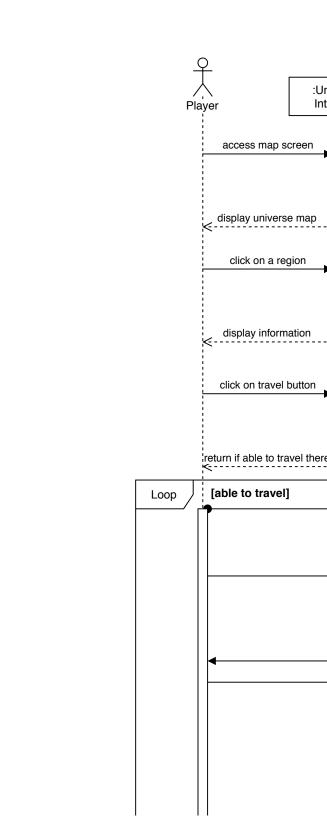
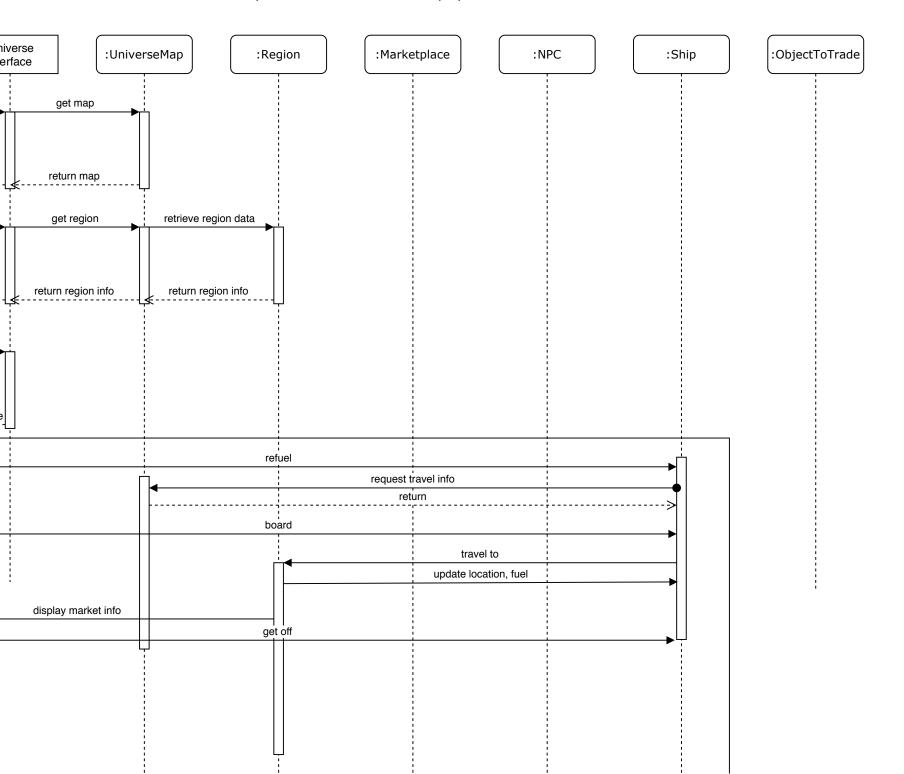
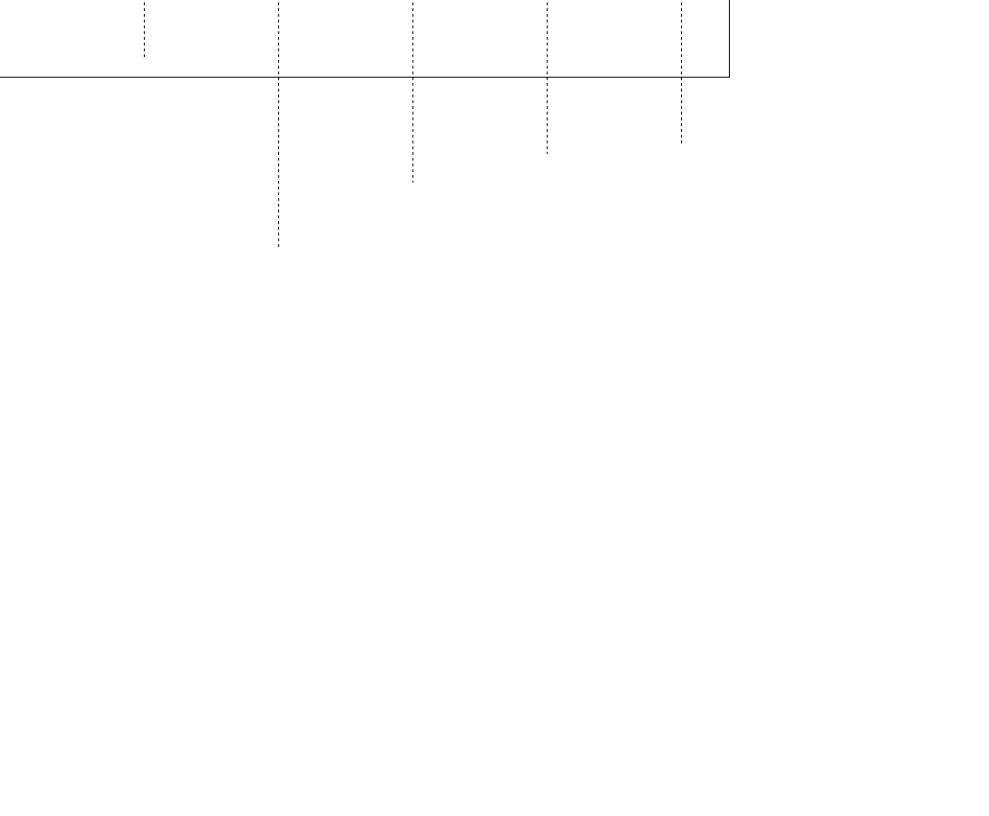


