

```
Title:wheel of misfortune - chastity version
Sex: Female T Male T Trans T
Require: chastity
Limits: Chastity
;Animated wheel to choose a forfeit. Chastity version.
;
;Thanks to Scott2 for his ideas! It would have taken me ages to work out how
to get the wheel to stop on each colour :)
;
;TEMP9 picks a number between 1 and 6 to determine the outcome of the spin.
settemp9:Math.floor((Math.random()*6)+1)
;TEMP8 defines the initial gap between each frame. This is then increased by
a factor of 1.2 after all 12 frames have been shown to make the wheel slow
down smoothly.
settemp8:100
;
;*** section to define a forfeit for each colour ***
;
settemp2:'1 hour is added to your chastity time'
settemp3:'3 hours are added to your chastity time'
settemp4:'6 hours are added to your chastity time'
settemp5:'12 hours are added to your chastity time'
settemp6:'24 hours are added to your chastity time'
settemp7:'48 hours are added to your chastity time'
;
;*** intro ***
;
image: taskimg/wheel1.jpg
show:Hello, SNAME. Welcome to my Wheel of Misfortune. Each colour represents
a different forfeit for you...
button:Yes, DTITLE DNAME.
show:If the wheel lands on red, 'TEMP2'.
button:Yes, DTITLE.
image: taskimg/wheel3.jpg
show:If the wheel lands on purple, 'TEMP3'.
button:Yes, DTITLE.
image: taskimg/wheel5.jpg
show:If the wheel lands on blue, 'TEMP4'.
button:Yes, DTITLE.
image: taskimg/wheel7.jpg
show:If the wheel lands on green, 'TEMP5'.
button:Yes, DTITLE.
image: taskimg/wheel9.jpg
show:If the wheel lands on yellow, 'TEMP6'.
button:Yes, DTITLE.
image: taskimg/wheel11.jpg
show:If the wheel lands on orange, 'TEMP7'.
button:Yes, DTITLE.
show:OK, SNAME. Press the button the spin the wheel and choose your fate...
button:Spin!
;
```

```
;
;*** section that animates the wheel ***
loop:6
;
image:taskimg/wheel1.jpg
waitm:TEMP8
image:taskimg/wheel2.jpg
waitm:TEMP8
image:taskimg/wheel3.jpg
waitm:TEMP8
image:taskimg/wheel4.jpg
waitm:TEMP8
image:taskimg/wheel5.jpg
waitm:TEMP8
image:taskimg/wheel6.jpg
waitm:TEMP8
image:taskimg/wheel7.jpg
waitm:TEMP8
image:taskimg/wheel8.jpg
waitm:TEMP8
image:taskimg/wheel9.jpg
waitm:TEMP8
image:taskimg/wheel10.jpg
waitm:TEMP8
image:taskimg/wheel11.jpg
waitm:TEMP8
image:taskimg/wheel12.jpg
waitm:TEMP8
;
settemp8:(TEMP8*1.2)
;
endloop:
;
;*** section to display the outcome chosen by TEMP9 ***
;
image:taskimg/wheel1.jpg
waitm:TEMP8
;
if:TEMP9 == 1
show:Red!
wait:5
show:'TEMP2'
addchastity:1 hour
button:Yes, DTITLE DNAME.
goto:endspin
fi:
;
image:taskimg/wheel2.jpg
waitm:TEMP8
```

```
image:taskimg/wheel3.jpg
waitm:TEMP8
;
if:TEMP9 == 2
  show:Purple!
  wait:5
  show:'TEMP3'
  addchastity:3 hours
  button:Yes, DTITLE DNAME.
  goto:endspin
fi:
;
image:taskimg/wheel4.jpg
waitm:TEMP8
image:taskimg/wheel5.jpg
waitm:TEMP8
;
if:TEMP9 == 3
  show:Blue!
  wait:5
  show:'TEMP4'
  addchastity:6 hours
  button:Yes, DTITLE DNAME.
  goto:endspin
fi:
;
image:taskimg/wheel6.jpg
waitm:TEMP8
image:taskimg/wheel7.jpg
waitm:TEMP8
;
if:TEMP9 == 3
  show:Green!
  wait:5
  show:'TEMP5'
  addchastity:12 hours
  button:Yes, DTITLE DNAME.
  goto:endspin
fi:
;
image:taskimg/wheel8.jpg
waitm:TEMP8
image:taskimg/wheel9.jpg
waitm:TEMP8
;
if:TEMP9 == 5
  show:Yellow!
  wait:5
  show:'TEMP6'
  addchastity:24 hours
  button:Yes, DTITLE DNAME.
```

```
goto:endspin
fi:
;
image:taskimg/wheel10.jpg
waitm:TEMP8
image:taskimg/wheel11.jpg
waitm:TEMP8
;
if:TEMP9 == 6
    show:Orange!
    wait:5
    show:'TEMP7'
    addchastity:48 hours
    button:Yes, DTITLE DNAME.
    goto:endspin
fi:
;
;
label:endspin
;
show:Now thank me for adding time to your chastity sentence, slave.
button:Thank you, DTITLE DNAME.
show:Good. I think we're done here for now...
button:Yes, DTITLE DNAME.
;
;
```

From:
<https://play-link.com/wiki/> - **PlayLink**

Permanent link:
https://play-link.com/wiki/doku.php?id=tasks:wheel_of_misfortune_-_chastity_version

Last update: **2018/06/06 14:54**

