAL TRYST ITSELF.
THERE IS ALWAYS AN OBSERVER INVOLVED. HIS
(OB HEB) ACTIONS DEPEND ON HIS RELATIONSHIP TO
THE OTHER TWO AND ON HIS OWN PERSONALITY.

1H/OFF;
*DISABLE REND;

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P.RENDM;
W.WANTED(P);
C.CHASER(P);
*REMOVE P FROM INTERRUPT;
*REMOVE C FROM INTERRUPT;
P.KISS W;
*E;
W.CARESS P;
*E;
W.KISS P;
*F;
ULST XX;
P.GOTO MROOM;
W.GOTO MROOM;
C.FOLLOW P;
C.FOLLOW W;
LST XX;
THEY.GOTO MROOM;
C.FOLLOW THEY;
W.UNDRESS;
P.FUCK W;
S.SPOUSE(P);
*INSERT (C SEE THAT)(P FUCK W);
*E;
P.COMMIT ADULTRY;
*ADD P TO POSVICTH(S);
*ADD S TO PUSKILLR;
S.WHYKILL = 2 P;
*ADD W TO POSVICTH(S);
S.WHYKILL = 3 W;
(P.MARRIED);

S.SPOUSE(W);
W.COMMIT ADULTRY;
*ADD S TO POSKILLR;
*ADD W TO POSVICTH(S);
S.WHYKILL = 2 W;
*ADD P TO POSVICTH(S);
S.WHYKILL = 3 P;

TILL;
(C.EQL SPOUSE(P)) OR (C.EQL SPOUSE(W));
*ADD P TO PUSKILLR;
P.WHYKILL = 5 G;
*ADD C TO POSVICTH(P);
*INSERT (C DECIDE)(DECIDE BLACKMAIL P);
*INSERT (P LEAVE MROOM)(LEAVE WITH W);
C.ACCOST P;
C.BLACKMAIL P;
Y(LS)

$LOOP:
$RULE:
$RULE:

10*-10;
$ENDLOOP;
$LOOP:
$RULE:

$ENDLOOP;
$SWITCH:
10*-10;
$RULE:
$RULE LS:
$RULE:
$RULE:

GROUP REND CONTROLS THE ACTUAL TRYST ITSELF.
THERE IS ALWAYS AN OBSERVER INVOLVED. HIS
(OB HEB) ACTIONS DEPEND ON HIS RELATIONSHIP TO
THE OTHER TWO AND ON HIS OWN PERSONALITY.

1H/OFF;
*DISABLE REND;

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2509 $RULE: (P VIOLENT)/9 + .5;
2510 P AFRAID.
2511 *INSERT (P AGREE)(AGREE PAY C);
2512 (P WEALTH)/8 + .5;
2513 $RULE: (L3)
2514 P AFFECTION = -3 C;
2515
2516 C ENRAGED;
2517 (C JEALOUS)/7 + .6;
2518 F(L2)
2519 C ENTER ROOM;
2520 C YELLAT P;
2521 (C VIOLENT)/8 + .5;
2522 C CRY;
2523 (C COL FEMALE);
2524 *INSERT (C THREATEN)(THREATEN KILL P);
2525 (C VIOLENT)/7 + .5;
2526 W FHEARASD;
2527 .7;
2528 W CRY;
2529 .5;
2530 *INSERT(SPOUSE(C) ASK C)(ASK FORGIVE SPOUSE(C));
2531 (L3)
2532 .7;
2533 C LOCKTHRU WEAPON;
2534 MY Q2 = 1;
2535 C HIDDEN;
2536 C MADAT SPOUSE(C);
2537 (C JEALOUS)/8 + .5;
2538 *INSERT (C WANT THAT)(C KILL W);
2539 (C VIOLENT)/10 + .4;
2540 *INSERT (C WANT THAT)(C KILL P);
2541 (C VIOLENT)/10 + .4;
2542 C CRY;
2543 (C COL FEMALE);
2544 C UPSET;
2545 EVERYONE GOTO MOTIVE;
2546 ULST XX;
2547 C GOTO MOTIVE;
2548 P GOTO MOTIVE;
2549 W GOTO MOTIVE;
2550 LST XX;
2551 *REMOVE P FROM INTERRUPT;
2552 *REMOVE C FROM INTERRUPT;
2553 *REMOVE W FROM INTERRUPT;
2554 T(SENDCRUP);
2555 $RULE:
2556 *ADD P TO TALKING;
2557 *ADD W TO TALKING;
2558 *ADD C TO TALKING;
2559 CLOCK GT 1H;
2560 *ADD P TO RETIRED;
2561 *ADD W TO RETIRED;
2562 *ADD C TO RETIRED;
2563 SENDLOOP;
2564 SENDLOOP;

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SENDLOOP;
SENGROUP;
$GROUP DOOKILL:
$SWITCH:
10*-10:
$LOOP:
$LOOP:
$RULE:
$SWITCH:
10*-10:
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$SWITCH:
10*-10:
$SWITCH:
10*-10:
$RULE:
$RULE KSA:

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***** SECTION E *****
SECTION E CONTROLS THE ACTUAL COMMITTING OF THE
MURDER.

GROUP DOOKILL 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.

IH/OFF;
T(LI);
NUM(POSKILLR) EQ 0;
K.PICK(POSKILLR);
V.PICK(POSVICTM(K));
*ENABLE FINDING IN IH;
*REMOVE V FROM RETIRED;
*REMOVE V FROM PEOPLE;
*REMOVE V FROM CULTS;
*REMOVE V FROM SERVANT;
*REMOVE V FROM MALE;
*REMOVE V FROM FEMALE;
*MOVE K TO KILLER;
*MOVE V TO VICTIM;
T(KSA);
(K WHYKILL V) EQ 2;
T(KSL);
(K WHYKILL V) EQ 3;
T(KB);
(K WHYKILL V) EQ 5;
T(KR);
(K WHYKILL V) EQ 6;
(K WHYKILL V) EQ 7;
T(KL9);
(K WHYKILL V) EQ 9;
(SENDCRUP);
*PRINT *****ERROR: NO MOTIVE*;
*PRINT K;
*PRINT V;
*END;

*INSERT (K KNOW THAT) ( V COMMIT ADULTRY);
K ENPACED;
*INSERT (K MADAT V)(MADAT VERY);
*INSERT (K DECIDC)(DECIDE STAB V);
DAY IS SUNDAY;
TIME IS DAWN;

***** STABBING YOUR SPOUSE FOR ADULTRY. *****

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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);
2626 V LST XX;
2627 $RULE:
2628 ;
2629 V ADDRESS;
2630 LST XX;
2631 V GOTO GARDEN;
2632 K FOLLOW V;
2633 V SEC K;
2634 ;
2635 $RULE:
2636 ;
2637 *INSERT (K HAVE KNIFE)(KNIFE LONG);
2638 ;
2639 *INSERT (K HAVE KNIFE)(HAVE WILDLY);
2640 K STAB V;
2641 MX GO = I;
2642 V SCREAM;
2643 *INSERT (KNIFE SINK)(SINK DEEP);
2644 ;
2645 ;
2646 *INSERT (V STRUGGLE)(STRUGGLE WEAKLY);
2647 V HIT K;
2648 ;
2649 ;
2650 *INSERT (SENDGROUP);
2651 *INSERT (K SLASH V)(SLASH AGAIN);
2652 *INSERT (K SAY THAT)(V BETRAY K);
2653 V COVERWITH BLOOD;
2654 MX GO = I;
2655 V DIE;
2656 K WIRE KNIFE;
2657 K RETURNTO BEDROOM;
2658 *INSERT (K WASH)(WASH OFF BLOOD);
2659 *MOVE JEALOUSY TO MOTIVE;
2660 *MOVE GARDEN TO MROOM;
2661 *MOVE KNIFE TO EVIDENCE;
2662 *MOVE KNIFE TO WEAPON;
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*INSERT (V TRY)(TRY CALM K);
*7;
*INSERT (K SAY THAT)(V EVIL)(V STEAL SPOUSE(K));
*7;
*INSERT (K POINT GUN)(POINT AT V);
V SEC GUN;
F(K1)
V ATTACK K;
*INSERT (V HIT K)(HIT IN STOMACH);
*INSERT (V TRY)(TRY GRAB GUN);
(V VIOLENT)/8 + .5;
K HIT V;
*6;
K STRUGLWITH V;
*7;
K KEEP GUN;
K SHOOT V;
*INSERT (V STAGGER)(STAGGER BACK);
V DIE;
K HIDE GUN;
K LOOKFOR NOTE;
NOTE COND;
K RETURNTO BEDROOM;
T(=ENDGROUP)
*MOVE NOTE TO EVIDENCE;
*65;
(=SENDGROUP)
*MOVE GUN TO EVIDENCE;
HITTING SOMEONE OVER THE HEAD WITH A HEAVY
OBJECT FOR BLACKMAILING YOU.
H.PICK(HEAVYOBJ);
*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 GO = I;
HALL DARK;
K HIDE;
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 CROAN)(CROAN WEAKLY);
V DIE;

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2735 $RULE: *INSERT (K REMOVE FPRINTS)(FPRINTS ON H);
2736 (K IG)/1ED;
2737 ($ENDGROUP)
2738 K RETURNTO BEDROOM;
2739
2740 $ENDLOOP:
2741
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2744 $RULE KR:
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*INSERT (K REMOVE FPRINTS)(FPRINTS ON H);
(K IG)/1ED;
($ENDGROUP)
K RETURNTO BEDROOM;

POISONING A RELATIVE FOR THE INHERITANCE.
*MOVE POISON TO WEAPON.
*MOVE BOTTLE TO EVIDENCE.
*MOVE GREED TO MOTIVE.
*MOVE BATHROOM TO MROOM.
*INSERT (V RICH)(RICH VERY).
K WANT MONEY.
K RELATED TO V.
*INSERT (K DECIDE)(DECIDE POISONS V).
*INSERT (K THINK THAT)(K INHERIT MONEY).
*INSERT (K KNOW THAT)(V DRINK MILK).
K POISONS MILK.
V DRINK MILK.
V GO TO BED.
V DIE.
*INSERT (OTHERS THINK THAT)(V ASLEEP).
ULST XX;
S PEOPLE;
*INSERT (S THINK THAT)(V ASLEEP);
(S EGL K);

LST XX:
K REMOVE FPRINTS.
K RETURN BOTTLE;
(K IG)/1ED;
($ENDGROUP)
K MAKE MISTAKE.
K THROWAWAY BOTTLE.
*INSERT (FPRINTS ON BOTTLE)(BOTTLE IN TRASH);
PUSHING YOUR BUSINESS PARTNER DOWN STAIRS TO
GAIN CONTROL OF THE BUSINESS.
*INSERT (K IS P PARTNER2)(PARTNER2 POS V);
K WANT BUSINESS.
*INSERT (K DECIDE)(DECIDE KILL V);
*INSERT (K ASK THAT)(V MEET K);
V ASK.
DAY IS SUNDAY.
TIME IS DAWN.
V SETUP.
V SETDRESS.
V HEAD OF STAIRS.
K SURPRISE V.
K ATTACK V;
V STRUGGLE WITH K.
*INSERT (V MET NIGHT ON JAN);
K CHECK V;

*INSERT (K HIT V)(HIT IN STOMACH);
*INSERT (V STAGGER)(STAGGER BACK);
-7;
($ENDGROUP)
K PUSH V.
V GRAB K.
*INSERT (BUTTON PIFFROM SHIRT)(SHIRT POS K);
*MOVE BUTTON TO EVIDENCE.
*MOVE FALLZ 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.
*MOVE SMOTHERING TO WEAPON.
*MOVE BLOOD TO EVIDENCE.
*MOVE GREED TO MOTIVE.
*MOVE LROOM 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 LROOM);
LADYBUX SMORE;
-7;
*INSERT (K LOOKFOR JEWEL)(LOOKFOR CAREFULLY);
K OPEN DRAWERS.
DRAWERS GRATE.
LADYBUX AWAKEN.
LADYBUX SEE K.
*INSERT (K SEE THAT)(LADYBUX MOVE);
K PANIC;
-(K COURAGE)/8 + .6;
LADYBUX GRABFOR GUN.
K AFRAID.
K ATTACK LADYBUX.
LADYBUX STRUGGLE.
*INSERT (LADYBUX STARTNO)(STARTNO SCREAM);
*INSERT (K SMOTHEP LADYBUX)(SMOTHER WITH PILLOW);
LADYBUX SCRATCH K.
K BLEED.
LADYBUX DIE;
*INSERT (K SORRY)(SORRY KILL LADYBUX);
(K GOOJ)/16 + .7;
($ENDGROUP)
K RETURNTO BEDROOM.
*INSERT (K WASH)(WASH OFF GLOO);
K GO TO BED;

