# Rooms

describe()

You enter [name] and see [description] .

Commonside

a street with two pubs opposite one another. One is painted red and the other green. The red one says closed above the door. The green one has a wide-open front door

the Hallway

a brown door into the pub

the Snug

light shining through the yellow and red stained-glass window. Fitted brown leather seating wrapping all the way around the south side of the room. An old fireplace, currently not lit, with two figures moulded into the surround

the Games Room

eight tables and numerous stools with brown leather seating wrapping around two sides of the room. A small wood burning stove had a large gold trimmed mirror above it. There is a slew of board games stacked along the window sill

the Bar Area

five hand pull beers and loads of draught on the bar plus bar rails behind. Opposite the bar the wall is filled with posters for upcoming events

the Lounge

a comfy looking sofa in the far corner next to the fire and lots of wooden tables and chairs. Amazingly there is also a bar in here which has another four hand pull beers and six draft beers

the Snooker Room

a full-size snooker table with a zebra print light hanging above and surrounded by wooden paneled walls and brown fitted seating

the Stairs

a corrugated plastic roof covering some steep stairs down into the unknown

the Basement

three sofas, a load of tables, chairs, and picnic benches. Oddly for a basement the far side is open to the outside, but this is clearly sign posted as a no smoking area

the Beer Garden

four picnic benches on a wooden deck. Past the trees and bins there is a wide across to the far side of Sheffield

Barber Place

a street full of parked cars and terraced houses

# Characters

chat()

Tim Taylor

middle aged landlord

What 'ger want?

Sam Smith

grumpy old man

Put that phone away.

*ChocCake*

Thor Bridge

nice guy with dirt under his fingernails

Do you want to see my allotment?

# Items

describe()

The [name] is on the [position] it looks [description] .

Phone

Wallet

Atm

Tenner

ChocCake

Landlord

Jaipur

# Incoming Call

didilerder didilerder didilerderder

Dionysus: Hello! I'm just having a pint at the Museum!

You: Are you enjoying it?

Dionysus: Nah, it's rubbish! It's total rubbish! How are you?

You: I'm not sure what is going on to be honest.

Dionysus: Oh no. Here are a few tips for you then.

All words shown in italics are valid commands. Try them out to see what happens.

Use commands north, east, south and west to navigate between rooms.

The commands hands and pockets will show you what items you have in your hands and pockets.

At any time if you need help then just call me using the command phone.

You: OK I'll try to remember all of that. If not, I'll give you a call.

Use the command hangup to end the call

# Outgoing Call

Ring Ring ... Ring Ring ... Ring Ring

Dionysus: Oh hey. Do you need some help?

You: Yes please.

Here are the commands that you can use:

north, east, south and west to navigate between rooms.

pockets will show you what items are in your pockets.

hands will show you what items are in your hands.

items will show you a list of items in the room you are in. This list is auto populated every time you move into a new room.

Typing the name of an item will show you more information about that item.

people will list all of the people in the room you are in. This list auto populates when you move into a new room.

Typing a person’s name will start a conversation with them.

You: But what's the point of it all?

Dionysus: Well that's a tough question but simply put you should buy your friends a few pints to increase their strength and 'deal with' people that are causing trouble.

I'm sure you'll come across someone causing some serious trouble that you must beat to win this game.

Oh, and make sure you don't get too hungry or have a little accident.

Use the command hangup to end the call.