		 	1 1 1 1	 	
display changes to player €-					
end NPC interaction			1 	 	
1		1 	1 	 	
return to marketplace view		1 1 1 1 1	1 1 1 1 1	1 1 1 1 1	
	:				



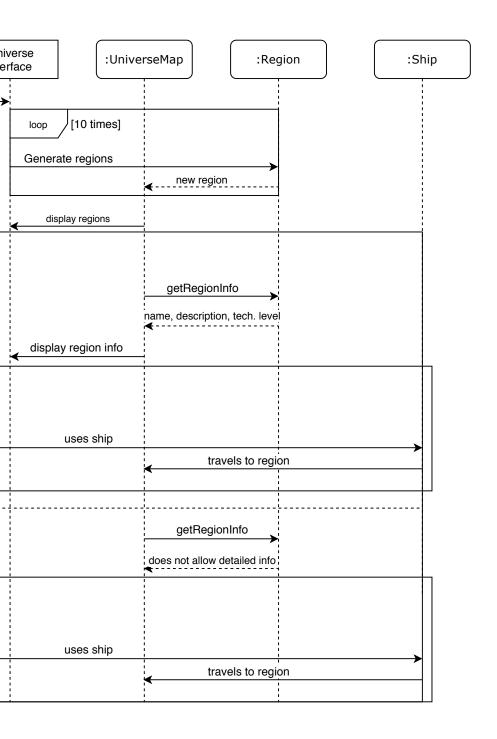


	<u> </u>
	i



"I want to vie

P	:L layer
·	click map screen
	Click map screen
	alt
	an -
	[previouslyVisited]
	1
	opt
	[user chooses to travel
	[else]
	opt
	[user chooses to travel



"As a player, I want to be able to configure r

Pla	:Ch C yer Int
	clickCharConfigScreen
(pild	setSkillPoints ot, fighter, merchant, eng
	setName(name)
alt	[validateName && vali
	(nam
ser	[else] nd name/points ErrorMes ◀

my name, game difficulty, and skill levels so I can create the kind of character I want. "

