**Name:** Exam Room

**Description:**

Walking into the dimly lit exam room you are surprised to see it looking almost as if it were new. The room is small but neatly packed and tidied, it could be used by a doctor right now… with a bit of dusting.

The examination table in the center of the room appears dusty but not dirty or damaged and there is a table of medieval looking tools in perfect condition laid out over a small table next to you, weird.

As you move into the room you see a counter with a shelf above it that has a small glass jar and somehow notice a rancid smell through your gas mask coming from one of the drawers below it, it smells like rotting flesh. Something can’t be right here…

**Items:**

jar(An empty vial like glass jar, looks like something a chemist would use), head(a severed human head...someone really didn’t like him), hammer(a regular hammer with a wooden handle and a shiny big head), bonesaw(a saw for cutting bones, strangely the only old, rusty thing in the room), wedge(A metal door wedge). Examination table. Weird fluid

**Actions:**

Open drawers (open drawers)

observe/inspect tools (inspect tools)

Pickup hammer/bone saw/jar/wedge (take x)

Use hammerwedge on drawer (hammerwedge drawer)

Examine examination table (inspect table)

Use jar on examination table/draw/counter/tools (jar x)

Pickup head (take head)

Use jar on… (jar x)

**To solve puzzle**:

1. Take hammer and wedge
2. Combine hammer and wedge -> new item: hammerwedge
3. Use hammerwedge -> opens the drawer > 3
4. Take jar
5. (not required to solve puzzle) Inspect examination table -> prints number 4 print statement> 4
6. Use jar on examination table -> new item: weird fluid > 5
7. Take head
8. Use weird fluid -> prints number 6 /head/ > 6

**Print Statements**

1.You try to open the drawers but quickly realise they are locked

2.Inspecting the tools you notice that there is a bonesaw, hammer, some kind of metal wedge and a spanner...How can that be helpful?

3.After some persuasion from the hammerwedge the lock breaks and the drawer opens and the source of the smell is a severed human head…

4.Hmmm… at first glance the examination table looked clean but now you can see it’s coated in some weird liquid

5.You struggle but manage so fill the jar with the strangely warm liquid from the chair

6.You notice some of the top of the head melting so decide to pour all of it onto the head and look inside...It’s a key/vial!

Combined items: Hammerwedge(your weird looking creation...sounds helpful)