

# GAMEPLAY TOOLS

## Set of scenario



A museum

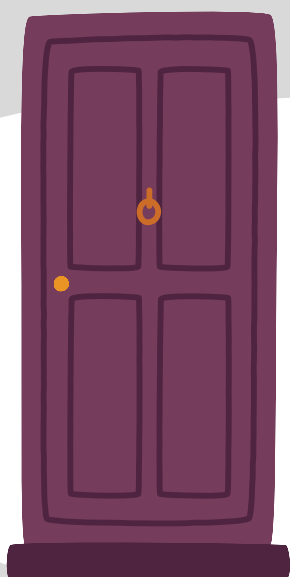
## Possible objects



A talking painting



An ancient key



A secret door