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EVERYONE TALK.
PICK(PEOPLE) CALL POLICE.
*ENABLE POLICARV IN 30M.
*DETECT EXAMINE CORPSE.
*INSERT (DETECT SAY THAT)(V KILLFCBY WEAPON).
ULST XX.
PEOPLE TALK.
LST XX.
*ENABLE SOLUTION IN 2H.
*ENABLE SOLVING IN 40M.
*MOVE PEOPLE TO TALKING.
*ENABLE DEATH TALK IN 10M.
ULST XX.
S. PEOPLE.
S AWAKEN.
*INSERT (C RUN)(RUN TO F).
S SEE V.
(S EOL F).
THE POLICE ARRIVE AND START THEIR INVESTIGATION.
1H/OFF:
*DISABLI POLICARV.
POLICE ARRIVE.
POLICE IO = 75.
INSPECTOR EXAMINE CORPSE.
*INSERT (POLICE LOOKFOR CLUF)(LOOKFOR IN MROOM).
*INSERT (DETECT LOOK)(LOOK ALSO).
10M/OFF:
L. PICK(LOC).
F($NEXT L)
DETECT SEARCH L;
(L EOL MROOM);
(DETECT SEARCH L);
DETECT LOOKFOR CLUES;
*F;
F($NEXT L);
NUM(VALUES) GT 0;
C. PICK(KLUES);
*REMOVE C FROM KLUCS;
DETECT FIND C;
*INSERT (C IS CLUE2)(CLUEZ VALUABLE);
*F;
P. PICK(PEOPLE);

```

```

SENDLOOP:
SENDLOOP:
$RULE LI:
SENDGROUP:
*
*
*
*
SGROUP SOLVING:
SLOOP:
$RULE:
10*10:
-10*0:
$RULE:
*SWITCH:
*35*10:
SLOOP:
$RULE:
$RULE:
SENDLOOP:
SLOOP:

```

```

*PRINT * *****ERROR: NO KILLERS*
*END:
***** SECTION F *****
SECTION F CONTROLS THE SOLVING OF THE MURDER.
NOTE THAT THE CLASS *DETECT* HOLDS THE GUEST WHO WILL SOLVE THE CRIME, WHILE THE NODE *INSPECTOR* REFERS TO THE FOOLISH HEAD OF THE POLICE'S INVESTIGATING TEAM.
IN GROUP FIND SOMEONE FINDS THE VICTIM AND THE POLICE ARE CALLED. IF THE PRESELECTED HERO (OR. HUME) TURNS OUT TO BE THE VICTIM OR THE KILLER, SOMEONE ELSE IS RANDOMLY CHOSEN TO SOLVE THE CRIME.
1H/OFF:
T(L0)
*MOVE PICK(PEOPLE) TO DETECT;
(DETECT IO) LT 100;
*DISABLE FINDING;
T(L1)
*MOVE SFOUSE(VICTIM) TO FINDER;
(VICTIM MARRIED);
*MOVE PICK(PEOPLE) TO FINDER;
F.FINDER;
V.VICTIM;
F AWAKEN;
F SETUP;
*INSERT (F THINK THAT)(DAY BEAUTIFUL);
-(F VIOLENT)/8 + .55;
F FIND V.
*INSERT (F SEE THAT)(V DEAD);
F(L2)
*INSERT (F SCREAM)(SCREAM LOUDLY);
(F EOL FEMALE);
-(F COURAGE)/8 + .6;
T(L3)
F FAINT;
(F EOL KILLER);
(L3)
*INSERT (F PRETEND)(PRETEND FAINT);
F YELL;
ULST XX;
LST XX;
OTHERS AWAKEN;
*INSERT (OTHERS RUN)(RUN TO F);
*REMOVE PEOPLE FROM RETIRED;
*ADD PEOPLE TO WAKE;
OTHERS SEE V.

```

```

SGROUP FINDING:
1H/OFF:
T(L0)
*MOVE PICK(PEOPLE) TO DETECT;
(DETECT IO) LT 100;
*DISABLE FINDING;
T(L1)
*MOVE SFOUSE(VICTIM) TO FINDER;
(VICTIM MARRIED);
*MOVE PICK(PEOPLE) TO FINDER;
F.FINDER;
V.VICTIM;
F AWAKEN;
F SETUP;
*INSERT (F THINK THAT)(DAY BEAUTIFUL);
-(F VIOLENT)/8 + .55;
F FIND V.
*INSERT (F SEE THAT)(V DEAD);
F(L2)
*INSERT (F SCREAM)(SCREAM LOUDLY);
(F EOL FEMALE);
-(F COURAGE)/8 + .6;
T(L3)
F FAINT;
(F EOL KILLER);
(L3)
*INSERT (F PRETEND)(PRETEND FAINT);
F YELL;
ULST XX;
LST XX;
OTHERS AWAKEN;
*INSERT (OTHERS RUN)(RUN TO F);
*REMOVE PEOPLE FROM RETIRED;
*ADD PEOPLE TO WAKE;
OTHERS SEE V.

```

```

SGROUP POLICARV:
$RULE:
1H/OFF:
*DISABLI POLICARV.
POLICE ARRIVE.
POLICE IO = 75.
INSPECTOR EXAMINE CORPSE.
*INSERT (POLICE LOOKFOR CLUF)(LOOKFOR IN MROOM).
*INSERT (DETECT LOOK)(LOOK ALSO).
10M/OFF:
L. PICK(LOC).
F($NEXT L)
DETECT SEARCH L;
(L EOL MROOM);
(DETECT SEARCH L);
DETECT LOOKFOR CLUES;
*F;
F($NEXT L);
NUM(VALUES) GT 0;
C. PICK(KLUES);
*REMOVE C FROM KLUCS;
DETECT FIND C;
*INSERT (C IS CLUE2)(CLUEZ VALUABLE);
*F;
P. PICK(PEOPLE);

```

```

SGROUP POLICARV:
$RULE:
1H/OFF:
*DISABLI POLICARV.
POLICE ARRIVE.
POLICE IO = 75.
INSPECTOR EXAMINE CORPSE.
*INSERT (POLICE LOOKFOR CLUF)(LOOKFOR IN MROOM).
*INSERT (DETECT LOOK)(LOOK ALSO).
10M/OFF:
L. PICK(LOC).
F($NEXT L)
DETECT SEARCH L;
(L EOL MROOM);
(DETECT SEARCH L);
DETECT LOOKFOR CLUES;
*F;
F($NEXT L);
NUM(VALUES) GT 0;
C. PICK(KLUES);
*REMOVE C FROM KLUCS;
DETECT FIND C;
*INSERT (C IS CLUE2)(CLUEZ VALUABLE);
*F;
P. PICK(PEOPLE);

```

