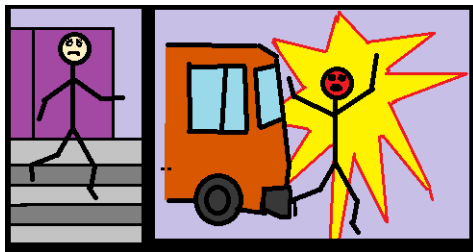


# The Current



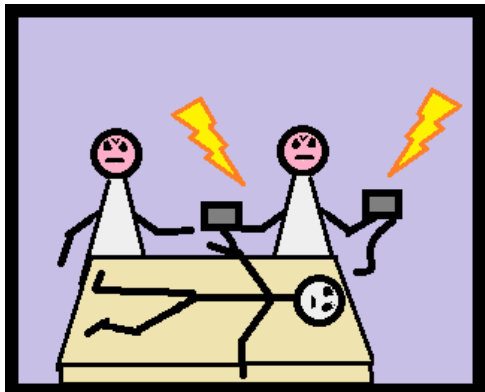
A young woman named Jess Coulomb is locked up in an insane asylum. It is unclear if she really is mentally ill or if she is exposed to an appalling experiment. It is up to the player to find out: the choices make the truth. Prepare to go mental!



START

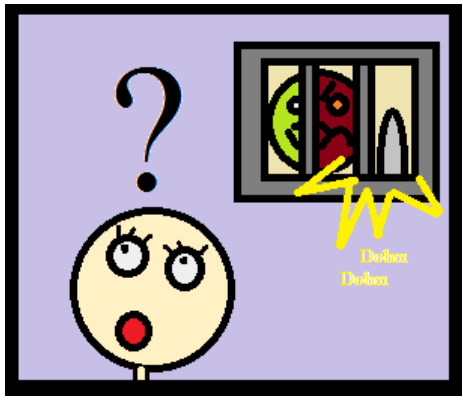
## Intro

Jess is running out from a hospital looking house, down the stairs. It is not obvious what building she seems to run away from, or from what. She is apparent overstrained and perhaps scared of something, because she looks around her like a paranoid person. When she runs over the road she doesn't watch out and a car hits her.



## The resurrection

Men in white coats surround Jess, lying down motionless on a bunk. They look like hospital people or scientists. Jess seems to be revived or it is strange experiment of some kind? Her face expresses fear. A man moves towards her holding a defibrillator looking device. The man connects the device and suddenly there is a flash. Jess' motionless body springs to life, bending and twisting in agony. She takes a deep breath. "Let me go." The man doesn't seem to hear her. Or care. "Please." The man starts the device again. Another electric shockwave. She loses her consciousness.



### The Guard

Jess wakes up with flip. Some noise awaked her. She looks around. A man with a hard face stare at her from an opening in the metal door.



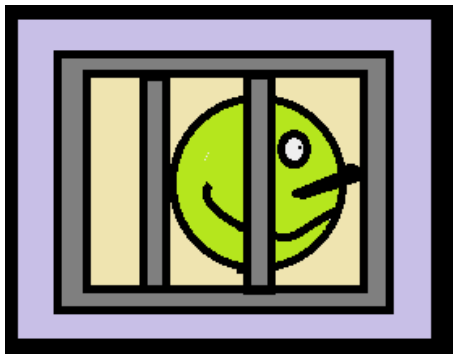
### The Guard- continued

"Come here!" He orders.

Jess hesitate, but obeys slowly. The floor is cold to her feet and she is trembling.

"What is this? Where am I?" Jess asks.

"Shut up!" Order the man. Now can Jess see that he is some sort of guard. She can see the tip of a baton. The man seems aggressive and hostile. "Listen here, wacko. I'm guard Janusz and this place is mine. If you ever give me trouble, then hell will come to you. Understand?" Jess hesitate. She doesn't like the way of the man, but she feels too weak and to confused. "Yes", she replies. "Ah. You are a trouble maker, aren't ya? Well, I haven't had some fun for a while. So girl, it's your move." The Guards face hardens even more. The baton hits the door with a boom.



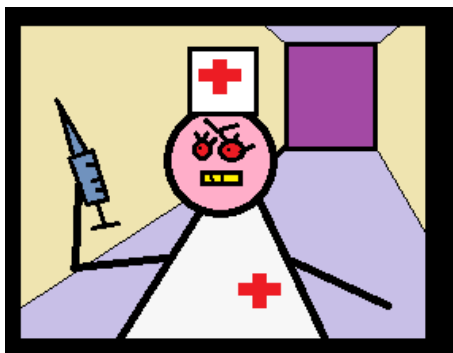
### The Guard- continued

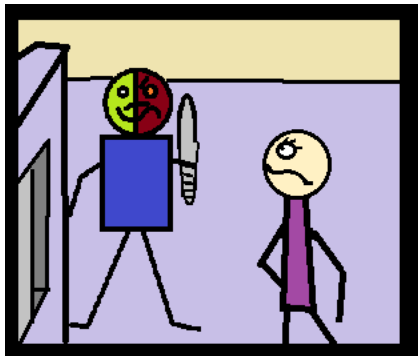
Janusz looks aside and suddenly there is a change in his face. Big smile.

### The Guard- continued

"Hi there, nurse! Looking good, as always!" The voice of the guard he soft and sleazy.

Jess can hear the nurse in the background "Time for your treatment. Follow me!"





### The Guard- continued

Janusz looks again on Jess. "Remember what I said. But now, you have a visitor. It's your uncle."

"Oh, Frank." Replied Jess surprised. Janusz open the cell door and let Jess out. "Rule number 2. The inmate shall voluntary go to the cell at lockdown every evening. Got it?!"















"Yes."




### [Game Play 1] LEVEL 1: Real World











Mission: Investigate the Block and meet up with Uncle Frank. Realize the truth according to Miles. Find the Map. Get a glimpse of John.

## Information Level 1 and Map

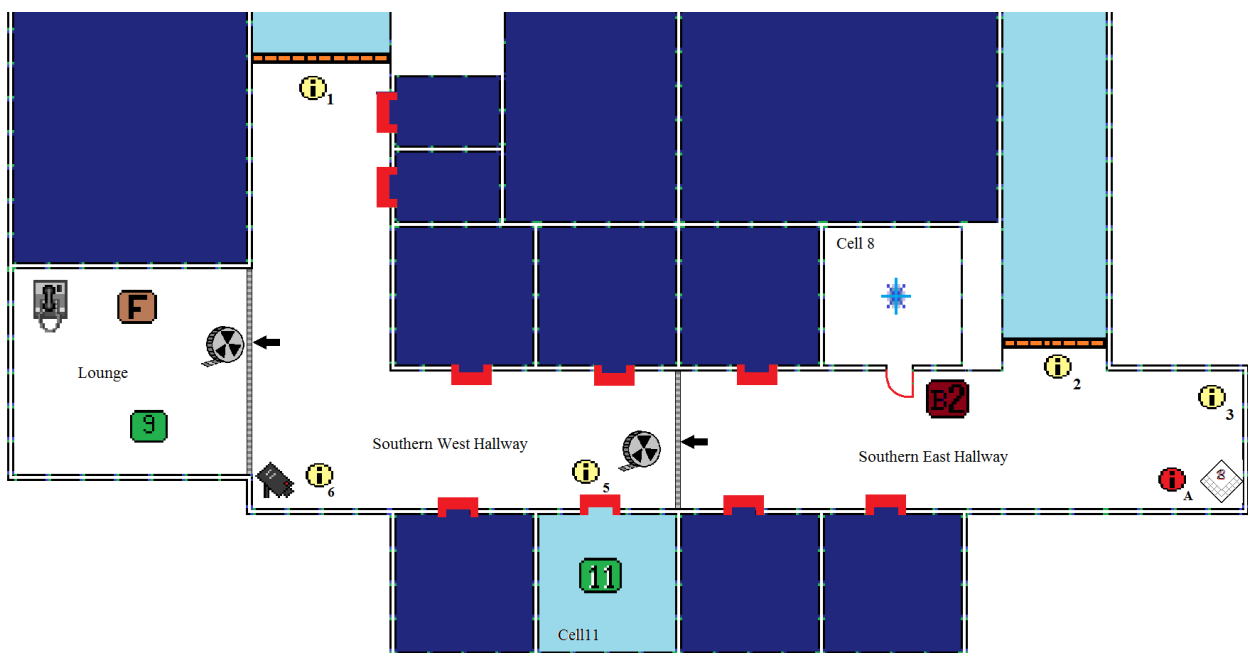
Map Objects	Info	Map Objects	Info	Dialogue	Info
Surveillance Camera 			Locked Area		Dialogue without choices, not mandatory
Save 	When PLAYER stands close to this phone and press A button it is possibly to save the GAME		Area that can be reached on this Level		Dialogue without choices, mandatory (scripted)
	This marks where a Cut Scene starts		Locked area but it is possibly to see at least some of it. For example through bars.		Dialogue with choices, not mandatory
	This marks that a door is here but it is locked, at least on this Level		Security gate. It is not possibly to enter the blue area behind this mark at least not on this Level		Dialogue with choices, mandatory (choices)
	This marks that the PLAYER can get Information when the A button is pressed. This info is not required to solve puzzles		This marks that the PLAYER can get info when A button is pressed. This info is mandatory or/and required to solve puzzles etc. It is not possibly to continue without knowledge or/and interacted with this info.		

