

### STEP 3: Add instructions for the player.

In our game, we give the player some tips on how to explore the adventure. Your directions might be different, but here is how our game starts.

You are in the main entry of the Mystery Mansion.  
Type NORTH, SOUTH, EAST, or WEST to go to a different room.  
Draw a map of the rooms so you know how to get around easily.  
Type WHERE to see your current room.  
Type LOOK to see what is in the room.  
Type EXPLORE to check out an item.  
Type TAKE to move an item into your inventory.  
Type INVENTORY to see items you have found.

We tell the player where they are and the direction words to use to go from room to room.

We suggest that the player draws a map of the mansion when they discover the rooms so they can easily go to any room they want at any time.

There are five additional commands they can use.

WHERE tells them the current room.  
LOOK lets them see what is in the room.  
EXPLORE lets them see details about what is in the room.  
TAKE lets them keep some items. Not all items can be taken (more about that later).  
INVENTORY tells them what they have taken.

In the SETUP procedure add these tips. You may also want to start by going to TEXTSCREEN mode and erasing any existing text with CLEARTEXT. Your procedure might look something like this:

```
TO SETUP
  SETUP_MAP
  MAKE "ROOMS [ENTRY DINING_ROOM LIBRARY ...]
  MAKE "ROOM "ENTRY
  MAKE "INVENTORY []
  TEXTSCREEN
  CLEARTEXT
  PRINT "|You are in the main entry of the Mystery Mansion.|
  PRINT "|Type NORTH, SOUTH, EAST, or WEST to go to a different room.|
  PRINT "|Draw a map of the rooms so you know how to get around easily.|
  PRINT "|Type WHERE to see your current room.|
  PRINT "|Type LOOK to see what is in the room.|
  PRINT "|Type EXPLORE to check out an item.|
  PRINT "|Type TAKE to move an item into your inventory.|
  PRINT "|Type INVENTORY to see items you have found.|
END
```

See how we created a variable called INVENTORY to store the items you collect?

The last line in the Editor should be SETUP. That runs the commands in the SETUP procedure.

In this adventure, you aren't running a main procedure. You are giving toplevel commands in the Listener window. The words you type are names of procedures that run when you tell them to.

If you type a command that the adventure doesn't know about, you will see a message that the word you typed is not a procedure.

```
> NORTHEAST
```

```
Error: NORTHEAST is not a procedure
```

Can you figure out how to write the procedures called `WHERE` and `INVENTORY`? You already know the names of those variables. The procedures with those names just need to print the value of the variables to the Listener window.

Tip: If the `INVENTORY` variable is empty, you can tell the player that they haven't found anything yet.

You may wish to add a `TIPS` command that shows the available commands. You can't use `HELP` because that is already a primitive. `TIPS` would work, though. Add `TIPS` to the list of available commands in the `SETUP` procedure.

Remember to save your program!

Next you will learn how to organize your adventure.