'BChest' = {

'KEYOpen': {'Connects': ['RoadEnd'], 'Dmg': 0, 'Loot': ['RC', 'RR', 'RR'], 'Check': [], 'Print': ['You easily unlock the chest.', 'However the key breaks in the process.', 'Leave(1)'], 'Take': ['Bronze Key'], 'Force': 'NA', 'Fights': []},

'Sneak': {'Connects': ['RoadEnd'], 'Dmg': 0, 'Loot': [], 'Check': [], 'Print': ['Slipping off into the underbrush you easily slip past.', 'Leave(1)'], 'Force': 'NA', 'Fights': []},

'KEY': {'Connects': ['RoadEnd', 'Break'], 'Dmg': 0, 'Loot': [], 'Check': [], 'Print': ['The cart is mostly empty, except for a single locked chest.', 'Leave(1), Break it open(2)'], 'Force': 'NA', 'Fights': []},

'Failrun': {'Connects': ['Fight'], 'Dmg': 0, 'Loot': [], 'Check': [], 'Print': ['The sound attracts the bandits that raided the cart.', 'Fight(1)'], 'Force': 'NA', 'Fights': []},

'BrokenopenFight': {'Connects': ['Fight'], 'Dmg': 0, 'Loot': ['Wood', 'RR'], 'Check': [], 'Print': ['You shatter the box on the ground.', 'The sound attracts the bandits that raided the cart.', 'Fight(1)'], 'Force': 'NA', 'Fights': []},

'Inspect': {'Connects': ['RoadEnd', 'Break', 'KEYOpen'], 'Dmg': 0, 'Loot': [], 'Check': ['Bronze Key'], 'Print': ['The cart is mostly empty, except for a single locked chest.', 'Leave(1), Break it open(2), Use a Bronze Key(3)'], 'Force': 'KEY', 'Fights': []},

'Fight': {'Connects': ['RoadEnd'], 'Dmg': 0, 'Loot': ['Coin', 'Coin', 'RC'], 'Check': [], 'Print': ['After your success you check them over.', 'Leave(1)'], 'Force': 'NA', 'Fights': ['B', 'B', 'B']},

'BreakFight': {'Connects': ['Fight'], 'Dmg': 0, 'Loot': [], 'Check': ['Coin'], 'Print': ['The chest harmlessly bounces off the ground.', 'However the sound attracts the bandits that raided the cart.', 'Fight(1)'], 'Force': 'Break', 'Fights': []},

'Brokenopen': {'Connects': ['RoadEnd'], 'Dmg': 0, 'Loot': ['Wood', 'RR'], 'Check': ['Coin'], 'Print': ['You shatter the box on the ground.', 'Leave(1)'], 'Force': 'BrokenopenFight', 'Fights': []},

'Run': {'Connects': ['RoadEnd'], 'Dmg': 0, 'Loot': [], 'Check': ['Coin'], 'Print': ['You run past with no trouble', 'Leave(1)'], 'Force': 'Failrun', 'Fights': []},

'Break': {'Connects': ['RoadEnd', 'BreakFight'], 'Dmg': 0, 'Loot': [], 'Check': ['InvAttack'], 'Print': ['The chest harmlessly bounces off the ground.', 'Leave(1), Try again(2)'], 'Force': 'Brokenopen', 'Fights': []},

'A': {'Connects': ['Sneak', 'Inspect', 'Run'], 'Dmg': 0, 'Loot': [], 'Check': [], 'Print': ['Ahead there is a suspiciously overturned cart.', 'What do you want to do?', 'Sneak around(1), Inspect it(2), Run past(3)'], 'Force': 'NA', 'Fights': []}

}

‘BChestTraped’ = {

'KEYOpen': {'Connects': ['Fight'], 'Dmg': 0, 'Loot': ['RC', 'RR', 'RR'], 'Check': [], 'Print': ['You easily unlock the chest.', 'However the key breaks in the process.', 'From nowhere bandits swarm you.', 'Fight(1)'], 'Take': ['Bronze Key'], 'Force': 'NA', 'Fights': []},

'Sneak': {'Connects': ['RoadEnd'], 'Dmg': 0, 'Loot': [], 'Check': ['Sneak'], 'Print': ['Slipping off into the underbrush you easily slip past.', 'Leave(1)'], 'Force': 'FailSneak', 'Fights': []},

'BreakFight': {'Connects': ['Fight'], 'Dmg': 0, 'Loot': [], 'Check': ['Coin'], 'Print': ['The chest harmlessly bounces off the ground.', 'However the sound attracts the bandits that raided the cart.', 'Fight(1)'], 'Force': 'BrokenopenFight', 'Fights': []},

