

# Suggestions for Conan

This would be better than what was at the show!

## Rooms (type)

- ⊗ OPEN PLAIN
- ⊗ TUNNEL
- ⊗ STONE HALL
- ⊗ Rough Room
- ⊗ STONE ROOM

## Colors

define Rooms better

10 or 12 color sets

(how about 256 colors

in the GAME! 4 at a time, but still 256!)

## Things in Rooms

- ⊗ Chair
- ⊗ table
- ⊗ doors (special case)
- ⊗ chests
- ⊗ treasure
- ⊗ objects to get (special)  
(keep with you (swords) or objects of game)

## MONSTERS

⊗ EASY, DUMB

⊗

⊗

⊗

⊗ HARD, SMART

a situation would (or could) be defined

by: (Room type) (Color set) (# of things in room)

1-?

0 → ?

(# of MONSTERS)

0 → ?

( ) ( ) ( )

⊙ → #  
(1) (3) (6)

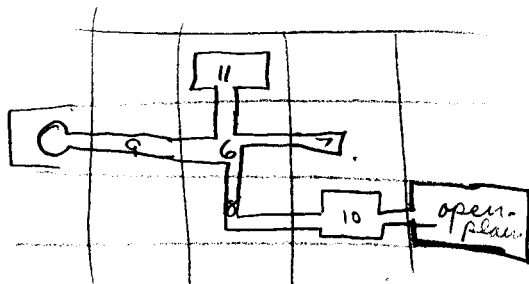
"chair" "door" "chest"

So that,

5, 3, 3, 1, 2, 4, 1, 3

would define a Stone Room, with Brown floor, grey walls, black outlines, and light brown objects, a chair, a table and a chest and one monster

Matrix for room connection



Room 6 goes to 7, 8, 9, and 11  
but Room 11 only goes to 6!