Script/hints for hovering over items

You will see these sentences if you hover above the item

**Door (before you click/zoom in)**

* Hopefully I can find some way to open this quickly…

**Code pad on door**

* Hmm, I need to enter some sort of code here…

**Rat cage (closed)**

* Looks like that rat is sitting on something…

**Rat (when not fed)**

* How can I get it to move without it biting me…?

**Drawer**

* I’ve seen this kind of lock before! That pad detects certain elements. Maybe I can find a mixture around here…

**Key (in inventory)**

* Where there’s a key there’s a lock…

**Rat food (in inventory)**

* This smells bad… Who would eat this?

**Rat food (in glass container)**

* This is really durable glass, I can’t get to the food…

**Serum (in inventory)**

* Now I just have to find a device so I can use it.

**Empty Syringe (in inventory)**

* An empty syringe…

**Full Syringe (in inventory)**

* Now I can use it! But where would I need a mixture like this…

**Incubator**

* Looks like there’s something behind the glass there, could be useful…

**Hammer (in inventory)**

* This definitely comes in handy!