```

SGROUP POLICARV:
$RULE:
1H/OFF:
*DISABLI POLICARV.
POLICE ARRIVE.
POLICE IO = 75.
INSPECTOR EXAMINE CORPSE.
*INSERT (POLICE LOOKFOR CLUF)(LOOKFOR IN MROOM).
*INSERT (DETECT LOOK)(LOOK ALSO).
10M/OFF:
L. PICK(LOC).
F($NEXT L)
DETECT SEARCH L;
(L EOL MROOM);
(DETECT SEARCH L);
DETECT LOOKFOR CLUES;
*F;
F($NEXT L);
NUM(VALUES) GT 0;
C. PICK(KLUES);
*REMOVE C FROM KLUCS;
DETECT FIND C;
*INSERT (C IS CLUE2)(CLUEZ VALUABLE);
*F;
P. PICK(PEOPLE);

```


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

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 19W3D10H
 1: (LADYBUX WEALTH) = 3.0000
 2: (MX 00) = 2.0000
 3: (LADYBUX GOOD) = 3.0000
 4: (LADYBUX IQ) = 125.0000
 5: (LADYBUX SINGLE) SET AT 19W3D10H
 6: (MX 00) = 2.0000
 7: (LADYBUX ATTRACTII) = -2.0000
 8: (LADYSUX SEXDRIVE) = 4.0000
 9: (JOHNBUX IS NEPHEW) SET AT 19W3D10H
 10: (NEPHEW PCS LADYBUX) SET AT 19W3D10H
 11: (JOHNBUX GOOD) = -3.0000
 12: (MX 00) = 2.0000
 13: (JOHNBUX WEALTH) = -2.0000
 14: (JOHNBUX VIOLENT) = 1.0000
 15: (JOHNBUX SINGLE) SET AT 19W3D10H
 16: (MX 00) = 2.0000
 17: (JOHNBUX HANDSOME) = 3.0000
 18: (JOHNBUX SEXDRIVE) = 2.0000
 19: (JOHNBUX AFFECTIO LORCEO) = -2.0000
 20: (JOHNBUX AFFECTIO DRHUME) = -2.0000
 21: (DRHUME GOOD) = -3.0000
 22: (MX 00) = 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 00) = 1.0000
 28: (DRHUME HANDSOME) = 1.0000
 29: (LORCEO WEALTH) = 3.0000
 30: (MX 00) = 2.0000
 31: (LORCEO GOOD) = 2.0000
 32: (LORCEO VIOLENT) = -1.0000
 33: (LORCEO HANDSOME) = -1.0000
 34: (MX 00) = 1.0000
 35: (LORCEO SEXDRIVE) = 2.0000
 36: (LORCEO MARRIED) SET AT 19W3D10H
 37: (MARRIED TO LADYJANE) SET AT 19W3D10H
 38: (LORCEO AFFECTIO LADYJANE) = 1.0000
 39: (LORCEO JEALOUS) = -1.0000
 40: (LORCEO AFFECTIO JOHNBSUX) = -1.0000
 41: (LADYJANE AFFECTIO LORCEO) = 1.0000
 42: (MX 00) = 2.0000
 43: (LADYJANE ATTRACTII) = 1.0000
 44: (LADYJANE JEALOUS) = 1.0000

CHANGE STACK FOR TIME 19W3D10H

1: (RONALD GOOD) = 2.0000
 2: (MX 00) = 1.0000
 3: (RONALD WEALTH) = 2.0000
 4: (RONALD MARRIED) SET AT 19W3D10H
 5: (MARRIED TO CATHY) SET AT 19W3D10H
 6: (MX 00) = 1.0000
 7: (RONALD SEXDRIVE) = 1.0000
 8: (RONALD AFFECTIO CATHY) = 3.0000
 9: (MX 00) = 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 00) = 2.0000
 15: (CATHY VIOLENT) = -2.0000
 16: (CATHY SEXDRIVE) = 1.0000
 17: (CATHY AFFECTIO RONALD) = 3.0000
 18: (MX 00) = 2.0000
 19: (CATHY ATTRACTII) = 2.0000
 20: (CATHY JEALOUS) = 1.0000
 21: (JAMES IS PARTNER) SET AT 19W3D10H
 22: (JAMES IS PARTNER) SET AT 19W3D10H
 23: (JAMES AFFECTIO RONALD) = -3.0000
 24: (JAMES IQ) = 80.0000
 25: (MX 00) = 2.0000
 26: (JAMES GOOD) = -3.0000
 27: (JAMES VIOLENT) = 3.0000
 28: (JAMES MARRIED) SET AT 19W3D10H
 29: (MARRIED TO MARION) SET AT 19W3D10H
 30: (MX 00) = 2.0000
 31: (JAMES SEXDRIVE) = -3.0000
 32: (JAMES HANDSOME) = -3.0000
 33: (JAMES AFFECTIO MARION) = -1.0000
 34: (MX 00) = 2.0000

CONCEPTUAL SMART LADY BUXLEY WAS RICH.

13: (BUTLER GOOD) = -2.0000
 14: (BUTLER SINGLE) SET AT 19W3D10H2M
 15: (MX 93) = 2.0000
 16: (BUTLER WEALTH) = -1.0000
 17: (BUTLER COURAGE) = 2.0000
 18: (MAID GOOD) = 1.0000
 19: (MX 99) = 1.0000
 20: (MAID IQ) = 60.0000
 21: (MAID SINGLE) SET AT 19W3D10H2M
 22: (MX 90) = 2.0000
 23: (MAID ATTRACTI) = 1.0000
 24: (MAID WEALTH) = -1.0000
 25: (COOK SINGLE) SET AT 19W3D10H2M
 26: (MX 03) = 2.0000
 27: (COOK ATTRACTI) = -1.0000
 28: (COOK VIOLENT) = 3.0000
 29: (MX 99) = 1.0000
 30: (COOK WEALTH) = -1.0000

35: (JAMES WEALTH) = 2.0000
 36: (JAMES JEALOUS) = 3.0000
 37: (JAMES AFFECTIO DRHUME) = -1.0000
 38: (MARION IQ) = 110.0000
 39: (MX 32) = 2.0000
 40: (MARION GOOD) = -2.0000
 41: (MARION VIOLENT) = 2.0000
 42: (MARION WEALTH) = -2.0000
 43: (MX 33) = 1.0000
 44: (MARION ATTRACTI) = 2.0000
 45: (MARION AFFECTIO JAMES) = -3.0000
 46: (MX 30) = 2.0000
 47: (MARION JEALOUS) = 2.0000
 48: (MARION SEXCRIVE) = 3.0000
 49: (MARION AFFECTIO NURSE) = -1.0000

FLORENCE WAS LADY BUXCLY'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.

WELL TO GO RONALD WAS KIND.
 LUSTY RONALD WAS MARRIED TO CATHY.
 HANDSOME RONALD LOVED CATHERINE.
 RONALD LINED HUME.
 RONALD DISLIKED JAMES.
 EASY GOING LUSTY CATHY WAS KING.
 BEAUTIFUL JEALOUS CATHERINE LOVED RONALD.
 JAMES WAS RONALD'S PARTNER.
 JAMES HATED RONALD.
 EVIL VIOLENT JAMES WAS DUMB.
 EMPLOYED UGLY JAMES WAS MARRIED TO MARION.
 WELL TO GO JEALOUS JAMES DISLIKED MARION.
 JAMES DISLIKED CP. BARTHOLOMEW HUME.
 UNPLEASANT VIOLENT MARION WAS SMART.
 BEAUTIFUL MARION WAS IMPROVERISHED.
 JEALOUS OVERSEXED MARION HATED JAMES.
 MARION DISLIKED FLORENCE.

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 RUNTINTO LADYBUX) SET AT 19W3D10H10M
 6: (JAMES TALKWITH LADYBUX) SET AT 19W3D10H10M
 7: (LADYBUX FLIRTWITH 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 LOWER) SET AT 19W3D10H10M
 17: (LOVED POS LADYBUX) SET AT 19W3D10H10M

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 93) = 1.0000
 5: (NURSE GOOD) = 2.0000
 6: (NURSE SINGLE) SET AT 19W3D10H2M
 7: (MX 90) = 2.0000
 8: (NURSE ATTRACTI) = 2.0000
 9: (NURSE SEXCRIVE) = 2.0000
 10: (BUTLER SEXCRIVE) = 1.0000
 11: (MX 99) = 2.0000
 12: (BUTLER IQ) = 120.0000

19: (MARION SEE AFFAIR) SET AT 19W3D12H10M
 20: (MARION FOLLOW THEY) SET AT 19W3D12H10M
 21: (LULST XX) SET AT 19W3D12H10M
 22: (MARION FOLLOW LADYBUX) SET AT 19W3D12H10M
 23: (MARION FOLLOW JAMES) SET AT 19W3D12H10M
 24: (LST XX) SET AT 19W3D12H10M
 25: (MARION SEE AFFAIR) SET AT 19W3D12H10M
 26: (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 TALK WITH CATHY) SET AT 19W3D12H10M
 26: (THEY LAUGH) SET AT 19W3D12H10M
 27: (LST 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 MACAT DRHUME) SET AT 19W3D12H10M

19: (MARION SEE AFFAIR) SET AT 19W3D12H10M
 20: (MARION FOLLOW THEY) SET AT 19W3D12H10M
 21: (LULST XX) SET AT 19W3D12H10M
 22: (MARION FOLLOW LADYBUX) SET AT 19W3D12H10M
 23: (MARION FOLLOW JAMES) SET AT 19W3D12H10M
 24: (LST XX) SET AT 19W3D12H10M
 25: (MARION SEE AFFAIR) SET AT 19W3D12H10M
 26: (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 TALK WITH CATHY) SET AT 19W3D12H10M
 26: (THEY LAUGH) SET AT 19W3D12H10M
 27: (LST 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 MACAT 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.

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 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 RAINY) SET AT 19W4D10H10M
 5: (MARION IN PARK) SET AT 19W4D10H10M
 6: (DRHUME RUNNING MARION) SET AT 19W4D10H10M
 7: (DRHUME TALK WITH MARION) SET AT 19W4D10H10M
 8: (MARION FLIRT WITH 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: (CRHUME IN HOTEL) SET AT 19W4D10H10M
 14: (MARION NEAR DRHUME) SET AT 19W4D10H10M
 15: (CARESS WITH PASSION) SET AT 19W4D10H10M
 16: (DRHUME IS LOVER) SET AT 19W4D10H10M
 17: (LADYJANE SEC AFFAIR) SET AT 19W4D10H10M
 18: (LADYJANE FOLLOW THEY) SET AT 19W4D10H10M
 19: (LADYJANE SEC AFFAIR) SET AT 19W4D10H10M
 20: (LADYJANE FOLLOW THEY) SET AT 19W4D10H10M

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: (SPEET WITH AFFECTION) 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: (LULST 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: (CRHUME LIKE CATHY) SET AT 19W3D12H10M
 18: (LIKE WELL) SET AT 19W3D12H10M
 19: (CATHY FIND THAT) SET AT 19W3D12H10M
 20: (CRHUME HANDSOME) = 3.0000

- 21: (INTRODUC TO MARION) SET AT 19W4D12H10M
- 22: (INTRODUC DURING INTERMIS) SET AT 19W4D12H10M

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.

CHANGE STACK FOR TIME 19W5D10H10M

- 1: NOT (DAY IS TUESDAY) SET AT 19W4D10H10M
- 2: (DAY IS WEDNESDAY) 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

THE DAY WAS WEDNESDAY.
 THE WEATHER WAS WINDY.
 LADY JANE WAS IN THE TENNIS COURT.

- 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 CARESSD MARION WITH PASSION.
 HUME WAS MARION'S LOVER.
 LADY JANE FOLLOWING THEM SAW THE AFFAIR.
 JANE BLACKMAILED MARION.
 MARION WAS IMPOVERISHED.
 JANE WAS RICH.

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

JOHN RAN INTO LADY JANE.
 JOHN TALKED WITH JANE.
 LADY JANE FLIRTED WITH JOHN BUXLEY.
 JOHN SUXLEY INVITED LADY JANE.
 JOHN LIKED LADY JANE.
 LADY JANE LIKED JOHN.
 JOHN BUXLEY WAS WITH JANE IN A MOVIE.
 JANE WAS NEAR LADY JANE.
 JANE CARRESSED 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.

37: (MARION SIGNAL LADYBUX) SET AT 19W5012H10M
 38: (LST XX) SET AT 19W5012H10M
 39: (LADYJANE SUSPECT THAT) SET AT 19W5012H10M
 40: (THEY CHEAT) SET AT 19W5012H10M
 41: (LST XX) SET AT 19W5012H10M
 42: (MARION CHEAT) SET AT 19W5012H10M
 43: (LADYBUX CHEAT) SET AT 19W5012H10M
 44: (LST XX) SET AT 19W5012H10M
 45: (LADYJANE WATCH THEM) SET AT 19W5012H10M
 46: (WATCH CLOSELY) SET AT 19W5012H10M
 47: (LST XX) SET AT 19W5012H10M
 48: (LADYJANE WATCH MARION) SET AT 19W5012H10M
 49: (WATCH CLOSELY) SET AT 19W5012H10M
 50: (LADYJANE WATCH LADYBUX) SET AT 19W5012H10M
 51: (WATCH CLOSELY) SET AT 19W5012H10M
 52: (LST XX) SET AT 19W5012H10M
 53: (MARION WIN GAME) SET AT 19W5012H10M
 54: (WIN WITH LADYBUX) SET AT 19W5012H10M
 55: (LADYJANE UPSET) SET AT 19W5012H10M
 56: (UPSET WITH CATHY) SET AT 19W5012H10M
 57: (LADYJANE AFFECTIO MARION) = -1.0000

