Abandoned hospital room array indices

Name	Intro	
Index	0	
Text	You've arrived. Looming over you behind a tall metal fence is the abandoned hospital. After hearing on local news that a manager of the hospital - recently passed away - had untold wealth, you decided to search the once active hospital for some of his possessions. Carefully, you haul yourself over the fence, making sure not to get any of your clothes caught. You duck behind a couple of bushes and make your way to the left hand side of the building.	
Choices	Continue	➔ 1

Name	Outside	
Index	1	
Text	You're ready to explore the abandoned hospital. There's a wall with bushes in front of you and the entrance to your left.	
Choices	Check bushes	➔ 2
	Enter	➔ 3

Name	Bushes	
Index	2	
Text	You walk to the bushes and spot a hook. You pick it up and it is tied to some strong rope. You take it. PLAYER HAS ROPE & HOOK	
Choices	Enter	➔ 3

Notes	Rope + hook used to escape lift shaft on second floor after falling down OR to escape the building via the telephone wire at the top floor.

Name	Reception	
Index	3	
Text	You approach the large double doors. They are slightly ajar. You pry them apart and enter the hospital's reception. The doors slam shut behind you. Try as you might, you can't get them open! Trying to think of another way out, you decide to explore.	
Choices	Continue	➔ 4
Name	Reception (decision)	
Index	4	
Text	There are three doors: One in the wall to the left and two in the wall in front of you. The left-hand door in front of you is clearly the doorway to a lift. Which door do you take?	
Choices	Left door	➔ 5
	Lift door	➔ 6
	Right door	➔ 7

Name	Op theatre	
Index	5	
Text	You're in the operation theatre! Might be worth having a look around. There is also a door to the right.	
Choices	Look around	➔ 8
	Go back	➔ 4
	Take the door	➔ 9

Name	Lift	
Index	6	
Text IF event "E" is NOT triggered	You press the button by the door and surprisingly, the door opens! You walk inside and start pressing some buttons to see if the lift still works. While in the	
	lift, the door shuts behind you. You frantically try pressing the button to open the door again but it's no use. You're trapped. YOU LOSE	

Text IF event "E" is triggered	You press the button by the door and surprisingly, the door opens! You walk inside and start pressing some buttons to see if the lift still works. While in the lift, the door shuts behind you. You frantically try pressing the button to open the door again and it opens! You quickly leave the lift.	
Choices IF event "E" is triggered	Continue	➔ 4

Name	Stairs (bottom floor)	
Index	7	
Text	Beyond the door is a staircase, another door in front of you and an open electrics box to your right. Do you…	
Choices	Go upstairs	➔ 10
	Go back	➔ 4
	Take the door	➔ 9
	Go to the electrics box	➔ 11

Name	Op theatre (searching)
Index	8

Text IF player has no pliers	After a few minutes looking through the cupboards, you find a set of pliers. After searching some more and finding nothing else of interest, you take the pliers.	
	PLAYER HAS PLIERS	
Text IF player has pliers	There's nothing of interest here.	
Choices	Continue	➔ 5
Notes	Pliers are used to tamper with the electrics box by the staircase so that if you decided to enter the lift, it won't shut and trap you inside and you'll be able to get out.	

Name	Storage room	
Index	9	
Text	You're in the storage room. There's a door to the North, a door to the West and a door to the South. Worth a look around?	
Choices	North door	➔ 5
	South door	➔ 12
	West door	➔ 7
	Explore	➔ 13

Name	Stairs (middle floor)
Index	10

Text	There isn't much here. You can only go up a floor, down a floor or through a door to the North.	
Choices	Go upstairs	➔ 14
	Go downstairs	➔ 7
	Take the door	➔ 15

Name	Electrics box	
Index	11	
Text IF player has pliers	Upon inspection, it looks like this wiring can be tampered with. You rearrange some wiring using your pliers in case the electric is still running. After about half a minute, you lose your grip and you	
	drop your pliers. They are beyond your reach. PLAYER NO LONGER HAS PLIERS	
Text IF player does not have pliers	Upon inspection, it looks like this wiring can be tampered with.	
Choices	Go back	➔ 7

Name	Downstairs offices (door)
Index	12
Text IF player has downstairs office key	The door is locked! You try your key and it fits.
Text IF player does NOT have downstairs office key	The door is locked!

