

What is in

Look - this is in

Use Item

Run away

Defender

Fight() - Attacker

Dying() - New Game

Move()

to Room / from Room

Take / Drop to / from Character

Use - Hell; -> To Character

Key - equip out; -> to Character. Dress

Not use Only door

Write Text

ROOM

Choices

Inventory

look

Bonus

Target type

Quick

Character