

endless begging for coins at random towns
with random shelter costs, random villegues.

Sometimes, you're forced to leave; sometimes, it's your choice.

Cheapest shelter is 4 coins

- there seems to be no end to it, no way out (except maybe death?)
- survived 46 days; died in the city of Millbong.
- "Rebirth" "winter" ... (new city, cycle restarts)

~~aliendovecote~~ aliendovecote.com/uploads/twime/begscape.html
(downloading it doesn't work well)

Technically, this is ~~is~~ implemented well.

There just isn't that much to it. It feels like rolling a die over & over.

And there's little strategy except to stay in cheap cities
as long as you can.