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| **Room** | **Items** | **Monsters** | **Entry Requirements** | **Exit Paths** |
| Atrium | Diary note from Dr Fitzgerald, (hand powered) torch, binary note 1, notepad. |  |  | Psychiatric reception (north).  Canteen (east).  Basement (take lift down 1 floor).  Ward 1 (west). |
| Psychiatric Reception | Bible, crucifix. |  |  | Atrium (south).  Isolation rooms (north).  Long term care (northeast). |
| Isolation Rooms | Saint water. |  |  | Electro-shock therapy (north).  Long term care (east).  Psychiatric reception (south). |
| Electro-shock Therapy | Binary note 2. | 1 super-human mutant. | Knife or axe. | Isolation rooms (south). |
| Long-term Care | Medicine. |  |  | Isolation rooms (west).  Psychiatric reception (southwest). |
| Canteen | Knife, tin of beans. |  |  | Dining room (east).  Atrium (west). |
| Dining Room | Axe, binary note 3. | 1 super-human mutant. | Knife | Canteen (west). |
| Ward 1 | Medicine. |  |  | Atrium (east).  ICU (west). |
| ICU | Key for lift. | 1 super-human mutant. | Knife or axe. | Morgue (north).  Ward 1 (east). |
| Morgue | Binary note 4, medicine. | 1 super-human mutant. | None, but will reduce sanity by 15. | ICU (south). |
| Basement | Binary note 5, tin of beans. | 1 super-human mutant. | Key for lift, torch, axe or knife, shoes. | Atrium (take lift up 1 floor).  Disused morgue (east). |
| Disused Morgue | Binary note 6, medicine x2. | 2 super-human mutants. | Knife or axe, faith level above 60. Will reduce sanity level by 30. | Basement (west). |

**Notes (items) (medium difficulty):**

* Tin of beans restore 20 health and 10 sanity.
* Medicine restore 35 health and 15 sanity.
* Shoes protect you from broken machinery in basement.
* Saint water restores faith to 80.
* Crucifix adds 15 faith and sanity.
* Bible adds 20 faith and 20 sanity.
* Torch is hand-powered so no need to have batteries (too much hassle).
* Binary notes are in order of how they need to be converted.

**Notes (monsters) (medium difficultly – just make variables higher for hard, and lower for easy difficulty):**

* Super-human mutants are essentially failed experiments and roam some of the rooms.
  + They can only be killed by a knife (2 hits) or axe (1 hit).
  + If you get hit by a monster, you lose 30 health, 20 sanity and 15 faith.

**Look Commands by Room:**

**Atrium** – “This is the room you started in, or at least you think it is. Here you remember there to be the DIARY NOTE from Dr Fitzgerald, a small hand powered TORCH, BINARY NOTE 1 and a NOTEPAD.”

**Psychiatric Reception** – “Looking carefully into the psychiatric reception, you notice a BIBLE and a CRUCIFIX laying on a wooden table. You wonder if these will help your sanity and faith.”

**Isolation Rooms** – “You apprehensively peek into the eerie isolation rooms, and you think you its safe. A bottle of glistening SAINT WATER catches your eye; maybe this can improve my sanity and faith level?”

**Electro-shock Therapy** – “This room looks disgusting, and you hear a super-human mutant through the weak-panelled walls. Through a small glass window, you think you see the all important BINARY NOTE 2 crinkled in the back corner of the room. Maybe I should have something to defend myself before going into this room.”

**Long-term Care** – “The sign for the long-term care room looks intact. You can’t hear anything crawling around, so assume it is safe. It seems logical that MEDICINE would be present in this room, handy for restoring health and sanity.”

**Canteen** – “Peeking through an ajar door, you see a sharp kitchen KNIFE and a TIN OF BEANS on a counter-top. The knife could come in handy for defence against these alleged super-human mutants.”

**Dining Room** – “Through the broken oak frames surround the front of the dining room, you can just about see an AXE laying in the back corner of the room. It looks stronger than the kitchen knife you found in the canteen. As you turn, your eye notices a crisp white note with the number 3 on the back. You assume it is the BINARY NOTE 3. This room looks bountiful, but you wonder if it is guarded by a mutant.”

**Ward 1** – “Through the glass walls of ward 1, you notice it is completely empty, apart from bloody bed sheets and broken medical equipment. Maybe some spare MEDICINE could be found on the floor if I look hard enough.”

**ICU** – “As you peek your head through the double doors, you can clearly see a KEY on the end of a counter. It looks like it could activate the life down to the basement. You also notice a super-human mutant patrolling the room. It would be wise to have defence before entering this room.”

**Morgue** – “The morgue looks horrific and will most likely lower your sanity by venturing into the room, especially since you hear a super-human mutant wandering the room in a spooky manner. However, you notice there is a BINARY NOTE 4 on the floor, as well as some MEDICINE. Maybe the gains of this room outweigh the pitfalls?”

**Basement** – “You can’t see anything in the basement, but you assume it is dark. You hear a mutant moping along the floor, it sounds as if the floor is littered with metal fragments and broken bits of machinery. You assume that BINARY NOTE 5 is in the room, probably being guarded by a super-human mutant as you see engravings of the number 5 splattered on the lift shaft. Maybe I should protect my feet before venturing down there as it sounds like the floor could be filled with sharp objects.”

**Disused Morgue** – “Looking from the basement into this room, you are filled with fear. You know your sanity level will seriously drop if you enter the room as you hear multiple super-human mutants patrolling this disused morgue. However, you have a strong feeling that BINARY NOTE 6 will be in here, as well other loot, such as multiple MEDICINE capsules.”

