

"Failing a task" right afterwards.

wait:2

show:If you have to buy one or more of these things, type "BUY" in the upcoming textbox.

If you can't do this task for some reasons, you should enter "STOP" in the textbox and select the punishment "Failing a task" right afterwards.

Otherwise type "GO" in the textbox or leave it blank.

asktext:Your choice:

```
; ***  
; *** Let the sub a chance to escape  
; ***
```

choice:I have to buy one or more of these things, Sorry Mistress, I can't do this task yet, I want to have a smooth skin and shiny hair

if:LASTASK==1

```
; ***  
; *** Sub has to buy some things  
; ***
```

show:Ok, SNAME, for this time it's ok, but you should ensure, that you have all these things available next time.

button:Thank you, Mistress

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if:LASTASK==2

```
; ***  
; *** Hm, sub is bothered? This should not be an option normally, but... ;-)  
)
```

show:Hm, ok, for this time you can escape. But you have to choose the punishment "Failing a task" as soon as possible. Otherwise I could think about talking to PNAME...

button:I'm sorry Mistress, I will punish me.

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if:LASTASK==3

show:Ok, here should be the action. I know what to do, I simply need some more time to create the code. Come back later this week.

button:Yeah, I'm waiting for a messy experience ;-)

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Last update: **2017/03/27 16:48**