[Servile Collar]:: {

[Text/Descr]::{ Forces the wearer to become your slave. }

[Game]:: {Gain control of target equipped with this item. [describe control mechanic and system for issuing commands]

}

[Brain controller]:: {

[text/Descr]:: {Gain complete control over the target.}

[Game]:: {Gain control of the target. [describe control mechanic and system for issuing commands]

}

[Item Creator - Keraunos]:: {

[Text/descr]::{ Can be used to create any thing imaginable… (more to write). Can give it any form/shape/beauty/power/characteristic/ability/behaviour/[things]/[game-things]/[game-stats/thing]/value/[aynu]/property/[thing]/.../[more to develop], and create anything you desire.

[more to write]

}

[Game]::{ Can be used to create and game-dev any item, game-object, game-struct, [game-thing], [aynu-game-thing], Rygel, Iulion, Adrion, [aynu-game-struct], ..., [more to develop] and give it any data, text, writing, code, [aynu-code], [aynu-writing], [aynu-symbol/glyph/thing-code], [aynu-things], [aynu-game-things], [aynu-game-dev], [aynu-stats], [game-data/stats/mechanics/properties], [aynu-game-properties/powers/abilities/things], [aynu-game-systems/mechanics/special-powers], [[aynu][aynu][aynu]], [[aynu]-[aynu]-...], [Adrion], [Iulion], [Rygel]-[aynu-things], ..., [more to develop] (and aynu-versions) } {describe explicitly and create the mechanics and game-code/game-systems for all of this here and create everything necessary to fully create and implement this item and all of its game-things/dev/powers/effects/data/stats/[aynu-things]/[aynu]/[Adrion]/[Iulion], ..., [more to develop] here.

...

[more to write]

}

}

[[aynu] Game World/Universe Creator]:: {

[aynu-thing]:: { [By following its game mechanics and systems/procedures] can create any game/[aynu-game]/[aynu-game-universe/reality] and anything (including aynu-things) desired within it. Can create any kind of situation/reality/beings/story/plot/characters/story/existence (including aynu versions).

-> Use its game-dev, game-systems, and game-mechanics (and aynu-versions/aynu-things) to create an (aynu)-game-world/reality/universe and give it, create, and game-dev/game-create in it any kind of [aynu][aynu]/[aynu-reality], [aynu-things], reality, laws, mechanics, systems, game-mechanics, game-structures, game-dev, game-things, plot, items, [aynu-game-structs], [aynu-game-objects], [Rygel], [Iulion], [Adrion], [game-play-things], [sub-games], [aynu-game-things], [aynu-game-dev], [pure-aynu-game-dev], [game-dev], …, [more to develop]

…

[more to develop]

[may wish to copy texts from other documents]

}

[aynu][aynu]:: { pure aynu game dev -> more to develop}

…

[more to develop]

}

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[Adrienne's Eros Charm]::{

[game]::{ Makes the target fall in love with another target.

Mechanics: [describe mechanics here]

}

[aynu]::{ }

}

[Kronos]::{

[game]:: { Grant existence, [aynu-theory-things], [aynu], ..., [mroe to develop], [aynu-theory-meaning/things], and anything else to anything you can design with aynu }

[aynu]::{ }

}

[item name]::{

[item component]:: { }

}