NOTICE:

       In order to freely explore the map I highly recommend you change the boolean variable EXPLORE_MODE at the top of the main.py to True. The enemies in this game are very tough and difficult to beat so I suggest turning them off via the EXPLORE_MODE variable to facilitate marking.

OBJECTS:

1.	Circuit Box	Examinable	Backstage
2.	Client List	Portable, Examinable	Accounting Office
3.	Computer	Examinable	Accounting Office
4.	Door Code	Portable, Examinable	Accounting Office Locker
5.	Keycard	Portable, Examinable	Green Room
6.	Laser Tool	Portable, Examinable, Useable	Washroom
7.	Locker	Examinable	Staff Room
8.	Locker Key	Portable, Examinable, Useable	Main Office
9.	Radio	Portable, Examinable, Useable	On your person
10.	Rolodex	Examinable	Main Office
11.	Scanner	Portable, Examinable, Useable	Washroom
12.	Signal Scrambler	Portable, Examinable, Useable	Washroom
13.	Speaker System	Examinable	Casino Floor
14.	Staff List	Portable, Examinable	Staff Room
15.	Tracking Device	Portable, Examinable	Washroom
16.	Washroom Key	Portable, Examinable	Janitorial Closet

FRIENDS:

1.	Front Desk Agent	Key:	Woman	Lobby
2.	Police Informant	Key:	Informant	Theater, Backstage, Green Room
3.	Janitor	Key:	Janitor	Kitchen, Restaurant

4. Partner Outside: Key: Radio   Everywhere (technically moving)

ENEMIES:

1. Manager   Moves   Main Office, Hallway, Storage Room, Club Room, Casino floor, Monitoring Room

2. Supervisor   Moves   Loading Dock, Monitoring Room

3. Masked Figure   Moves   Private Room, Hallway, Monitoring Room

4. Cameras   Stationary   Kitchen, Casino Floor, Private Room, Green Room
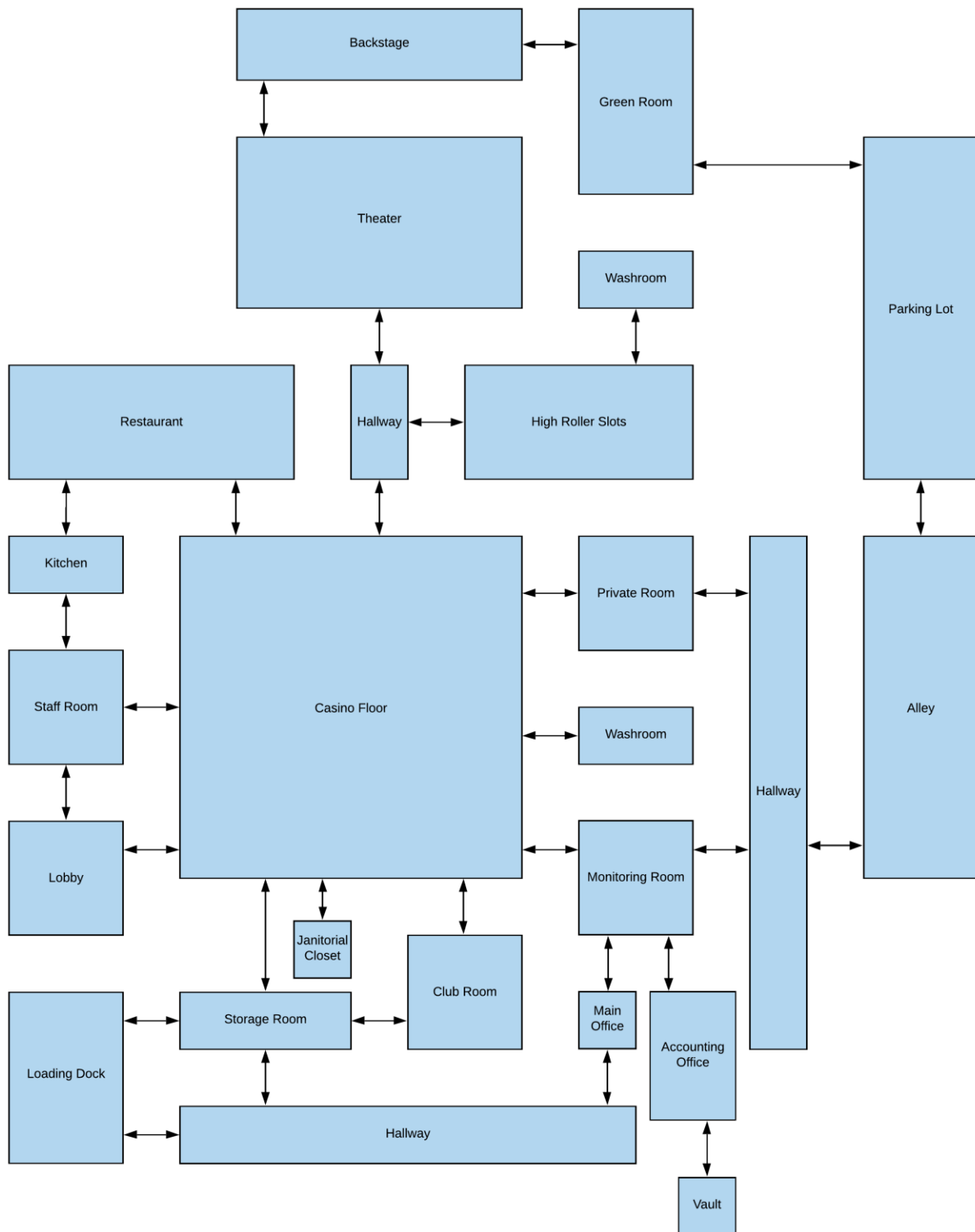

The Manager moves in a loop. He changes room every 7 game minutes. The Manager can be defeated by sabotaging the Circuit Box Backstage or the Speaker System on the Casino Floor by using the Signal Scrambler in those areas.

The Supervisor will cause an instant loss if you come face to face with him. He moves between the Loading Dock and the Monitoring Room every 15 game minutes. You can wipe out cameras by using the Laser Tool in rooms that have them. If all cameras are wiped out the Supervisor can only defeat you by being in the same room.

The Masked Figure alternates between 3 rooms every 9 game minutes. He cannot be defeated and must be avoided.

The Cameras are sub-enemies of the Supervisor. They can be defeated by using the Laser Tool.

MAP:

COMMANDS TO WIN:

look

talk woman

ask woman washroom key

ask woman janitor

move n

look

take staff list

examine staff list

move n

talk janitor

ask janitor washroom key

move s

check

move e

move janitorial closet

look

take washroom key

check

move n

move hallway

move e

move n

look

take scanner

take tracking device

take laser tool

take signal scrambler

move s

move w

move n

move n

talk informant

ask informant laser tool

look

ask informant signal scrambler

use signal scrambler

check

wait

check

move e

look

use laser tool

take keycard

move e

look

ask radio scanner

use scanner

move n

move w

move w

move s

move s

check

wait

wait

wait

wait

wait

wait

wait

wait

wait

move s

look

use laser tool

move storage room

move s

move main office

look

examine rolodex

take locker key

move s

move storage room

move n

move staff room

use locker key

examine door code

inventory

check

move e

move storage room

move hallway

move main office

wait

wait

wait

wait

check

wait

wait

check

wait

check

move n

move accounting office

look

take client list

examine computer

inventory

move s

0451

use scanner

drop tracking device

move n

check

wait

wait

wait

wait

wait

check

move n

move w

move lobby

You win with a Final Score of 10.