

GoogleFu_ID	ItemName	ItemType
GoogleFu_Type	string	string
ID3	Letter	Object
ID4	Hammer	Object
ID5	Phone	Object
ID6	Money	Object
ID7	Lighter	Object
ID8	Key	Object
ID9	Door	Area
ID10	Partner	Area
ID11	Bed	Area
ID12	Trash Can	Area
ID13	Windows	Area
ID14	Bedside table	Area
ID15	Radio	Area
ID16	Lamp	Area
ID17	Armchair	Area
ID18	Hat stand	Area
ID19	Plants	Area
ID20	Rug	Area
ID21	Bottom Drawer	Area
ID22	Picture Frame	Area
ID23	String Lights	Area
ID24	Click1	Action
ID25	Click2	Action
ID26	Click3	Action
ID27	Click4	Action

GoogleFu_ID	AreaName	ActionName	Response
GoogleFu_Typ	string	string	string
ID3	Door	Click1	The Door is an affluent cultural symbol of a boundary. You find it hard to understand your instinct to leave...
ID4	Door	Click2	Indeed, leaving this space has an association with not caring about your partner's needs. This makes it really hard to leave, doesn't it? ...
ID5	Door	Click3	Oh how you've set up a nice little trap for yourself. A Master of No-Good Traps...
ID6	Door	Click4	You're a Trap Master with golden chains and locks and things that go snap. We recommend putting all those smarts into door opening.
ID7	Partner	Click1	The figure is your partner, and their responses guide your sense of self. Which is a common thing to do, and weird. Let's hope they don't see you as a shower curtain...
ID8	Partner	Click2	You also notice your partner is unhappy when you're not around, and so you find your input is necessary to their esteem...
ID9	Partner	Click3	You put a lot of your energy into them, and be there for them (to your own detriment at times)...
ID10	Partner	Click4	The snowman likeness you created to pretend you were around for your partner was a nifty, but surprisingly short-lived idea.
ID11	Bed	Click1	You recall hide & seek tactics from childhood, and how it is best to hide closest to the monster...
ID12	Bed	Click2	The hiding game and the bed are entwined in this symbolic game of Games...
ID13	Bed	Click3	You also recall tropes of stories where the mattress is a good place for hiding money. This forms another association...
ID14	Bed	Click4	You realise those mattress commercials really don't address all their potential markets.
ID15	Trash Can	Click1	The Trash Can is the symbol of a place one can discard things. What you choose to discard forms the crux of the task...
ID16	Trash Can	Click2	In this relationship scenario you discard things that are not compatible with the relationship...
ID17	Trash Can	Click3	Through conscious discardment, what competes with the relationship is revealed...
ID18	Trash Can	Click4	Remember what Apple taught us: the Trash Can is just an icon for a graphical user interface to interdimensional blackholes of storage.
ID19	Windows	Click1	The Windows represent what you are able to see of the outside world...
ID20	Windows	Click2	It has been a long time since you've been outside, indeed outside of this relationship room...
ID21	Windows	Click3	It is significant that you can't see the ground from your room view, only the very distant sky...
ID22	Windows	Click4	What are the Windows telling you? (Frankly, if they could speak they would just be spitting glass everywhere.)
ID23	Bedside table	Click1	The Bedside Table is often a place where special and necessary things are kept...
ID24	Bedside table	Click2	Could something so close to the bed be a place for you to keep things for yourself?...
ID25	Bedside table	Click3	The Bedside Table is a piece of furniture designed to serve a function. Does it serve you?...
ID26	Bedside table	Click4	Hurry up because when it grows up it wants to be outdoor furniture and you seem to like being inside rooms.
ID27	Radio	Click1	The Radio is representative of the messages you receive from the outside world...
ID28	Radio	Click2	What is it that you listen to in the world? What don't you listen to?...
ID29	Radio	Click3	What is it the world is trying to tell you? Is their choice actually what you need?...
ID30	Radio	Click4	You ponder why you pay attention to the evolutionary equivalent of elevator music.
ID31	Lamp	Click1	A Lamp can mean warmth. But it is different now because your partner used to intentionally leave the light on to keep you from resting...
ID32	Lamp	Click2	You need to work through why this friendly little thing seems to be so evil to you now...
