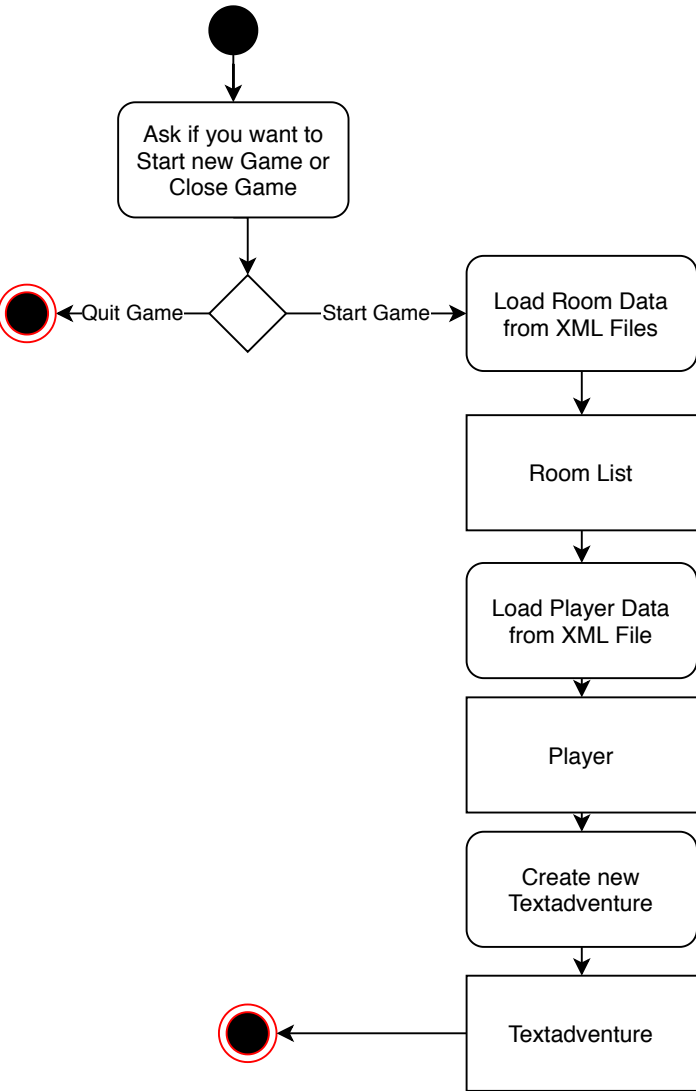