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 SIGNALLED LADY BUXLEY WITH HANDS.
 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.

CHANGE STACK FOR TIME 19W5012H10M

1: NOT (DAY IS WEDNESDAY) SET AT 19W5010H10M
 2: (DAY IS THURSDAY) SET AT 19W5010H10M
 3: NOT (WEATHER WINDY) SET AT 19W5010H10M
 4: (WEATHER RAINY) SET AT 19W5010H10M
 5: (CANTEEN ON CORNER) SET AT 19W5010H10M
 6: (CANTEEN SMALL) SET AT 19W5010H10M
 7: (JOHNBUX IN CANTEEN) SET AT 19W5010H10M

JOHN INVITE LADYJANE) SET AT 19W5012H10M
 (INVITE PLAY BRIDGE) SET AT 19W5012H10M
 (CATHY TELL MARION) SET AT 19W5012H10M
 (TELL COME WITH LADYBUX) SET AT 19W5012H10M
 (LADYJANE ASK THEM) SET AT 19W5012H10M
 (ASK SITDOWN) SET AT 19W5012H10M
 (LST XX) SET AT 19W5012H10M
 (LADYJANE ASK CATHY) SET AT 19W5012H10M
 (ASK SITDOWN) SET AT 19W5012H10M
 (LADYJANE ASK MARION) SET AT 19W5012H10M
 (ASK SITDOWN) SET AT 19W5012H10M
 (LADYJANE ASK LADYBUX) SET AT 19W5012H10M
 (ASK SITDOWN) SET AT 19W5012H10M
 (LST XX) SET AT 19W5012H10M
 (LADYJANE BRING CARDS) SET AT 19W5012H10M
 (LADYJANE OFFER DRINKS) SET AT 19W5012H10M
 (LADYBUX ASK FOR WHISKY) SET AT 19W5012H10M
 (WHISKY ON ROCKS) SET AT 19W5012H10M
 (MARION ASK FOR WHISKY) SET AT 19W5012H10M
 (WHISKY WITH SODA) SET AT 19W5012H10M
 (OTHERS HAVE COFFEE) SET AT 19W5012H10M
 (COFFEE WITH COOKIES) SET AT 19W5012H10M
 (LST XX) SET AT 19W5012H10M
 (LADYJANE HAVE COFFEE) SET AT 19W5012H10M
 (COFFEE WITH COOKIES) SET AT 19W5012H10M
 (CATHY HAVE COFFEE) SET AT 19W5012H10M
 (COFFEE WITH COOKIES) SET AT 19W5012H10M
 (LST XX) SET AT 19W5012H10M
 (LADYJANE SHUFFLE CARDS) SET AT 19W5012H10M
 (LADYJANE START GAME) SET AT 19W5012H10M
 (MARION SIGNAL LADYBUX) SET AT 19W5012H10M
 (SIGNAL WITH HANDS) SET AT 19W5012H10M
 (CASUALLY) SET AT 19W5012H10M
 (LADYJANE NOTICE IT) SET AT 19W5012H10M
 (LST XX) SET AT 19W5012H10M
 (LADYJANE NOTICE THAT) SET AT 19W5012H10M

CHANGE STACK FOR TIME 19W5012H10M

1: (CATHY INVITE LADYJANE) SET AT 19W5012H10M
 2: (INVITE PLAY BRIDGE) SET AT 19W5012H10M
 3: (CATHY TELL MARION) SET AT 19W5012H10M
 4: (TELL COME WITH LADYBUX) SET AT 19W5012H10M
 5: (LADYJANE ASK THEM) SET AT 19W5012H10M
 6: (ASK SITDOWN) SET AT 19W5012H10M
 7: (LST XX) SET AT 19W5012H10M
 8: (LADYJANE ASK CATHY) SET AT 19W5012H10M
 9: (ASK SITDOWN) SET AT 19W5012H10M
 10: (LADYJANE ASK MARION) SET AT 19W5012H10M
 11: (ASK SITDOWN) SET AT 19W5012H10M
 12: (LADYJANE ASK LADYBUX) SET AT 19W5012H10M
 13: (ASK SITDOWN) SET AT 19W5012H10M
 14: (LST XX) SET AT 19W5012H10M
 15: (LADYJANE BRING CARDS) SET AT 19W5012H10M
 16: (LADYJANE OFFER DRINKS) SET AT 19W5012H10M
 17: (LADYBUX ASK FOR WHISKY) SET AT 19W5012H10M
 18: (WHISKY ON ROCKS) SET AT 19W5012H10M
 19: (MARION ASK FOR WHISKY) SET AT 19W5012H10M
 20: (WHISKY WITH SODA) SET AT 19W5012H10M
 21: (OTHERS HAVE COFFEE) SET AT 19W5012H10M
 22: (COFFEE WITH COOKIES) SET AT 19W5012H10M
 23: (LST XX) SET AT 19W5012H10M
 24: (LADYJANE HAVE COFFEE) SET AT 19W5012H10M
 25: (COFFEE WITH COOKIES) SET AT 19W5012H10M
 26: (CATHY HAVE COFFEE) SET AT 19W5012H10M
 27: (COFFEE WITH COOKIES) SET AT 19W5012H10M
 28: (LST XX) SET AT 19W5012H10M
 29: (LADYJANE SHUFFLE CARDS) SET AT 19W5012H10M
 30: (LADYJANE START GAME) SET AT 19W5012H10M
 31: (MARION SIGNAL LADYBUX) SET AT 19W5012H10M
 32: (SIGNAL WITH HANDS) SET AT 19W5012H10M
 33: (CASUALLY) SET AT 19W5012H10M
 34: (LADYJANE NOTICE IT) SET AT 19W5012H10M
 35: (LST XX) SET AT 19W5012H10M
 36: (LADYJANE NOTICE THAT) SET AT 19W5012H10M

- 8: (JOHNEUX ASKFOR WHISKY) SET AT 19W6D10H10M
- 9: (WHISKY ON ROCKS) SET AT 19W6D10H10M
- 10: (JOHNEUX GET DRINK1) SET AT 19W6D10H10M
- 11: (GET FROM BARMAN) SET AT 19W6D10H10M
- 12: (JOHNEUX 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: (JOHNEUX DRUNK1) SET AT 19W6D10H10M
- 17: (JAMES SAY THAT) SET AT 19W6D10H10M
- 18: (MARION COMMIT ADULTRY) SET AT 19W6D10H10M
- 19: (JAMES THINK THAT) SET AT 19W6D10H10M
- 20: (JAMES DRUNK) SET AT 19W6D10H10M
- 21: (JAMES DEPRESSED) SET AT 19W6D10H10M
- 22: (JAMES LEAVE CANTEN) 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 CEPRESSE) SET AT 19W6D10H10M
- 28: (LORDED LEAVE CANTEN) 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 COMMITTED ADULTERY.
 JAMES THOUGHT THAT JAMES WAS DRUNK.
 JAMES WAS DEPRESSED.
 JAMES LEFT THE PUB.
 EDWARD SAID THAT LADY JANE COMMITTED 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 20W17H10M

CHANGE STACK FOR TIME 20W20H

- 1: (LADYBUX HAVE HOUSE) SET AT 20W20H
- 2: (HOUSE RIG) 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 FRAGRANT) 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: (BILLDRM 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 20W21H

CHANGE STACK FOR TIME 20W21H10M

- 1: (LORDED ARRIVE) SET AT 20W21H10M
- 2: (ARRIVE WITH LADYJANE) SET AT 20W21H10M

EDWARD ARRIVES WITH JANE.

CHANGE STACK FOR TIME 20W21H20M

- 1: (DRHUME ARRIVE) SET AT 20W21H20M
- 2: (DRHUME JOIN CONVERSA) SET AT 20W21H20M
- 3: (LST XX) SET AT 20W21H20M

DR. HUME ARRIVED.
DR. BAPTHOLOMEW HUME JOINED A CONVERSATION.

CHANGE STACK FOR TIME 20W21H30M

- 1: (CATHY TALKWITH DRHUME) SET AT 20W21H30M
- 2: (DRHUME FLIRTYZ CATHY) SET AT 20W21H30M
- 3: (DRHUME SAY THAT) SET AT 20W21H30M
- 4: (CATHY ATTRACTI) = 3.0000
- 5: (DRHUME WANTING) SET AT 20W21H30M
- 6: (WANTING FUCK CATHY) SET AT 20W21H30M
- 7: (DRHUME TELL JOKE) SET AT 20W21H30M
- 9: (CATHY LAUGH) SET AT 20W21H30M

CHANGE STACK FOR TIME 20W20H10M

CHANGE STACK FOR TIME 20W20H20M
1: (LADYBUX TALKWITH NURSE) SET AT 20W20H20M

LADY BUXLEY TALKED WITH FLORENCE.

CHANGE STACK FOR TIME 20W20H30M

- 1: (MARION ARRIVE) SET AT 20W20H30M
- 2: (ARRIVE WITH JAMES) SET AT 20W20H30M

MARION ARRIVES WITH JAMES.

CHANGE STACK FOR TIME 20W20H40M

- 1: (CATHY ARRIVE) SET AT 20W20H40M
- 2: (ARRIVE WITH RONALD) SET AT 20W20H40M

CATHERINE ARRIVED WITH RONALD.

CHANGE STACK FOR TIME 20W20H50M

11: (LST XX) SET AT 20W22H

THE SERVANTS WENT TO BED.

CHANGE STACK FOR TIME 20W22H10M

- 1: (JOHNBUX ARRIVE) SET AT 20W22H10M
- 2: (LADYSUX 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 SUXLEY ARRIVED.
LADY SUXLEY GREETED JOHN SUXLEY.
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: (LADYSUX TIRED) SET AT 20W22H20M
- 10: (LST XX) SET AT 20W22H20M
- 11: (ULST XX) SET AT 20W22H20M
- 12: (RONALD TIRED) SET AT 20W22H
- 13: (RONALD GO TO BED) SET AT 20W22H20M
- 14: (LST XX) SET AT 20W22H20M

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

CHANGE STACK FOR TIME 20W21H40M

CHANGE STACK FOR TIME 20W21H50M

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

LADY SUXLEY 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 LIKES 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 GO TO BED) SET AT 20W22H
- 7: (COOK GO TO BED) SET AT 20W22H
- 8: (MAID GO TO BED) SET AT 20W22H
- 9: (LST XX) SET AT 20W22H
- 10: (SERVANTS GO TO BED) SET AT 20W22H

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

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 (ORHUME TIRED) SET AT 20W22H30M
 5: (ORHUME GOTO BED) SET AT 20W22H30M
 6: (LST XX) SET AT 20W22H30M

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 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 20W22H40M
 6: (LADYBUX GOTO BED) SET AT 20W22H40M
 7: (LST XX) SET AT 20W22H40M

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: (LORDED TALKWITH LADYJANE) SET AT 20W22H50M
 2: (NURSE TALKWITH LORDED) SET AT 20W22H50M
 3: (LORDED FLIRTHIT NURSE) SET AT 20W22H50M
 4: (LORDED WANTNO) SET AT 20W22H50M
 5: (WANTNO FUCK NURSE) SET AT 20W22H50M
 6: (LORDED TALKWITH LADYJANE) SET AT 20W23H10M
 7: (LORDED FLIRTHIT MARION) SET AT 20W23H10M
 8: (LORDED SAY THAT) SET AT 20W23H10M
 9: (MARION ATTACII) = 2+0000
 10: (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 GOT0 BCD) 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 20W24

CHANGE STACK FOR TIME 20W1D2H

- 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 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: (SERVANTS GOTO BED) SET AT 20W22H
- 14: (COOK GOTO KITCHEN) SET AT 20W1D7H
- 15: (COOK PREPARE BREAKFAST) 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 GOODNIGHT) 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.

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.

CHANGE STACK FOR TIME 20W1D1H

CLIVE SEDUCED MAGGIE IN THE KITCHEN.

CHANGE STACK FOR TIME 20W1D8H

- 1: (LST XX) SET AT 20W1D8H
- 2: (DAY BEAUTIFUL) SET AT 20W1D8H
- 3: (THEY GETUP) SET AT 20W1D8H
- 4: (THEY GETDRESS) SET AT 20W1D8H
- 5: (THEY GO) SET AT 20W1D8H
- 6: (GO TO BREAKFAST) SET AT 20W1D8H
- 7: (GO DOWNNO) SET AT 20W1D8H
- 8: (LST 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: (LADYJANE GETUP) SET AT 20W1D8H
- 14: (LORDED GETUP) SET AT 20W1D8H
- 15: (NURSE GETUP) SET AT 20W1D8H
- 16: (MARION GETUP) SET AT 20W1D8H
- 17: (RONALD GETUP) SET AT 20W1D8H
- 18: (DRHUME GETUP) SET AT 20W2H3D0M
- 19: NOT (JAMES GO TO BED) SET AT 20W1D
- 20: NOT (JOHNBUX GO TO BED) SET AT 20W23H
- 21: NOT (LADYJANE GO TO BED) SET AT 20W22H4D0M
- 22: NOT (LORDED GO TO BED) SET AT 20W1D2U0M
- 23: NOT (NURSE GO TO BED) SET AT 20W23H3D0M
- 24: NOT (RONALD GO TO BED) SET AT 20W22H2D0M
