lass : HUMAN	Character description (Choose 3)
Character appearance	□ I focus on details rather than the ov
	all idea.
	mouth.
	□ I cannot imagine what it would be I
	to be someone else.
	□ I have been told that I am clumsy or
	coordinated.
	\Box I like to copy the way certain pe
	speak and act.
	 I speak with a normal rhythm. I do certain things with my hands of
	and over again.
	□ I can see in my mind in exact det
	things that I am interested in.
	□ I can chat and make small talk.
	□ I am considered a loner by those
	know me best.
	I like to have close friends.I am told I give too much detail.
	□ I am often told that I ask embarrass
	questions.
STARTING AN ADVENTURE	Мар
STARTING AN ADVENTURE The PARSER will commence the ADVENTURE. At any point, you can take action:	
The PARSER will commence the ADVENTURE. At any point, you can take action:	
The PARSER will commence the ADVENTURE. At	
The PARSER will commence the ADVENTURE. At any point, you can take action:	begin 1: mirrors
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions:	
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right]	begin 1: mirrors
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name]	begin 1: mirrors
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right]	begin 1: mirrors 2:
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect	begin 1: mirrors
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect > dance	begin 1: mirrors 2:
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect > dance	begin 1: mirrors 2:
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect > dance	begin 1: mirrors 2: 3: end?
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect > dance > Ask a question (see next page) Character stats	begin 1: mirrors 2: 3: end?
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect > dance > Ask a question (see next page)	begin 1: mirrors 2: 3: end?
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect > dance > Ask a question (see next page) Character stats	begin 1: mirrors 2: 3: end?
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect > dance > Ask a question (see next page) Character stats > I have lost spoon(s).	begin 1: mirrors 2: 3: end?
The PARSER will commence the ADVENTURE. At any point, you can take action: Taking an action You can try to take the following ac- tions: > move [up / down / left / right] > talk to [name] > reflect > dance > Ask a question (see next page) Character stats > I have lost spoon(s).	begin 1: mirrors 2: 3: end?



Switching roles

Say: My dear parser, it is OK. Trust in your own humanness. Let's switch seats and sheets. We can give this adventure another try. Proceed to exchange character sheets and positions (if possible). Don't create new characters, but use these same sheets. Reset the HUMAN's lost spoons to 0. As the new PARSER, start at Location: Begin.