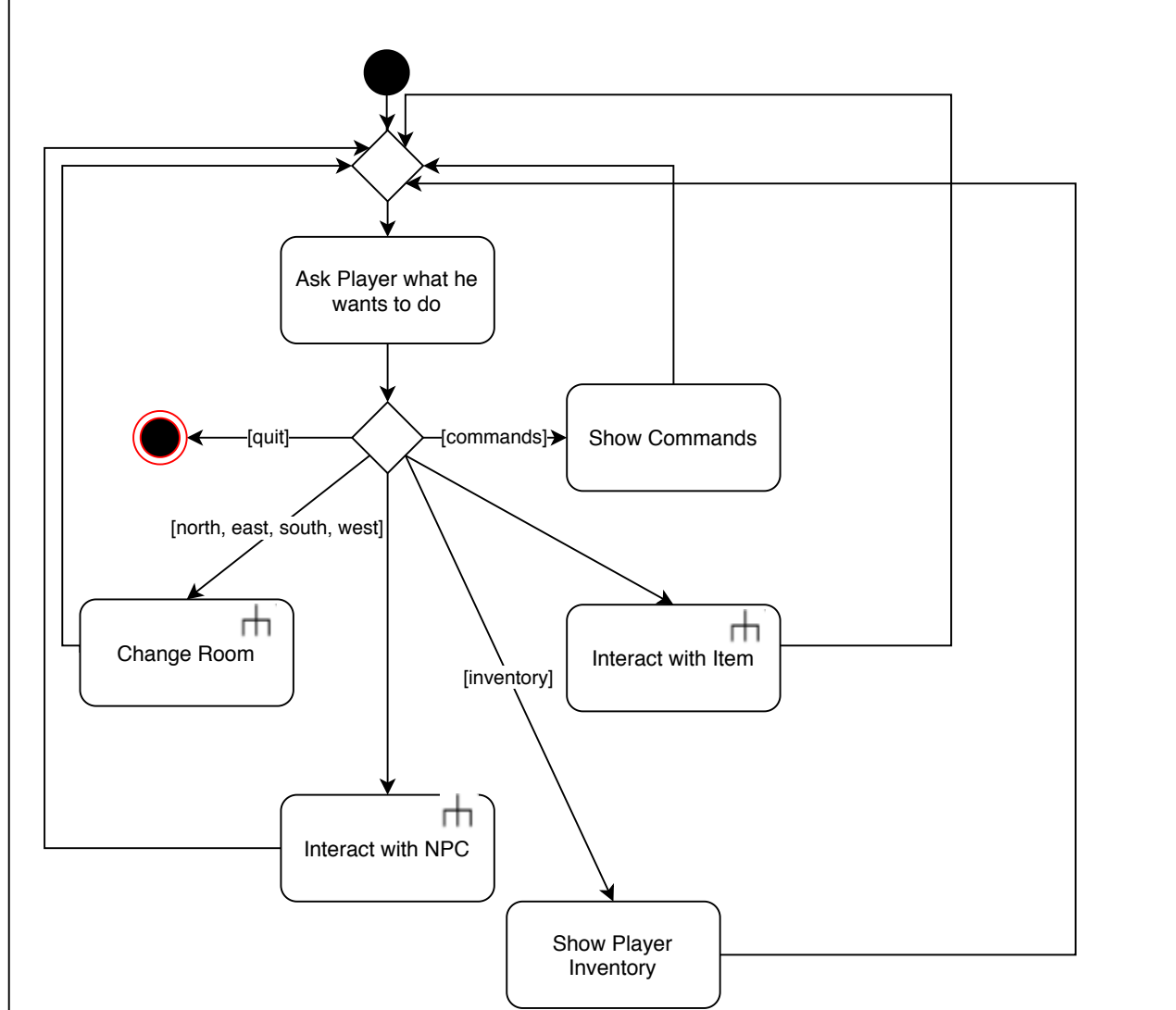




