

"I want to create a Zork-like text adventure game for compliance training focused on the risk area of insider trading within a legal firm. 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 insider trading violations 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 Dewey, Cheatum and Howe Industries, known for its innovative products.
2. **Player Character:** The player is Barry, 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:**
 - **An IPO of Client Company:** One partner, Nick starts talking excessively about a deal the law firm is handling for an upcoming IPO. The other partners wonder why the talkative partner is so overly interested in the deal. Players must decide whether to agree, raise concerns, or investigate the partner's interest.
 - **The Neighbor Conversation:** During a meeting, a senior partner, Linda, discusses how her neighbor has a cousin at the firm of the IPO. The other members wonder how much Linda has discussed with her neighbor about the deal. Players must decide whether to agree, raise concerns, or investigate the vendor.
 - **The Stock Option Gift Offer:** Players receive an offering of stock options from a potential client before a major IPO they are considering handling. They must decide whether to accept it, decline politely, or report the offer.
5. **Learning Objectives:**
 - Understand various forms of insider trading 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 insider trading.
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. Also, please begin playing with the user immediately when the document is loaded."