Choices	Enter (ONLY IF player has downstairs office key)	➔ 16
	Go back	➔ 9

Name	Storage (searching)	
Index	13	
Text	Unfortunately, the room is practically empty. You search for a while and find nothing of use.	
Choices	Continue	➔ 9

Name	Stairs (top floor)	
Index	14	
Text	There isn't much here. You can either go downstairs or enter the door to the West.	
Choices	Go downstairs	➔ 10
	Take the door	➔ 17

Name	Beds (North)	
Index	15	
Text	You're surrounded by hospital beds and cabinets. There's a door to the south and corners to the East and West.	
Choices	South door	➔ 10
	Head West	➔ 18
	Head East	➔ 19
	Explore	➔ 20

Name	Downstairs offices	
Index	16	
Text	There's plenty of drawers to check for anything useful. The only exit is back the way you came.	
Choices	Explore	➔ 21

	Go back	➔ 9

Name	Upstairs offices (door)	
Index	17	
Text IF player has upstairs office key	The door is locked! You try your key and it fits.	
Text IF player does NOT have upstairs office key	The door is locked!	
Choices	Enter (ONLY IF player has up office key)	➔ 22
	Go back	➔ 14

Name	Beds (West)	
Index	18	
Text	You're surrounded by hospital beds and cabinets. There's a door to the East and corners to the North and South.	
Choices	East door	➔ 23
	Head North	➔ 15
	Head South	➔ 24
	Explore	➔ 25

Name	Beds (East)	
Index	**19**	
Text	You're surrounded by hospital beds and cabinets. There are corners to the North and South.	
Choices	Head North	➔ 15
	Head South	➔ 24
	Explore	➔ 26

Name	Beds (North) (searching)
Index	**20**

Text IF player has no downstairs office key	After a while looking through the cabinets, you find a key! You take the key. PLAYER HAS DOWNSTAIRS OFFICE KEYS	
Text IF player has downstairs office key	There's nothing of interest here.	
Choices	Continue	➔ 15
Notes	Downstairs office keys are used to unlock the downstairs offices door.	

Name	Downstairs offices (searching)	
Index	21	
Text IF player has no upstairs office key	After a while looking through the filing cabinets, you find a key! You take the key. PLAYER HAS UPSTAIRS OFFICE KEYS	
Text IF player has upstairs office key	There's nothing of interest here.	
Choices	Continue	➔ 16
Notes	Upstairs office keys are used to unlock the upstairs offices door.	

Name	Upstairs offices	
Index	22	
Text	The rooms are all empty. In the corner of the room, there is a slightly cracked window. There is a doorway to the east.	
Choices	Take a look at the window	➔ 27
	Go to the door	➔ 28
	Go back	➔ 14

Name	Lift shaft (lower)	

Index	23	
Text IF player has hook & rope	You approach the open doorway and realise it's the lift shaft. You lose your footing and fall onto the top of the lift. You try and scramble back up but it's no use. You reach into your bag and realise you can throw the hook onto a handle through the doorway. You do so and climb up the rope. As you get back up, your foot slips. You grab onto the ledge and climb up but your hook & rope fall onto the lift. PLAYER LOSES HOOK&ROPE	
Text IF player does NOT have hook & rope.	You approach the open doorway and realise it's the lift shaft. You lose your footing and fall onto the top of the lift. You try and scramble back up but it's no use. You're trapped. YOU LOSE	
Choices IF player has hook & rope	Continue	➔ 18

Name	Beds (South)	
Index	24	
Text	You're surrounded by hospital beds and cabinets. There are corners to the East and West.	
Choices	Head East	➔ 19
	Head West	➔ 18
	Explore	➔ 29

Name	Beds (West) (searching)	

Index	25	
Text IF player has no brick	All the cabinets are empty but you find a brick on the floor. You think it might be useful later so you take it. It's a bit heavy in your backpack though! PLAYER HAS BRICK	
Text IF player has brick	There's nothing of interest here.	
Choices	Continue	➔ 18
Notes	Brick is used to smash cracked window on top floor in order to escape	

Name	Beds (East) (searching)	
Index	26	
Text	There's nothing interesting here, unfortunately.	
Choices	Continue	➔ 19

Name	Cracked window
Index	27
Text IF player has BRICK and HANDLE	The window runs from the floor to the roof, and it is definitely breakable. You pull out the brick from your backpack, take a few paces back and throw it at the window. Upon breaking the window you notice a telephone line leading close to the ground. Quickly, you

	realise you can hold onto the handle and hook it over the wire. You do so and ride outside to safety.	
Text IF player does NOT have BRICK and HANDLE	The window looks breakable, but it's a long	
	way down and probably not worth it.	
Choices IF player does NOT have BRICK and HANDLE OR BRICK and HOOK&ROPE	Continue	➔ 22
Choices IF player DOES have BRICK and HANDLE OR BRICK and HOOK&ROPE	Continue	➔ 30

