-ideeën voor het spel

{more Explore of the ship}

{Add SubSchool.php and SubPlayYard.php }

{Add NPC’s to the city}  
{Keep track that NPC 11 is with you And Npc 3 only wants to talk to you with NPC 11}

!!!!!! (If window.name == ‘Marieke’) {

// Load Npc3\_11.js

}

Else {

// Load Npc3.js }

{Npc 17 and NPC 21 And NPC 12 Talk different with Npc 11 with me}

{Add school to the city}

{Add a hotel}

Quest Npc 17 🡪 Wacht the kids for 2 mins

Quest Npc 17 🡪 A treat for the kids while she is watching

Quest Npc 18 🡪 Get the next items (ADDED !!) (Calculator, Pen, Notebook,)

Quest Npc 19 🡪 Get some Liquor

Quest Npc 14 🡪 Look for the Bakfiest Group and ask them about breda!!!