**Surgery Room:**

**Description**

The pungent smell coming out of the room sparked your interest and chose to enter. You have now entered the surgery room**.(The rest are written as if they are the player’s thoughts)** “Lights are flickering. Looks like the virus hit them during an operation. The room is covered with surgical equipment but mostly in blood and as it seems it came from the patient lying down on the bed with his stomach opened up”.

There is a doctor on the floor against the wall. Strangely he does not look infected nor hurt. On the other side of the room there are lockers. Others are open and empty with broken vials below them covered in spilled medicine, others are just closed. Hopefully, there is still something left inside.

As you approach into the room, you hear the automatic doors behind you closing. You try to open the doors again without results. It seems like only staff could use this room and the doors once closed can only be opened by a staff card.

Items in the room: Patient, Doctor’s body, medicine lockers

How to solve the puzzle –

1. Inspect the patient -> new items: needle(used for picking the lock)
2. Inspect lockers -> new item: medicine
3. Inspect the doctor’s body (must be done as last step, otherwise puzzle is failed) -> new items: staff pass card(to exit)
4. You now have the medicine, you can now exit

**Possible outcomes:**

* If you inspect the doctor first, puzzle is failed, because after inspecting the doctor, you only have one turn left which is for exiting the room
* If user tries to inspect the locker first, user finds out that they are locked, user is not in danger yet

Search the doctor’s body. You find a staff pass and an unused surgical mask. During the search the doctor is not dead after all and very slowly gains consciousness.

Examine the patient. If wearing the surgical mask found from the doctor, you do not get infected. On the patient bed you find a needle but no information of the infection.

Loot the medicine lockers. Lockers are locked, but you can use the needle to lockpick the lockers. If opened players finds a useful vial (key).

Once the key is optained the doctor turns out was infected but in a changing phase you leave before he notices.