-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} {Add new part of city behind the TownMall,php}

{use of the chopper on the ship after prison escape} 🡪 {Fly towards Eroof.php, Policeroof.php, New city part, Deck.php} 🡪 Where you fly towards there is the chopper