Item	Info
Map 	This is the map (Handkerchief), which has to be found before Level 1 ends. When the PLAYER has found this Jess must return to Miles. This will end Level 1.

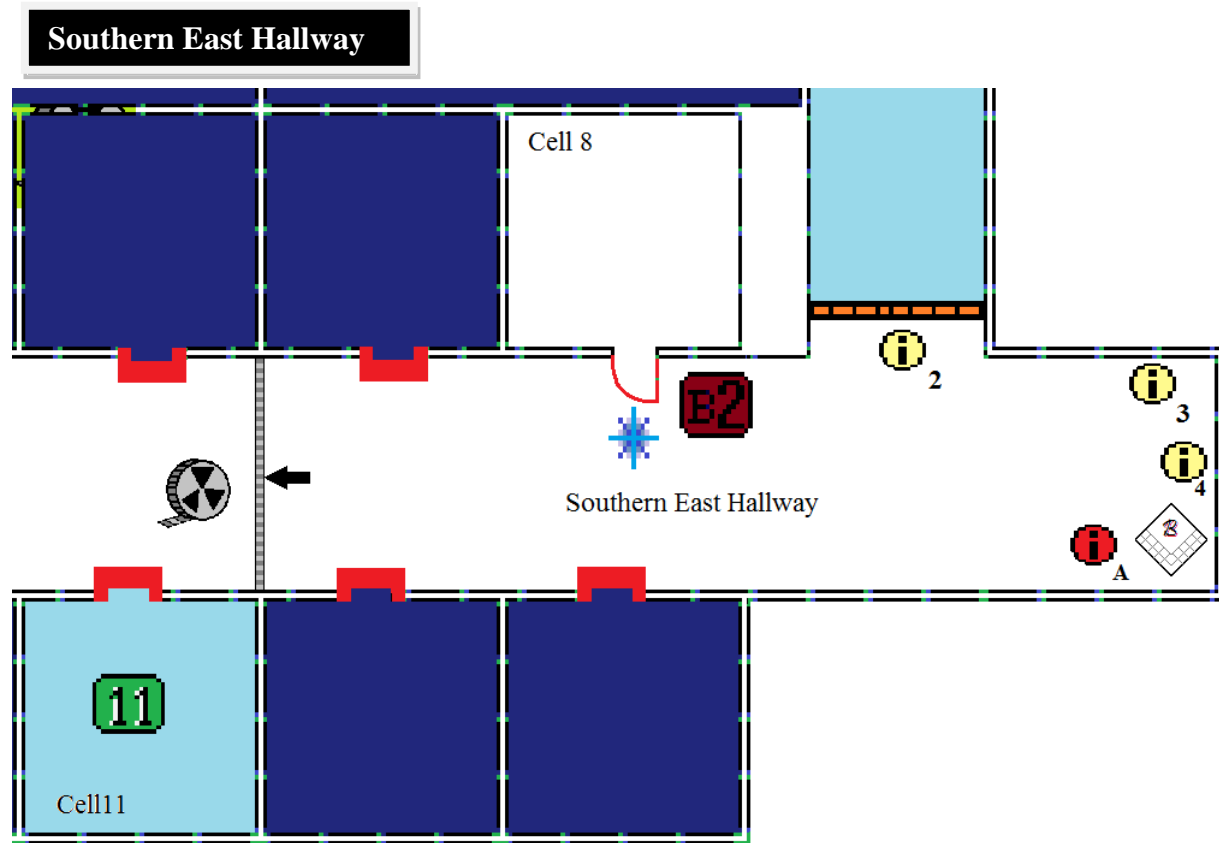
Important: Left and Right are always from the PLAYERs point of view.

Map Objects	Info	Map Objects	Info
 Surveillance Camera			Locked Area
 Save	When PLAYER stands close to this phone and press A button it is possibly to save the GAME		Area that can be reached on this Level
 This marks where a Cut Scene starts			Locked area but it is possibly to see at least some of it. For example through bars.
 This marks that a door is here but it is locked, at least on this Level		 Security gate. It is not possibly to enter the blue area behind this mark at least not on this Level	
 This marks that the PLAYER can get Information when the A button is pressed. This info is not required to solve puzzles		 This marks that the PLAYER can get info when A button is pressed. This info is mandatory or/and required to solve puzzles etc. It is not possibly to continue without knowledge or/and interacted with this info.	

## Level 1 Map. Overview



# WALKTHROUGH: Tutorial



## START Tutorial.

### Southern East Hallway

1. Take left passing idle Janusz. If PLAYER tries to talk to him (Press A) he will just replay "Get off my sight!"




### Southern East Hallway

2. Continue East. Security Gate.



2. (Press A) **Information:** "The Security Gate is firmly shut"

### Southern East Hallway

4. Go south. Window.  4. (Press A) **Information:** "There is a window here. It is impossible to see through".

### Southern East Hallway

3. Go East to the end. Big plant (Press A)



3. **Information:** "There is a huge plant here."

**Southern East Hallway**

5. Go South to the end. Handkerchief on table. (Press A.)  
A. **Information:** “There is a handkerchief here Take it? Yes/No”. It works as a MAP. The map opens automatic, and the PLAYER can now investigate the area. If PLAYER denies and doesn’t take the map it is not possible to end Level 1.

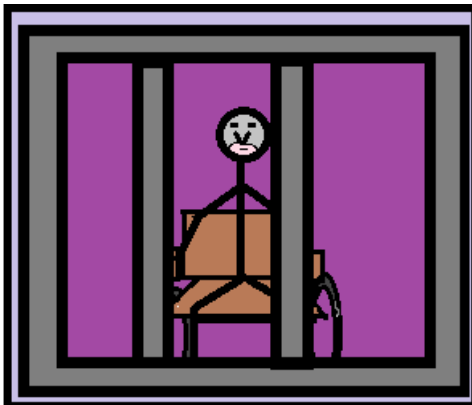


**Southern East Hallway**

6. Go back West, pass Janusz and take north and enter (Jess-) Cell 8. It’s nothing here.

**Southern East Hallway**


7. Leave the Cell 8, take right, west. Walk straight about 7 meters.



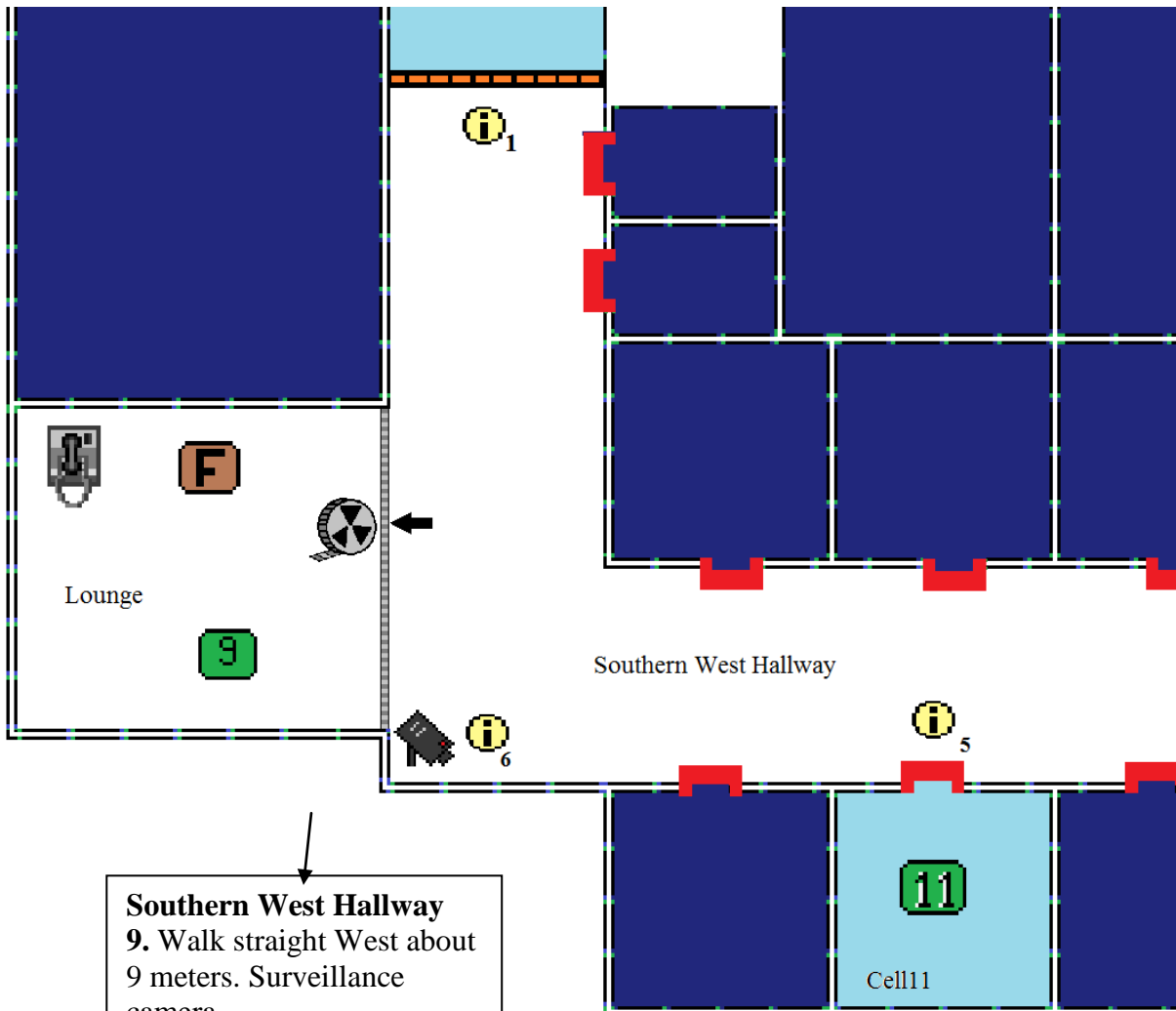
Cutscene of John Doe. He just sits there in a wheelchair with a strange shaped mask made of aluminum foil. The mask has a big nose. Maybe he is constrained to the chair.

