

Notes section 3:

- Ellie jumps in alone.
- Defeats enemies and retrieves key from Bloater.
- Notices staircase is broken.
- Throws key to section 2 towards Dina.
- Dina uses ladder from freezer to come here.
- Ellie boosts Dina to pull ladder in here.
- Use ladder to go up at staircase area.

Notes Section 2:

- Freezer is locked. Keys not available in this section.
- Dina boosts Ellie to the hole at the top of the wall to section 3.
- Ellie goes to section 3 alone while Dina waits.

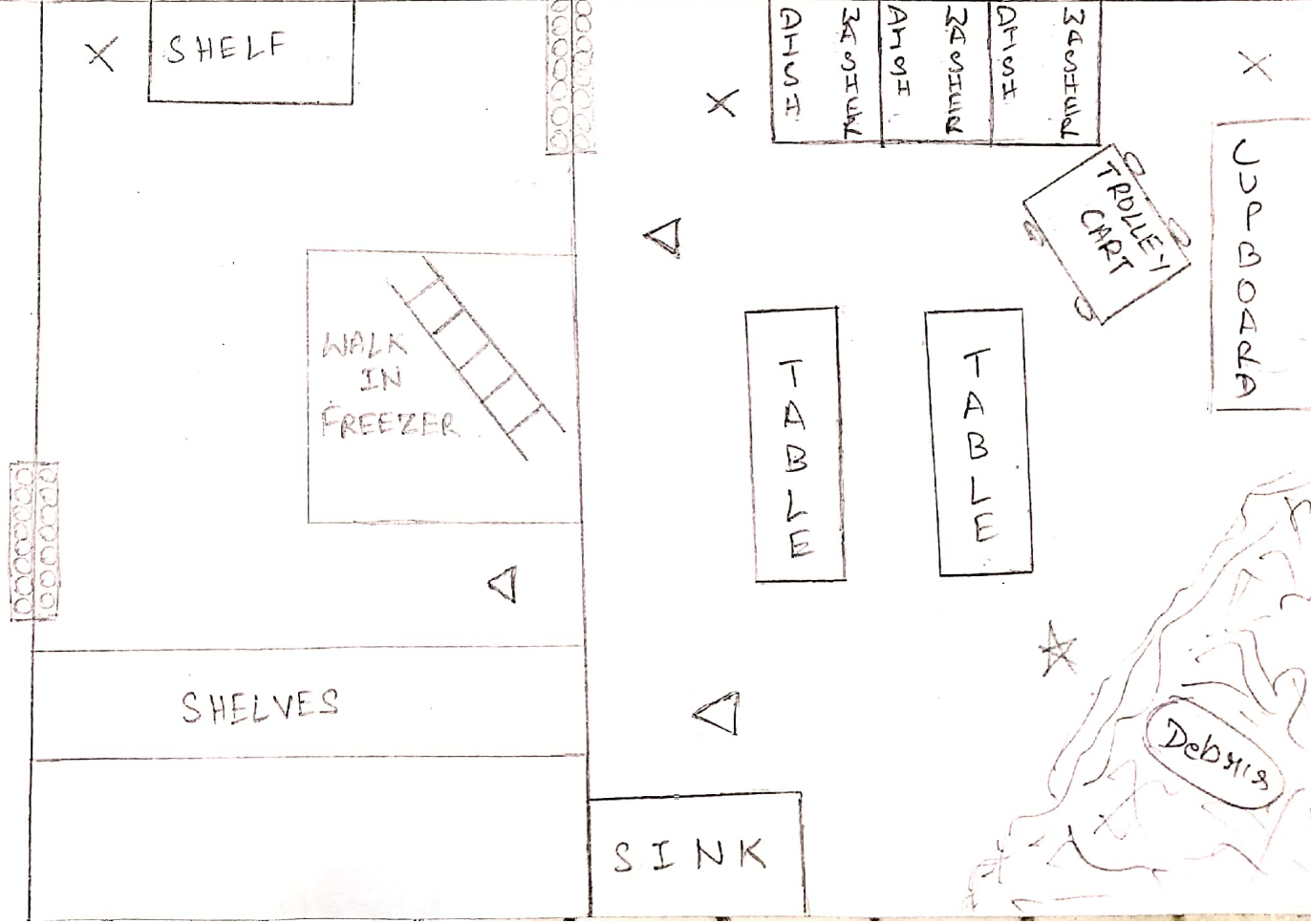
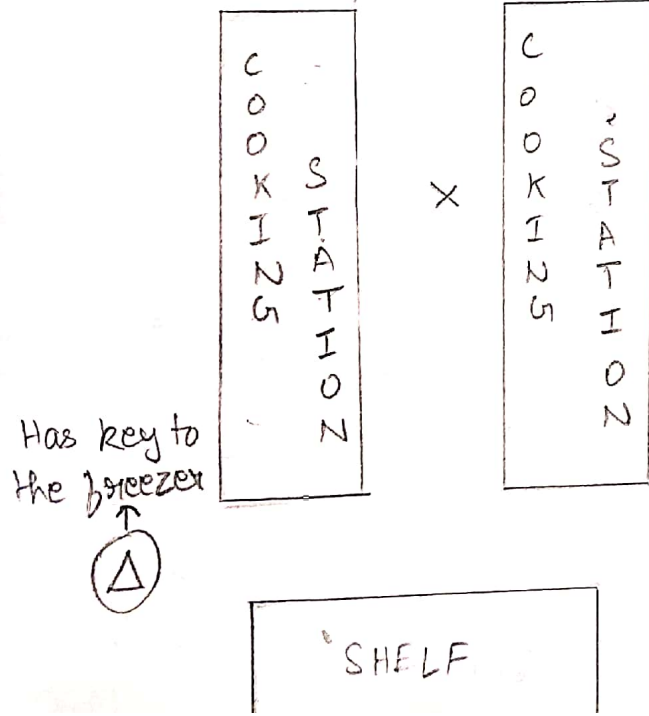
Notes Section 1:

- 3 more runners jump into this section during combat sequence.
- Seq. box Ellie and Dina.
- Use trolley to go to next section (2).

$\Delta \rightarrow$ Bleater

X → Runner

☆ → Player start
 → Crossable high opening



Notes Section 4:

- When Ellie climbs on, she is attacked by a single Runner - Jump scare.
- Rest of this section only involves scavenging for resources.

Notes Section 5:

- The player can scavenge for resources.
- To leave this room, the player will have to go prone to reach Section 6.

Notes Section 6:

- After the player comes into this room, they see a dead Bloater against the door connecting Section 4, which was blocking the door. Player has to go through other door to reach the final section (7).

Notes Section 7:

- When the player reaches here, they notice the broken bloom and realize they're back in the same room. Head towards Exit Goal.

Legend:

- (B) → Dead Bloater blocking door
- S → Sofa / Seating
- T → Table
- Blocked door → Blocked door
- Phone hole in wall → Phone hole in wall
- Door / opening → Door / opening