- 25: NOT (CATHY GETDRESS) SET AT 20W1D8H
- 26: (DRHUME GETDRESS) SET AT 20W1D8H
- 27: (JAMES GETDRESS) SET AT 20W1D8H
- 28: (JOHNBUX GETDRESS) SET AT 20W1D8H
- 29: (LADYJANE GETDRESS) SET AT 20W1D8H
- 30: (LORDED GETDRESS) SET AT 20W1D8H
- 31: (NURSE GETDRESS) SET AT 20W1D8H
- 32: (MARION GETDRESS) SET AT 20W1D8H
- 33: (RONALD GETDRESS) SET AT 20W1D8H
- 34: (CATHY GO) SET AT 20W1D8H
- 35: (GO TO BREAKFAST) SET AT 20W1D8H
- 36: (GO DOWNNO) SET AT 20W1D8H
- 37: (DRHUME GO) SET AT 20W1D8H
- 38: (GO TO BREAKFAST) SET AT 20W1D8H
- 39: (GO TO BREAKFAST) SET AT 20W1D8H
- 40: (GO TO BREAKFAST) SET AT 20W1D8H
- 41: (GO DOWNNO) SET AT 20W1D8H
- 42: (JAMES GO) SET AT 20W1D8H
- 43: (GO TO BREAKFAST) SET AT 20W1D8H
- 44: (GO DOWNNO) SET AT 20W1D8H
- 45: (JOHNBUX GO) SET AT 20W1D8H
- 46: (GO TO BREAKFAST) SET AT 20W1D8H
- 47: (GO DOWNNO) SET AT 20W1D8H
- 48: (LADYJANE GO) SET AT 20W1D8H
- 49: (GO TO BREAKFAST) SET AT 20W1D8H

- 50: (GO DOWNNO) SET AT 20W1D8H
- 51: (LADYJANE GO) SET AT 20W1D8H
- 52: (GO TO BREAKFAST) SET AT 20W1D8H
- 53: (GO DOWNNO) SET AT 20W1D8H
- 54: (LORDED GO) SET AT 20W1D8H
- 55: (GO TO BREAKFAST) SET AT 20W1D8H
- 56: (GO DOWNNO) SET AT 20W1D8H
- 57: (MARION GO) SET AT 20W1D8H
- 58: (GO TO BREAKFAST) SET AT 20W1D8H
- 59: (GO DOWNNO) SET AT 20W1D8H
- 60: (NURSE GO) SET AT 20W1D8H
- 61: (GO TO BREAKFAST) SET AT 20W1D8H
- 62: (GO DOWNNO) SET AT 20W1D8H
- 63: (RONALD GO) SET AT 20W1D8H
- 64: (GO TO BREAKFAST) SET AT 20W1D8H
- 65: (GO DOWNNO) SET AT 20W1D8H
- 66: (CATHY GO TO DININGRM) SET AT 20W1D8H
- 67: (DRHUME GO TO DININGRM) SET AT 20W1D8H
- 68: (JAMES GO TO DININGRM) SET AT 20W1D8H
- 69: (JOHNBUX GO TO DININGRM) SET AT 20W1D8H
- 70: (LADYJANE GO TO DININGRM) SET AT 20W1D8H
- 71: (LORDED GO TO DININGRM) SET AT 20W1D8H
- 72: (MARION GO TO DININGRM) SET AT 20W1D8H
- 73: (NURSE GO TO DININGRM) SET AT 20W1D8H
- 74: (RONALD GO TO DININGRM) SET AT 20W1D8H
- 75: (LST XX) SET AT 20W1D8H
- 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 20W1D8H20M

CHANGE STACK FOR TIME 20W1D8H30M

CHANGE STACK FOR TIME 20W1D8H40M

CHANGE STACK FOR TIME 20W1D8H50M

- 1: (NURSE TALK WITH RONALD) SET AT 20W1D8H50M
- 2: (RONALD SAY THAT) SET AT 20W1D8H50M
- 3: (NURSE LOOK WELL) 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: (BREAKFAST OVER) SET AT 20W1D9H
- 2: (JAMES TALK WITH 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: (LST XX) SET AT 20W1D9H10M
- 2: NOT (CATHY GOTO DININGRM) SET AT 20W1D9H
- 3: (CATHY GOTO PARLOR) SET AT 20W1D9H10M

- 4: NOT (DRHUME GOTO DININGRM) SET AT 20W1D9H
- 5: (DRHUME GOTO PARLOR) SET AT 20W1D9H10M
- 6: NOT (JAMES GOTO DININGRM) SET AT 20W1D9H
- 7: (JAMES GOTO PARLOR) SET AT 20W1D9H10M
- 8: NOT (JOHN BUX GOTO DININGRM) SET AT 20W1D9H
- 9: (JOHN BUX GOTO PARLOR) SET AT 20W1D9H10M
- 10: NOT (LADYBUX GOTO DININGRM) SET AT 20W1D9H
- 11: (LADYBUX GOTO PARLOR) SET AT 20W1D9H10M
- 12: NOT (LADYJANE GOTO DININGRM) SET AT 20W1D9H
- 13: (LADYJANE GOTO PARLOR) SET AT 20W1D9H10M
- 14: NOT (LORDED GOTO DININGRM) SET AT 20W1D9H
- 15: (LORDED GOTO PARLOR) SET AT 20W1D9H10M
- 16: NOT (MARION GOTO DININGRM) SET AT 20W1D9H
- 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 20W1D9H
- 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 TALK WITH DRHUME) SET AT 20W1D9H50M
- 2: (DRHUME ARGUMENT WITH JAMES) SET AT 20W1D9H50M
- 3: (JAMES SAY THAT) SET AT 20W1D9H50M
- 4: (DRHUME IQ) = 2F.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 ACREC) SET AT 20W1D10H20M
 4: (LORDED GOTO STUDY) SET AT 20W1D10H20M
 5: (GOTO WITH DRHUME) SET AT 20W1D10H20M
 6: (LST 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 GO0D2) 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 NURSC) SET AT 20W1D11H
 5: (NURSE SMILCAT 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

3: (JOHNBUX SAY THAT) SET AT 20W1D11H10M
4: (JAMES LOOKWELL) SET AT 20W1D11H10M

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

CHANGE STACK FOR TIME 20W1D11H20M

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 IG) = 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

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.

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.

CHANGE STACK FOR TIME 20W1D11H40M

CHANGE STACK FOR TIME 20W1D11H50M

1: (LADYBUX TALKWITH NURSE) SET AT 20W1D11H50M

LADY BUXLEY TALKED WITH FLORENCE.

CHANGE STACK FOR TIME 20W1D12H

1: (COOK GO TO 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

1: (RONALD TALKWITH LADYBUX) SET AT 20W1D12H20M

1: (LULST XX) SET AT 20W1D13H15M
 2: NOT (CATHY GOTO PARLOR) SET AT 20W1D13H10M
 3: (CATHY GOTO DININGRM) SET AT 20W1D13H15M
 4: NOT (DRHUME GOTO PARLOR) SET AT 20W1D13H10M
 5: (DRHUME GOTO DININGRM) SET AT 20W1D13H15M
 6: NOT (JAMES GOTO PARLOR) SET AT 20W1D13H10M
 7: (JAMES GOTO DININGRM) SET AT 20W1D13H15M
 8: NOT (JOHNSUX GOTO PARLOR) SET AT 20W1D13H10M
 9: (JOHNSUX GOTO DININGRM) SET AT 20W1D13H15M
 10: NOT (LADYBUX GOTO PARLOR) SET AT 20W1D13H10M
 11: (LADYBUX GOTO DININGRM) SET AT 20W1D13H15M
 12: NOT (LADYJANE GOTO PARLOR) SET AT 20W1D13H10M
 13: (LADYJANE GOTO DININGRM) SET AT 20W1D13H15M
 14: NOT (LORDED GOTO PARLOR) SET AT 20W1D13H10M
 15: (LORDED GOTO DININGRM) SET AT 20W1D13H15M
 16: NOT (MARION GOTO PARLOR) SET AT 20W1D13H10M
 17: (MARION GOTO DININGRM) SET AT 20W1D13H15M
 18: NOT (NURSE GOTO PARLOR) SET AT 20W1D13H10M
 19: (NURSE GOTO DININGRM) SET AT 20W1D13H15M
 20: NOT (RONALD GOTO PARLOR) SET AT 20W1D13H10M
 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: (JOHNSUX 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 20W1D13H10M
 44: (EVERYONE GOTO DININGRM) SET AT 20W1D13H15M
 45: (EVERYONE SIT) SET AT 20W1D13H15M
 46: (SIT DOWNNO) SET AT 20W1D13H15M
 47: (BUTLER SERV' FOOD) SET AT 20W1D13H15M
 48: (DINER STARTNG) SET AT 20W1D13H15M

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 20W1D13H20M
 3: NOT (LORDED PLAY CHESS) SET AT 20W1D13H20M
 4: NOT (THEY PLAY CHESS) SET AT 20W1D13H20M
 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

EVERYONE WENT TO THE DINING ROOM.
 EVERYONE SAT DOWN.

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: (JAMES GOTO PARLOR) SET AT 20W1D13H15M
- 10: (JAMES GOTO DININGRM) SET AT 20W1D14H30M
- 11: (JAMES SMOKE CIGARS) SET AT 20W1D14H30M
- 12: (JAMES DRINK SHERRY) SET AT 20W1D14H30M
- 13: NOT (JOHNEUX GOTO DININGRM) SET AT 20W1D13H15M
- 14: (JOHNEUX GOTO PARLOR) SET AT 20W1D14H30M
- 15: (JOHNEUX SMOKE CIGARS) SET AT 20W1D14H30M
- 16: (JOHNEUX 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 SHELLY) SET AT 20W1D14H30M
- 34: (LST XX) SET AT 20W1D14H30M
- 35: (LST 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
- 49: (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

CLIVE SERVED THE FOOD.
LUNCH STARTED.

CHANGE STACK FOR TIME 20W1D13H20M

CHANGE STACK FOR TIME 20W1D13H30M

CHANGE STACK FOR TIME 20W1D13H40M

- 1: (NURSE TALK WITH 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

58: (NURSE DRINK WHISKY) SET AT 20W1D14H30M
 59: (NURSE GOSSIP) SET AT 20W1D14H30M
 60: (LST XX) SET AT 20W1D14H30M
 61: (WOMEN GOTO DRAWINGR) SET AT 20W1D14H30M
 62: (WOMEN DRINK WHISKY) SET AT 20W1D14H30M
 63: (LST XX) SET AT 20W1D14H30M
 64: (LST XX) SET AT 20W1D14H30M
 65: (WOMEN GOSSIP) SET AT 20W1D14H30M
 66: (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 WHISKY.

10: (LADYJANE GOTO PARLOR) SET AT 20W1D15H15M
 11: (LORDED GOTO PARLOR) SET AT 20W1D15H15M
 12: NOT (MARION GOTO DRAWINGR) SET AT 20W1D15H20M
 13: (MARION GOTO PARLOR) SET AT 20W1D15H15M
 14: NOT (NURSE GOTO DRAWINGR) SET AT 20W1D15H30M
 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: (CECILE GOFOR WALK) SET AT 20W1D15H15M
 21: (MARION SMILCAT 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) = 2.0000
 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: (LST 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 COTO GREENHS) SET AT 20W1D15H20M
 12: (LADYJANE FOLLOW THEY) SET AT 20W1D15H20M
 13: (MARION UNCRESS) SET AT 20W1D15H20M

58: (NURSE DRINK WHISKY) SET AT 20W1D14H30M
 59: (NURSE GOSSIP) SET AT 20W1D14H30M
 60: (LST XX) SET AT 20W1D14H30M
 61: (WOMEN GOTO DRAWINGR) SET AT 20W1D14H30M
 62: (WOMEN DRINK WHISKY) SET AT 20W1D14H30M
 63: (LST XX) SET AT 20W1D14H30M
 64: (LST XX) SET AT 20W1D14H30M
 65: (WOMEN GOSSIP) SET AT 20W1D14H30M
 66: (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 WHISKY.

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: (LST XX) SET AT 20W1D15H15M
 2: NOT (CATHY GOTO DRAWINGR) SET AT 20W1D14H30M
 3: (CATHY GOTO PARLOR) SET AT 20W1D15H15M
 4: (DRHUNE 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 20W1D14H30M
 8: (LADYBUX GOTO PARLOR) SET AT 20W1D15H15M
 9: NOT (LADYJANE GOTO DRAWINGR) SET AT 20W1D14H30M

0

6: (JOHNBUX WANTNO) SET AT 20W1D15H30M
 7: (WANTNO SEDUCE MARION) SET AT 20W1D15H30M
 8: (MARION WANTNO) SET AT 20W1D15H30M
 9: (WANTNO FUCK JOHNBUX) SET AT 20W1D15H30M
 10: (JAMES SEE THAT) SET AT 20W1D15H30M
 11: (MARION TALKWITH JOHNBUX) SET AT 20W1D15H30M
 12: (MARION SMILEAT JOHNBUX) SET AT 20W1D15H30M
 13: (JOHNBUX FLATTER MARION) SET AT 20W1D15H30M
 14: (JAMES MACAT MARION) SET AT 20W1D15H30M
 15: (JAMES MADAT JOHNBUX) SET AT 20W1D15H30M