**Southern East/West Hallway (middle of)**

8. If the PLAYER tries to talk to the man in wheelchair (press A button) he will not reply, but


there is some information.  5. **Information:** “The name plate reads John Doe” (maybe it is possible to read the other patients name plates?)

**Southern West Hallway**



**Southern West Hallway**

9. Walk straight West about 9 meters. Surveillance camera.

 6. **Information:** (Press A) “A surveillance camera. The security here seems tight.”

### Southern West Hallway

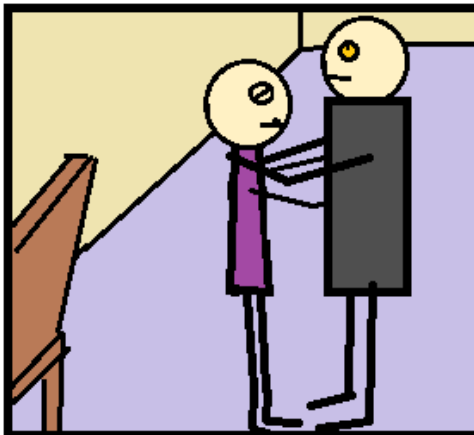
10. Take right, go north app. 12 m.

Security Gate.  1. (Press A)

**Information:** "The Security Gate is firmly shut"

### Southern West Hallway

11. Do 180 and walk forward South app. 8 meters. Take right into the Lounge.



Cut Scene of Jess and Uncle Frank.

They hug; he says "I will get you out of this Mental Institute. I will talk to the person in charge as soon as I can. Here, take it, it's your watch." Frank walks away. Jess stands alone with her old child's watch.



### Lounge

12. Before the PLAYER can leave Miles pops up. She has been sitting in a chair behind Jess.



Miles: "You're Uncle seems to be a nice man. One should be lucky to have such relatives."

PLAYER Possible answers: 1. "Do you always listen to other people's conversations?"

2. "Well, maybe you're right."

NPC Miles Possible answers: 1. "[Annoyed] Oh, I'm sorry, princess! [Somewhat calmer] One just tries to be kind."

2. "Believe me. I'm a kind gal, ya know. But nobody ever comes to see me."

PLAYER Possibly answers: 1. "[Flirty] you don't seem to be kind, naughty girl."

2. "I'm glad that you are a kind girl. We can be pals!"

NPC Miles answer: "Oh, I didn't know that you wanted *that*. [Pause] Anyway, I can give you a piece of advice. For free. Get the fuck out of here! I'm not kidding! Unfortunately it's not easy. But I can help you."





**Lounge**

13. Phonebooth. (Press A). Near the phone booth it's possible to save the game. Dialogue box:  
"Save game? Yes/No/Cancel"



**Lounge**

14. Near Miles (Press A) is it possible to start a dialogue with her.



A. If the PLAYER has not found the Handkerchief (always the same answer until). NPC Miles answer: "You should find a handkerchief or something so you can draw a map of this place. It's a start. I think I saw something at the end of the hallway, near that big plant.

B. If the PLAYER has the Handkerchief.

NPC Miles answer: "Ah, I can see that you have found a handkerchief. Good!"

PLAYER answers: "Why is it so important to have a map over this place?"

NPC Miles answer: "I know what you think now, but I am not a wacko. This is just a front for an advanced scientific testing facility. They have found out that there are other worlds. And we are the test subjects."

PLAYER Possible answers: 1. "Oh, my god! You really belong here!" 2. "Oh, my god! It is true? We must contact the authorities now!"

NPC Miles answer: No! Listen to me. You must go to the other world. It's easy, actually. Just put something made of metal, like a tweezers, in an electric socket. They work as portals to the other world. I shall see if I can found one for ya!"

PLAYER Possibly answers: 1. Don't bother, Miles. Good night." 2. "Oh, thank you! I can't wait to electrocute myself and go there! Good night!"

A beeping sound can be heard. It's the signal for the lock down.

NPC Miles: "Oh, it's time for lock down. Think of what I said. See you tomorrow, Jess."

**End of Level 1**

## The Current - Part 2

Start



### Hard treatment

Suddenly Jess is woken up by noise and voices. It's Janusz the Guard, the Nurse and two AC staff. They take her away to the ECT room. Jess is restrained. A metallic ring is attached to her head. "Electroconvulsive therapy", someone says. Flashes. Fainting again. This time it's different.

### Currents of the World





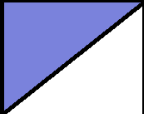



















Jess looks around. Where is she? The walls are black and look strange. It's familiar but not. Suddenly she hears something. Or someone. She turns around. Two red eyes stare at her. She starts to back up against the wall. Mucus drips from the teethees. Nowhere to run. The monster is closing in. Jess shuts her eyes. Whishes it away. She feels the monsters bad breath. Jess hold her hands out in front of her.




### [Game Play] LEVEL 2: Current World









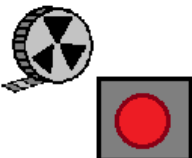


Mission: Investigate the strange world, meet The Driller and his weird bird Birdy, meet Nez and learn more about the world and fighting techniques. Turn on the power for this level. Meet lots of monsters.

