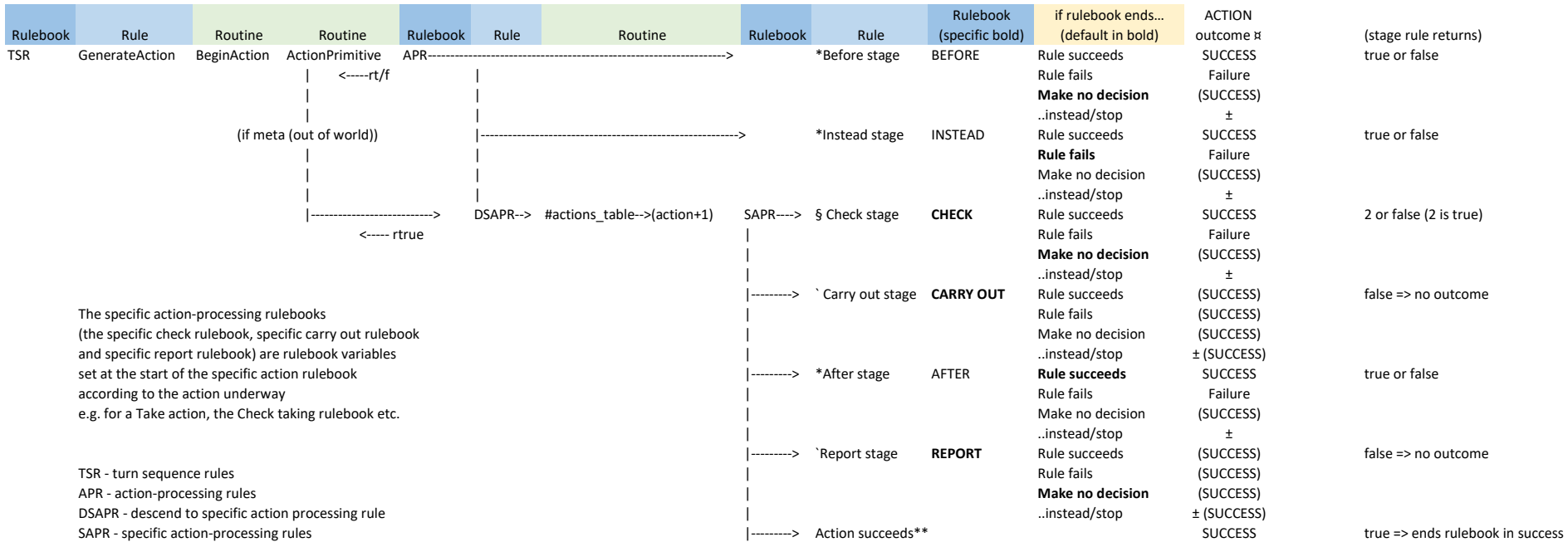


## A simplified schema of action-processing rules and rulebooks



The specific action-processing rulebooks (the specific check rulebook, specific carry out rulebook and specific report rulebook) are rulebook variables set at the start of the specific action rulebook according to the action underway e.g. for a Take action, the Check taking rulebook etc.

TSR - turn sequence rules  
 APR - action-processing rules  
 DSAPR - descend to specific action processing rule  
 SAPR - specific action-processing rules

\* (abides by the associated rule book)  
 § (anonymously abides by the associated rulebook)  
 ` (follows the associated rule book)

± bracketed outcomes are those which will ensue if no subsequent rule makes a decision

± decide this rulebook, with success/failure/no outcome as decided by the rule/action just called, or by the last preceding rule e.g. *try looking instead / follow the inedible item rules instead. / try looking; stop the action.*  
 NB follow <rules ending in no outcome> instead will, unlike `make no decision', immediately end APR and the action with no outcome (This means, in contrast to an explicit 'make no decision' ending, that the action, not having succeeded, will subsequently return false to 'If we have...')  
 \*\* this rule ensures that if no other rulebook makes a decision, (or stops the rulebook with no outcome) SAPR succeeds by default and this result feeds back via DSAPR +/- APR to ActionPrimitive(), so that the action is logged as having succeeded at least once and 'if we have...' becomes true.

#actions\_table is a compiler-generated constant pointer to the game file's action table- also a creation of the compiler  
 The specific entry for an action calls the relevant VerbSub(), which after setting action parameters for meta, keep\_silent, and the action-specific rulebooks for Check <action>, Carry out <action>, Report <action>, goes on to call the SpecificActionProcessingRulebook.

bracketed results (SUCCESS) indicate the outcome of the action if no subsequent rulebook intervenes by making a decision (by returning true)  
 Note that BEFORE, INSTEAD, CHECK, AFTER stage rules can decide the action, but not CARRY OUT or REPORT (which both always return false)