Rooms of importance:

# Room 1 (Beach):

3 items, one in which needed to beat the game

# Room 2 (Docks):

1 item for game completion

Monster appears after a game important item is picked up. Must be beaten

# Room 4 (Boat: Interior Rooms):

Puzzle where you need an item to move forward

# Room 5 (Boat: Maintenance Area):

Puzzle where you need to use an item to get one of the better endings

# Room 7 (Kitchen):

Item

# Room 8 (Pantry):

Item

# Room 11 (Library: 1st floor):

Item

# Room 18 (East interconnecting Hallway):

Monster

# Room 20 (Master Bedroom):

Monster

# Room 28 (West observation room):

Monster

# Room 32 (Main lab):

Monster that must be beaten

# Room 33 (Armory):

Item needed to complete game