Name	Lift shaft (upper)
Index	28

Text IF player has hook & rope	You approach the open doorway and realise it's the lift shaft. You lose your footing and fall onto the top of the lift. It's a long fall and you land dead on your feet. The shock travels up your back and you quickly fall on your knees. You've successfully broken both your ankles. You're a long way down and you're losing consciousness… YOU LOSE

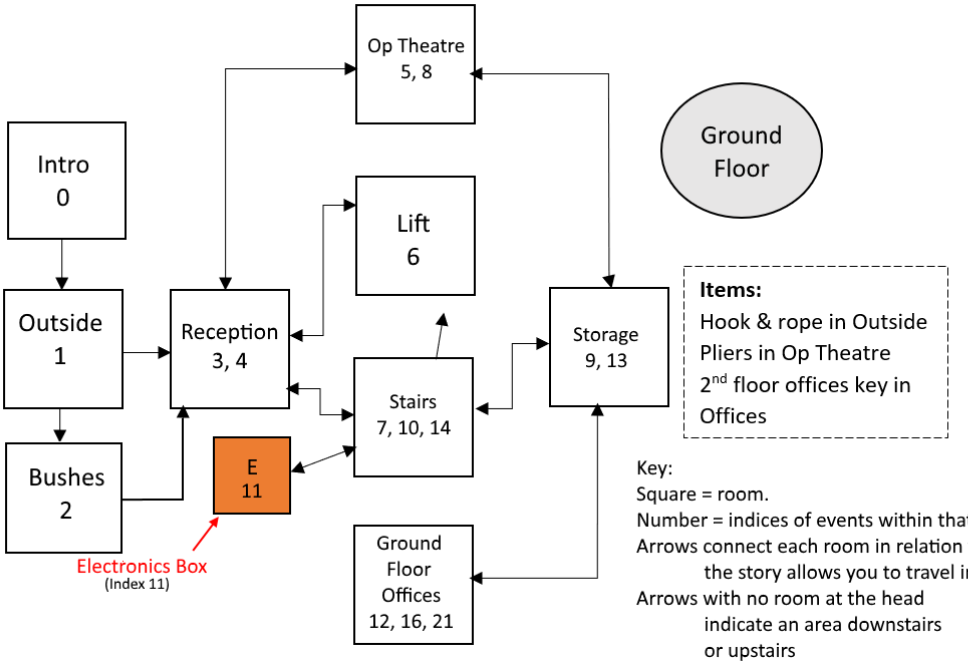
Name	Beds (South) (searching)	
Index	29	
Text IF player has no handle	You don't find much, but you do see a handle that appears to have come off a stretcher or something along those lines. It's a large handle with good grip. You decide to take it. PLAYER HAS HANDLE	
Text IF player has handle	There's nothing of interest here.	
Choices	Continue	➔ 24
Notes	Handle is used to hook over telephone line beyond the cracked glass at the end so the player can escape.	