ID33	Lamp	Click3	We want you to step away from the lamp for a moment...
ID34	Lamp	Click4	We encourage you to watch some cute cartoons of animated lamps to reprogramme yourself, and call lamps 'Wally' for a while.
ID35	Armchair	Click1	The Armchair is representative of comfort, your partner's comfort. You notice there is only room for one in your relationship room...
ID36	Armchair	Click2	You make sure your partner is comfortable, and not yourself. Whyyyyyy?...
ID37	Armchair	Click3	How does a norm become comfortable?...
ID38	Armchair	Click4	We need you to stop thinking about a chap named Norm and how he likes to stretch out in his chair with a can of beer. Focus.
ID39	Hat stand	Click1	Fashion is understood here as a transaction concerning the currency of physical worth...
ID40	Hat stand	Click2	In this instance, your partner regards your value according to the correlation between your attire and the preferred attire of others...
ID41	Hat stand	Click3	But in dressing like others, there is no conversation between you and the world, only recapitulation of the world...
ID42	Hat stand	Click4	Clothes as conversation. We want you to consider who is talking, and to consider buying that magic sock with the purple toes.
ID43	Plants	Click1	Plants in the context of a room represent Life...
ID44	Plants	Click2	In the context of the relationship, it is your responsibility to keep things alive...
ID45	Plants	Click3	The life of the relationship is dependent solely on what you put into it...

GoogleFu_ID	AreaName	ActionName	Response
ID46	Plants	Click4	Okay, so you have your partner to take care of, the room, the plants, life, and the universe. We suggest some low-maintenance orchids to get the ball rolling.
ID47	Rug	Click1	The idiom of sweeping something under the rug is invoked for this excursion...
ID48	Rug	Click2	What is important to hide?...
ID49	Rug	Click3	At this point consider also why you need to hide things in this relationship?...
ID50	Rug	Click4	But also consider what is small enough to hide under the rug? Yes, your self-worth will fit under there.
ID51	Bottom Drawer	Click1	The Bottom Drawer is often a place for hiding things...
ID52	Bottom Drawer	Click2	The Bottom Drawer can also be a place for putting aside objects that aren't currently in use...
ID53	Bottom Drawer	Click3	What will you put in the Bottom Drawer?...
ID54	Bottom Drawer	Click4	Socks, bottoms, and undergarments don't count in this important symbolic act.
ID55	Picture Frame	Click1	The Picture Frame is a declaration of interest. It shows the world what you are interested in...
ID56	Picture Frame	Click2	The Picture Frame can even declare what you identify With...
ID57	Picture Frame	Click3	What will you declare with this Picture Frame?...
ID58	Picture Frame	Click4	What do you want to tell your partner? That mysterious thing that lies on the bed, like a mutant decoration pillow.
ID59	String Lights	Click1	These String Lights represent a bit of joy in your relationship...
ID60	String Lights	Click2	They're pretty and invoke a bit of party into the room...
ID61	String Lights	Click3	String Lights don't usually last long though. The globes lose their light...
ID62	String Lights	Click4	We've gone from pretty lights to gloomy dysfunctional casings of yuck. But we won't judge, it is your relationship...

