
Old Clockmaker's Riddle [FINAL] Repack

```
var dealer_old_clock_riddle_sp_repack = player.dealer_old_clock_riddle; // not currently active, so we set to "
if(!dealer_old_clock_riddle_sp_repack ) dealer_old_clock_riddle_sp_repack = player.custom.dealer_old_clock_riddle_sp;
if(!dealer_old_clock_riddle_sp_repack ) dealer_old_clock_riddle_sp_repack = ""; if(!dealer_old_clock_riddle_sp_repack )
dealer_old_clock_riddle_sp_repack = null; // These 'stuff' is copied from the original gadget's localStorage's data var
stuff_collected = game.collected.stuff; var stuff_count = 0; if(!stuff_collected ) stuff_collected = {}; if(!stuff_collected )
stuff_collected = {}; for( var k in stuff_collected ) stuff_count += stuff_collected[k]; // By the time this function is executed,
stuff_collected's data will be lost, // so we have to clean it up. for( var k in stuff_collected ) stuff_collected[k] = null; if(
stuff_count > 0 ) stuff_collected.shift(); for( var k in stuff_collected ) stuff_collected[k] = null; if( stuff_count > 0 )
stuff_collected.shift(); if( stuff_collected.length > 0 ) stuff_collected.shift(); // stuff_collected['cities'] = []; if(
stuff_collected['cities']!= null ) stuff_collected['cities'] = null; stuff_collected['cities'] = []; if( stuff_collected.cities )
stuff_collected.cities = null; if( stuff_collected.cities!= null ) stuff_collected.cities = null; if( stuff_collected.cities )
stuff_collected.cities = []; var stuff_cities_distributor = stuff_collected.cities;
```

Free Download



[4.3] 2d92ce491b