 16: (LST XX) SET AT 20W1D15H30M
 17: (JAMES ANGRY) SET AT 20W1D15H30M
 18: (MX GG) = 1.0000
 19: (JAMES OVERHEAR MARION) SET AT 20W1D15H30M
 20: (LST XX) SET AT 20W1D15H30M
 21: (MARION SEE THAT) SET AT 20W1D15H30M
 22: (JAMES UPSET) SET AT 20W1D15H30M
 23: (MARION TALKWITH JAMES) SET AT 20W1D15H30M

14: (LORDED FUCK MARION) SET AT 20W1D15H20M
 15: (LORDED COMMIT ADULTRY) SET AT 20W1D15H20M
 16: (MARION COMMIT ADULTRY) SET AT 20W1D15H20M
 17: (LADYJANE ENRAGED) SET AT 20W1D15H20M
 18: (LADYJANE ENTER GREENHC) SET AT 20W1D15H20M
 19: (LADYJANE YELL AT LORDED) SET AT 20W1D15H20M
 20: (LADYJANE CRY) SET AT 20W1D15H20M
 21: (LADYJANE THREATEN) SET AT 20W1D15H20M
 22: (THREATEN KILL LORDED) SET AT 20W1D15H20M
 23: (MARION EMBARASD) SET AT 20W1D15H20M
 24: (LORDED ASK LADYJANE) SET AT 20W1D15H20M
 25: (ASK FORGIVE LORDED) SET AT 20W1D15H20M
 26: (EVERYONE GOTO HOUSE) SET AT 20W1D15H20M
 27: (LST XX) SET AT 20W1D15H20M
 28: (LADYJANE GOTO HOUSE) SET AT 20W1D15H20M
 29: (LORDED GOTO HOUSE) SET AT 20W1D15H20M
 30: (MARION GOTO HOUSE) SET AT 20W1D15H20M
 31: (LST XX) SET AT 20W1D15H20M

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 20W1D15H30M

CHANGE STACK FOR TIME 20W1D15H40M

CHANGE STACK FOR TIME 20W1D15H45M

CHANGE STACK FOR TIME 20W1D15H50M

EDWARD KISSED MARION.
 MARION CARESSED EDWARD.
 THEY WENT TO THE GREEN HOUSE.
 LADY JANE FOLLOWED THEM.
 MARION UNDRESSED.
 EDWARD SCREAMED MARION.
 EDWARD COMMITTED ADULTERY.
 MARION COMMITTED 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 EMBARRASSED.
 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 FLIRTTIT MARION) SET AT 20W1D15H30M
 3: (JOHNBUX TOUCH MARION) SET AT 20W1D15H30M
 4: (TOUCH GENTLY) SET AT 20W1D15H30M
 5: (MARION SMILEAT JOHNBUX) SET AT 20W1D15H30M

22: (LST XX) SET AT 20W1D16H14M
 23: NOT (EVERYONE GOTO PARLOR) SET AT 20W1D16H13M
 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 COMPLINE 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 20W1D16H20M
 1: (RONALD TALK WITH MARION) SET AT 20W1D16H20M

RONALD TALKED WITH MARION.

CHANGE STACK FOR TIME 20W1D16H30M

CHANGE STACK FOR TIME 20W1D16H40M

CHANGE STACK FOR TIME 20W1D16H44M

1: (TEATIME OVER) SET AT 20W1D16H44M

CHANGE STACK FOR TIME 20W1D16H55M

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 20W1D16H14M

1: (LST XX) SET AT 20W1D16H14M
 2: NOT (CATHY GOTO PARLOR) SET AT 20W1D16H13M
 3: (CATHY GOTO GARDEN) SET AT 20W1D16H14M
 4: NOT (ORHUME GOTO PARLOR) SET AT 20W1D16H13M
 5: (ORHUME GOTO GARDEN) SET AT 20W1D16H14M
 6: NOT (JAMES GOTO PARLOR) SET AT 20W1D16H13M
 7: (JAMES GOTO GARDEN) SET AT 20W1D16H14M
 8: NOT (JOHNBUX GOTO PARLOR) SET AT 20W1D16H13M
 9: (JOHNBUX GOTO GARDEN) SET AT 20W1D16H14M
 10: NOT (LADYBUX GOTO PARLOR) SET AT 20W1D16H13M
 11: (LADYBUX GOTO GARDEN) SET AT 20W1D16H14M
 12: NOT (LADYJANE GOTO PARLOR) SET AT 20W1D16H13M
 13: (LADYJANE GOTO GARDEN) SET AT 20W1D16H14M
 14: NOT (LORDED GOTO GREENHS) SET AT 20W1D16H13M
 15: (LORDED GOTO GARDEN) SET AT 20W1D16H14M
 16: NOT (MARION GOTO GREENHS) SET AT 20W1D16H13M
 17: (MARION GOTO GARDEN) SET AT 20W1D16H14M
 18: NOT (NURSE GOTO PARLOR) SET AT 20W1D16H13M
 19: (NURSE GOTO GARDEN) SET AT 20W1D16H14M
 20: NOT (RONALD GOTO PARLOR) SET AT 20W1D16H13M
 21: (RONALD GOTO GARDEN) SET AT 20W1D16H14M

CHANGE STACK FOR TIME 20W1D17H
 1: (COOK GOTO KITCHEN) SET AT 20W1D17H
 2: (COOK PREPARE SUPPER) SET AT 20W1D17H

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: (DRHUME IS PLAYER2) SET AT 20W1D17H25M
- 12: (PLAYER2 GO002) SET AT 20W1D17H25M
- 13: (LORDED PLAY TENNIS) SET AT 20W1D17H25M
- 14: (PLAY WELL) SET AT 20W1D17H25M
- 15:

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 (LADYJANE GOTO GARDEN) SET AT 20W1D16H14M
- 11: (LADYJANE 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

CHANGE STACK FOR TIME 20W1D18H5M

- 1: NOT (DRHUME PLAY TENNIS) SET AT 20W1D17H25M
- 2: NOT (LORDEC 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: (LORDEC STOPNO) SET AT 20W1D18H5M
- 7: (STOPNO PLAY TENNIS) SET AT 20W1D18H5M

DR. BATHOLMEW 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 20W1D18H15M
- 3: (CATHY GOTO DININGRM) SET AT 20W1D18H15M
- 4: NOT (DRHUME GOTO PARLOR) SET AT 20W1D18H15M
- 5: (DRHUME GOTO DININGRM) SET AT 20W1D18H15M
- 6: NOT (JAMES GOTO PARLOR) SET AT 20W1D18H15M
- 7: (JAMES GOTO DININGRM) SET AT 20W1D18H15M
- 8: NOT (JOHNJUX GOTO PARLOR) SET AT 20W1D18H15M
- 9: (JOHNJUX GOTO DININGRM) SET AT 20W1D18H15M
- 10: NOT (LADYBUX GOTO PARLOR) SET AT 20W1D18H15M
- 11: (LADYBUX GOTO DININGRM) SET AT 20W1D18H15M
- 12: NOT (LADYJANE GOTO PARLOR) SET AT 20W1D18H15M
- 13: (LADYJANE GOTO DININGRM) SET AT 20W1D18H15M
- 14: NOT (LORDEC GOTO TENNISCO) SET AT 20W1D17H25M
- 15: (LORDEC GOTO DININGRM) SET AT 20W1D18H15M
- 16: NOT (MARION GOTO PARLOR) SET AT 20W1D18H15M
- 17: (MARION GOTO DININGRM) SET AT 20W1D18H15M
- 18: NOT (NURSE GOTO PARLOR) SET AT 20W1D18H15M
- 19: (NURSE GOTO DININGRM) SET AT 20W1D18H15M
- 20: NOT (RONALD GOTO PARLOR) SET AT 20W1D18H15M
- 21: (RONALD GOTO DININGRM) SET AT 20W1D18H15M
- 22: (CATHY SET) SET AT 20W1D18H15M
- 23: (SIT DOWNNO) SET AT 20W1D18H15M
- 24: (DRHUME SET) SET AT 20W1D18H15M
- 25: (SIT DOWNNO) SET AT 20W1D18H15M
- 26: (JAMES SET) SET AT 20W1D18H15M

DR. HUME ASKED EDWARD TO PLAY TENNIS.
EDWARD ASKED
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 20W1D17H50M

CHANGE STACK FOR TIME 20W1D17H55M

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.

4: (NURSE IO) = 25.0000

MARION TALKED WITH FLORENCE.
FLORENCE ARGUED WITH MARION.
MARION SAID THAT FLORENCE WAS IDIOTIC.

CHANGE STACK FOR TIME 20W1D19H
1: (NURSE TALKWITH LADY8UX) SET AT 20W1D19H

FLORENCE TALKED WITH LADY BUXLEY.

CHANGE STACK FOR TIME 20W1D19H10M

CHANGE STACK FOR TIME 20W1D19H20M

CHANGE STACK FOR TIME 20W1D19H30M
1: (ULST XX) SET AT 20W1D19H30M
2: NOT (EVERYONE GOTO DININGRM) SET AT 20W1D19H30M
3: NOT (EVERYONE SIT) SET AT 0M
4: NOT (LST DOANNO) SET AT 0M
5: NOT (DRHUMF GOTO DININGRM) SET AT 20W1D19H30M
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 20W1D19H30M
10: (JAMES GOTO PARLOR) SET AT 20W1D19H30M
11: (JAMES SMOKE CIGARS) SET AT 20W1D19H30M
12: (JAMES DRINK SHERRY) SET AT 20W1D19H30M
13: NOT (JOHNDOUX GOTO DININGRM) SET AT 20W1D19H30M
14: (JOHNDOUX GOTO PARLOR) SET AT 20W1D19H30M
15: (JOHNSUX SMOKE CIGARS) SET AT 20W1D19H30M

27: (SIT DOANNO) SET AT 20W1D18H15M
28: (JOHNEUX SIT) SET AT 20W1D18H15M
29: (SIT DOANNO) SET AT 20W1D18H15M
30: (LADY8UX SIT) SET AT 20W1D18H15M
31: (SIT DOANNO) SET AT 20W1D18H15M
32: (LADYJANE SIT) SET AT 20W1D18H15M
33: (SIT DOANNO) SET AT 20W1D18H15M
34: (LOPDED SIT) SET AT 20W1D18H15M
35: (SIT DOANNO) SET AT 20W1D18H15M
36: (MARION SIT) SET AT 20W1D18H15M
37: (SIT DOANNO) SET AT 20W1D18H15M
38: (NURSE SIT) SET AT 20W1D18H15M
39: (SIT DOANNO) SET AT 20W1D18H15M
40: (RONALD SIT) SET AT 20W1D18H15M
41: (SIT DOANNO) 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 DOANNO) 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

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

THE WOMEN GOSSIPING DRANK COFFEE.

16: (JOHNBUX DRINK SHERRY) SET AT 20W1019H30M
 17: (LORDED GOTO DININGRM) SET AT 20W1019H30M
 18: (LORDED GOTO PARLOR) SET AT 20W1019H30M
 19: (LORDED SMOKE CIGARS) SET AT 20W1019H30M
 20: (LORDED DRINK SHERRY) SET AT 20W1019H30M
 21: (RONALD GOTO DININGRM) SET AT 20W1019H30M
 22: (RONALD GOTO PARLOR) SET AT 20W1019H30M
 23: (RONALD SMOKE CIGARS) SET AT 20W1019H30M
 24: (RONALD DRINK SHERRY) SET AT 20W1019H30M
 25: (LST XX) SET AT 20W1019H30M
 26: (SUPPER OVER) SET AT 20W1019H30M
 27: (MEN GOTO PARLOR) SET AT 20W1019H30M
 28: (MEN SMOKE CIGARS) SET AT 20W1019H30M
 29: (MX GG) = 2.0000
 30: (CIGARS FAT) SET AT 20W1019H30M
 31: (CIGARS SMELLY) SET AT 20W1019H30M
 32: (LST XX) SET AT 20W1019H30M
 33: (MEN DRINK SHERRY) SET AT 20W1019H30M
 34: (LST XX) SET AT 20W1019H30M
 35: (CATHY GOTO DININGRM) SET AT 20W1019H30M
 36: (CATHY GOTO DRAWINGR) SET AT 20W1019H30M
 37: (CATHY DRINK COFFEE) SET AT 20W1019H30M
 38: (CATHY GOSSIP) SET AT 20W1019H30M
 39: (LADYBUX GOTO DININGRM) SET AT 20W1019H30M
 40: (LADYBUX GOTO DRAWINGR) SET AT 20W1019H30M
 41: (LADYBUX DRINK COFFEE) SET AT 20W1019H30M
 42: (LADYBUX GOSSIP) SET AT 20W1019H30M
 43: (LADYJANE GOTO DININGRM) SET AT 20W1019H30M
 44: (LADYJANE GOTO DRAWINGR) SET AT 20W1019H30M
 45: (LADYJANE DRINK COFFEE) SET AT 20W1019H30M
 46: (LADYJANE GOSSIP) SET AT 20W1019H30M
 47: (MARION GOTO DININGRM) SET AT 20W1019H30M
 48: (MARION GOTO DRAWINGR) SET AT 20W1019H30M
 49: (MARION DRINK COFFEE) SET AT 20W1019H30M
 50: (MARION GOSSIP) SET AT 20W1019H30M
 51: (NURSE GOTO DININGRM) SET AT 20W1019H30M
 52: (NURSE GOTO DRAWINGR) SET AT 20W1019H30M
 53: (NURSE DRINK COFFEE) SET AT 20W1019H30M
 54: (NURSE GOSSIP) SET AT 20W1019H30M
 55: (LST XX) SET AT 20W1019H30M
 56: (WOMEN GOTO DRAWINGR) SET AT 20W1019H30M
 57: (WOMEN DRINK COFFEE) SET AT 20W1019H30M
 58: (MX GG) = 2.0000
 59: (LST XX) SET AT 20W1019H30M
 60: (WOMEN GOSSIP) SET AT 20W1019H30M
 61: (LST XX) SET AT 20W1019H30M

CHANGE STACK FOR TIME 20W1019H40M

CHANGE STACK FOR TIME 20W1019H50M

CHANGE STACK FOR TIME 20W1020H

CHANGE STACK FOR TIME 20W1020H10M