GoogleFu_ID	ItemID	TargetID	Response	IsObjectTrigger	IsLockTrigger	WorldObject [1]	Narative	UnmovedNarative	MovedBackResponse
GoogleFu_Type	string	string	string	boolean	boolean	string	string	string	string
ID3	Letter	Door	You place the Letter on the Door. Writing and thinking about leaving is not the act of leaving. These pens weren't made for walking...	FALSE	FALSE	void	void	void	void
ID4	Hammer	Door	Ah, you hit the Door with the Hammer. Normally this would leave a mark, but today in this special room.	FALSE	FALSE	void	void	void	void
ID5	Phone	Door	You dial in the number and ring the Door. The Door lets your call go to voicemail. Rude.	FALSE	FALSE	void	void	void	void
ID6	Money	Door	You throw Money at the Door. While the Door appreciates the tip, it does nothing.	FALSE	FALSE	void	void	void	void
ID7	Lighter	Door	You hold the Lighter Flame to the Door. It leaves a small burn mark, and now the Door is so not on your side.	FALSE	FALSE	void	void	void	void
ID8	Key	Door	Aha! That makes complete sense. But the Key to leaving is not with brass trinkets.	FALSE	FALSE	void	void	void	void
ID9	Letter	Trash Can	Like a post to a lonely blog, your place the Letter about your pain in the Trash Can. No-one can read it.	TRUE	FALSE	BinFull	You quickly walk by the Trash Can and drop the Letter, meaning you	void	void
ID10	Hammer	Trash Can	Like a resigned super hero at the end of the second act, you drop your Hammer (your strength) into the Trash Can.	TRUE	FALSE	BinFull	You throw your Hammer into the Trash Can. This means your partner	void	void
ID11	Phone	Trash Can	To throw the Phone into the Trash Can means you throw away a perfectly good device, and symbolically don't keep contact with your friends.	TRUE	FALSE	BinFull	You drop the Phone into the Trash Can. You don't tell anyone the big	void	void
ID12	Money	Trash Can	To throw Money into the Trash Can means you spend money on your partner and not yourself, or you were confused because your wallet looks like a bin.	TRUE	FALSE	BinFull	You pull out your wallet and let all your Money float into the Trash Ca	void	void
ID13	Lighter	Trash Can	To throw the Lighter into the Trash Can is to bury for own light. It is also unsafe if there are flammable items in there. You will not be the Fire Warden.	TRUE	FALSE	BinFull	From the other side of the room you throw your Lighter into the Tras	void	void
ID14	Key	Trash Can	To throw the Key into the Trash Can is to make a pretty "Ting!" sound, and throw away any chance of keeping something safe.	TRUE	FALSE	BinFull	You put your hand into your pocket and pull out the Key. You stare a	void	void
ID15	Letter	Windows	To throw the Letter at the Windows means you don't tell the world what is really happening in your relationship, and you need to do Paper Plane Refresher Course.	TRUE	FALSE	void	You step on the armchair and stick the Letter on the Window. By pla	void	void
ID16	Hammer	Windows	You throw the Hammer at the Windows. They have annoying-grade glazing and so it does nothing unfortunately.	FALSE	FALSE	void	void	void	void
ID17	Phone	Windows	You try to put the Phone on the Windows but you cannot reach, sorry.	FALSE	FALSE	void	void	void	void
ID18	Money	Windows	You throw Money at the Windows. They now have a new paint job.	FALSE	FALSE	void	void	void	void
ID19	Lighter	Windows	You flick on the Lighter and hope that it is seen by outside. But you'll need a lot of mirrors angled just right to make that happen.	FALSE	FALSE	void	void	void	void
ID20	Key	Windows	The Windows aren't locked and so the Key doesn't do anything but make a "Cling!" sound.	FALSE	FALSE	void	void	void	void
ID21	Letter	Bedside table	To place the Letter your scried about the truth of your relationship in the Bedside Table is to hide it. Pity, you used lovely calligraphy.	TRUE	FALSE	BedDrawOpen	You wait until no-one was around and then hide the Letter in the Bed	void	void
ID22	Hammer	Bedside table	To place the Hammer in the Bedside Table is to put your symbolic strength (and ability to upholster) away.	TRUE	FALSE	BedDrawOpen	You grip the Hammer and stare at it. You decide to place it in the Be	void	void
ID23	Phone	Bedside table	To place your Phone in the Bedside Table is to push your support network away. Support structures are really important for tight-rope walkers and escapees.	TRUE	FALSE	BedDrawOpen	You scroll through your contacts on your phone. Then you place the	void	void
