

STARTING ROOM  etc.






_____ is a room. “ _____
(name of room) (text description player will see upon entering the room)

_____.”

ROOM  etc.

_____ is _____ of _____ .
(name of new room) (direction n/ne/e/se/s/sw/w/nw) (name of existing room)
“ _____
(text description player will see upon entering the room – in quotation marks with period at end)

_____.”






PERSON (ANIMAL) I      etc.

_____ is a _____
(name of person) (person/man/woman/animal)
in _____. The description of
(name of room)

_____ is "
(name of person) (text description player will see

when looking at the person)

_____.






PERSON (ANIMAL) I      etc.

_____ is a _____
(name of person) (person/man/woman/animal)
in _____. The description of
(name of room)

_____ is "
(name of person) (text description player will see

when looking at the person)

_____.






PERSON (ANIMAL) I      etc.

_____ is a _____
(name of person) (person/man/woman/animal)
in _____. The description of
(name of room)

_____ is "
(name of person) (text description player will see

when looking at the person)

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PERSON (ANIMAL) I      etc.

_____ is a _____
(name of person) (person/man/woman/animal)
in _____. The description of
(name of room)

_____ is "
(name of person) (text description player will see

when looking at the person)

_____.

DIALOGUE

After asking _____ about " _____ " :
(name of person/animal) (text)

say " _____
(text player will see representing the npc's response to the question)

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After asking _____ about " _____ " :
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DIALOGUE










After asking _____ about " _____ " :
(name of person/animal) (text)

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DIALOGUE

After asking _____ about " _____ " :
(name of person/animal) (text)

say " _____
(text player will see representing the npc's response to the question)

OBJECT          etc.










_____ is a thing in
(name of item)

_____. The description of
(name of room)

_____ is "
(name of item) *(text description player will see*

when looking at the item)

_____."

OBJECT          etc.










_____ is a thing in
(name of item)

_____. The description of
(name of room)

_____ is "
(name of item) *(text description player will see*

when looking at the item)

_____."

OBJECT          etc.










_____ is a thing in
(name of item)

_____. The description of
(name of room)

_____ is "
(name of item) *(text description player will see*

when looking at the item)

_____."

OBJECT          etc.

_____ is a thing in
(name of item)

_____. The description of
(name of room)

_____ is "
(name of item) *(text description player will see*

when looking at the item)

_____."