Information Level 2 and Map

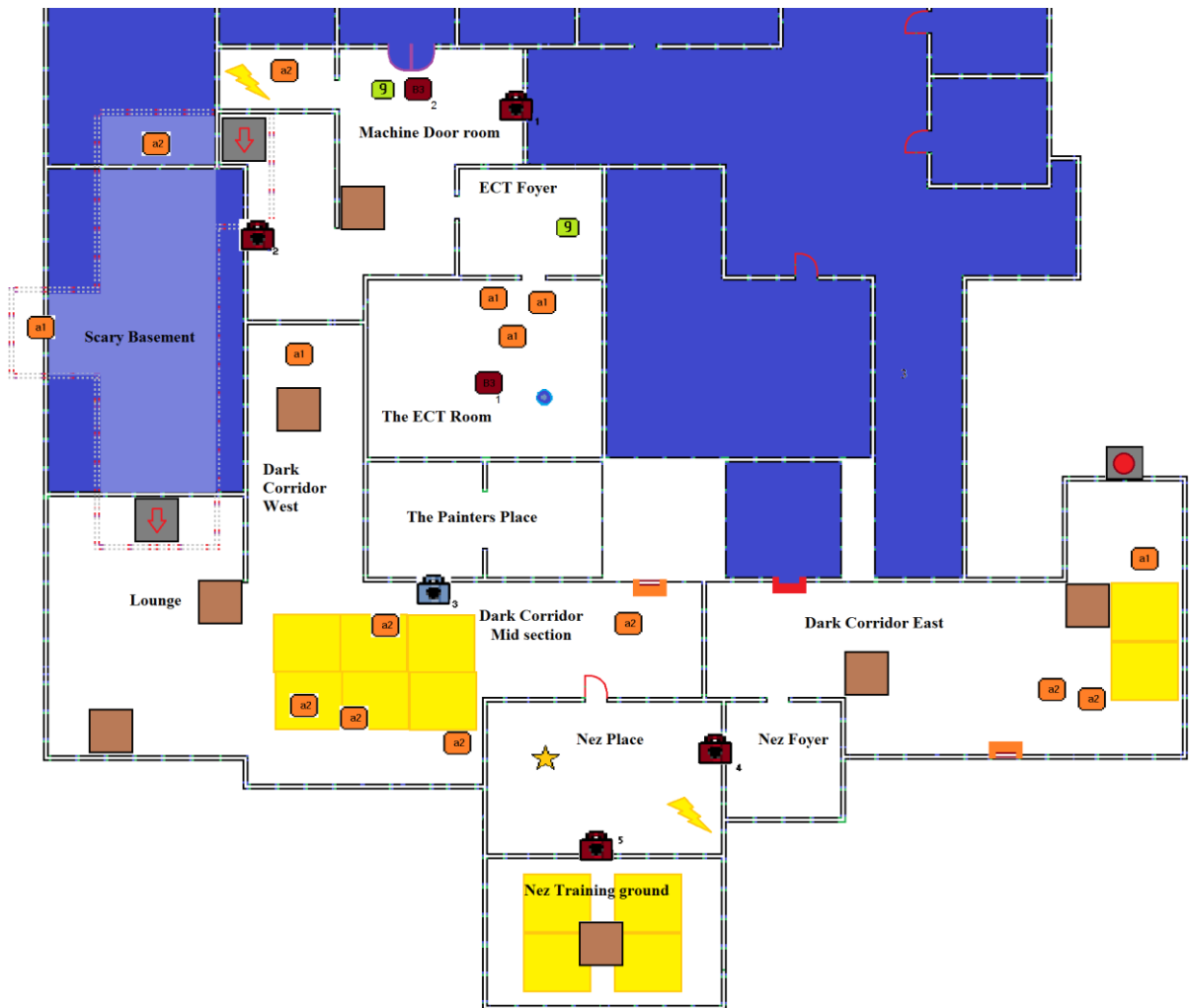
	Locked door		Not reachable area on this Level		Save	When PLAYER stands close to this phone and press A button it is possible to save the GAME
	The "Machine Door" to next Level, requires 3 ECC open		Area that can be reached on this Level Blue is basement			This marks where a Cut Scene starts
	To/from the Basement		Monstergenerator Eternal until destroyed	<div> <div>Dialogue</div> <div>Info</div> </div>		
	Debris;		Monsters position; 1st wave		Dialogue without choices, not mandatory	
	Locked door; open when the power is restored in this level		Monster position; 2st wave		Dialogue without choices, mandatory (scripted)	
	Locked door; opens only under certain circumstances, for instance when the PLAYER has accepted a mission		Power loader; PLAYER has to stand still to load new energy		Dialogue with choices, not mandatory	
	Gun Turret Extra powerful, eternal		Monster generator; fake door Limited		Dialogue with choices, mandatory (choices)	
	Basement walls		Spots on the floor where infinite power is available (when the power is on)			
	Monster patrol way		Power switch; sets the Power for the entire section and is the 1st goal. Triggers the 2nd monster Waves			

## Jessica and the Player

	Place of arrival Start position on Level
---	---

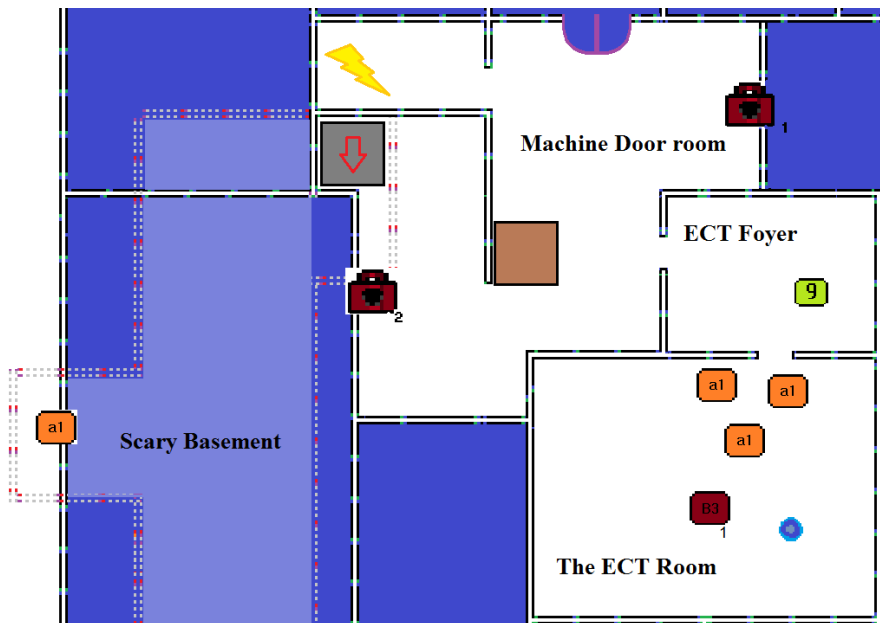
NPC	Info	Occupation /associated Object
 1 or 2	The Driller, not as enemy yet. He's alter ego in RW could be Frank, and is the main villain. 1 mark before the power is on, 2 after (position)	
	The Painter. He will transform item found in RW to reinforcement in CW	
	Birdy. Her mind is under control of the Driller. She is the same as Miles in RW, but can't speak in CW. She will be kidnapped by the Nurse Boss (and Nurse in RW)	
	Nez; this blue creature can bring you back to RW, but not always. He is also Jess teacher, but if he is the same person called John in RW is not yet knowed	
	Monsters position; 1st wave	
	Monster position; 2st wave	

## Level 2 Map. Overview



# WALKTHROUGH

## The ECT Room



## Start Level 2.

### 1. ECT Room

Some monster will attack Jess. Kill them fast (press X to use Flash attack 1?) When the last monster(s) attack Jess her powers are drained, and she will have difficulties killing it(them).



### ECT Room

At the last second someone comes to the rescue. A strange creature in armor helps Jess against the monster. It is the Driller.

### 2. ECT Room



The Driller: "You are indeed powerful"

Jess: [Panting]"Well, thank you... Didn't know I could do THAT." [Looking around]"What the hell is going on here?"

The Driller:"Everything that matters here is [strong] POWER. Power comes through the control of the Living Circuits'. [Lower reverential voice]The control of the Current."

Jess:"Ok...That sounds weird. [Thinking out loud] Maybe I really belong in the Nuthouse after all. I have to calm down."

The Driller:"Believe what you want, I do not possess the patience to convince you. What is urgent is that the power must flow through the Living Circuits. Otherwise a disaster will come to this world. I think you can find a way to get it back."

Jess: Well, since you helped me, maybe, but tell me...

The Driller: [Interrupting, with urgency] Search this vicinity to bring back the Power. Come back when you are ready. But be aware, monsters are lurking in the dark, and must be destroyed. If you remain uncharged you shall be an easy prey."

### 3. ECT Room



If PLAYER talks to the Driller again (Press A) he will always reply in the same way: "Search this vicinity for reloads. And come back when you are ready."



### 4. ECT Room

Walk past the Driller forward to the north into the next room.

### 5. ECT Foyer

In this room there is a cage. Walk to it. Cage.  1 (Press A)

**Information:** "A weird looking bird. Probably belongs to the man in armor."




### 6. ECT Foyer

Go west through the door

### 7. Machine Door Room

Immediately walk forward to the north, walk app. 3 meters and turn right to the east, and walk to a smaller door.



Locked door 1.  1. (Press A) **Information:** "It's locked."


### 8. Machine Door Room

Do a 180 and walk app. 4 meter, and turn 90 to the north. Machine




Door.  (Press A). **Information:** "It's locked with a strange looking mechanism."

### 9. Machine Door Room

Do a 90 degree turn south, walk app. 7 meters west in the small space. There is a device attached to the wall. Power Loader. 

**Information:** "It doesn't appear to work at this point."

### 10. Machine Door Room

Do a 180 and walk back east to the Machine Door. Go right to the south, pass the ECT Foyer on the left and some debris on the right and run approximate 7 meters. Go forward to the west app. 4 m to the door. Locked Door 2.  2. (Press A) **Information:** "It's locked."