ID24	Money	Bedside table	To stash Money into the Bedside Table is to keep some money for yourself. That "Philosophers of History Wind Chime" is within your grasp!	FALSE	TRUE	BedDrawOpen	You pull out your Wallet and looked at your funds. You decide to put	void	void
ID25	Lighter	Bedside table	To put the Lighter in the Bedside Table is to keep a part of yourself safe. Like an orange flame beacon dancing in the drawer.	FALSE	TRUE	BedDrawOpen	You flick Lighter and stare at the flame. It dances its golden sway. Y	void	void
ID26	Key	Bedside table	To place the Key in the Bedside Table is to value keeping parts of yourself secure. You're on a roll!	FALSE	TRUE	BedDrawOpen	The Key dangles around your neck. You unclasp it and hold the key i	void	void
ID27	Letter	Lamp	You place the Letter on the Lamp. It rests for a moment and then slides to the ground.	FALSE	FALSE	void	void	void	void
ID28	Hammer	Lamp	You look at the Lamp and try to see where the Hammer would fit. After 10 minutes you admit it doesn't fit anywhere.	FALSE	FALSE	void	void	void	void
ID29	Phone	Lamp	You call up the Lamp. It answers, but just hums.	FALSE	FALSE	void	void	void	void
ID30	Money	Lamp	You give the Lamp money and it appreciates it but has no use for currency.	FALSE	FALSE	void	void	void	void
ID31	Lighter	Lamp	You offer the Lighter to the Lamp and it is offended.	FALSE	FALSE	void	void	void	void
ID32	Key	Lamp	You cannot put the Key on the Lamp, despite the fact that it would make a fascinating shadow.	FALSE	FALSE	void	void	void	void
ID33	Letter	Armchair	To leave the Letter here for all to see is to leave clues that you plan to leave. Which is not the best Escape Plan.	TRUE	FALSE	ArmchairObject	You leave the Letter about the truth of the relationship on the Armch	void	void
ID34	Hammer	Armchair	To leave a Hammer there is to show your partner your strength. They prefer you to be dependent on them, like chewing-gum on the sole of a shoe.	TRUE	FALSE	ArmchairObject	You drop the Hammer onto the Armchair cushion, and so leave your	void	void
ID35	Phone	Armchair	To place the Phone there is to reveal your conversations with friends to your partner. We're not talking about gingerbread debates either.	TRUE	FALSE	ArmchairObject	You leave the Phone on the Armchair for your partner to find. They s	void	void
ID36	Money	Armchair	To drop Money on the Armchair is to leave money lying around. While it looks cool, it means you won't be getting new underwear for a while.	TRUE	FALSE	ArmchairObject	You leave the Money on the Armchair for your partner to find, and so	void	void
ID37	Lighter	Armchair	To leave the Lighter on the Armchair is a common party mistake, and is to give away a part of yourself, your inner light.	TRUE	FALSE	ArmchairObject	You drop the Lighter onto the Armchair for your partner to find, giving	void	void
ID38	Key	Armchair	To leave the Keys on the Armchair is to give your partner (and anyone) access to all parts of yourself. Like a psychological transparent raincoat.	TRUE	FALSE	ArmchairObject	You drop the Key on the Armchair for your partner to find, giving you	void	void
ID39	Letter	Hat stand	To hide the Letter in the Clothes means you cover up your fears in a carefully crafted appearance of looking effortlessly good.	TRUE	FALSE	void	You fold up the Letter and place in one of the pockets of the Clothes.	void	void
ID40	Hammer	Hat stand	To hide the Hammer amongst the Clothes is to your conceal unique strengths in the fashion of others.	TRUE	FALSE	void	You find a deep pocket and hide the Hammer amongst the Clothes.	void	void
ID41	Phone	Hat stand	To conceal the Phone in the Clothes means your new appearance has attracted people that aren't your friends. Pretend hugs and fake likes aho!	TRUE	FALSE	void	The Phone concealed in Clothes means your new appearance has att	void	void
ID42	Money	Hat stand	In this scenario, putting Money into your appearance means you invest in being attractive to your partner...and they're into fluorescent lederhosen.	TRUE	FALSE	void	Money and Clothes means you put effort into changing your appeara	void	void
