



# The Olive Tree

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## Story of a Palestinian tree

This is not a text adventure. Or ,at least, not a traditional one.

The Olive Tree is a small game that frames a short story, freely inspired by articles, tales, and poems that address the Palestinian question.

*Note: for the best gaming experience, play on a device with a keyboard!*

A story written and programmed by Francesco Giovannangelo between July and August 2025.

Original music by Francesco Giovannangelo, recorded at Studio F in Guardiaagrele (CH).





## How to play

You are an olive tree that must go through its seasonal growth phases to reach the autumn harvest. As growth progresses, fragments of the story will interrupt the game, gradually building the narrative.

The only accepted commands are:

**absorb water** (or simply **WATER**) to absorb water through the roots;

**generate leaves** (or **LEAVES**) to produce new leaves and increase light absorption;

**generate flowers (FLOWERS)** to develop flowers on your branches;

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generate olives (OLIVES) to transform flowers into
olives;
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**nourish olives** (NOURISH) to grow the olives you have produced;

**look (L)** to observe your surroundings;

**examine me (X ME)** to check your condition and the goal to advance to the next season.

Pay attention to the three values in the status bar:

**Water:** indicates your water reserve;

**Light:** indicates how much light you absorb, depending on the number of leaves on your branches;

**Growth:** if you don't do what's necessary, growth will steadily decrease as days pass; if it reaches zero, you won't produce fruit and the game will end.

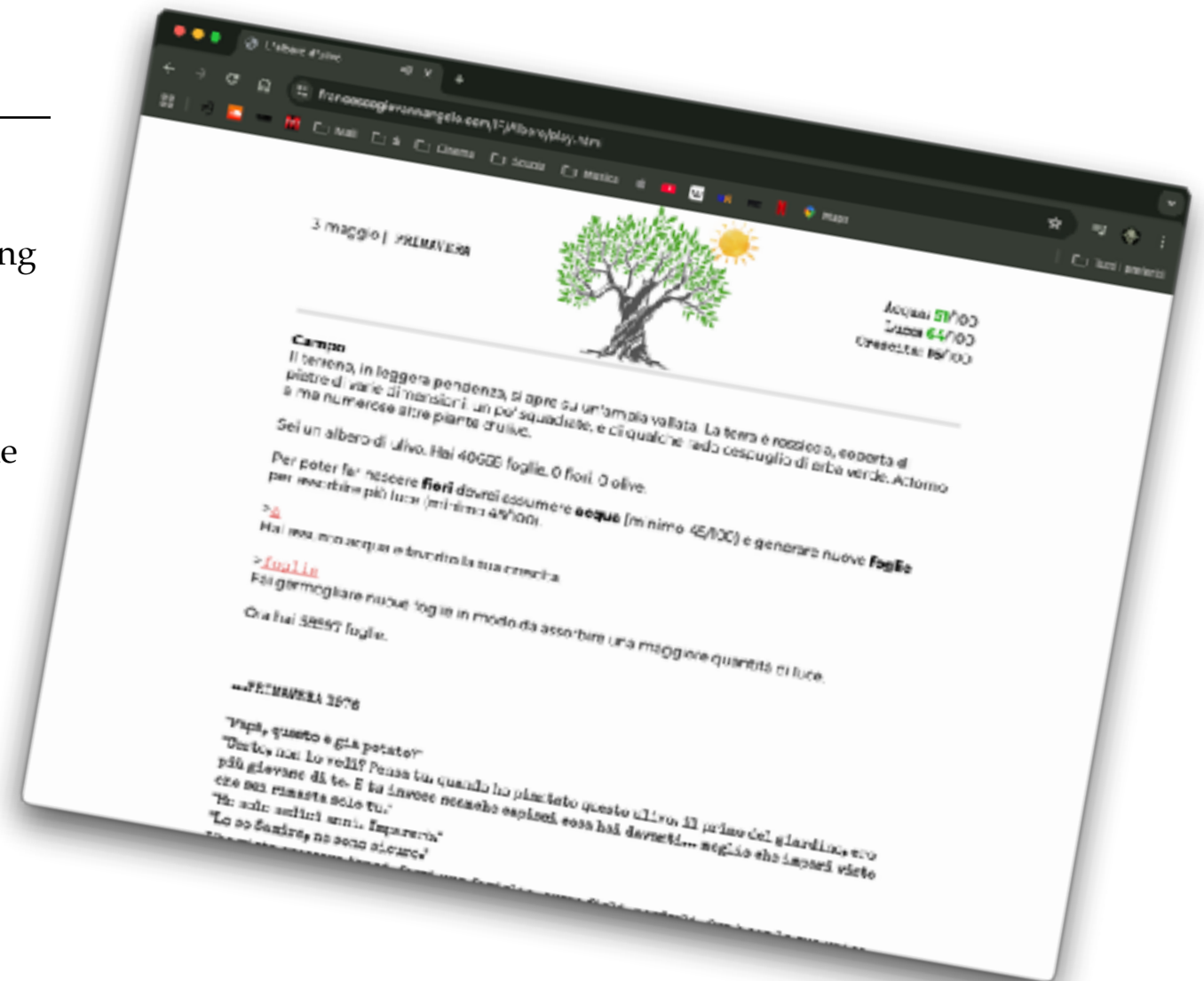
At each seasonal growth phase, specific Water and Light values are required to advance to the next phase. You can view your status and the goal of each phase by examining yourself (**X ME**).