Start/Quit Game

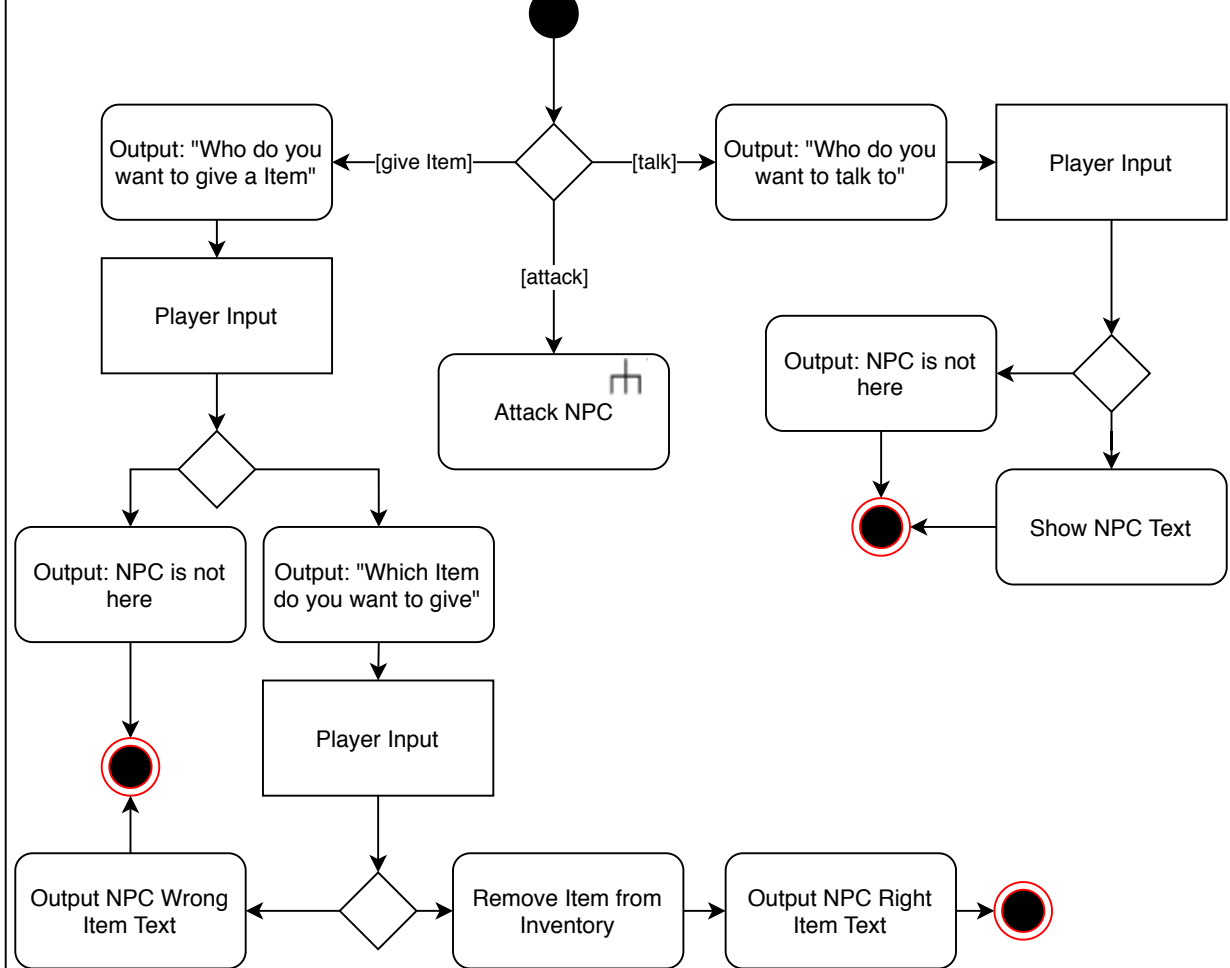
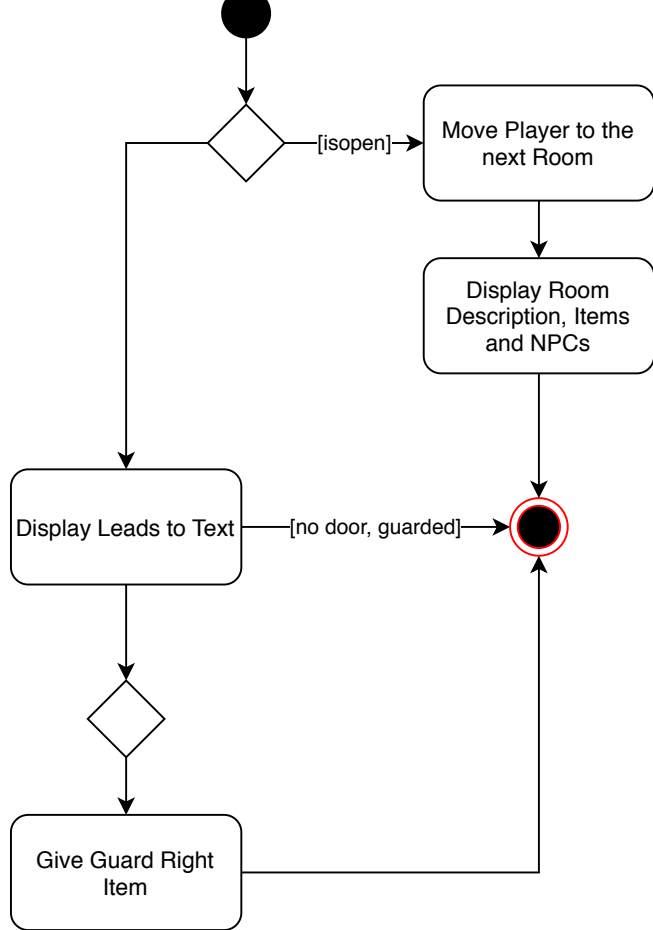


