

Player HP = 20

Objects

~~Map~~ Engine → rectfile
→ combat
→ display
→ Action Read
→ Action Determine

Satchel set
 put
 is in

Cow HP 5
Orc HP 10
Bandit HP 7

weapons

knife	1	+ CH 2
sword	3	+ CH 3
spear	4	+ CH 4
bow	3	+ CH 5

random 0 → 10
↓

Look N/S/E/~
Go N/S/E/~
use < item > Do. A horse etc
 lose round