### 11. Machine Door Room

Go north app. 3 meters. There is a hole (?). Jump down

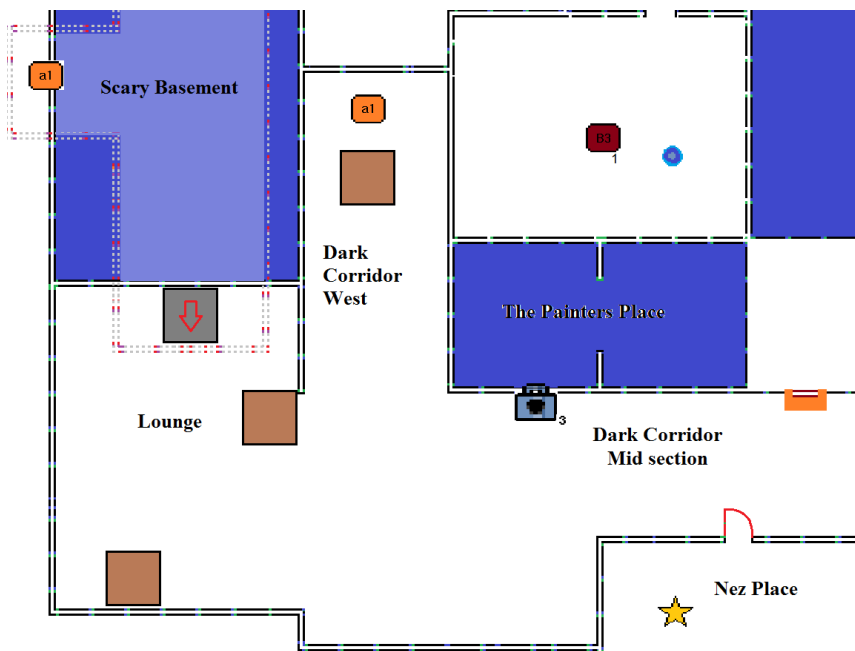
### 12. Scary Basement

Go west app. 4 meters, turn left south and walk forward app. 15 meters. Kill or run past any monsters lurking in the shadows.

### 13. Scary Basement

Climb (?) up out the hole.

The Dark Corridor- South west



### 14. Lounge in CW


Run forward to the south 6 meters, take left to the east app. 2 meter, and run back south into the dark corridor app 8 m




### 15. Dark Corridor West

Run forward south 6 meters, take left east app. 2 meter, and run back south into the dark corridor app 8 m. A monster waits here. Kill it and return the same way 8 m south. Take notice of the floor; it looks a bit strange here. Take to the left 3 meters and turn to the north. There is a door here.

### 16. Dark mid Section

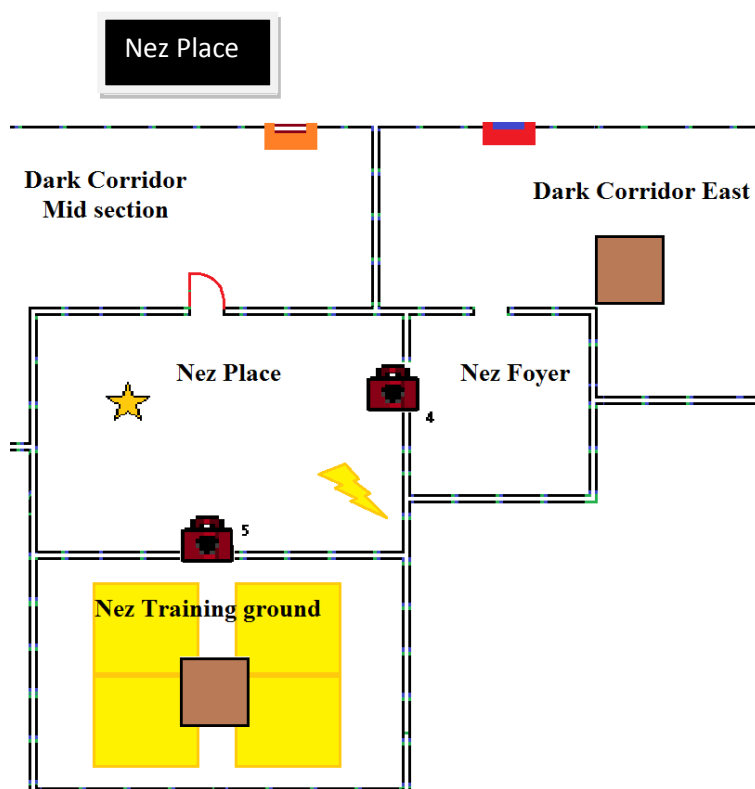
Locked Door 3.  3(Press A) **Information:** “It’s locked. But this door looks a little different. Perhaps it will open if the power comes back?”

### 17. Dark mid Section

Run 7 meters to the east to another door. Monsters’ Fake Door.  (Press A)  
**Information:** “It’s locked.”

### 18. Dark mid Section

Turn back to the west, walk 2 meters, go then south 3 meters to another door. Go in.



### Nez Place

Jess walks in and sees an odd person. He has strange blue glowing skin and it seems like he is standing in the darkness itself with his feet, like he’s floating in the air. The person doesn’t look to nice, but doesn’t seem hostile. He has a big nose and there is something familiar about this guy...

### 19. Nez Place



Nez: "I have been studying you. Here the weary can rest."

Jess: [speaking fast]"Ok, nice. But before you interrupt me, where the hell am I?"

Nez: "Sacred is the place in your heart where the impatient are banned."

Jess: [Somewhat offended]"Okay. You want me to take it easy. I can do that."

Nez: [Smile]"Feel the calm drift into your marrow. The ease can restore you; bring a current flow from the Living Circuits through your body."

Jess: [Looks stronger]"Mmh, I feel a bit better, thanks. But it still doesn't change my question."

Nez: [Looking grave] "This place is not for you to be. Eventually it may eradicate your inner wits. Each time you stay here without need, your core will decay a bit. Bring you back to your home, is something I can do. From time to time."


Jess: "Maybe you can, but maybe I like it here."

Nez: "I cannot force your will, but remember: This place is sorrow, your mind will be lost forever if you come here too often. The Driller will eventually take you."

Jess:"Oh, that guy with the bird? He wanted me to restore some power. He saved my ass. So I gave him my word, ya know.."

Nez: "The ways of the iniquitous are illusive."

### 20. Nez Place

Go east in the room. Locked door 4.  4. (Press A) **Information:** "It's locked." Go back to Nez.

### 21. Nez Place



Near Nez (Press A) is it possible to start a dialogue with him.

PLAYER Possible questions:

1. What is this place?
2. Who are you?
3. Is the Driller evil, and who is he?
4. Can you bring me back?
5. Can you let me stay here?

Nez possible answers:

1. This is the place where your core seeks its destiny, Jess.
2. I am Nez.
3. I cannot decide that, only the one, who seeks a truth that is not meant to be recognized and accepts it, can find out. But the price is always too high. Let him be.

4 and 5. "No, you must keep your promise to the Driller first. I will let you out to seek the controls of the source."

The door to the east (door 4) will open.

## 22. Nez Place



If PLAYER talks to Nez again (Press A) he will always reply the same: “Search the vicinity for the controls of the source. Then come back.”

(If the PLAYER hasn't ask all the questions except the 2 last, they can also be asked and answered)

## 23. Nez Place

There is a device attached to the wall. Power Loader.



**Information:** “You can always reload yourself here.”

## 24. Nez Place



Go south in the room. Locked door 5. 5. (Press A) **Information:** “It's locked.”

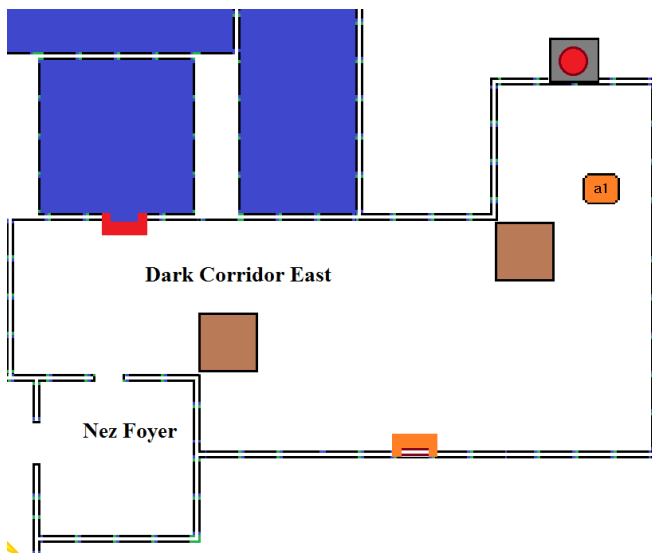
## 24. Nez Place

Go to the east in the room. The formerly locked door (door 4) is now open. Get out.


## 25. Nez Foyer

Turn to the north and walk out.

Dark Corridor East



## 26. Dark Corridor East

Go forward app. 4 m. There is a door. Door. . (Press A)

**Information:** “It's locked. There's something familiar about this door...”

### 27. Dark Corridor East


Do 90 to the east, walk 8 m. Turn left and walk 3 m. There is a door.