ID43	Lighter	Hat stand	To place the Lighter in the Clothes doesn't mean you set them alright. In this symbolic scenario is means you conceal your true self. Sorry for the lack of FIRE.	TRUE	FALSE	void	To place the Lighter in the Clothes is to conceal your true self. You a	void	void
ID44	Key	Hat stand	To Hide the Key in the Clothes means you successfully keep some of your personality in your appearance. Those rubber duck earrings look great!	FALSE	TRUE	void	You place the Key in a pocket of the Clothes, which means you succ	void	void
ID45	Letter	Plants	You cannot bury the Letter in the Plants, it will get dirty and irritate the roots.	FALSE	FALSE	void	void	void	void
ID46	Hammer	Plants	You cannot place the Hammer in the Plants, it will be obvious and rust.	FALSE	FALSE	void	void	void	void
ID47	Phone	Plants	You cannot place the Phone in the Plants, they despise remote conversations.	FALSE	FALSE	void	void	void	void
ID48	Money	Plants	You cannot place Money in the Plants, it will get soggy.	FALSE	FALSE	void	void	void	void
ID49	Lighter	Plants	You cannot place the Lighter in the Plants, it will rust.	FALSE	FALSE	void	void	void	void
ID50	Key	Plants	You cannot hide the Key in the Plants as it is always the first place people look.	FALSE	FALSE	void	void	void	void
ID51	Letter	Picture Frame	To place the Letter in the Frame is to pledge to take sole responsibility for the relationship. Which doesn't make sense in any the logic of any universe.	TRUE	FALSE	PaintingLetter	You spend the afternoon putting the Letter in the Frame, and so pled	void	void
ID52	Hammer	Picture Frame	You cannot Frame a Hammer. But we like the sentiment.	FALSE	FALSE	void	void	void	void
ID53	Phone	Picture Frame	You cannot Frame a Phone, but you know that.	FALSE	FALSE	void	void	void	void
ID54	Money	Picture Frame	To Frame the Money is to make it clear to your partner how much you spend on them. They don't like the unbalanced nature of the relationship being exposed.	TRUE	FALSE	void	You stick Money to the Picture Frame and this just makes your partn	void	void
ID55	Lighter	Picture Frame	You flick on the Lighter and hold it to the Picture. There is no secret message unfortunately (though that would be cool).	FALSE	FALSE	void	void	void	void
ID56	Key	Picture Frame	You successfully hide the Key to your secret Items behind the Frame. Clever move!	FALSE	TRUE	void	You stick the Key to the back of the Picture frame, which means you	void	void
ID57	Letter	Partner	Giving the Letter to your Partner means you pledge to give your partner no accountability in the relationship. It wasn't them!	TRUE	FALSE	void	You give your Partner the Letter, revealing all your concerns and ope	void	void
ID58	Hammer	Partner	By giving your strength to your Partner, you give them permission to be the angry one in the relationship. Angry Pirds, or something.	TRUE	FALSE	void	You give your Hammer to your Partner, which means you live with y	void	void
ID59	Phone	Partner	By giving your Partner your Phone, you give your work contacts to your partner to further their career at a cost to your own.	TRUE	FALSE	void	You give your Partner your Phone, supporting your partner's career.	void	void
ID60	Money	Partner	By giving your Partner most of your income you create a contract where Money equals love, but for some reason it doesn't go both ways.	TRUE	FALSE	void	You give your Partner all your Money, and so actuate detrimental sel	void	void
ID61	Lighter	Partner	The transaction of giving your Partner the Lighter represents giving away your great inner glow, and a flame-making tool.	TRUE	FALSE	void	You let your Partner always take the Lighter, which means you give t	void	void
ID62	Key	Partner	The passing over of a Key to your Partner signifies the giving of access, which is not returned. Think of your relationship as a one-way pet door flap.	TRUE	FALSE	void	You ceremoniously give your Partner the Key. You give access to all	void	void
ID63	Letter	Rug	By hiding the Letter under the Rug, you don't say what you feel. Your true feelings are there just waiting to be vacuumed (which will be next Spring).	TRUE	FALSE	RugFlip	You slip the Letter under the Rug, which means you hide the truth of	void	void
ID64	Hammer	Rug	You cannot hide the Hammer under the Rug as everyone will trip over it and so it won't be hidden. We need you to concentrate.	FALSE	FALSE	void	void	void	void
