

**n,n,**

1. Noun
2. Adjective - Ends In Est

**n,n,**

and here waqs thew oadnandbisad n dns ldbna d pdjad b sndjkshdhi;s s dskd'sd sbdugshdsjd nsdnndss ;dj and the end of fjr en dahy damndadnsdn sad sad sadsa Always read doseedentation.

If the game comes with a read-me file, do read it before playing. Less obviously, some games mention in the opening text that you should type ABOUT, INFO, or HELP when you play for the first time. This information may include special commands or other material without which you won't be able to finish. It is like the game manual in a commercial game, so don't ignore it.

Pay attention to the introductory text.

Most games open with a paragraph (or several paragraphs) \_\_\_\_\_ Noun \_\_\_\_\_ the background of the game and telling you a little about the setting and your motivations. Be ready to take a hint from this text. If it \_\_\_\_\_ Adjective - Ends in EST \_\_\_\_\_ you that you're looking for money, perhaps your goal during the game will be to collect valuable items. If it says you're trying to recover your lost map of Paris, then that should be your agenda at t