Monsters Fake Door.  (Press A) **Information:** "It's locked."

### 28. Dark Corridor East

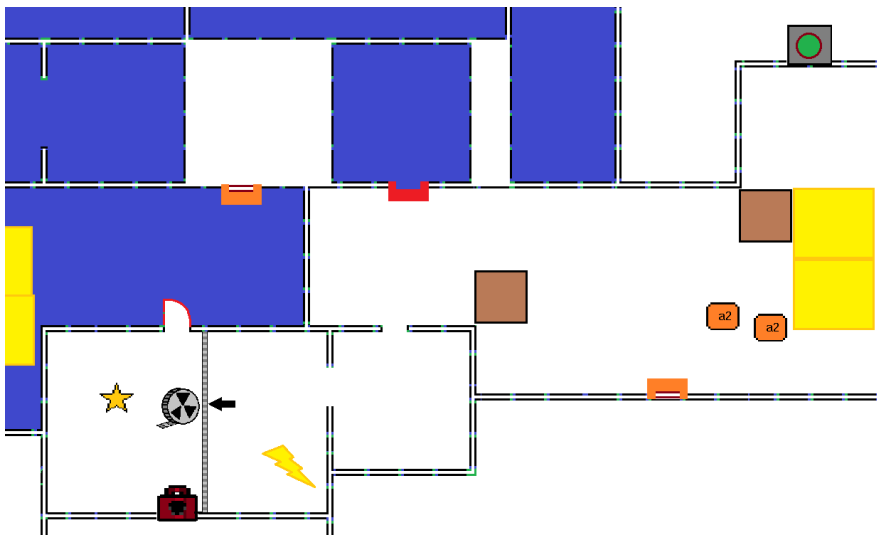
Go 6 m east. In front of you, there is a strange plant.

### 29. Dark Corridor East


Turn left to the north. Kill the monster. . Take notice of the strange floor here as well. Go 8 m to the power switch and turn it on.



Dark Corridor East – not so dark



### 30. Dark Corridor East

Go back app. 4-5 meters. The floor is now loaded with power.  And some new monsters will come running from the fake door.



Kill them and walk west app. 14 m, and enter the door to Nez Foyer.

### 31. Nez Foyer

Go south 2m, and west 2 m into Nez Place.

### 31. Nez's Place

Go left 4 meters west toward Nez.



#### Nez's Place

Nez: "Now, your work here is done. I will bring you back."

Jess: "But if I don't want to?"

Nez: "You will come back, and then you must seek me. But remember: If you do the work of the man from your world, the Driller, you may become powerful. But it will destroy your soul."

"What do you mean "from my world"?"

"Seek inside yourself, Jess. Here is a gift for you."

"Thank you. What is this?" [Jess receives a small BP]



"What you make it to."

Nez brings Jess back to her cell 8.

## The Current- Part 3

### The Rubber Gloves

The purpose and goal of The Rubber Gloves Level:

1. Goal: to find the RUBBER GLOVES and deliver them to The Painter in cell 5. This works as a “lock” and PLAYER will receive a TWEEZER from B. “Birdy” Miles. With the TWEEZER it is possibly to enter the Current World.
2. 2: nd goal: to investigate the Block 7 and learn more about the hospital and its patients. For the first- time- PLAYER this is more important. The NPC will in this walkthrough only have the default dialogue, i.e. just inform PLAYER. (But this can easy be changed). This dialogue will give the PLAYER both explanation and purpose to do things, and to decide to stay or enter the Current World.
3. It’s easy to put more “locks” before Miles delivers the TWEEZER so there is a freedom to implement other stuff if we want to.



#### Horrific Discovery

Cut Scene of Jessica and how she wakes up in the cell.

Jess [agonizingly] “Uh, what a dream.” Jess rises from her bed. She sees the Children Clock on the shelf and remembers something. She put her hand in the pocket. There is something there. It’s a battery, and it’s exactly what is missing to make the clock work. She puts the Battery in the clock.

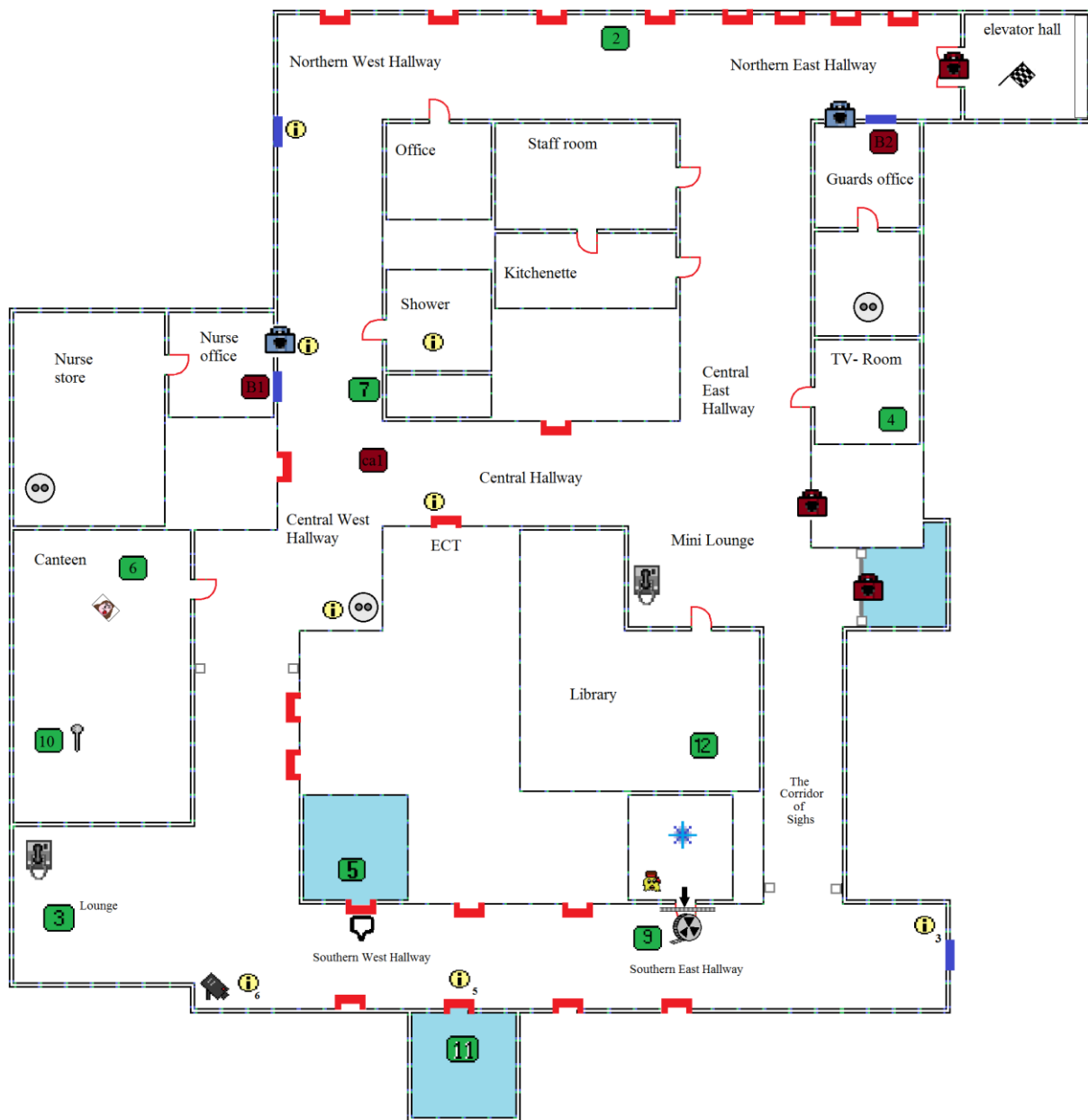
Jess [Doubtfully horrified] “It’s impossible...” Tick tock.



