ZUUL DESCRIPTION SAMPLE

ROOMS:

Start room

* Description: You have arrived in the cave! You are inside a small, well-lit room that has many cabinets along the walls. From here you can continue your adventure.
* Exits: Yellow Cavern, Blue Cavern

Yellow Cavern

* Description: You’re now inside the Yellow Cavern! An amazing golden shine illuminates the cave. It is bright and welcoming, and there is a dazzling yellow jewel in the middle of the room.
* Exits: Dungeon #1, (Treasure room is locked until you get all 3 keys)

Blue Cavern

* Description: You’re now inside the Blue Cavern! A sinister chill sweeps across the room as you make sense of your surroundings. It is shadowy and eerie, with a dull blue light coming from the ceiling. There is a dark blue jewel placed in the center.
* Exits: Starting room, Dungeon #2, (Treasure room is locked until you get all 3 keys)

Red Cavern

* Description: You’re now inside the Red Cavern! You feel a burning heat as you make your way around. You see a wall of fire surrounding the edges of the room, lighting the whole cavern with a red hue. There is a scarlet red jewel in the hub of the room.
* Exits: Dungeon #2, (Treasure room is locked until you get all 3 keys), (End Cavern locked until you get the treasure)

Dungeon #1

* Description: You’ve made your way to Dungeon #1! It is a dark and damp dungeon, and you can hear mumblings in the room. The floor and walls have moss growing on them, and you can see strange writing along the walls as well. Out of the shadows comes a grizzled man who is speaking to himself in whispers.
* Exits: Starting room, Dungeon #2, (Treasure room is locked until you get all 3 keys)

Dungeon #2

* Description: You’ve made your way to Dungeon #2! It is brilliantly lit and you see a library containing a wide array of books. The walls and floor are spotless and have an intricate design etched into them. You can see some sort of plan written on the front wall. From the corner, an orderly and polished man approaches you and speaks clearly.
* Exits: Red Cavern, Blue Cavern

Treasure Room

* Description: You have reached the Treasure Room! The room has a golden interior, and has the same etchings and writings as the dungeons. Magnificent statues adorn the walls, and the floor is filled with coins and trinkets. You take in the splendor of the room itself, and look for the Ring of Rage. You collect it and feel the room starting to collapse.
* Exits: Red Cavern, Yellow Cavern

End Cavern

* Description: You enter the End Cavern! You open the door with the ring you have and find a room filled with ominous writing. You, being sick of strange writing in rooms, decide to leave using the tunnel stretching upwards.
* Exits: (No exits because the game is done by this point)

PERSONS:

Wizard #1:

Before giving him the jewels: “I see you have taken the challenge up to find the treasured ring. I will help you unlock the doors, but only if you find the jewels scattered around this cave. You can trade the jewels to me for the respective key. However, I will only accept two. You will have to find the third key another way.”

After: “So you have figured out which ones I accept. You are a smart challenger. I trust you know what to do next.

If you give him the wrong jewel: “I will not accept this.”

Wizard #2:

Before giving him the jewels: “Welcome to the cavern! If you are here, I assume you’re looking for the treasure? I’ll make a deal with you- you help me find the jewels I want, and I give you the keys you want. I only want two of them, though. You’re going to have to find some other way to get the third key.”

After: “You’re a smart one, aren’t you? You might just be able to get the treasure. Don’t mess it up.”

If you give him the wrong jewel: “I will not accept this.”

ITEMS:

Red jewel – this jewel can be traded for something

Blue jewel – this jewel can be traded for something

Yellow jewel – this jewel can be traded for something

Red key – this key can be used to open part of a door

Blue key – this key can be used to open part of a door

Yellow key – this key can be used to open part of a door

Ring of Rage - this treasure will come in handy to get out of the cave

DEPENDENCIES:

1. Find the jewels
2. Talk to the wizards, they will tell you what to do

(1 and 2 can be interchangeable)

1. Find out which jewels which wizard will accept
2. Collect the keys from the wizards
3. Use the keys to unlock the treasure room and collect the treasure
4. Exit the cave after collecting the treasure