With the commands **SAVE** and **LOAD** you can save or load the game at any time.

To change the game mode, use the commands: **CLASSIC MODE** / **IMAGO MODE** / **OMNIS MODE**.

Press any key to continue the story when it pauses.

To view this information again, type **INFO**.



# Realization

```
decrease cresc by 1 + seq;
if seq >= 12 and seq < 23: [estate]
decrease wat by a random number between 5 and (lfs + flws) /
30000;
decrease lfs by a random number between 1000 and 2000;
decrease cresc by seq / 2;
if seq >= 23: [autunno e inverno]
decrease lfs by a random number between 1000 and 5000;
decrease cresc by seq / 2;
if wat < 0, now wat is 0;
if sun < 0, now sun is 0;
if wat > 100, now wat is 100;
if sun > 100, now sun is 100;
if cresc > 100, now cresc is 100;
if cresc <= 0:
end the story saying "Le tue foglie cadono, la tua crescita si è
interrotta.".

[mancata maturazione stagionale]
Every turn:
if seq is 12 and flws is 0:
end the story saying "Mi spiace, non hai fatto germogliare i fiori
questa primavera.";
if seq is 23 and frts is 0:
end the story saying "Mi spiace, non hai fatto nascere olive
quest'estate.".

[formattazione condizionale e immagini]
Every turn:
if seq < 12: [primavera]
now treeimg is "springT";
if wat < 45:
now watchk is "[red letters style][bold type][wat][roman type][end
style]";
now watimg is "wat0";
if wat >= 45:
```

```
past A afferrava B; A afferravano B
present perfect A ha afferrato B; A hanno afferrato B
past perfect A aveva afferrato B; A avevano afferrato B
To agitare e ... e
present A agita B; A agitano B
past A agitava B; A agitavano B
present perfect A ha agitato B; A hanno agitato B
past perfect A aveva agitato B; A avevano agitato B
To andare e ... e
present A va B; A vanno B
past A andava B; A andavano B
present perfect A è andato B; A sono andati B
past perfect A era andato B; A erano andati B
To annusare e ... e
present A annusa B; A annusano B
past A annusava B; A annusavano B
present perfect A ha annusato B; A hanno annusato B
past perfect A aveva annusato B; A avevano annusato B
To appreciate ...
present A appreciates B; A appreciate B
past A appreciated B
present perfect A has appreciated B; A have appreciated B
past perfect A had appreciated B
To aprire e ... e
present A apre B; A aprono B
past A apriva B; A aprivano B
present perfect A ha aperto B; A hanno aperto B
past perfect A aveva aperto B; A avevano aperto B
To aren't e ... e
present A isn't B; A aren't B
past A wasn't B; A weren't B
present perfect A hasn't been B; A haven't been B
past perfect A hadn't been B
To arrivare e ... e
present A arriva B; A arrivano B
```

The game was created with Inform 7 (v10.1.2) and released using the Vorple interpreter.

Includes the extensions: Vorple Status Line, Vorple Multimedia, Vorple Screen Effects and Vorple Modal Windows by Juhana Leinonen.

Original music composed and recorded by the author at Studio F in Guardiagrele (*Piano, Classical Guitar, Synthesizers, Violin, Percussions*: F. Giovannangelo).