

Tell the player, That your character is always invisible and can't talk. Tell them to have fun interacting and messenger with the players.

You are a character who is always invisible and can't talk. You can interact with everyone and everything. The point of this is to have fun, as the PCG Master can make up what happens in any scenario.

There are two guys you can punch and interact with and the PCG Master makes up what they're saying. At the top there's a jukebox. On the Right wall there's a TV. At the bottom Left Corner there are two cans of graffiti. In the bottom right corner there is a toaster, an oven, a stove, a microwave, and a pantry. This pantry holds an infinite amount of every food and drink.

See all the funny ways the player interacts and messes with the characters!