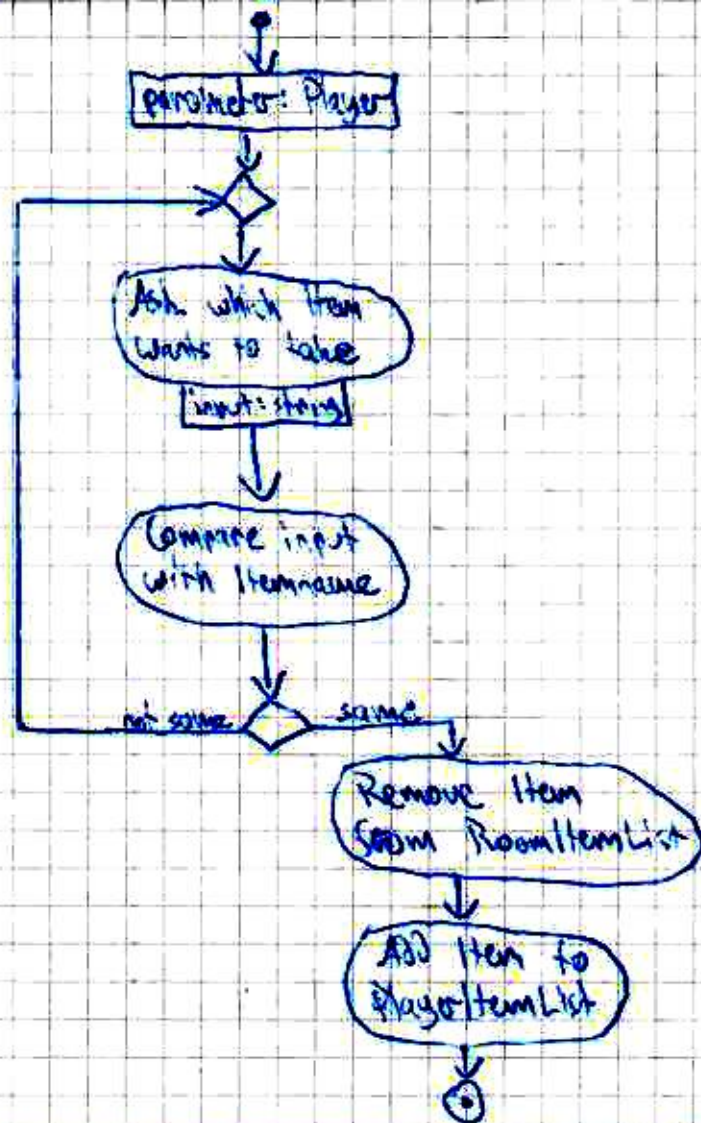
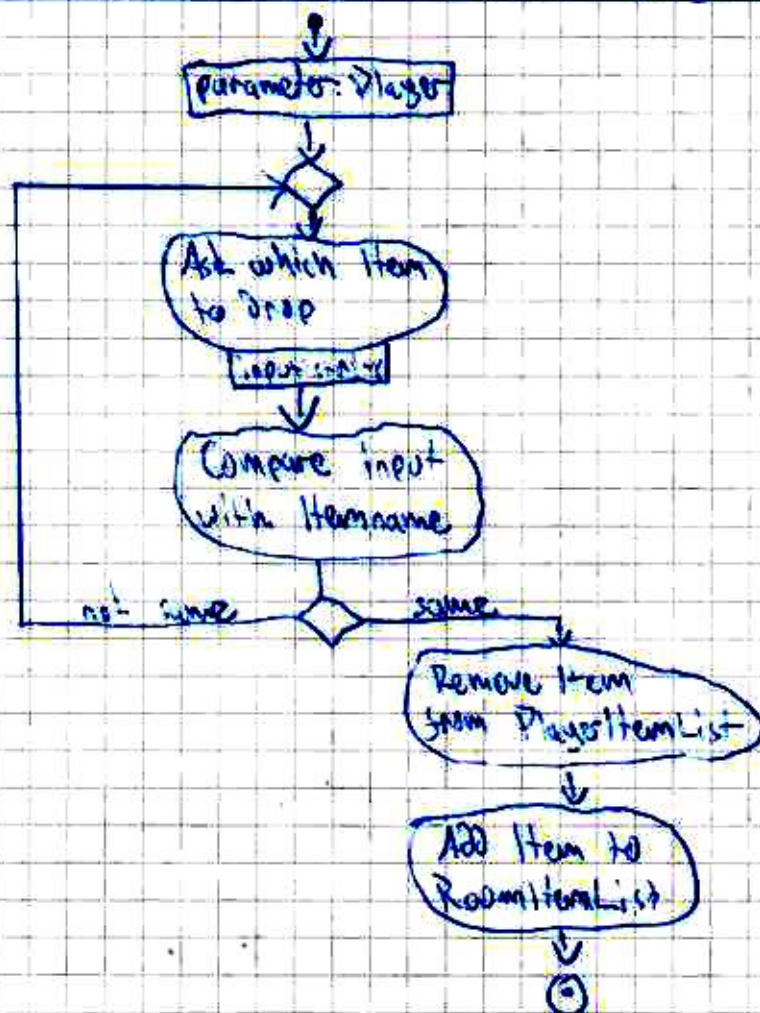




