



COC

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**[TRPGKP]**



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[illegible][illegible]

A horizontal number line with vertical tick marks at every integer from 0 to 20. The number 20 is written in the center of the line, above the tick mark for 20.

[illegible][illegible]

```

00000000 2-5 00000000 20 00000000000000000000 PL 0000 BAD END

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KP()

1.

[illegible][illegible]



NormalEnd GoodEnd SAN 0/1



0:

0:

0:

0:

0: 0! GoodEnd →



0:

0:

0:

0: → GoodEnd

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[illegible][illegible]

:  (  )

0: SAN0/1

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□□:POT10□□ HP-5HP-10 → EndHospital

□□:POT20□□HP-10□□→EndHospital□□

SAN1/1D6 SAN1/1D4

( )

[illegible][illegible]

□ □ : □ □ □ □ □ □ □ □ □ □ □ □ □ □

[illegible][illegible]

POT16 CON HP-8 HP-16 → End Hospital

SAN1/1D4

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[illegible][illegible]

A diagram showing base ten blocks. On the left, there are two tens rods, each composed of ten units cubes. To the right of these rods is a colon. To the right of the colon are twelve individual units cubes.

0: " " SAN1/1D8

[illegible][illegible][illegible]

A horizontal bar composed of 16 rectangular segments. The first segment is red and contains the text "SAN0/1" in white. The remaining 15 segments are grey and empty.

[illegible]

□□: SAN ID3/ID10→NormalEnd(SAN□□5□□EndHospital)

→BadEnd

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
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GOODEND

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[[ :SAN+1

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NormalEND-hospital

[[ : [[ [[ [[ [[ [[ HP [[ MP [[ 0 [[ [[ [[ [[ [[ [[ [[ [[ [[ [[ [[



[[ : [[ [[ [[ [[ +5

SAN+1

NormalEND

[[ : [[ [[ [[ [[ [[ [[ [[ [[ [[ [[ [[ [[ [[ [[ [[ [[



[[ :SAN+1 [[ [[ : [[ +5

[[ [[ ×1 ( [[ [[ [[ [[ [[ +10 )

# BADEND

[illegible]

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https://forum.gamer.com.tw/C.php?bsn=60429&snA=754

<https://www.youtube.com/embed/SI26x9ZsIdM>