'KEY': {'Connects': ['RoadEnd', 'BreakFight'], 'Dmg': 0, 'Loot': [], 'Check': [], 'Print': ['The cart is mostly empty, except for a single locked chest.', 'Leave(1), Break it open(2)'], 'Force': 'NA', 'Fights': []},

'Failrun': {'Connects': ['Fight'], 'Dmg': 0, 'Loot': [], 'Check': [], 'Print': ['The sound attracts the bandits that raided the cart.', 'Fight(1)'], 'Force': 'NA', 'Fights': []},

'Run': {'Connects': ['RoadEnd'], 'Dmg': 0, 'Loot': [], 'Check': ['Coin'], 'Print': ['You run past with no trouble', 'Leave(1)'], 'Force': 'Failrun', 'Fights': []},

'FailSneak': {'Connects': ['Fight'], 'Dmg': 0, 'Loot': [], 'Check': [], 'Print': ['Slipping off into the underbrush you bump into a bandit.', 'Fight(1)'], 'Force': 'NA', 'Fights': []},

'BrokenopenFight': {'Connects': ['Fight'], 'Dmg': 0, 'Loot': ['Wood', 'RR'], 'Check': [], 'Print': ['You shatter the box on the ground.', 'The sound attracts the bandits that raided the cart.', 'Fight(1)'], 'Force': 'NA', 'Fights': []},

'A': {'Connects': ['Sneak', 'Inspect', 'Run'], 'Dmg': 0, 'Loot': [], 'Check': [], 'Print': ['Ahead there is a suspiciously overturned cart.', 'What do you want to do?', 'Sneak around(1), Inspect it(2), Run past(3)'], 'Force': 'NA', 'Fights': []},

'Inspect': {'Connects': ['RoadEnd', 'BreakFight', 'KEYOpen'], 'Dmg': 0, 'Loot': [], 'Check': ['Bronze Key'], 'Print': ['The cart is mostly empty, except for a single locked chest.', 'Leave(1), Break it open(2), Use a Bronze Key(3)'], 'Force': 'KEY', 'Fights': []},

'Fight': {'Connects': ['RoadEnd'], 'Dmg': 0, 'Loot': ['Coin', 'Coin', 'RC'], 'Check': [], 'Print': ['After your success you check them over.', 'Leave(1)'], 'Force': 'NA', 'Fights': ['B', 'B', 'B']}

}

NAME = 'Restingcamp'

#Template

#Room['A'] = {'Print': ['',''], 'Connects':[''],'Take':[],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

#Checks = ['Sneak', 'Attack','Coin']

Room['A'] = {'Print': ['It is beginning to become late.',"What do you want to do?",'Set camp(1), Go on(2), Climb a tree(3)'], 'Connects':['Camp','Exausted','Tree'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Camp'] = {'Print': ['Slipping off into the underbrush you see a small clearing.',”It doesn’t take you long to become comfortable.”,'Rest(1)'], 'Connects':['Rest'],'Loot':[],'Check':['Coin'],'Force':'RatRaid', 'Fights': [],'Dmg': 0}

Room['RatRaid'] = {'Print': ['Slipping off into the underbrush you see a small clearing.','As you try to become comfortable your attacked by rats!','Your on there nest!','Fight(1)'], 'Connects':['Fight'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Exausted'] = {'Print': ['You trudge on shrugging off the exhaustion.','Leave(1)'], 'Connects':['RoadEnd'],'Loot':[],'Check':['Coin'],'Force':'Trip', 'Fights': [],'Dmg': 0}

Room['Trip'] = {'Print': ['You try to continue but trip on a rock.','Leave(1)'], 'Connects':['RoadEnd'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 4}

Room['Tree'] = {'Print': ['You clime up the tree.',"Continue(1)"], 'Connects':['Rest'],'Loot':[],'Check':['Attack'],'Force':'Fall', 'Fights': [],'Dmg': 0}

Room['Fall1'] = {'Print': ['The branch your on breaks.','You fall but catch another branch and keep climbing.',"Continue(1)"], 'Connects':['Rest'],'Loot':[],'Check':['Coin'],'Force':'Fall2', 'Fights': [],'Dmg': 1}

Room['Fall2'] = {'Print': ['The branch your on breaks.','You fall flat on the ground.','Try again(1), Leave(2)'], 'Connects':['Tree','Exausted'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 3}