ID65	Phone	Rug	You cannot hide the Phone under the Rug because that square shape will be seen. We love your work, but this is a really bad hiding place for a phone.	FALSE	FALSE	void	void	void	void
ID66	Money	Rug	By hiding Money under the Rug you keep Money aside for yourself. An investment in yourself. Your stock just went way up, baby.	FALSE	TRUE	RugFlip	You quickly stash Money under the Rug, which means to put money	void	void
ID67	Lighter	Rug	You cannot hide the Lighter under the Rug. That little lump will be obvious, and give away the entire Escape Plan.	FALSE	FALSE	void	void	void	void
ID68	Key	Rug	By hiding the Key under the Rug you secure what is important to you. Your passport documentation, box of Lego, and those flattering undies are totally safe.	FALSE	TRUE	RugFlip	You wait until no-one is around and then flip the Rug and hide the Ke	void	void
ID69	Letter	Bed	The hiding of the Letter under the Mattress means you keep the painful truth of the relationship a secret. If only the truth was always accompanied with drums.	TRUE	FALSE	void	You lift the Mattress and hide the Letter under it. You hide the truth a	void	void
ID70	Hammer	Bed	To place the Hammer under the Mattress is to hide your strength. You need to let your inner Rah! free.	TRUE	FALSE	void	You hide the Hammer under the Mattress and so doubt your own will	void	void
ID71	Phone	Bed	To place the Phone under the Mattress is to stop contacting your friends to show your partner they are the priority. Ahem, love is not like that.	TRUE	FALSE	void	You hide the Phone under the Mattress and so can't contact friends	void	void
ID72	Money	Bed	To hide the Money under the Mattress means you keep some money for yourself. You know, like a proper grown-up person.	FALSE	TRUE	void	You quickly stash Money under the Mattress, and so have cash for y	void	void
ID73	Lighter	Bed	Hiding the Lighter under the Mattress represents concealing your light. It is so awesomely pretty too. Sad face.	TRUE	FALSE	void	You hide the Lighter under the Mattress and so thwart what you're u	void	void

GoogleFu_ID	ItemID	TargetID	Response	IsObjectTrigger	IsLockTrigger	WorldObject [1]	Narative	UnmovedNarative	MovedBackResponse
ID74	Key	Bed	To hide the Key under the Mattress is to keep some parts of your life to yourself. It is the awesome parts too, like laughing with friends, and cupcakes.	FALSE	TRUE	void	You hide the Key under the Mattress, keeping some parts of your life	void	void
ID75	Letter	Bottom Drawer	To place the Letter in the Beside Table is to hide your concerns from your partner and friends. Imagine a whole crowd of us yelling Nooooo!	TRUE	FALSE	DresserOpen	You slide the Letter into the Bottom Drawer, and so keep the truth of	void	void
ID76	Hammer	Bottom Drawer	To place the Hammer in the Bottom Drawer is to hide your strength. Pity, you look great in your cape.	TRUE	FALSE	DresserOpen	You place the Hammer in the Bottom Drawer and so don't balue your	void	void
ID77	Phone	Bottom Drawer	To place the Phone in the Bottom Drawer is to stop contacting your friends. Some were not really friends anyway, but some are awesome!	TRUE	FALSE	DresserOpen	You place the Phone in the Bottom Drawer and so don't nurture your	void	void
ID78	Money	Bottom Drawer	The action of putting the Money in the Bottom Drawer represents keeping some money for yourself. Great move student of the room, you're doing well.	FALSE	TRUE	DresserOpen	You stash some Money in the Bottom Drawer, making sure you have	void	void
ID79	Lighter	Bottom Drawer	The action of placing the Lighter in the Bottom Drawer represents in this Game of games you keeping a part of yourself safe.	FALSE	TRUE	DresserOpen	You pop the Lighter into the Bottom Drawer and so value your inner I	void	void
ID80	Key	Bottom Drawer	To place the Key in the Bottom Drawer is to secure what is important to you. Imagine a wall of gold with tons of locks.	FALSE	TRUE	DresserOpen	You lock the Bottom Drawer, which means value of parts of yourself.	void	void
ID81	Letter	Radio	You cannot place the Letter in the Radio. Symbolically it is an interesting move, but we're adhering to the laws of physics here.	FALSE	FALSE	void	void	void	void
ID82	Hammer	Radio	You cannot place the Hammer in the Radio. The hammer is a symbol by the way.	FALSE	FALSE	void	void	void	void
