

/\*\* When the game starts

[Title]  
[Subtitle]

[ROOM/AREA]

📍 Location

[Main location text]

*[Random world events/Narrator/Inner thoughts]*

[person present] [person description/action]

You see: [item], [item]

Possible exits: [exit point], [exit point]

/\*\* When the user enters a new room/location or use the command 'Look around' or similar

[ROOM/AREA]

📍 Location

[Main Text]

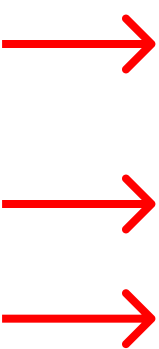
*[Random world events/Narrator/Inner thoughts]*

[person present] [person description/action]

You see: [item], [item]

Possible exits: [exit point], [exit point]

These elements are hidden if there is no event, person or item at the location



/\*\* If there is no characters present

Upon your initial venture into the heart of East London's underbelly, you find yourself ensnared within a squalid hovel of iniquity, hidden amidst the looming dockside warehouses.

The opium den, a dilapidated sanctuary for those lost to vice and temptation, shrouded in the sinuous tendrils of intoxicating, honeyed smoke. Oil lamps flicker ominously, casting sepia-toned spectres upon the grimy walls.

In attendance, you find your steadfast companion, **Watson**, engaged in earnest discourse with a woman of worn beauty, **Agnes Vellum**.

Their figures bathed in the spectral light, lending an otherworldly aura to their silhouette against the backdrop of this wretched hive.

[Main text] need to be short and formatted better. Characters, clues and elemetens vital to the story should be highlighted.



The 'you look around carefully' should be at the top.



You look around carefully.