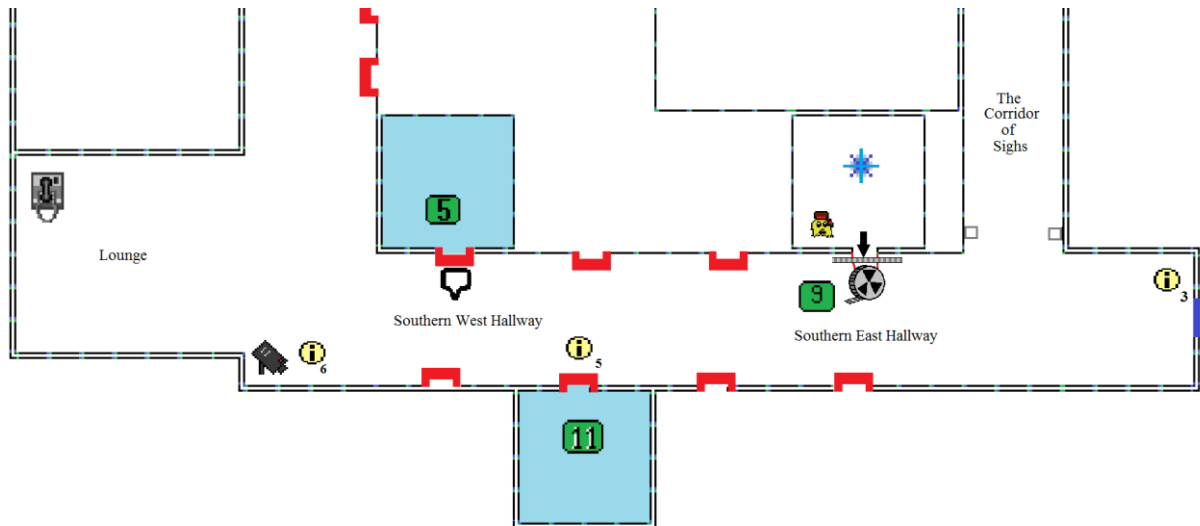
#### [Game Play 3] Level 3: Real World

Mission: Investigate the Block and talk to the inmates. Find the rubber gloves and deliver them to The Painter.

### Information Level 3 and Map



# WALKTHROUGH



## Cell 8

### Start The Rubber Glove Cell 8

1. Walk out, south



### Cutscene

As soon as Jess walks out the cell Miles comes by.  
Miles: "Hi! [Slightly sardonic] Happy dreams? I know what you gone thru, gal."  
Jess: "Oh, yeah? You don't know anything."  
[Short silence]  
Miles: "So, what do you think happen to you, then?"



### Southern east hallway

#### Southern east hallway



#### 2. **PLAYER possibly answers:**

1. "Well I had a bad dream, that all Miles".



[Decrease 1 point of SANITY]

2. "Oh, I was in a world full of demons but also mystic and interesting persons. It was the world of living electricity. And I just wanna go back!

#### **Miles possibly replies:**

1. "Mmh, well maybe you need some time to believe. Anyway, I will get a tweezers or something like that for ya. So you can travel back, you know in the power socket. There is one in front of the canteen. In meanwhile you should speak to the Painter, Mick Clark in cell 5. He can help you through your journey."

2. "Oh, good! I will get a tweezers or something like that for ya. So you can travel back, you know in the power socket. There is one in front of the canteen. In meanwhile you should speak to the Painter, Mick Clark in cell 5. He can help you through your journey."

#### **Miles Default reply:**

"There is a power socket in front of the canteen. In meanwhile you should speak to the Painter, Mick Clark in cell 5. He can help you through your journey."

#### Southern east hallway

3. Walk left, east. The gate is now open and it's possibly to take this way.

#### Southern east hallway

4. Do 180 and walk app. 16 m west and make a stop in front of cell 5.

#### Southern west hallway, outside cell 5

1: st Mission: [See below!]



5. Outside the Painters cell 5. (Press A).

**The Painter:** "I can see that you have a strong aura, sister. I can help you. Find a fetish and then I can make it to a great talisman. In the world of the spirits it can enhance you, make you more powerful. They won't unfortunately give me anything. They know my powers. If they found out... Not good."

Jess: "I have absolutely no idea what you talking about."

The Painter "Find an item that can protect your limbs."

**Mick "The Painter" Clark Default reply:**

"Find an item that can protect your limbs."

Go east to Southern east Hallway

#### Southern east hallway

6. Go west to the Lounge.

### Lounge.

#### Lounge.

7. Here is patient (No.3) Helen Warren.

(Press A)

Warren: "The Nurse is watching over George Savall, because she thinks he's suicidal. But he is just seeking her attention. Someone that really is suicidal for real is "Whiner". Don't care about him. By the way, don't trust Miles. She's full of shit. It's better not to trust anyone here at all."

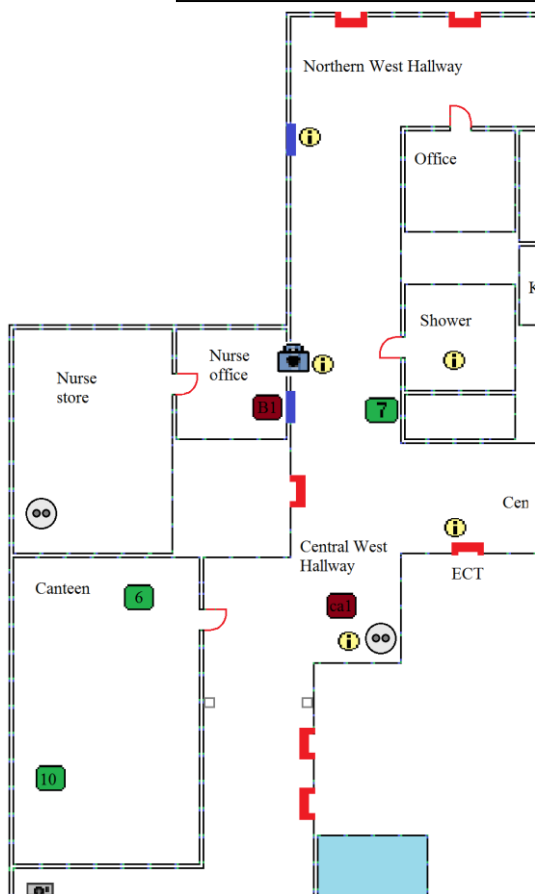
#### Lounge.

8. Leave the Lounge; go left and then north forward in the corridor app. 12 m. Turn right and go 3 meter.

### Central West Hallway

#### Central West Hallway

9. Power Socket A. (Press A). **Information:** "It's a power socket here."



### Central West Hallway

10. Do 180. Go 12 m east into the Canteen

### Canteen

#### Canteen

10. Go left south. Here sits patient (No. 10) Abe “Whiner” Weiner. (Press A)  
There are two possibly sentences that Whiner can deliver.

1. PLAYER doesn’t have the TWEEZER:



**Weiner:** “I have been here for years... I can’t take it anymore. Get it?  
Anyway, do you have TWEEZER I’m willing to trade it. I can give you a real spoon in return, not the plastic ones the other patients have.

2. PLAYER has the TWEEZER:



**Weiner:** “So you have a TWEEZER. Give it to me and I can give you that SPOON. Deal?

PLAYER possibly replies:

1. “No, I think I keep for now.”
2. “Ok, here it is.” [See below]

#### Canteen

11. Do 180. And walk back 13 m. Here sits Patient (No. 6) “Fatman” Dean Wild. (Press A)



**Wild:** “Urgh, I hate these plastic SPOONS! And I love to eat. You know, the CAKEs they have here is absolutely delicious. You! Maybe you can get me a normal SPOON, you see? I know that “Whiner” over there has one. But he refuses to give it to me. Anyway, the most important for me is CAKE. If you can get me 3 CAKEs I can give you something in return. But I want that SPOON too! Convince Whiner if you can. The CAKEs won’t be available until after lunch, but then after that can you start to search for them.”

**PLAYER possibly answers/questions:**

1. “No way! You are humongous! You shouldn’t eat so much.
2. “What do you have to trade with?”
3. “Tell me more about “Whiner”.

**NPC Fatman possibly replies:**

1. Fuck you. If you change your mind come back.
2. That my, friend is a secret. But it’s spectacular!
3. He’s an old patient that has been here for decades. He’s always complaining and is whiny about everything. I guess he has his reason but I get feed up hearing his nagging.

**Fatman Default dialogue:** “Get me 3 CAKEs and I can give you something in return. But I want that spoon too! Convince Whiner if you can.”

[As long as PLAYER hasn’t asked all the questions it will be possibly to ask them later on. As soon as the PLAYER has obtained the SPOON it will be possibly to collect the CAKEs. If PLAYER has delivered 1 or 2 CAKEs but not 3, the red underscored number will change. ]

**Canteen**

12. Go back out in the Central West Hallway

**Central West Hallway****Central West Hallway**

13. Take left passing the Socket A. When the two corridors meet take immediately right east and go a couple of meters and turn to face south opposite a door. (Press A)



**Information:** "It's locked. A sign on the door reads "ECT – Room. Staff Only!""

**Central West Hallway**

14. Turn 90 degrees right to the west, and go back to the corridor. Take right and go north until NPC (No. 7) George "The Head Banger" Savall is opposite. (Press A). (Always this default dialogue)

**Headbanger [Psychotic laughter]:** "Watch it, he he. Watch it, missy. He he"




If PLAYER has the PHOTO and select to show it (USE) from the menu The Head Banger will start to bang his head to the wall. This will trigger the NURSE, which will come running for him, and give the PLAYER a chance to enter the Nurse office.

