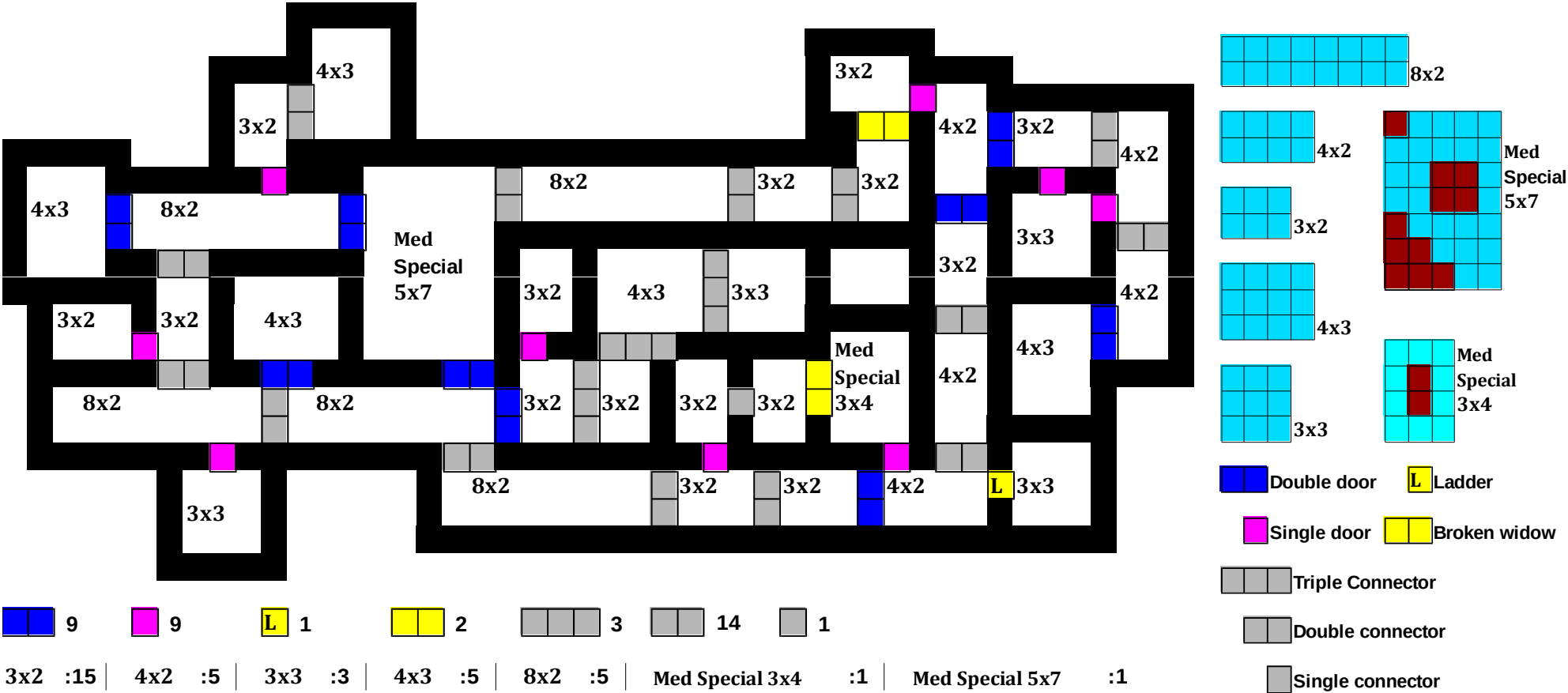


Med/Sci 1

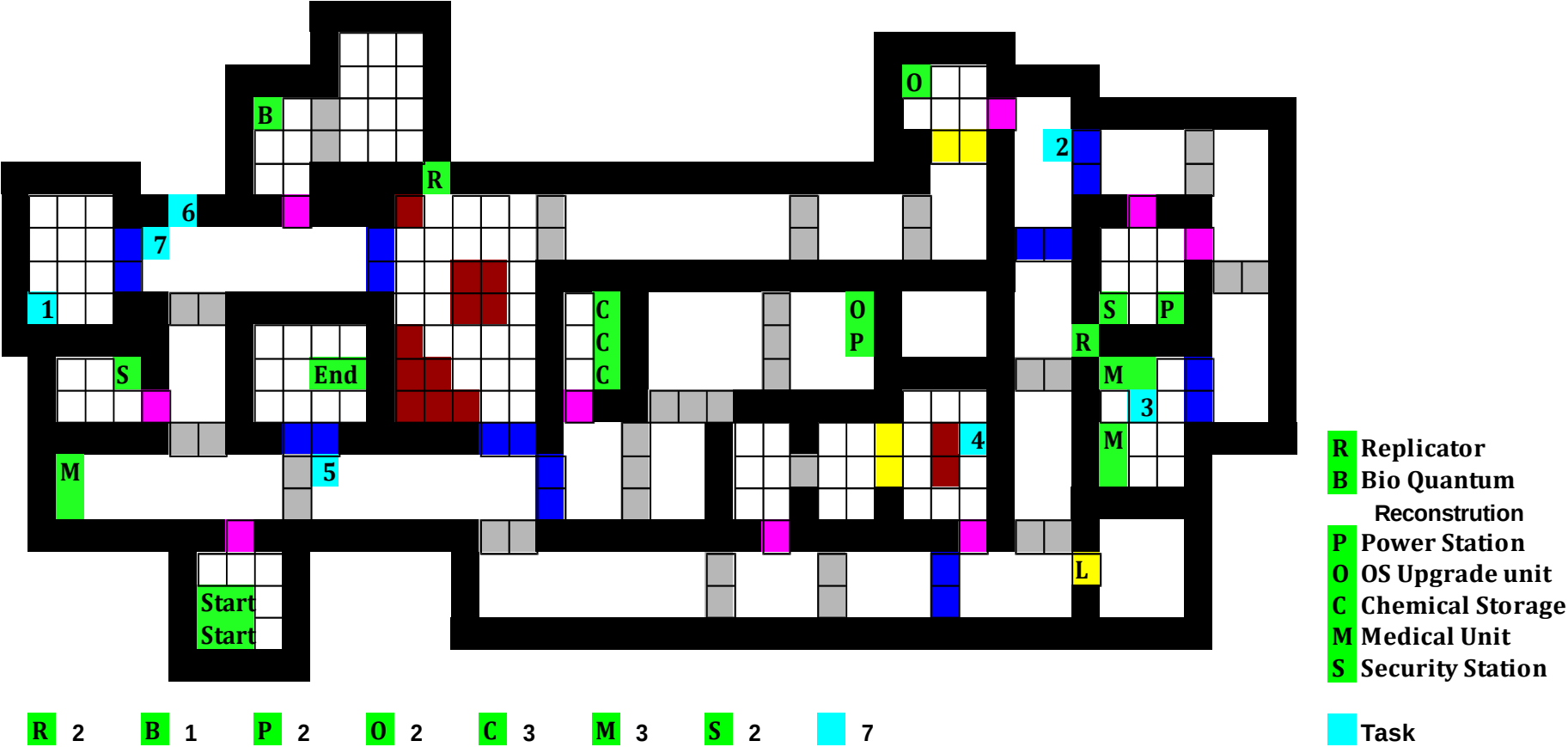
Short description:

Scenario designed for Game Master and 2-4 Players.

Raw mapchunks view:

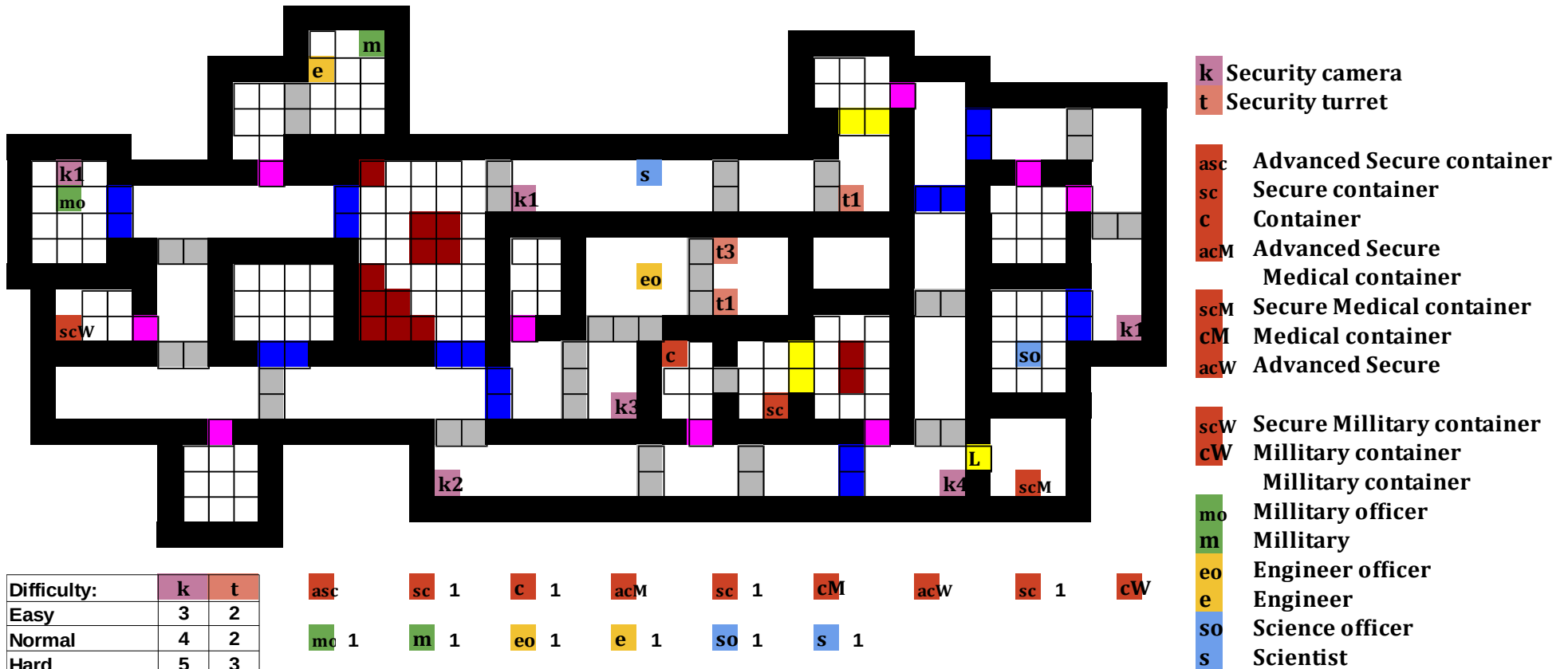


Stationary devices and tasks view:



TASK DESCRIPTION			
1	Door A Key Card.	5	Security door B.
2	Security door A.	6	Power Cell Slot for door C.
3	Door B Key Card.		
4	Dead Power Cell.	7	Door C without power.

View of constant loot objects, security cameras and secutiyu turrests:

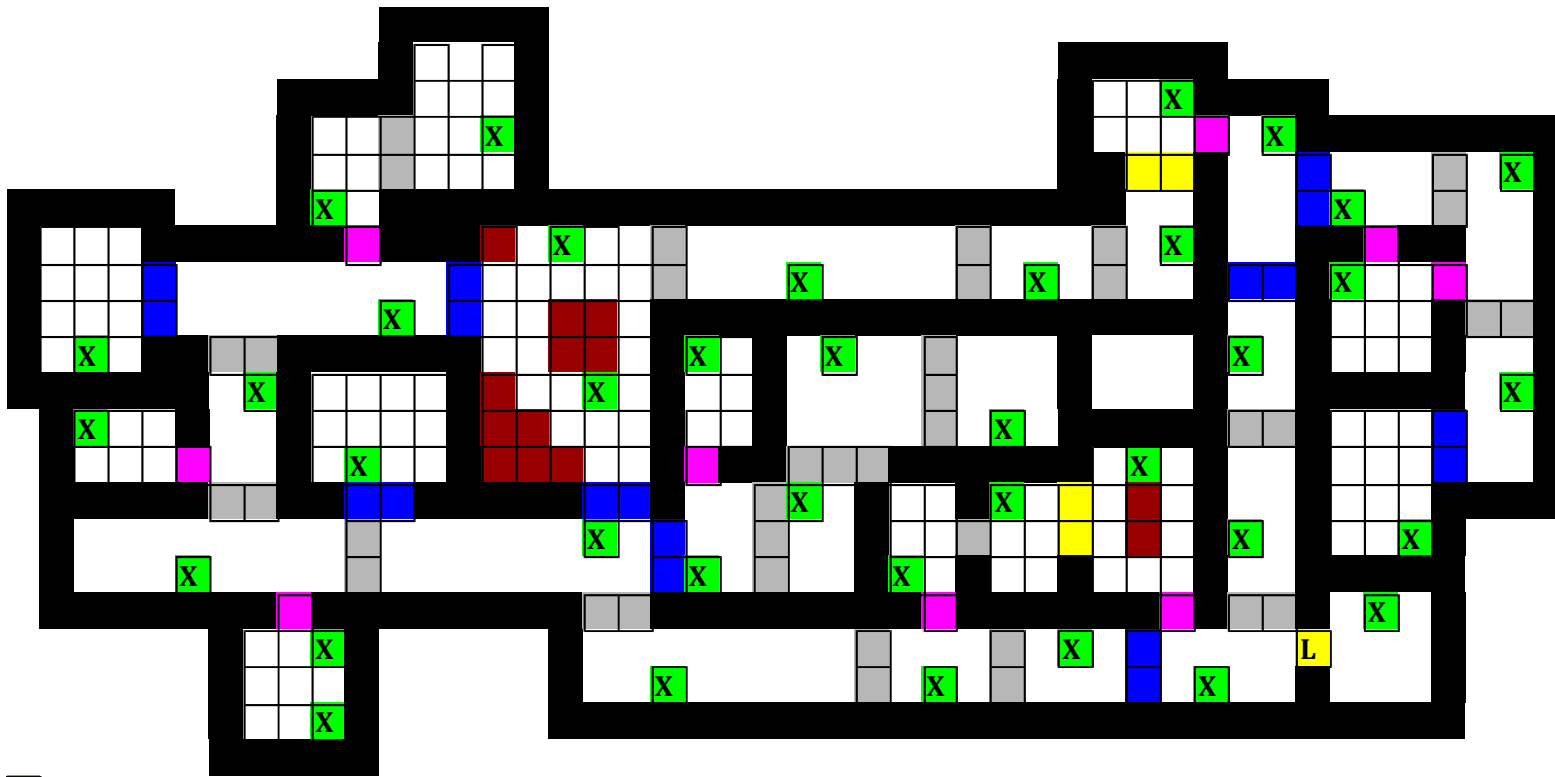



Numbers on Security cameras and turrets describes difficulty level:

- 1 – Easy,
- 2 – Normal
- 3 – Hard
- 4 – Impossible


For example: If defficulty level is set to Normal you should place on map turrets and cameras with numbers 1 and 2, but not 3 or above.

Random loot objects view:





















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Difficulty:	mo	m	eo	e	so	s	c	sc	asc	cM	scM	acM	cW	scW	acW	Total:	Empty:
Easy	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	38	0
Normal	2	3	2	3	2	3	4	2	1	2	1	1	2	1	1	30	8
Hard	1	3	1	3	1	3	4	1	1	1	1	1	1	1	1	24	14
Impossible	1	2	1	2	1	2	3	1	1	1	0	1	1	0	1	18	20

 Place for random
loot object

The image shows a 2D grid world environment. The grid is composed of white cells (walkable), black cells (obstacles), and various colored cells representing different elements. The environment includes several rooms and corridors. Key features include:

- Agents:** A green agent labeled 'Start' is at the bottom left. A green agent labeled 'End' is in the middle left. A green agent labeled 'm' is at the top center.
- Goals:** A green cell labeled '0' is at the top right. A green cell labeled '3' is on the right side. A green cell labeled '4' is at the bottom right.
- Obstacles:** Black cells form the walls and obstacles throughout the environment.
- Other Elements:** Various colored cells (blue, yellow, red, pink, grey) and letters (X, k1, k2, k3, k4, s, c, sc, t1, t3, B, R, M, S, P, M, so, e, mo, k1, k2, k3, k4) are scattered across the grid, representing different states or objects.

- | | | | |
|---------------------------|---|--|---|
| R Replicator |  Task |  asc Advanced Secure container |  mo Military officer |
| B Bio Quantum | |  sc Secure container |  m Military |
| Re Reconstruction |  k Security camera |  c Container |  eo Engineer officer |
| P Power Station |  t Security turret |  acM Advanced Secure Medical container |  e Engineer |
| O OS Upgrade unit | |  scM Secure Medical container |  so Science officer |
| C Chemical Storage | X Place for random |  cM Medical container |  s Scientist |
| M Medical Unit | serchable object |  acW Advanced Secure Military container | |
| S Security Station | |  scW Secure Military container | |
| | |  cW Millitary container | |

Begining creature alocation:

Before start Game Master should place: 2 Pipe Hybrids, 1 Protocol Droid , 1 Psi Monkey on the map. There must be at last 1 empty mapchunk beetwen each one. Corridors behave as 1 mapchunk (more info about corridors in instruction: „Mapchunks”).

Additional modifiers:

Detailed description:

Lorem ipsum dolor tes amet.