Room['Rope'] = {'Print': ['You feel at ease tying yourself in the tree.','Continue(1)'],'Take':['Rope'], 'Connects':['Rest'],'Loot':[],'Check':['Rope'],'Take':['Rope'],'Force':'Sit1', 'Fights': [],'Dmg': 0}

Room['Sit'] = {'Print': ['You take the risk of just sitting.','Continue(1)'],'Take':[], 'Connects':['Rest'],'Loot':[],'Check':['Coin'],'Force':'Fall2', 'Fights': [],'Dmg': 0}

Room['Rest'] = {'Print': ['You lay down and sleep through the night.','Your at full Health and Strain.','Leave(1)'], 'Connects':['RoadEnd'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Fights = ['Rat','Rat']

Room['Fight'] = {'Print': ['Fearing for more to come you quickly leave.','Leave(1)'], 'Connects':['RoadEnd'],'Loot':[],'Check':[],'Force':'NA', 'Fights': Fights,'Dmg': 0}

NAME = 'Restingcamp'

#Template

#Room['A'] = {'Print': ['',''], 'Connects':[''],'Take':[],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

#Checks = ['Sneak', 'Attack','Coin']

Room['A'] = {'Print': ['The path is becoming more rocky.',"Up ahead you can see a small camp.",'Go to it(1), Walk past(2), Watch it(3)'], 'Connects':['Camp','Past','Bush'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Camp'] = {'Print': ['As you get closer you see that it is abandoned.',"It looks like an old mining camp.",'Look around(1), Move on(2)'], 'Connects':['Invest','Past'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Bush'] = {'Print': ['Slipping off into the underbrush you watch.',"It doesn’t take long for you to realize no one is there.",'Look around the camp(1), Move on(2)'], 'Connects':['Invest','Past'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Past'] = {'Print': ['You move on leaving behind the camp.','Leave(1)'], 'Connects':['RoadEnd'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Invest'] = {'Print': ['The camp seems to have been deserted along time ago.','There is an entrance to the mine.','Rest(1), Investigate more(2), Go in the mine(3), Leave(4)'], 'Connects':['Rest','Invest2',"Mine",'Past'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Invest2'] = {'Print': ['You find a box!',"Open it(1), Move on(2)"], 'Connects':['BOX','Invest3'],'Loot':[],'Check':['Coin'],'Force':'Invest3', 'Fights': [],'Dmg': 0}

Room['Invest3'] = {'Print': ['There is nothing more of interest','Rest(1), Go in the mine(2), Leave(3)'], 'Connects':['Rest',"Mine",'Past'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['BOX'] = {'Print': ['The box opens with ease.','Move on(1)'], 'Connects':['Invest3'],'Loot':['RR','RC','RC','RR'],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Mine'] = {'Print': ['Going down you find unlit torches.','Lighting one you move on to find a junction.','Go left(1), Go right(2), Leave(3)'], 'Connects':['LEFT1','RIGHT1','Invest3'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['LEFT1'] = {'Print': ['Going down further you find another junction.','Go left(1), Go right(2), Exit(3)'], 'Connects':['LEFT2','DeadEnd','Invest3'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['RIGHT1'] = {'Print': ['Going down further you find another junction.','Go left(1), Go right(2), Exit(3)'], 'Connects':['LEFT3','DeadEnd','Invest3'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['LEFT2'] = {'Print': ['Continuing on you see something glittering in the light.','Go to it(1), Exit(2)'], 'Connects':['SHINEY','Invest3'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['LEFT3'] = {'Print': ['Going down further you find another junction.','Go left(1), Go right(2), Exit(3)'], 'Connects':['LEFT3','DeadEnd','Invest3'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['DeadEnd'] = {'Print': ['Suddenly the ceiling starts to rumble.','You run out just before the ceiling falls in.','Continue(1)'], 'Connects':['Invest3'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 2}

Room['SHINEY'] = {'Print': ['You see silver!','Using your Picaxe to dig it out.','Exit(1)'],'Take':[], 'Connects':['Invest3'],'Loot':['Silver ore','Silver ore'],'Check':['Picaxe'],'Force':'SHINEYNOT', 'Fights': [],'Dmg': 0}

Room['SHINEYNOT'] = {'Print': ['You see silver!','Sadly you have no Picaxe to dig it out with.','Leave(1)'],'Take':[], 'Connects':['Past'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}

Room['Rest'] = {'Print': ['You lay down and take a nap.','Your at full Health and Strain.','Continue(1)'], 'Connects':['Invest3'],'Loot':[],'Check':[],'Force':'NA', 'Fights': [],'Dmg': 0}