

Characters

Scene1 - lobby

char2- receptionist

Scene2a - single

char2- maid

Scene2b - double

char2- roomie

Scene3a - basement

char2- girl

art- weapon1

art- weapon2

Scene3b - lounge

art- crumpled note

art- hair

art- teeth?

Scene3c - laundry

Scene4a - double revisit

Scene4b - lobby revisit

char2- receptionist

Scene4c - employees only

char2- maid

char3- bellboy

Scene5 - bathroom

Scene6 - boiler room

char2- girl?

char3- walls

Bad end- employees only

Joke end- romance

Joke end- stagnation

Bad end- give up (reception)

Bad end- receptionist

Bad end- bathroom monster

Bad end- basement (hide)

Bad end- basement (fight)

Bad end- give up (last minute)

Bad end- boiler

Good end- freedom