Help ...

## Paths

Start Game

Edit player

Edit goals

Load story

#### Story Title

Passage 1

Passage 2

Passage 3

Passage 4

### **Edit Goals**

Goal Type ▼

Inventory Score goal Health go Minimum

Goal value

Add Goald

It is recommended to add at least one goal for each type.

It is important to remember to add a minimum health goal, as otherwise, the player can have negative health value. However, if this is something you wish for, you can leave the health goal empty, or write a negative goal value as it's goal

Goal 1: value

Goal 2: value

Goal 3 Value

Help ..

## Edit Player

Player name

Player Name

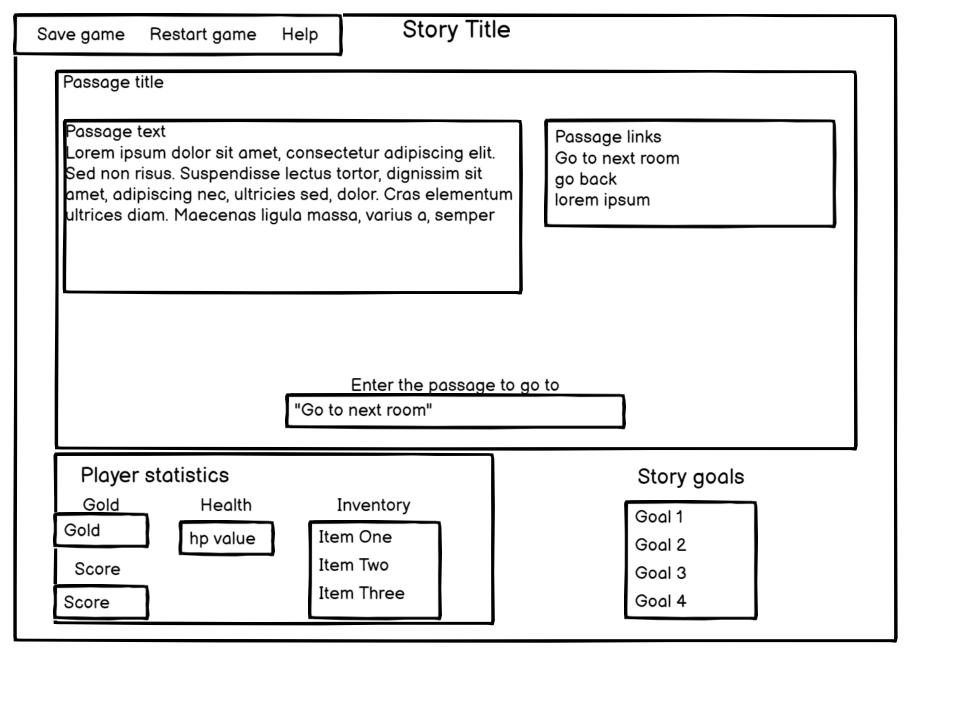
Player starting Health amount

Player health

Player starting gold amount

Player score

Create Player



# You completed "Title name" Congratulations"

Restart game

Close game