

Default Satchel

~~cape~~

unity Knife $\rightarrow x1$

Find,

sword $x3$

spear $x3$

bow $x3$

gold -

jewels -

description

[x,y]

503

[x+1,y]

{coord}

{name}

Description

Enemies - random gen

coord
name
De.

Goblin (describe as small ~~or~~ goblin) - interest

Orch - swampy and plain

Bandit (along road/near villages)

flow

<Description>

<any enemies>

Actions

Quit

Look <direction> \rightarrow change description (no enemies)

Go <direction> \rightarrow change location (no enemies)

Use

Search

Find/nothing