Slime

First Interaction-

1. As you approach this customer you see that it is a slime, one without arms, and a cute little face. The slime appears to be no threat other than the wet trail it is leaving in its path. (You will have to clean this later)
2. Choose what to do
   1. Throw Something at the slime
   2. Poke it
   3. Give It something

Throwing Something at it

1. Throwing something at it results in the slime getting upset as it begins to spew slime all over the place. As the slime continues to spread this mess, you must try and get it to stop. What do you do?
   1. Throw Something else at it
      1. Causes the slime to get angry (-Sanity)
      2. The slime leaves the store (no money)
      3. You now must clean up this huge mess before a customer sees/gets hurt.
   2. Try to calm it down
      1. You try to talk to the slime to no avail as it does not understand you.
      2. The mess continues to grow
      3. Choose another option
   3. \*Give it \_\_\_\_\_\_\* (Something that the player has bought from special store)
      1. You use an item from your inventory to calm the slime, if it is \_\_\_\_ the slime becomes cheerful and gives you \_\_\_\_\_\_ as it leaves, if it is not \_\_\_\_\_ then the slime looks confused as it takes the item and leaves.