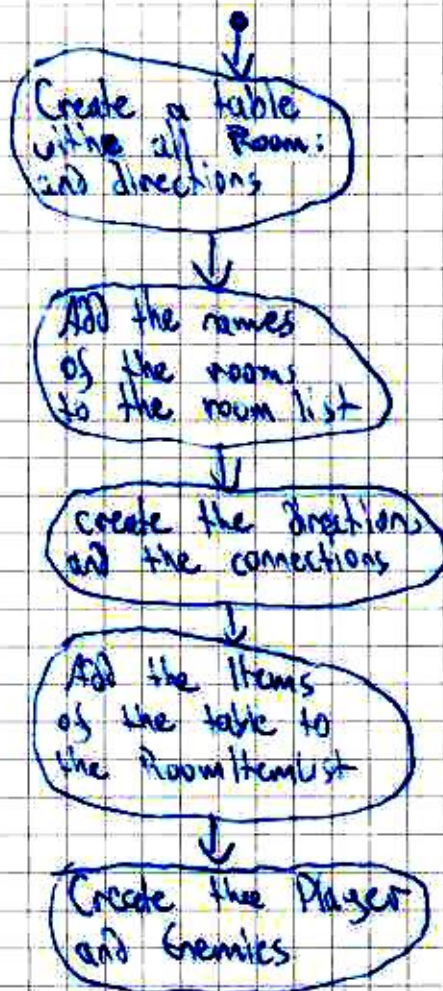
take



drop



# Build the Game



Player and Enemies start in Random Rooms

Quit



inventory