Play Game

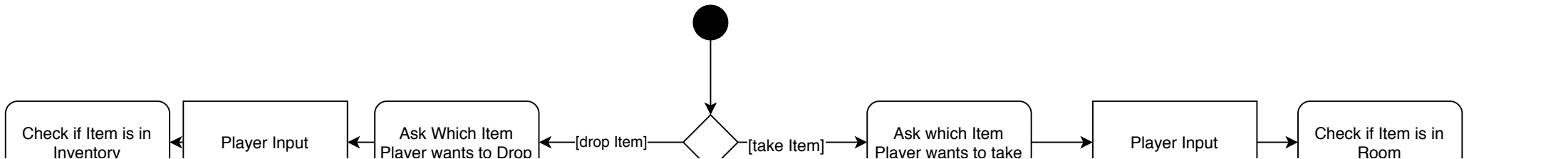


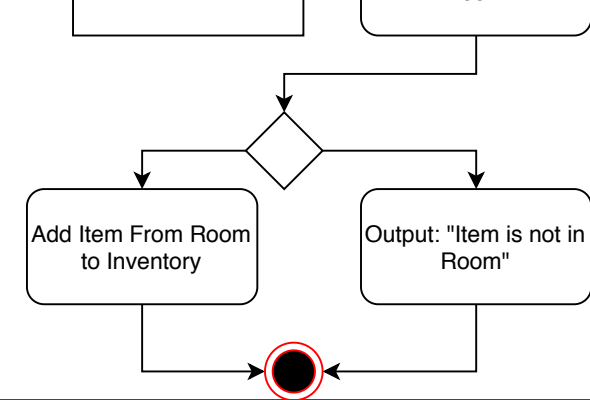
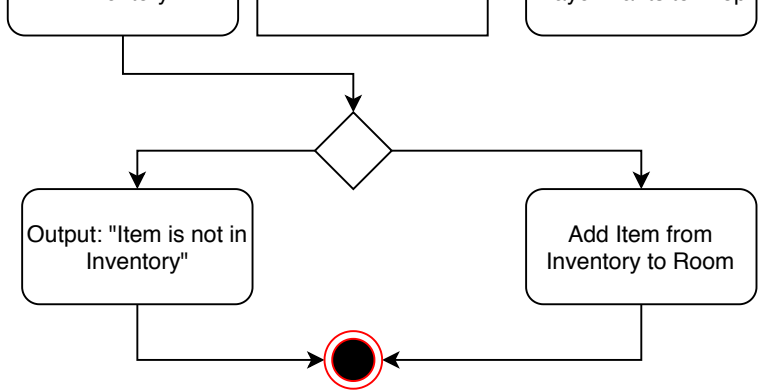
Change Room

Interact With NPC

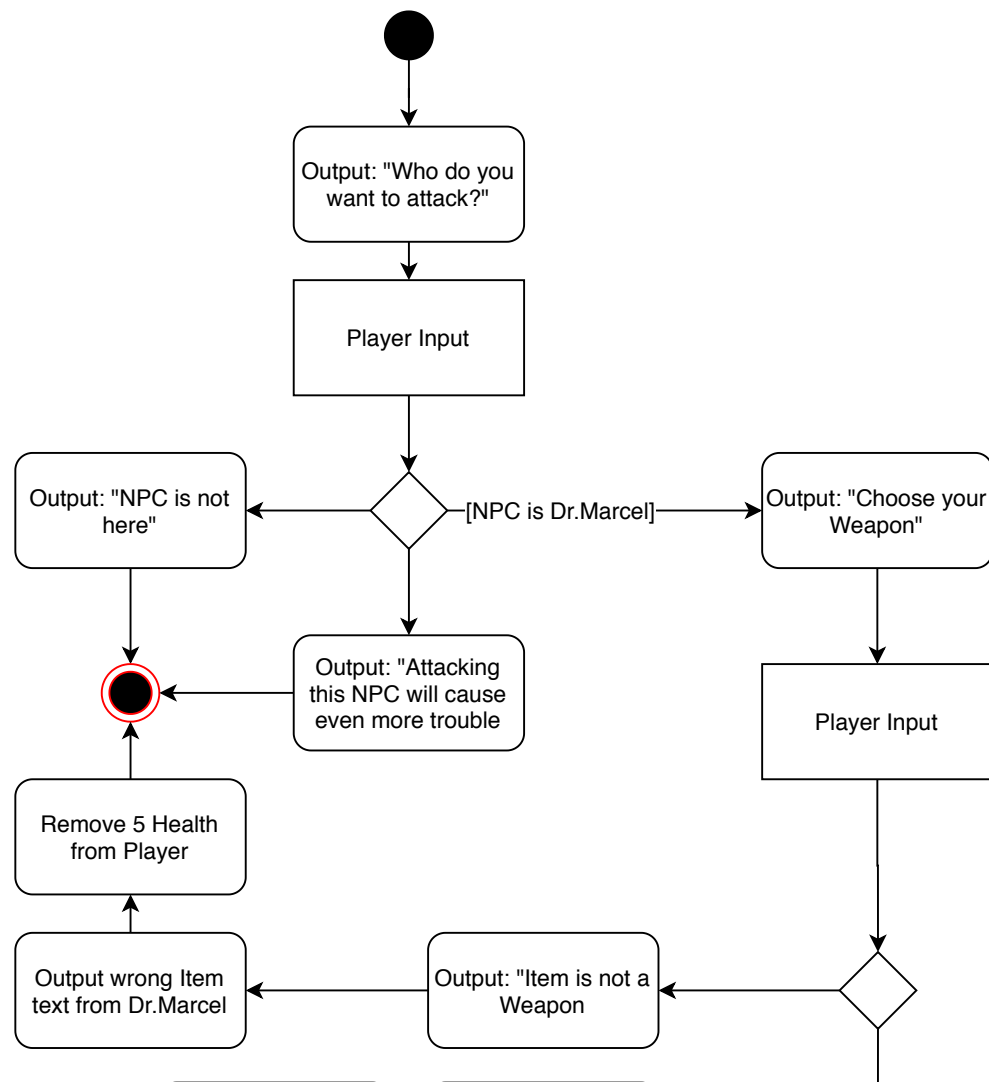


Interact with Item





Attack NPC





Output right Item text
from Dr.Marcel

Output: "Item is a
Weapon"

