Money

Room1 desk - The desk is painted white, or used to be, it’s as worn as the rest of the room. There is one drawer that doesn’t appear to be locked.

- *Keys*

- *Tickets for the rides*

Crowbar –”Somewhat bent crowbar, I should be able to break open something with this.”

Gate keys –”Keys from the security building office.”

Keys for room1 – ”Rusty discarded keys, I wonder where these fit to?”

Rock– ”An ordinary looking rock, I can’t imagine why would you collect these.”

Flashlight

Tickets – ”Collect all of these to gain more points upon finishing the game.”

Door1

Main switch

Ugly painting - *Why would anyone want to hang that on their wall?*

Security door

Kitchen door- The DOOR leads to kitchen, nothing very interesting there.

security building desk- The DESK: there are papers, work schedules, brochures, some old looking candies and a KEY

security building bookshelf- BOOKSHELF seems to have some books and magazines and also a FLASHLIGHT

phone- The PHONE next to the map is the sort of old fashioned devices you have never used before the- phone? - receiver? – handheld part, anyway is attached to big boxy thing at the wall by a cord. The big boxy wall part also has a coin slot.