

"I want to create a Zork-like text adventure game for compliance training focused on the risk area of financial crimes within a corporation. The game should be from the perspective of office colleagues rather than a compliance officer. The objective is to teach players about the impact of financial crimes and how people may unknowingly violate regulations.

Here are the details:

1. **Setting:** The game is set in a modern corporate office of a company called Crestfield Industries, known for its innovative products.
2. **Player Character:** The player is Alex, a diligent office employee.
3. **Gameplay Elements:**
  - **Exploration:** Players navigate through various office locations such as meeting rooms, break rooms, the finance department, and personal workspaces.
  - **Interaction:** Players interact with different colleagues, including the helpful finance officer, the overly ambitious project manager, and other office staff, each providing clues or misleading information.
  - **Decision-Making:** Players make choices during conversations and tasks that affect the game's outcome.
  - **Discovery:** Players uncover hidden documents, suspicious transactions, and covert communications.
4. **Key Scenarios:**
  - **The Expense Report:** A colleague submits a suspiciously high expense report. Players must decide whether to approve it, ask for clarification, or report it.
  - **The Vendor Contract:** During a meeting, a senior manager insists on choosing a specific vendor despite higher costs. Players must decide whether to agree, raise concerns, or investigate the vendor.
  - **The Gift Offer:** Players receive an expensive gift from a potential client before a major contract decision. They must decide whether to accept it, decline politely, or report the offer.
5. **Learning Objectives:**
  - Understand various forms of financial crimes within a corporation.
  - Recognize signs and red flags of financial misconduct.
  - Learn the importance of ethical decision-making and potential consequences.
  - Develop strategies for reporting and addressing suspected financial crimes.
6. **Ending:** The game concludes with a summary of decisions and their impact on the company, highlighting key learnings and providing tips for real-world application.

Using this prompt, please create a detailed Zork-like text adventure game script, including dialogue, decision points, and descriptions of scenarios."