

## **Game Summary**

You are an elite detective in the bustling city of Noirville, trying to solve the mysterious disappearance of a famous jewel called the "Midnight Star." As you navigate through the dark alleys, hidden rooms, and upscale penthouses, you must gather clues, interact with suspicious characters, and piece together the mystery before time runs out. The clock is ticking, and every choice you make could lead you closer to solving the case or falling into a trap.

## **Item Descriptions**

### **1. Magnifying Glass**

- Description: "You see a polished magnifying glass, perfect for examining clues."
- Weight: 0.2 units

### **2. Notebook**

- Description: "You see a worn notebook filled with scribbled notes and observations."
- Weight: 0.5 units

### **3. Steel Safe**

- Description: "You see a large steel safe, locked tight and far too heavy to move."
- Weight: 150 units

### **4. Flashlight**

- Description: "You see a sturdy flashlight, flickering but still functional."
- Weight: 1 unit

## **NPC Descriptions**

### **1. Inspector Graves**

- Name: "Inspector Graves"
- Spoken Phrase: "Look closely, detective. The smallest detail may lead to the biggest revelations."

### **2. Mysterious Woman**

- Name: "Scarlet"
- Spoken Phrase: "In this city, trust is a rare commodity. Choose your allies wisely."

## **Room Descriptions**

### **1. Starting Room: Detective's Office**

- Description: "You are in a cluttered office filled with case files and dim lighting."
- Item: "Notebook" (optional)
- NPC: "Inspector Graves" (optional)
- Neighbors: "south" to Dark Alley, "east" to City Hall

### **2. Dark Alley**

- Description: "You are in a narrow alley shrouded in shadows, with the sound of distant sirens."

- Item: "Magnifying Glass" (optional)
- Neighbors: "north" to Detective's Office, "west" to Abandoned Warehouse

### 3. Abandoned Warehouse

- Description: "You are inside a dusty warehouse filled with old crates and cobwebs."
- Neighbors: "east" to Dark Alley, "south" to Hidden Room

### 4. Hidden Room

- Description: "You are in a hidden room behind a false wall, filled with stolen goods."
- Neighbors: "north" to Abandoned Warehouse, "east" to Safe Vault

### 5. City Hall

- Description: "You are in the grand hall of the city, with marble floors and soaring ceilings."
- Neighbors: "west" to Detective's Office, "south" to Rooftop Garden

### 6. Rooftop Garden

- Description: "You are in a serene garden on the rooftop, overlooking the city skyline."
- Neighbors: "north" to City Hall

### 7. Safe Vault

- Description: "You are in a secure vault with a massive steel safe and various surveillance equipment."
- Neighbors: "west" to Hidden Room

### 8. Glamorous Penthouse

- Description: "You are in a lavish penthouse, adorned with expensive decor and art."
- Neighbors: "south" to City Hall

## **Additional Actions**

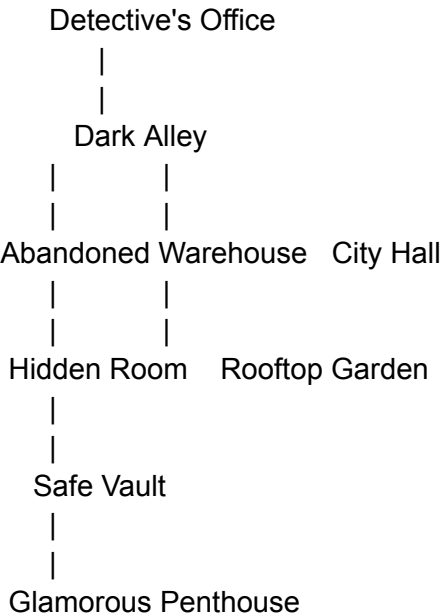
1. Investigate - The player can choose to investigate specific items or areas in the room, which may reveal hidden clues or items.
2. Interrogate - The player can interrogate NPCs in the room to gain information or hints about the case.

## **Game Over Conditions**

- Winning Condition: The player wins by entering the Glamorous Penthouse holding the Midnight Star jewel and presenting it to the police before midnight.
- Losing Condition: If the player runs out of time or is caught by a criminal in the Dark Alley without sufficient evidence, they lose the game.

Game Map

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This game design immerses players in a thrilling detective mystery filled with challenging puzzles, intriguing characters, and suspenseful moments.