

Play interface: This interface is intended to give the flavor of an adventure book.

Verso Header: Game Title

Recto Header: Chapter Title

Text interface. This is where the story takes place.

Spot Art: These could be images that give hints (as shown) to focus the player's attention. They also could be event based items that would spoil the story if included in the major art for the scene (eg, the statue moving to reveal a tunnel)

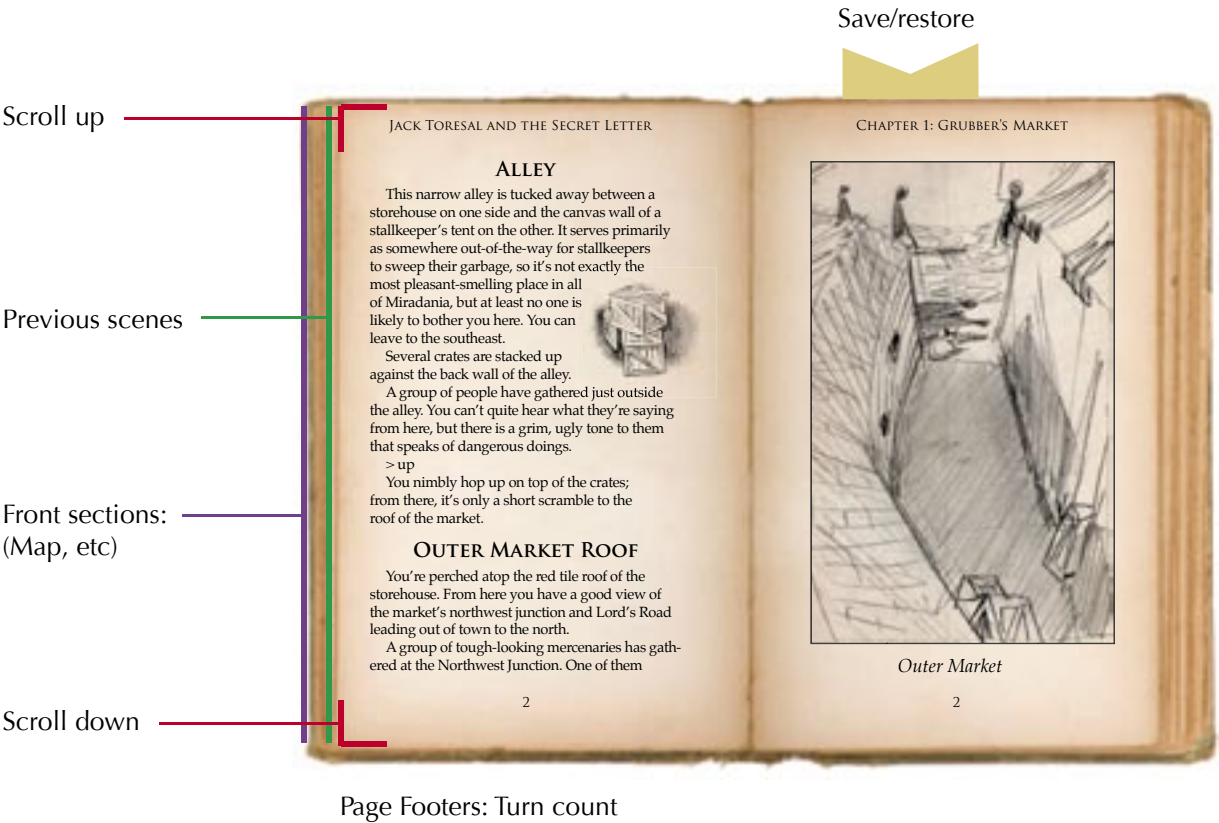


Major Art: This is a full-page illustration of the scene where the player is. This helps give context to the player, adds flavor, hints, and aids with spatial memory, both in terms of the navigating the game map and remembering what happened where.

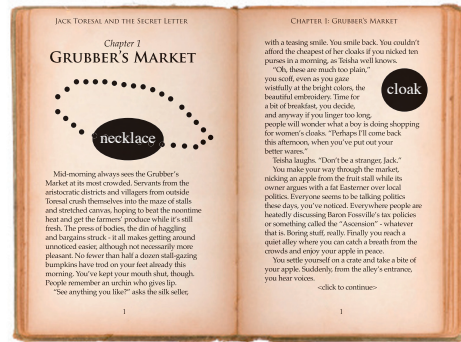
Major Art Caption: This is a scene name for the map points included in the current spread.

Page Footers: Turn count

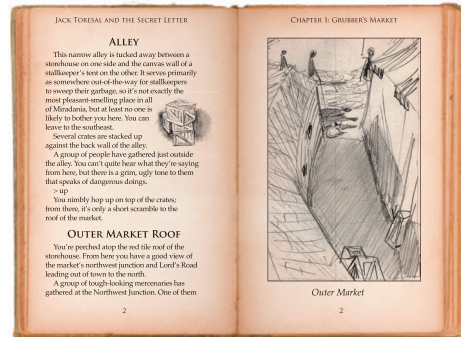
Overall interface



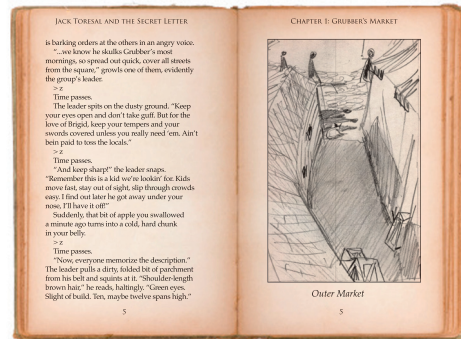
Necklace and cloak >
images here
to allude to action
later in the chapter



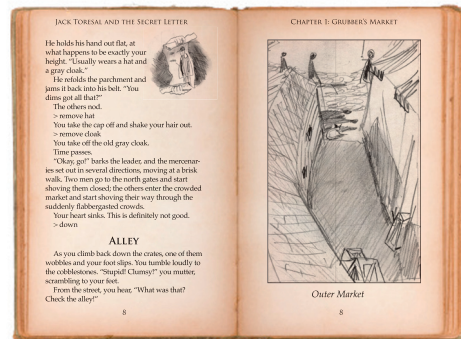
Spot art of crates here gives >
the player a hint to climb
the crates. In this case
the text may be enough,
but this gives an example
of how the spot art can
help the gameplay.



Mercenaries spot art here >
it may be a good thing to
repeat this spot art
whenever the mercenaries
show up in this chapter



He holds his hand out flat, at
what happens to be exactly your
height. "Usually wears a hat and
a gray cloak."



this might be a graphic embellishment >
when clicked, "pops" sound runs
go to Grubber's Market, NW Junction