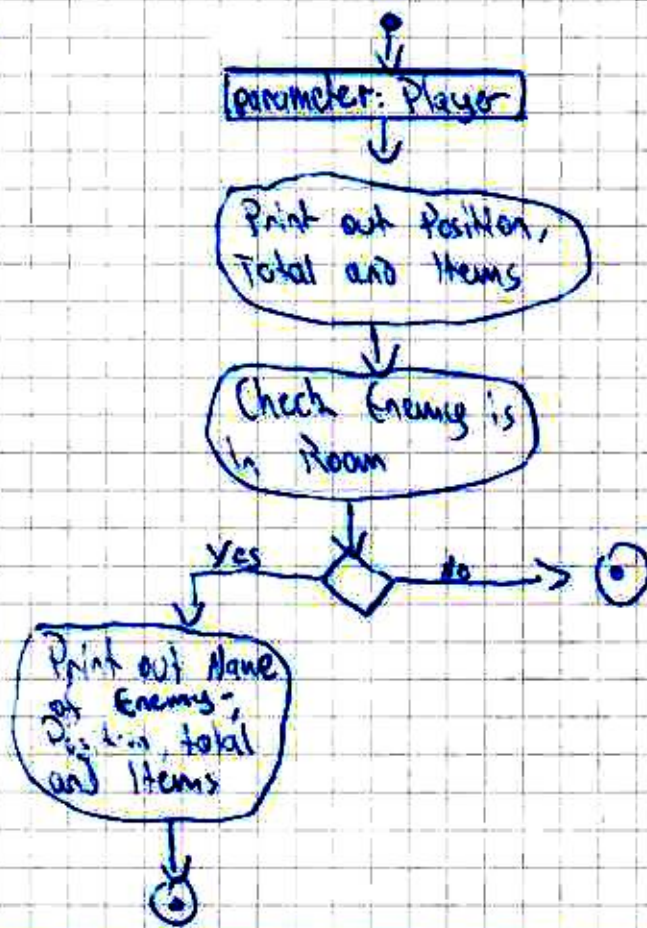


commands

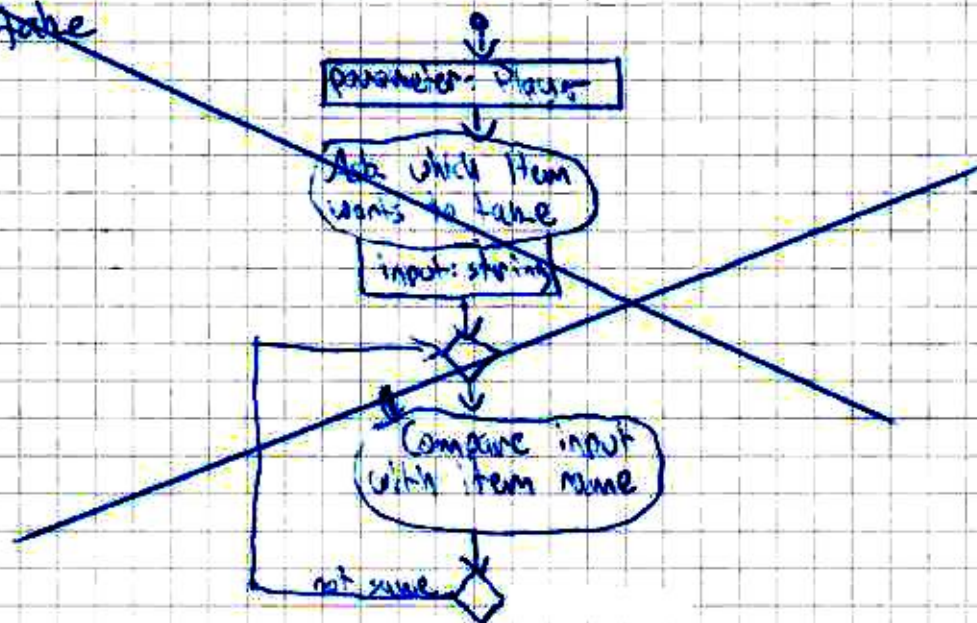




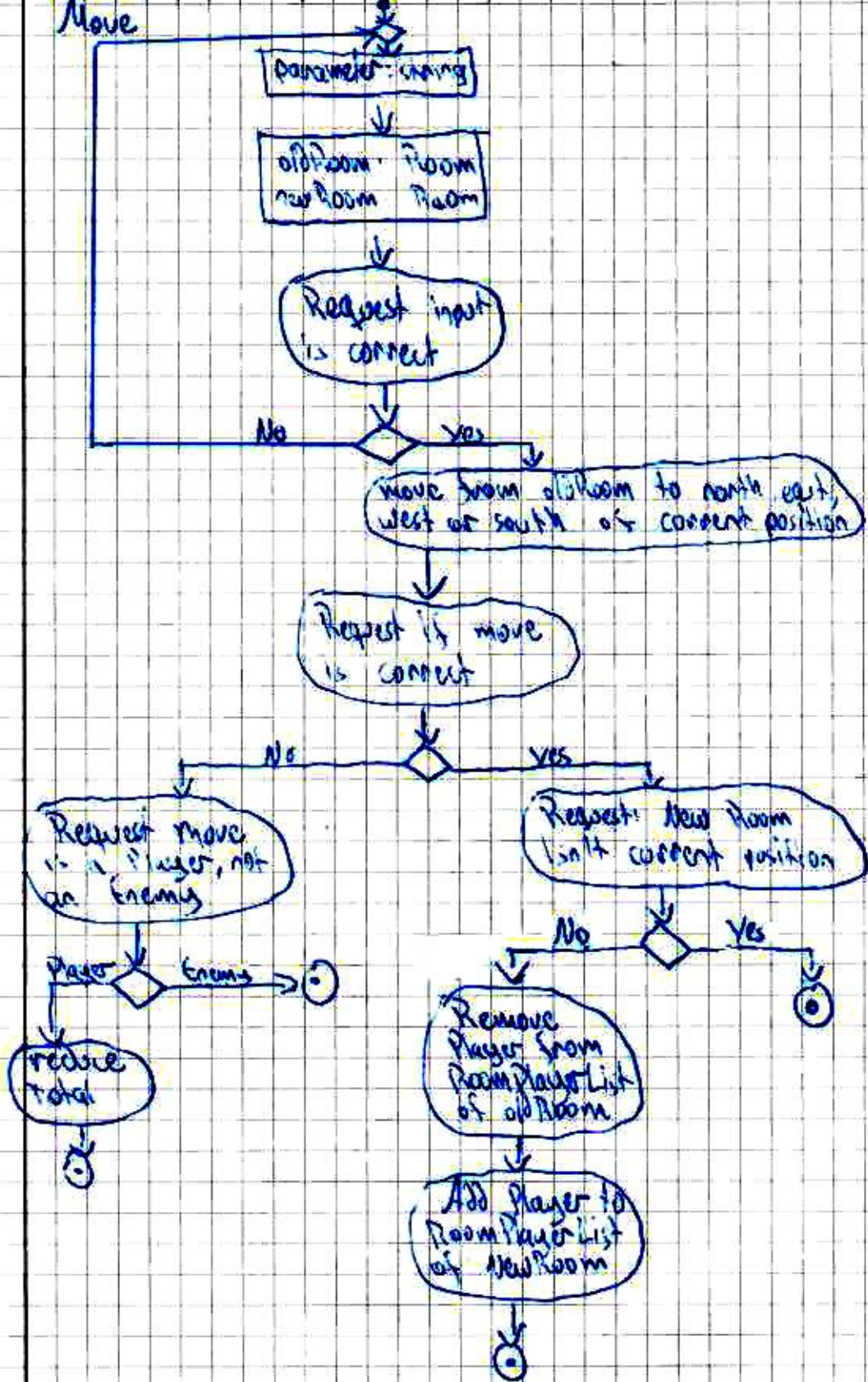
look



take



Move





attach

