

Turtle Tuesdays Challenge for July 2026

MYSTERY MANSION

Step 7: How to Take an Object

Taking an object make sound like a simple operation, but there are several things to consider.

Let's take a close look at the TAKE procedure.

In a nutshell, it says:

- You need to type EXPLORE before you can take an object with TAKE.
- If there is nothing in that room to TAKE, tell the player there is nothing there.
- If the player needs a REQUIRED object to continue the adventure, tell them.
- When they take an object, display the message you have set up in the property list for TAKE.
- If there is nothing removable, don't do anything (the player will have already seen the message that there is nothing there).
- When they TAKE an object, remove it from the room and add it to the INVENTORY list.
- Run any ACTION that is assigned to this room.

Below is the TAKE procedure. The semicolon in front of a line is a comment. Logo ignores comments, but it is a great way to document your code so you remember why you wrote it that way and for others to understand it.

```
TO TAKE
; has the room been explored?
  IF NOT GPROP :ROOM "EXPLORED THEN PRINT [THERE IS NOTHING TO TAKE. DID YOU
EXPLORE THE ROOM?] STOP
; stop if there is no item
  LMAKE "ITEM GPROP :ROOM "ITEM
  IF :ITEM = "NOTHING THEN PRINT [THERE IS NOTHING HERE.] STOP
; if there is a required item: is it in the inventory?
  LMAKE "REQUIRED GPROP :ROOM "REQUIRED
  IF AND (:REQUIRED != "NOTHING) (NOT MEMBER? :REQUIRED :INVENTORY) THEN (PRINT
[YOU NEED A] :REQUIRED [TO CONTINUE.]) STOP
  LMAKE "MESSAGE GPROP :ROOM "TAKE
  IF :MESSAGE != [] THEN PRINT :MESSAGE
  IF NOT GPROP :ROOM "REMOVABLE THEN STOP
  PPROP :ROOM "ITEM "NOTHING ; remove the item from the room
  MAKE "INVENTORY FPUT :ITEM :INVENTORY ; add it to the inventory
  RUN GPROP :ROOM "ACTION ; and execute any action
END
```

Whew!

Did you already figure out how to write the INVENTORY command procedure?

If so, it probably looks like this.

```
TO INVENTORY  
  IF EMPTY? :INVENTORY THEN PRINT [YOUR INVENTORY IS EMPTY.] STOP  
  PRINT :INVENTORY  
END
```

Add the TAKE and INVENTORY procedures to your program and do a lot of testing.

A good way to test is to try all the commands for objects in every room — LOOK, EXPLORE, TAKE, INVENTORY — and see if the right thing happens.

Remember to save your program!