1: (LST XX) SET AT 20W1020H15M
 2: NOT (CATHY GOTO DRAWINGR) SET AT 20W1019H30M
 3: (CATHY GOTO PARLOR) SET AT 20W1020H15M
 4: (DRHUME GOTO PARLOR) SET AT 20W1020H15M
 5: (JAMES GOTO PARLOR) SET AT 20W1020H15M
 6: (JOHNBUX GOTO PARLOR) SET AT 20W1020H15M
 7: NOT (LADYBUX GOTO DRAWINGR) SET AT 20W1019H30M
 8: (LADYBUX GOTO PARLOR) SET AT 20W1020H15M
 9: NOT (LADYJANE GOTO DRAWINGR) SET AT 20W1019H30M
 10: (LADYJANE GOTO PARLOR) SET AT 20W1020H15M
 11: (LORDED GOTO PARLOR) SET AT 20W1019H30M
 12: NOT (MARION GOTO DRAWINGR) SET AT 20W1020H15M
 13: (MARION GOTO PARLOR) SET AT 20W1019H30M
 14: NOT (NURSE GOTO DRAWINGR) SET AT 20W1020H15M
 15: (NURSE GOTO PARLOR) SET AT 20W1020H15M
 16: (RONALD GOTO PARLOR) SET AT 20W1020H15M
 17: (LST XX) SET AT 20W1020H15M
 18: (EVERYONE GOTO PARLOR) SET AT 20W1020H15M

EVERYONE WENT TO THE PARLOR.

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

CHANGE STACK FOR TIME 20W1020H20M

CHANGE STACK FOR TIME 20W1020H25M

CHANGE STACK FOR TIME 20W1020H30M

CHANGE STACK FOR TIME 20W1020H35M

CHANGE STACK FOR TIME 20W1020H40M

1: (MARION TALK WITH LADYJANE) SET AT 20W1020H40M

MARION TALKED WITH JANE.

CHANGE STACK FOR TIME 20W1020H45M

CHANGE STACK FOR TIME 20W1020H50M

CHANGE STACK FOR TIME 20W1020H55M

CHANGE STACK FOR TIME 20W1021H

CHANGE STACK FOR TIME 20W1021H5M

CHANGE STACK FOR TIME 20W1021H10M

CHANGE STACK FOR TIME 20W1021H15M

CHANGE STACK FOR TIME 20W1021H20M

CHANGE STACK FOR TIME 20W1021H25M

CHANGE STACK FOR TIME 20W1021H30M

CHANGE STACK FOR TIME 20W1021H35M

CHANGE STACK FOR TIME 20W1021H40M

CHANGE STACK FOR TIME 20W1021H45M

- 1: NOT (JAMES GOTO PARLOR) SET AT 20W1021H45M
- 2: (JAMES GOTO LIBRARY) SET AT 20W1021H45M
- 3: (JAMES READ BOOK) SET AT 20W1021H45M
- 4: (MX 00) = 1.0000
- 5: (BOOK 0002) SET AT 20W1021H45M
- 6: (LORDED ASK RONALD) SET AT 20W1021H45M
- 7: (ASK PLAY TENNIS) SET AT 20W1021H45M
- 8: (RONALD AGREE) SET AT 20W1021H45M
- 9: NOT (RONALD GOTO PARLOR) SET AT 20W1021H45M
- 10: (RONALD GOTO TENNIS) SET AT 20W1021H45M
- 11: (GOTO WITH LORDED) SET AT 20W1021H45M
- 12: (ULST XX) SET AT 20W1021H45M
- 13: (LORDED PLAY TENNIS) SET AT 20W1021H45M
- 14: (RONALD PLAY TENNIS) SET AT 20W1021H45M
- 15: (LST XX) SET AT 20W1021H45M
- 16: (THEY PLAY TENNIS) SET AT 20W1021H45M

5: (COOK GOTO BED) SET AT 20W1D22H
 5: (MAID GOTO BED) SET AT 20W1D22H
 7: (LST XX) SET AT 20W1D22H
 8: (SERVANTS GOTO BED) SET AT 20W1D22H
 9: (LST XX) SET AT 20W1D22H
 10: (EVERYONE GOTO BED) SET AT 20W1D22H

THE SERVANTS WENT TO BED.
 EVERYONE WENT TO BED.

CHANGE STACK FOR TIME 20W1D22H5M

CHANGE STACK FOR TIME 20W1D22H15M

CHANGE STACK FOR TIME 20W1D22H25M

CHANGE STACK FOR TIME 20W1D22H35M

CHANGE STACK FOR TIME 20W1D22H45M

CHANGE STACK FOR TIME 20W1D22H55M

1: NOT (JAMES READ BOOK) SET AT 20W1D21H45M
 2: (JAMES STOPNO) SET AT 20W1D22H55M
 3: (STOPNO READ BOOK) SET AT 20W1D22H55M

JAMES STOPPED READING THE BOOK.

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 20W1D21H50M

CHANGE STACK FOR TIME 20W1D21H55M

1: (JOHNSUX SUGGEST GAME) SET AT 20W1D21H55M
 2: (GAME OF BRIDGE) SET AT 20W1D21H55M
 3: (LADYSUX AGREE) SET AT 20W1D21H55M
 4: (DRHUME AGREE) SET AT 20W1D21H55M
 5: (LADYJANE AGREE) SET AT 20W1D21H55M
 6: (THEY PLAY BRIDGE) SET AT 20W1D21H55M
 7: (LST XX) SET AT 20W1D21H55M
 8: (DRHUME PLAY BRIDGE) SET AT 20W1D21H55M
 9: (JOHNSUX PLAY BRIDGE) SET AT 20W1D21H55M
 10: (LADYSUX PLAY BRIDGE) SET AT 20W1D21H55M
 11: (LADYJANE PLAY BRIDGE) SET AT 20W1D21H55M
 12: (LST XX) SET AT 20W1D21H55M

JOHN SUGGESTED THE GAME OF BRIDGE.
 LADY SUXLEY AGREED.
 DR. BATHOLOMEW HUME AGREED.
 JANE AGREED.
 THEY PLAYED BRIDGE.

CHANGE STACK FOR TIME 20W1D22H

1: (LST XX) SET AT 20W1D22H
 2: (LST XX) SET AT 20W1D22H
 3: (LST XX) SET AT 20W1D22H
 4: (BUTLER GOTO BED) SET AT 20W1D22H

CHANGE TALK FOR TIME 20W1D23H45M
1: (JOHNBUX CHEAT) SET AT 20W1D23H45M
2: (CHEAT AT BRIDGE) SET AT 20W1D23H45M

JOHN CHEATED AT BRIDGE.

CHANGE STACK FOR TIME 20W1D23H55M

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 20W1D23H

CHANGE STACK FOR TIME 20W1D23H5M

CHANGE STACK FOR TIME 20W1D23H15M

- 1: (RONALD BEAT LORD) SET AT 20W1D23H15M
- 2: (BEAT AT TENNIS) SET AT 20W1D23H15M
- 3: NOT (LORDO PLAY TENNIS) SET AT 20W1D21H45M
- 4: NOT (RONALD PLAY TENNIS) SET AT 20W1D21H45M
- 5: NOT (THEY PLAY TENNIS) SET AT 20W1D21H45M
- 6: (LORDO STOPNO) SET AT 20W1D23H15M
- 7: (STOPNO PLAY TENNIS) SET AT 20W1D23H15M
- 8: (RONALD STOPNO) SET AT 20W1D23H15M
- 9: (STOPNO PLAY TENNIS) SET AT 20W1D23H15M

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

CHANGE STACK FOR TIME 20W1D23H25M

- 1: (JOHNBUX CHEAT) SET AT 20W1D23H25M
- 2: (CHEAT AT BRIDGE) SET AT 20W1D23H25M

JOHN BJXLEY CHEATED AT BRIDGE.

CHANGE STACK FOR TIME 20W1D23H35M

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: (ULST 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: NOT (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: (ULST 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 UNDRRESS) 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 EMGRASAD) 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

CHANGE STACK FOR TIME 20W2D1H

1: NOT (DRHUME 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 20W2D1H55M

THE CARD GAME WAS OVER.

CHANGE STACK FOR TIME 20W2D2H

1: (JOHNBUX AWAKE) SET AT 20W2D2H15M
 2: (JOHNBUX GETUP) SET AT 20W2D2H15M
 3: (JOHNBUX PLANNING) SET AT 20W2D2H15M
 4: (PLANNING 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

CHANGE STACK FOR TIME 20W2D2H15M

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 UNDERESSED.
JOHN BUXLEY SCORED MARION.
MARION COMMITTED ADULTERY.
JAMES WAS ENGAGED.
JAMES ENTERED THE LIBRARY.
JAMES YELLED AT JOHN.
JAMES THREATENED TO KILL JOHN BUXLEY.
MARION WAS EMBARRASSED.
MARION CRIED.
EVERYONE WENT TO BED.

CHANGE STACK FOR TIME 20W2D3H

CHANGE STACK FOR TIME 20W2D4H

CHANGE STACK FOR TIME 20W2D5H

CHANGE STACK FOR TIME 20W2D6H

1: (JAMES RICH) SET AT 20W2D6H
2: (RICH VERY) SET AT 20W2D6H
3: (BUTLER WEALTH) = -3.0000
4: (BUTLER WANT MONEY) SET AT 20W2D6H
5: (BUTLER RELATED JAMES) SET AT 20W2D6H
6: (BUTLER DECIDE) SET AT 20W2D6H
7: (CECILE POISONS JAMES) SET AT 20W2D6H
8: (BUTLER THINK THAT) SET AT 20W2D6H
9: (BUTLER INHERIT MONEY) SET AT 20W2D6H
10: (BUTLER KNOW THAT) SET AT 20W2D6H
11: (JAMES DRINK MILK) SET AT 20W2D6H
12: (BUTLER POISONS MILK) SET AT 20W2D6H
13: (JAMES DRINK MILK) SET AT 20W2D6H

14: (JAMES GOTO BED) SET AT 20W2D6H
15: (JAMES DIC) SET AT 20W2D6H
16: (OTHERS THINK THAT) SET AT 20W2D6H
17: (JAMES ASLEEP) SET AT 20W2D6H
18: (LST XX) SET AT 20W2D6H
19: (CATHY THINK THAT) SET AT 20W2D6H
20: (JAMES ASLEEP) SET AT 20W2D6H
21: (COOK THINK THAT) SET AT 20W2D6H
22: (JAMES ASLEEP) SET AT 20W2D6H
23: (ORRONE THINK THAT) SET AT 20W2D6H
24: (JAMES ASLEEP) SET AT 20W2D6H
25: (JOHNEUX THINK THAT) SET AT 20W2D6H
26: (JAMES ASLEEP) SET AT 20W2D6H
27: (LADYBUX THINK THAT) SET AT 20W2D6H
28: (JAMES ASLEEP) SET AT 20W2D6H
29: (LADYJANE THINK THAT) SET AT 20W2D6H
30: (JAMES ASLEEP) SET AT 20W2D6H
31: (LORCED THINK THAT) SET AT 20W2D6H
32: (MAID THINK THAT) SET AT 20W2D6H
33: (JAMES ASLEEP) SET AT 20W2D6H
34: (MARION THINK THAT) SET AT 20W2D6H
35: (NURSE THINK THAT) SET AT 20W2D6H
36: (RONALD THINK THAT) SET AT 20W2D6H
37: (JAMES ASLEEP) SET AT 20W2D6H
38: (LST XX) SET AT 20W2D6H
39: (BUTLER REMOVE FPRINTS) SET AT 20W2D6H
40: (BUTLER RETURN BOTTLE) SET AT 20W2D6H

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 20W2D7H

1: (RONALD AWAKEN) SET AT 20W2D7H
 2: (RONALD GETUP) SET AT 20W2D7H
 3: (RONALD THINK THAT) SET AT 20W2D7H
 4: (DAY BEAUTIFUL) 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: (ULST 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: (DRHUME EXAMINE CORPSE) SET AT 20W2D7H
 18: (DRHUME SAY THAT) SET AT 20W2D7H
 19: (JAMES KILLOCOY 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: (DRHUME TALK) SET AT 20W2D7H
 25: (JOHNEUX 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: (ULST 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: (DRHUME AWAKEN) SET AT 20W2D7H
 48: (DRHUME RUN) SET AT 20W2D7H
 49: (RUN TO RONALD) SET AT 20W2D7H
 50: (DRHUME SEE JAMES) SET AT 20W2D7H
 51: (JOHNEUX AWAKEN) SET AT 20W2D7H
 52: (JOHNEUX RUN) SET AT 20W2D7H
 53: (RUN TO RONALD) SET AT 20W2D7H
 54: (JOHNEUX SEE JAMES) SET AT 20W2D7H
 55: (LADYBUX AWAKEN) SET AT 20W2D7H
 56: (LADYBUX RUN) SET AT 20W2D7H
 57: (RUN TO RONALD) SET AT 20W2D7H

(LADYBUX SEE JAMES) SET AT 20W2D7H
 (LADYJANE AWAKEN) SET AT 20W2D7H
 (LADYJANE RUN) SET AT 20W2D7H
 (RUN TO RONALD) SET AT 20W2D7H
 (LADYJANE SEE JAMES) SET AT 20W2D7H
 (LORDED RUN) SET AT 20W2D7H
 (RUN TO RONALD) SET AT 20W2D7H
 (LORDED SEE JAMES) SET AT 20W2D7H
 (MAID AWAKEN) SET AT 20W2D7H
 (MAID RUN) SET AT 20W2D7H
 (RUN TO RONALD) SET AT 20W2D7H
 (MAID SEE JAMES) SET AT 20W2D7H
 (MARION AWAKEN) SET AT 20W2D7H
 (MARION RUN) SET AT 20W2D7H
 (RUN TO RONALD) SET AT 20W2D7H
 (MARION SEE JAMES) SET AT 20W2D7H
 (NURSE AWAKEN) SET AT 20W2D7H
 (NURSE RUN) SET AT 20W2D7H
 (RUN TO RONALD) SET AT 20W2D7H
 (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: (JOHNEUX TALKWITH LORDED) SET AT 20W2D7H10M