ID83	Phone	Radio	You cannot place the Phone in the Radio. Just bringing it close to the radio sets off all this feedback which annoys everyone.	FALSE	FALSE	void	void	void	void
ID84	Money	Radio	You cannot place the Money in the Radio. Which is perhaps why radio stations need some funds.	FALSE	FALSE	void	void	void	void
ID85	Lighter	Radio	You cannot place the Lighter in the Radio. Technically you could open the casing and place the lighter inside it. But it would't make an interesting artistic point.	FALSE	FALSE	void	void	void	void
ID86	Key	Radio	You cannot place the Key in the Radio. There are better places for the key...	FALSE	FALSE	void	void	void	void
ID87	Letter	String Lights	You hold the Letter up in the air and see the String Lights shine through it. Nice moment.	FALSE	FALSE	void	void	void	void
ID88	Hammer	String Lights	You throw the Hammer at the String Lights. Thankfully your aim is terrible.	FALSE	FALSE	void	void	void	void
ID89	Phone	String Lights	You call up the String Lights. They answer and giggle for ages.	FALSE	FALSE	void	void	void	void
ID90	Money	String Lights	You consider giving the String Lights money but remember that they have no use for such things.	FALSE	FALSE	void	void	void	void
ID91	Lighter	String Lights	You flick on the Lighter and hold it up to the String Lights. There is a magical moment of yellow.	FALSE	FALSE	void	void	void	void
ID92	Key	String Lights	You throw the Key to the String Lights and it falls to the ground. You find the key again, and note the ineffectiveness of the move.	FALSE	FALSE	void	void	void	void

GoogleFu_ID	Data Type	Value
GoogleFu_Type	string	
NullResponse	Text	You have chosen to no longer create escape games. We at the New School of the Game of games hope this means a Successful Acceleration of the Magister Ludi State has occurred.
AnyItemsResponse	Text	Your Escape Room Construction meant you were stuck in the room for (0) years.
AnyUnlockResponse	Text	Your Escape Room Construction meant you Designed a Room you could Actually Escape! You are On The Path Magister.
NotificationsOrLocksRespo	Text	Congratulations game of Games Student. You Designed a Room that you Escaped Immediately. Indeed, you Avoided all the Years of Figuring out how to Leave. Master Ludi!
Intro	Text	Welcome to the Bedroom, the second in this Triary of Excursions. Due to physical intimacies and social norms, the bedroom has an equivalency with relationships. To enter this room therefore is to enter into a relationship that in the spirit of this study entails degrees of self-denial. The degree of self-denial is upon you and your choices. You are alone in this important excursion. (Sure, we're here). But It Is A Journey You Must Take On Your Own (with us)
Credits1	Text	A Universe Creation 101 Production in collaboration with Soundplay Interactive and Attract Mode Games
Credits2	Text	A special commission for Experiment's 6th International Biennial of Media Art
Credits3	Text	Writer-designer-director: Christy Dena, Artist: Marigold Bartlett, Sound Artist: Trevor Dikes, Programmer: Cameron Owen, Installation Carpenter: Greg Quincey, Desk Graffiti: Akahay, Pete, Martin
Credits4	Text	Excerpts of "The Man Named X" from Jay Richard Kennedy's 1944-1952 CBS and NBC radio drama
Credits5	Text	From the New School of the Game of games, with Gracious and Humble Thanks to the Order of the Game, the Master of the Game, Joseph Knecht; the Inventor of the Game, Bastian Perrot of Calv, and the Scribe of the Game, Hermann Hesse.
Credits6	Link	www.UniverseCreation101.com/Magister-Ludi
Intro1	Text	A Universe Creation 101 production for Experiment's 6th International Biennial of Media Art
Intro2	SceneLink_Intro	Begin Magister Ludi Game
Intro3	Text	Following the Public Dissemination of the Life of Ludi Magister Josephus III, we offer you this Accelerated Game of games. The Rules and Applications have been developed to encompass the Secret Language of Programming along with the ancient integrations of Music, Visual Art, and Psychology. Of particular interest to Young Scholars of the Game is the ability of the System to be encoded with complex realisations for transmission and affect. As a first step of Study, we attended the G

Misc Data Validation	
Boolean False	Boolean True
FALSE	TRUE

[1] This is for the programming side of things so I can attach a common bit of functionality to an interaction