-ideeën voor het spel

{Mood scale 1->10 ?}

{Use of the stat Magic?}

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

{serect block D on completion of Quest Kichten and Quest Prisoner Serach}

{serect escape towards the roof and from there fly chopper towards elctro store roof}

{Once Above things happen prison is not accessible again}

{add Npc Fred}