Start tutorial

* TM: Tutorial Master

Player goes to the Tutorial Master (UI text, disappears when player clicks on the TM). Tutorial Master starts to talk:

* Greetings! I see you are a new arrival to the land Gielinor. I am the Tutorial Master and my job is to welcome all new visitors. So welcome!
* You will find many inhabitants of this world have useful things to say to you. By clicking on them with your mouse, you can talk to them.
* Before you can enter the land, you have to accomplish the tutorial. I will teach you how to gain the most important things to survive in this land.
* First we start with mining. I will give you this iron pickaxe, which you can put in your inventory (*Option by last sentence: the pickaxe will be highlighted in the inventory*).

TM gives player the iron pickaxe. The pickaxe is put in the inventory.

* With this you can mine ores, which you can use to smith other items.
* Now find a stone to mine! When you are done, come back to me.

Interaction with the TM ends.

After player has mined and comes back to the TM.

* I see you have some ores. Well done!
* The next you are going to learn is woodcutting. With this you can gather wood to craft other items.
* Take this hatchet and find a tree to have a nice swing! After that you can come to me again.

Interaction with the TM ends.

After the player has cut some wood and comes back to the TM.

* Nice job! Now you have learned two skills, which will help you at the start of your adventure.
* Now there is a third skill which is essential to survive in Gielinor. There are a lot of odd and dangerous creatures that will make your life harder. If you are not prepared to defend and enrich your abilities, you will die.
* For that to be said, I want you to fight a low level creature: the headless chicken. you can do this with al sort of combat items, but also with your pickaxe and hatchet.
* Good luck with that!

Interaction with the TM ends.

After the player has fought a chicken and comes back to the TM.

* Well well, you are back. Never thought that would happen…
* Oh, you also got a wooden sword! Good for you.
* Now the last thing I am going to teach you, is to walk through a Quest. For that I will give you your first quest.

TM hands over a paper (*the paper is put in the inventory*).

* To be honest, I found this on a carpet yesterday. Have fun with it!