-ideeën voor het spel

{Mood scale 1->10 ?}

{Use of the stat Magic?}

{Timer in every page of game played 🡪 start a day 0}

{Prison island behind the hotel 🡪 docks boat towards the prison}

{Prison island surond with Mine field 15% you fail

.2 tpls 🡪 1 Victory , 1lost

.Rand system for Mine hit chane $VB = rand(1, 100);

.Insta dead or so much damge on hit}

{ More in the subbase to explore 🡪 Leads to a part of a new abonded city}

{Candy store Behind the subbase}

{Restrooms in SUBBASE, SCHOOL, MALLl, Prison}

{Room 510 make for game}

Quest Npc 8 Both add the items And a session for Scoripon

Quest Npc 17 🡪 A treat for the kids while she is watching {Add some candy to the database 🡪 Candy store behind the subbase}

Quest Npc 18 🡪 Get the next items (ADDED !!) (Calculator, Pen, Notebook,) {In a Action shop behind the subbase}

Quest Npc 19 🡪 Get some Liquor {add the liquor}

Quest Npc 31 🡪 Find some are stuff for here {Art shop behind the subbase}

Quest Npc 34 🡪 Go get a laptop so he can connect with his family and students {Media markt behind the subbase Wifi router, phone, Laptop}

Quest 7\_1 🡪 Add wine and make-up {Wine Liquor store ||Make-up action} {Add items}

Quest 7\_2 🡪 Add a camera 🡪 Media markt {And to the database}