**Central West Hallway**

15. Do 180. On the opposite side of the Headbanger is the Nurse office. Behind a bulletproof glass is it possible to see the Nurse working. Sometimes she looks on the Headbanger.

**Central West Hallway**


16. Take a few steps west and another few steps north. There is the Nurse Office door. (Press A):  **Information:** "It's probably not locked, but the Nurse is on the watch here. It is impossible to enter when she is close by."

### Central West Hallway

17. Do 180. Go back a few steps to east to the Shower door and enter.

### Shower

### Shower


18. Go to the three shower cranes. (Press A)  **Information:** “3 Shower cranes. But it’s something strange here...” [Possibly puzzle to get a collectible?]

### Shower

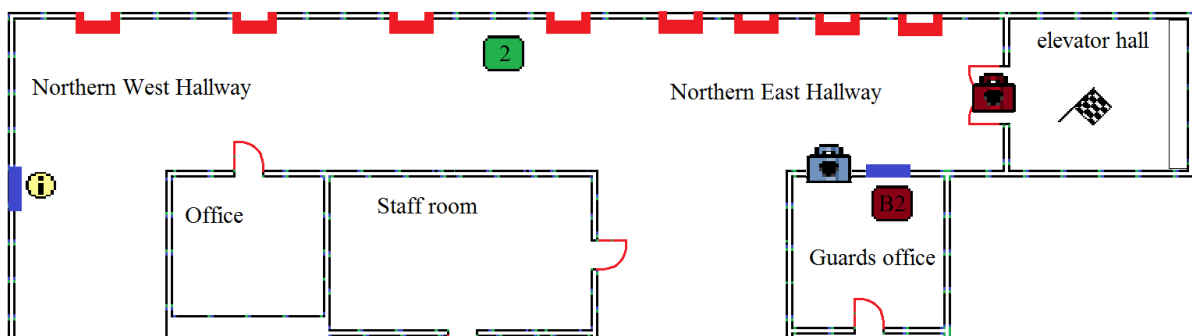
19. Go back out to the Central West Hallway.

### Central West Hallway

### Central West Hallway

20. Go app. 8 m north, at Northern West Hallway. Turn left to west and go to the low window near the floor (Press A).  **Information:** “It’s a window to the sports hall. The hall is in the basement, but cannot be reached from here. “  
Take a few steps north, and turn east.

### Northern West Hallway



**Northern West Hallway**

21. Other cell doors can be seen here. Walk app. 3 meters and turn right to south. There is the door to the Computer Office. Go in.

**Computer office****Computer office**

22. Go to the computer in the middle of the room.  
(Press A). ⓘ “Pass word is required to log on.”  
Walk out the same way.

**Northern West Hallway**

23. Walk to the middle of the Northern Hallway to NPC (No.2) Bea “The Burglar” Ross.

**Northern Hallway**

24. Near Bea “The Burglar” Ross. (Press A)  
**Bea: [Looking nervous]** “I used to be a thief. And a good one to. My area of expertise was lock pick. I can open any door. You hear me: any door. But today, my nerves... I need something for my got damn nerves...”  
[Later: With the V-Med PLAYER can buy The Burglar services.]  
Continue east to Northern East hallway as long as it’s possible, to a double door: The locked Door.

**Northern East Hallway, the Locked Door.**

25. In front of the double door (Press A) ⓘ “This is the door to the freedom. The goal.”

**Northern East Hallway, the Locked Door.**

26. Do 180 and go a few steps. On the right to the south is Janusz the Guards office. The first time the PLAYER comes near the guard's window a Cutscene will be played. Later there will just be some information [se below].

The PLAYER must hire Bea the Burglar to pick the door to this office. When the PLAYER is inside the Guards office the coffee cup has to be poisoned, either with DRAINCLEANER or Z-MEDICINE (tranquilizer). The guard must not come meanwhile. It is also possible to enter the Current World via Socket C inside here.

**Cutscene**

Janusz the Guard can be seen drinking coffee. Zoom in on the cup. He raises and goes out of the office. The door closes after him, and a clear locking sound can heard. Suddenly he turns around, and sees Jess. Janusz makes a foul grin, mumbling shaking his head: "Fools..." he walks away.

**Northern East Hallway**

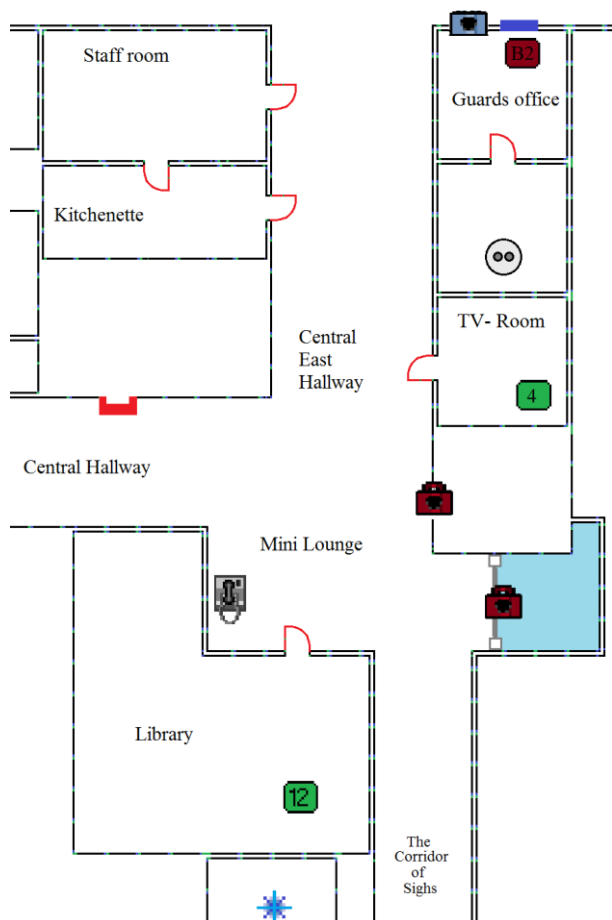
27. (Press A). **Default info:** ⓘ "It seems that the guard sometimes leaves the office for a patrol round. The coffee cup is left... It can be reached through the window hatch by stretching the arm in there."

**Northern East Hallway**

28. Go west 1 meter, to the of the guards door. (Press A). ⓘ "It's locked. If the guard comes by when someone tampering with the lock, it won't be good."

Go east a couple of meters and then turn left to the south, to Central East Hallway

## Central East Hallway



### Central East Hallway

29. Go app. 2 m south and then turn right to east. There is a door to the Staff room. Enter the door.

### Staff room.

30. Go to the middle of this room and then turn left and continue south to the Kitchenette door. Enter.

### Kitchenette

31. Go to the Sink. Search it by pressing A.



There is the RUBER GLOVES and the mission is the completed. [Now can the PLAYER go to Southern West Hallway outside Cell 5 and give them to The Painter. See below. But the Walkthrough will continue here] Continue out east to the Central East hallway.




**Central East Hallway**

32. Go south, then left and enter the TV-Room

**TV-room**

33. Near (No.4) NPC Joyce “The hacker “Patrick. (Press A) “My shrink said that I have to stay away from computers. I am obsessed with the, you know. Suppose that’s why they think I belong here... Anyway, if you help me, I will help you. I can get you the code to the computer.” [Later] Go back to the central East Hallway.

**Central East Hallway**

34. Go immediately left 3-4 m. and turn to the east. There is a door. (Press A)  information: “The door is locked. Maybe there is a way to open this? The sign reads “Store””

**Central East Hallway**

35. Do 180 and go 3 m, then turn left to south and enter mini Lounge

**Mini Lounge**

36. Do 180 and go 3 m, then turn left to south and enter mini Lounge. Here is a telephone, and it’s possibly to save.  
Continue south and enter the Library door.

**Library**

37. Go south and near NPC (No.12) Sam “The dealer” Brown (press A)  
The dealer: “I buy and sell anything. If you have something, come to me. By the way, if you somehow can get in to the Nurse Office there is plenty of good things.”  
[Player can later exchange stuff]  
Go back out to the Mini Lounge and turn right and go to “the corridor of Sights”


**The corridor of Sights**

38. To the east is a corner behind a security gate. Something can be seen there. [a collectible]. PLAYER has to fish the game once and then will the bars be gone, and PLAYER can claim the collectible.

It's time to give the RUBBER GLOVES to The Painter.

Run north trough The Corridor of Sights to Southern east hallway. Take right, and run forward the corridor to Cell 5.

**Southern west hallway, outside cell 5****First Mission Completed!**

39. Outside the Painters cell 5.  (Press A).

**The Painter:** "I can see that you have a found an item that can protect your limbs. Give to me!"

 [Player gives automatic the RUBBER GLOVES to the Painter]