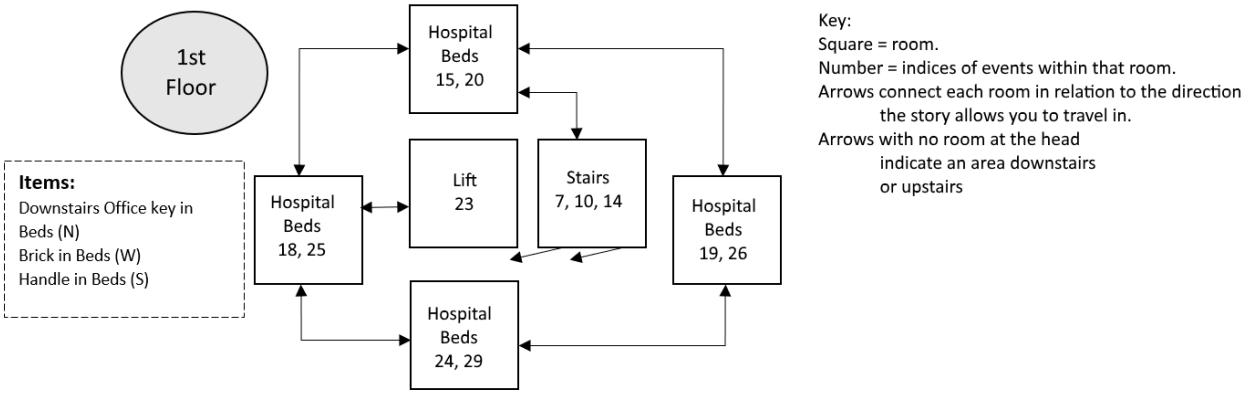
Name	Outside
Index	30

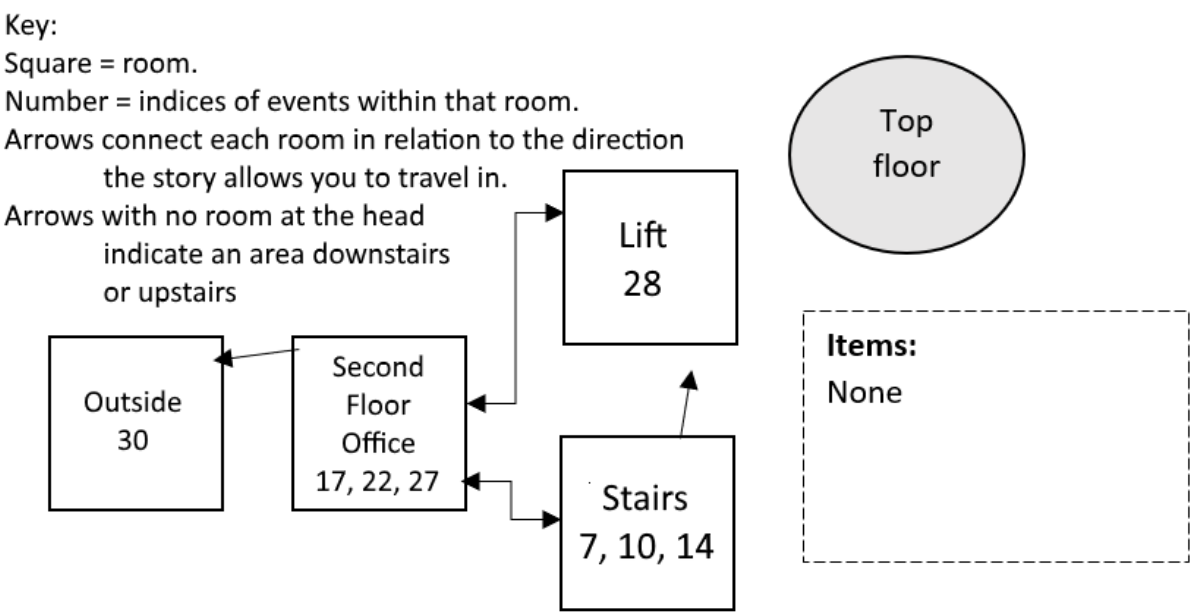
Text	It's a rush zip-lining down a telephone line with only a metal handle to hold onto! Especially as it's cold outside. You jump off near the end of the line, almost smacking into the telegraph pole! As you get to your feet, you hear sirens in the background. It's probably best you leave empty handed.	
Choices	Continue	➔ 31

Name	Credits	
Index	31	
Text	Everything is by Sam Rowsell. Had fun?	

Top down view of each floor with reference to array indices previously mentioned


Op Theatre
5, 8
Ground Floor
Intro
0
Lift
6
Outside
1
Reception
3, 4
Storage
9, 13
Stairs
7, 10, 14
Bushes
2
E
11
Electronics Box
(Index 11)
Ground Floor Offices
12, 16, 21
Items:
Hook & rope in Outside
Pliers in Op Theatre
2nd floor offices key in Offices
Key:
Square = room.
Number = indices of events within that room.
Arrows connect each room in relation to the direction the story allows you to travel in.
Arrows with no room at the head indicate an area downstairs or upstairs


1st Floor
Hospital Beds
15, 20
Hospital Beds
18, 25
Lift
23
Stairs
7, 10, 14
Hospital Beds
19, 26
Hospital Beds
24, 29
Items:
Downstairs Office key in Beds (N)
Brick in Beds (W)
Handle in Beds (S)
Key:
Square = room.
Number = indices of events within that room.
Arrows connect each room in relation to the direction the story allows you to travel in.
Arrows with no room at the head indicate an area downstairs or upstairs


Key:
Square = room.
Number = indices of events within that room.
Arrows connect each room in relation to the direction the story allows you to travel in.
Arrows with no room at the head indicate an area downstairs or upstairs
Top floor
Lift
28
Outside
30
Second Floor Office
17, 22, 27
Stairs
7, 10, 14
Items:
None