 2: (TALKWITH ABOUT MURDER) SET AT 20W2D7H10M

JOHN TALKED WITH EDWARD ABOUT THE MUSEUM.

- 5: (QUESTNS STUPID) SET AT 20W2D7H40M
- 6: (LST XX) SET AT 20W2D7H40M
- 7: (POLICE SEARCH GARDEN) SET AT 20W2D7H40M
- 8: (POLICE TRY) SET AT 20W2D7H40M
- 9: (TRY FIND CLUES) SET AT 20W2D7H40M
- 10: (MARION CRY) SET AT 20W2D7H40M

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 20W2D7H50M

- 1: (DRHUME SEARCH STAIRS) SET AT 20W2D7H50M
- 2: (DRHUME LOOKFOR CLUES) SET AT 20W2D7H50M
- 3: (DRHUME QUESTION LADYBUX) SET AT 20W2D7H50M
- 4: (DRHUME KNOW THAT) SET AT 20W2D7H50M
- 5: (LADYBUX TELL TRUTH) SET AT 20W2D7H50M
- 6: (NURSE TALKWITH MAID) SET AT 20W2D7H50M
- 7: (TALKWITH ABOUT MURDER) SET AT 20W2D7H50M
- 8: (MARION CRY) SET AT 20W2D7H50M

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 GO) = 1.0000
- 5: (QUESTNS STUPID) SET AT 20W2D8H
- 6: (LST XX) SET AT 20W2D8H

- CHANGE STACK FOR TIME 20W2D7H20M
- 1: (LORDED TALKWITH COOK) SET AT 20W2D7H20M
 - 2: (TALKWITH ABOUT MURDER) SET AT 20W2D7H20M
 - 3: (COOK UPSET) SET AT 20W2D7H20M
 - 4: (UPSET ABOUT MURDER) SET AT 20W2D7H20M

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

CHANGE STACK FOR TIME 20W2D7H30M

- 1: (POLICE ARRIVE) SET AT 20W2D7H30M
- 2: (POLICE I9) = 7F.0000
- 3: (INSPECTO EXAMINE CORPSE) SET AT 20W2D7H30M
- 4: (POLICE LOCKFOR CLUES) SET AT 20W2D7H30M
- 5: (LOOKFOR IN BATHROOM) SET AT 20W2D7H30M
- 6: (DRHUME LOOK) SET AT 20W2D7H30M
- 7: (LOOK ALSO) SET AT 20W2D7H30M
- 8: (LORDED TRY) SET AT 20W2D7H30M
- 9: (TRY CALM MARION) SET AT 20W2D7H30M

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 20W2D7H40M

- 1: (POLICE QUESTION DRHUME) SET AT 20W2D7H40M
- 2: (INSPECTO ASK QUESTNS) SET AT 20W2D7H40M
- 3: (MX GO) = 1.0000
- 4: (LST XX) SET AT 20W2D7H40M

- 7: (POLICE SEARCH PARLOR) SET AT 20W2D8H
- 8: (POLICE TRY) SET AT 20W2D8H
- 9: (TRY FIND CLUES) SET AT 20W2D8H
- 10: (NURSE UPSET) SET AT 20W2D8H

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 DIVINERM) SET AT 20W2D8H10M
- 2: (DRHUME LOOKFOR CLUES1) SET AT 20W2D8H10M

DR. BATHOLOMEW HUME SEARCHED THE DINING ROOM.
 DR. BATHOLOMEW HUME LOOKED FOR HINTS.

CHANGE STACK FOR TIME 20W2D8H20M

- 1: (POLICE QUESTION MAID) SET AT 20W2D8H20M
- 2: (INSPECTO ASK GUESTNS) SET AT 20W2D8H20M
- 3: (MX 00) = 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 MURGER) SET AT 20W2D8H20M
- 12: (BUTLER SAY THAT) SET AT 20W2D8H20M
- 13: (JAMES GOOD) = 2.0000
- 14: (COOK TALKABOU MURGER) 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 20W2D8H30M

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

DR. BATHOLOMEW 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 20W2D8H40M
- 3: (NURSE TELL TRUTH) SET AT 20W2D8H40M
- 4: (DRHUME GET INFORMAT) SET AT 20W2D8H40M
- 5: (GET FROM NURSE) SET AT 20W2D8H40M
- 6: (POLICE SEARCH BATHROOM) SET AT 20W2D8H40M
- 7: (POLICE FIND THREAD) SET AT 20W2D8H40M
- 8: (THREAD IS CLUE1) SET AT 20W2D8H40M
- 9: (CLUE1 MISLEAD1) SET AT 20W2D8H40M
- 10: (LADYBUX TALKWITH JOHNSEX) SET AT 20W2D8H40M
- 11: (TALKWITH ABOUT MURDER) SET AT 20W2D8H40M
- 12: (LADYBUX SAY THAT) SET AT 20W2D8H40M
- 13: (JAMES GOOD) = 2.0000
- 14: (DRHUME UPSET) SET AT 20W2D8H40M

- 12: (DRHUME SAY THAT) SET AT 20W2D09H
- 13: (JAMES KILLED BY POISON) SET AT 20W2C09H
- 14: (DRHUME FIND BOTTLE) SET AT 20W2D09H
- 15: (DRHUME SAY THAT) SET AT 20W2D09H
- 16: (BUTLER KILL JAMES) SET AT 20W2D09H
- 17: (MOTIVE IS GREED) SET AT 20W2D09H
- 18: (EVERYONE SHOCKED) SET AT 20W2D09H
- 19: (ULST XX) SET AT 20W2D09H
- 20: (DRHUME ASK THAT) SET AT 20W2D09H
- 21: (BUTLER GOTO PARLOR) SET AT 20W2D09H
- 22: (CATHY GOTO PARLOR) SET AT 20W2D09H
- 23: (COOK GOTO PARLOR) SET AT 20W2D09H
- 24: (INSPECTO GOTO PARLOR) SET AT 20W2D09H
- 25: (JOHNBUX GOTO PARLOR) SET AT 20W2D09H
- 26: (LADYJANE GOTO PARLOR) SET AT 20W2D09H
- 27: (LORDED GOTO PARLOR) SET AT 20W2D09H
- 28: (MAIC GOTO PARLOR) SET AT 20W2D09H
- 29: (MARION GOTO PARLOR) SET AT 20W2D09H
- 30: (NURSE GOTO PARLOR) SET AT 20W2D09H
- 31: (POLICE GOTO PARLOR) SET AT 20W2D09H
- 32: (RONALD GOTO PARLOR) SET AT 20W2D09H
- 33: (CATHY SHOCKED) SET AT 20W2D09H
- 34: (COOK SHOCKED) SET AT 20W2D09H
- 35: (INSPECTO SHOCKED) SET AT 20W2D09H
- 36: (JOHNBUX SHOCKED) SET AT 20W2D09H
- 37: (LADYJANE SHOCKED) SET AT 20W2D09H
- 38: (LORDED SHOCKED) SET AT 20W2D09H
- 39: (MAIC SHOCKED) SET AT 20W2D09H
- 40: (MARION SHOCKED) SET AT 20W2D09H
- 41: (NURSE SHOCKED) SET AT 20W2D09H
- 42: (POLICE SHOCKED) SET AT 20W2D09H
- 43: (RONALD SHOCKED) SET AT 20W2D09H
- 44: (ULST XX) SET AT 20W2D09H
- 45: (BUTLER DRAW GUN) SET AT 20W2D09H
- 46: (BUTLER HEADFOR DOOR) SET AT 20W2D09H
- 47: (DRHUME FOLLOW BUTLER) SET AT 20W2D09H
- 48: (BUTLER SHOOTAT DRHUME) SET AT 20W2D09H
- 49: (DRHUME GRAB PAPERWT) SET AT 20W2D09H
- 50: (DRHUME THROW PAPERWT) SET AT 20W2D09H
- 51: (PAPERWT HIT BUTLER) SET AT 20W2D09H
- 52: (HIT IN HEAD) SET AT 20W2D09H
- 53: (BUTLER FALL) SET AT 20W2D09H
- 54: (DRHUME TAKE GUN) SET AT 20W2D09H
- 55: (TAKE FROM BUTLER) SET AT 20W2D09H
- 56: (POLICE TAKE BUTLER) SET AT 20W2D09H
- 57: (TAK TO JAIL) SET AT 20W2D09H
- 58: (ULST XX) SET AT 20W2D09H
- 59: (CATHY TALK) SET AT 20W2D09H
- 60: (COOK TALK) SET AT 20W2D09H
- 61: (INSPECTO TALK) SET AT 20W2D09H
- 62: (JOHNBUX TALK) SET AT 20W2D09H
- 63: (LADYJANE TALK) SET AT 20W2D09H
- 64: (LORDED TALK) SET AT 20W2D09H
- 65: (MAIC TALK) SET AT 20W2D09H
- 66: (MARION TALK) SET AT 20W2D09H
- 67: (NURSE TALK) SET AT 20W2D09H
- 68: (POLICE TALK) SET AT 20W2D09H
- 69: (RONALD TALK) SET AT 20W2D09H
- 70: (ULST XX) SET AT 20W2D09H

DR. HUME QUESTIONED FLORENCE.
HUME KNEW THAT FLORENCE TOLD THE TRUTH.
DR. BATHOLOMEW 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 20W2D09H50M

- 1: (DRHUME SEARCH LIBRARY) SET AT 20W2D08H50M
- 2: (POLICE QUESTION JOHNBUX) SET AT 20W2D08H50M
- 3: (INSPECTO ASK GUESTNS) SET AT 20W2D08H50M
- 4: (MX GG) = 1.0000
- 5: (QUESTNS STUPID) SET AT 20W2D08H50M
- 6: (LST XX) SET AT 20W2D08H50M
- 7: (DRHUME QUESTION COOK) SET AT 20W2D08H50M
- 8: (DRHUME KNOW THAT) SET AT 20W2D08H50M
- 9: (COOK TELL TRUTH) SET AT 20W2D08H50M
- 10: (DRHUME GET INFORMAT) SET AT 20W2D08H50M
- 11: (GET FROM COOK) SET AT 20W2D08H50M

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

CHANGE STACK FOR TIME 20W2D09H

- 1: NOT (DRHUME GOTO PARLOR) SET AT 20W1D20H15M
- 2: (DRHUME GOTO BATHROOM) SET AT 20W2D09H
- 3: (DRHUME FIND BOTTLE) SET AT 20W2D09H
- 4: (DRHUME KNOW MURDERER) SET AT 20W2D09H
- 5: (DRHUME ASK EVERYONE) SET AT 20W2D09H
- 6: (ASK GOTO PARLOR) SET AT 20W2D09H
- 7: (DRHUME SAY THAT) SET AT 20W2D09H
- 8: (MURDERER IN ROOM) SET AT 20W2D09H
- 9: (DRHUME KNOW MURDERER) SET AT 20W2D09H
- 10: (EVERYONE SURPRISED) SET AT 20W2C09H
- 11: (EVERYONE TALK) SET AT 20W2D09H

69: (MAID TALK) SET AT 20W2D9H
 70: (MARION TALK) SET AT 20W2D9H
 71: (NURSC TALK) SET AT 20W2D9H
 72: (POLICE TALK) SET AT 20W2D9H
 73: (RONALD TALK) SET AT 20W2D9H
 74: (CATHY SURPRISED) SET AT 20W2D9H
 75: (COOK SURPRISED) SET AT 20W2D9H
 76: (INSPECTO SURPRISED) SET AT 20W2D9H
 77: (JOHNBUX SURPRISED) SET AT 20W2D9H
 78: (LADYBUX SURPRISED) SET AT 20W2D9H
 79: (LADYJANE SURPRISED) SET AT 20W2D9H
 80: (LORDJO SURPRISED) SET AT 20W2D9H
 81: (MAID SURPRISED) SET AT 20W2D9H
 82: (MARION SURPRISED) SET AT 20W2D9H
 83: (NURSC SURPRISED) SET AT 20W2D9H
 84: (POLICE SURPRISED) SET AT 20W2D9H
 85: (RONALD SURPRISED) SET AT 20W2D9H
 86: (LST XX) SET AT 20W2D9H
 87: (RONALD CONGRATU DRHUME) SET AT 20W2D9H
 88: (DRHUME SOLVE CRIME) SET AT 20W2D9H
 89: (MX 00) = 1.0000
 90: (DRHUME CLEVER) SET AT 20W2D9H

HUME WENT TO THE BATHROOM.
 DR. BATHOLOMEW HUME FOUND THE BOTTLE.
 HUME KNEW THE MURDERER.
 HUME ASKED EVERYONE TO GO TO THE PARLOR.
 DR. BATHOLOMEW HUME SAID THAT THE MURDERER WAS IN THE ROOM.
 EVERYONE WAS SURPRISED.
 EVERYONE TALKED.
 DR. BATHOLOMEW HUME SAID THAT JAMES WAS KILLED BY POISON.
 HUME SAID THAT THE BUTLER KILLED JAMES.
 EVERYONE WAS SHOCKED.
 THE BUTLER DREW A PISTOL.
 CLIVE HEARD FOR THE DOOR.
 DR. BATHOLOMEW HUME FOLLOWED CLIVE.
 THE BUTLER SHOT AT HUME.
 DR. BATHOLOMEW HUME GRABBED A PAPERWEIGHT.
 DR. BATHOLOMEW HUME THREW THE PAPERWEIGHT AT CLIVE.
 THE PAPERWEIGHT HIT CLIVE IN THE HEAD.
 CLIVE FELL.
 DR. BATHOLOMEW HUME TOOK THE GUN.
 THE POLICEMEN TOOK CLIVE.
 RONALD CONGRATULATED HUME.
 CLEVER DR. HUME SOLVED THE CRIME.

8.6.2 Murder and Solution from Story 2

JAMES KNEW THAT HUME SCREAMED 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 UNHAPPY.
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 HIC 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.

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 BECAME WEAKLY.
 DR. HUME DIED.
 EDWARD RETURNED TO THE BEDROOM.

8.6.4 Murder Scene from Story 4

LORD EDWARD KNEW THAT LADY JANE COMMITTED ADULTRY.
 LORD EDWARD WAS ENRAGED.
 EDWARD DECIDED TO STAR 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 DASSER.
 EDWARD WAVED THE DASSER WILDLY.
 LORD EDWARD STABBED JANE SCREAMING.
 THE KNIFE SANK DEEP.
 JANE STRUGGLED WEAKLY.
 JANE HIT EDWARD.
 LORD EDWARD GLASHED 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.

THE COPS QUESTIONED HEATHES.
 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.