

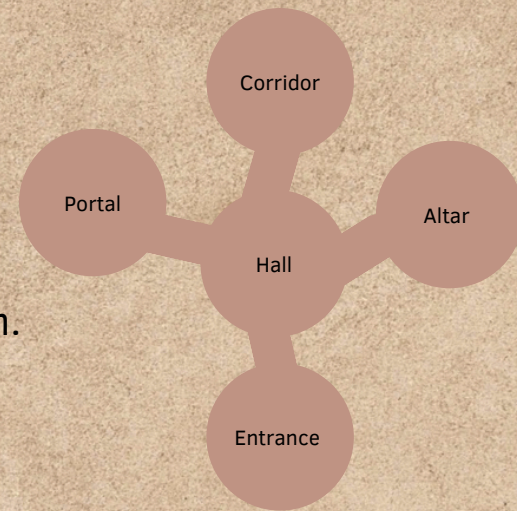
# WARCRAFT ADVENTURE

## Plot

You play as the main character, Arthas. As the prince and future king, you are deeply concerned about the future of Lorderon. The witchers have told you about an ancient totem located in an old orc fortress. Your goal is to find this artifact and use it to discover the challenges that the kingdom will face. In the fortress, your mentor Uther is already waiting for you to assist in your quest. Good luck!

## Map

- ☐ Entrance — This is where your journey begins.
- ☐ Hall — Uther is waiting for you here.
- ☐ Corridor — Beware of the dangers lurking in this area.
- ☐ Portal — This magical portal teleport to a random room.
- ☐ Altar — This is where the ancient totem is located.



## Commands

- ☐ go + (location, written with a lowercase letter)
- ☐ talk + (character's name is written with a capital letter)
- ☐ attack + (character's name is written with a capital letter)
- ☐ take + (item name is written with a capital letter)
- ☐ drop + (item name is written with a capital letter)
- ☐ use + (item name is written with a capital letter)
- ☐ examine + (item name is written with a capital letter)
- ☐ invenory (shows what you have in your backpack)

## How to win/loose

You can explore the map, pick up or examine items (make sure you have space for the totem, if not, drop unnecessary items), talk to characters, and also fight them. Be careful, if you don't pay attention to the orc and either run back to the hall or attack him, he will attack you and you will die. To win, you must find the totem and use it.

