

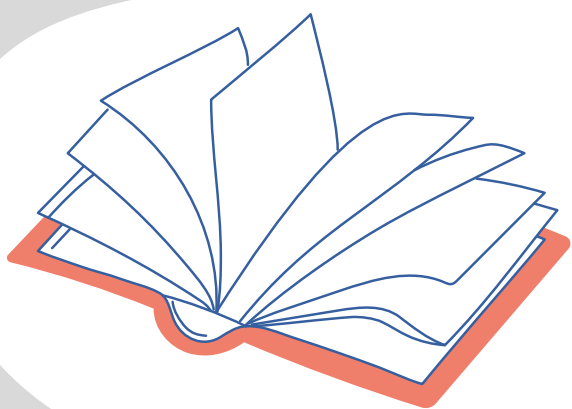
# GAMEPLAY TOOLS

## Set of scenario



A school

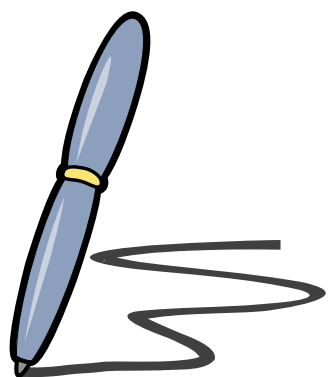
## Possible objects



An old book with blank pages



A locked room



A pen with invisible ink