

# Hit Points Variables

Give player some hit points to start with

Increase hit-points if they make a good choice

Reduce hitpoints if they make a bad choice

Report hitpoints to player

Check to see if hit-points are equal to or less than zero

```
when clicked
  set hitpoints to 2
  say A vicious looking rat gnaws a bone in the tunnel ahead for 2 secs
  ask s=sneak past it a=attack it and wait
  if answer = s
    say As you sneak past it sniffs the air for 2 secs
    wait 1 secs
    say It returns to gnawing the bone for 2 secs
    change hitpoints by 2
  else
    say You draw your sword and charge forward for 2 secs
    say The rat snarls and hurls itself at you. for 2 secs
    say It's teeth sink into your arm for 2 secs
    say Howling in pain you shake it off for 2 secs
    say It runs of into the darkness for 2 secs
    change hitpoints by -3
  broadcast tunnel3
  say join You now have join hitpoints hitpoints for 2 secs
  if hitpoints = 0 or hitpoints < 0
    say Your character is dead for 2 secs
    stop all
```