-------------------------------------------------------------------------

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-------------------------------------------------------------------------

One more night. One more cold winter night. It's been a painful four weeks but you're SO close you can taste it. And then Mr. Rogers, your Ethics teacher can suck it.

You're going to be a senior and you have BIG plans coming up this summer. Tiffany is going to be life-guarding at the pool and she's promised to get you a cushy job at the snack bar. You'll spend your working days surrounded by cute boy lifeguards and your off-time at the mall.

But then your grades started to slip and, inconceivably, the topic of summer school has come up. To avoid this at all cost, you took Ethics 101 this semester, an easy "A". But, in order to pass, you have to perform some sort of volunteer activity for four long painful weeks. The concept of mandatory volunteerism seems odd to you but, nonetheless, here you are, working as a candy striper at St. Asterix Hospital, the oldest and most run-down hospital in the city.

It hasn't been too bad. You mainly push the book cart around so patients can pick out a book or magazine. Tonight's your last night and your sponsor at the hospital, Mr. Jorry, was going to give you a letter tonight confirming your volunteer hours after you also get the signatures of 8 patients and staff. But rudely, Mr. Jorry has been found dead in his office. And, even worse, a blizzard blew in tonight and now it doesn't seem like you can even get home.

Mr. Jorry may have been killed and the killer may still be in the building, trapped inside by the storm. But, more importantly, you are NOT going to summer school this year and you'll unmask a murderer if you have to in order to get those signatures and that letter.

The Candy Striper of St. Asterix

A Totally Tubular 80s IF Game by Charles Moore, Jr.

Release 1 / Serial number 241021 / Inform v6.42 PunyInform v5.6 D

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

You can see a book cart here.

> push cart w

Wheels grinding and squeaking, you push the cart west.

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Mr. Winston is here. He's a bored patient pushing an IV pole up and down the wards.

> g

Wheels grinding and squeaking, you push the cart west.

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Mr. Winston is off to the east heading to the east.

> push down

The button lights and you hear mechanical humming from the elevator shaft.

> z

Time passes.

> z

Time passes.

With a 'ding' the elevator doors open.

> push cart s

Wheels grinding and squeaking, you push the cart south.

Main Elevator

This is the cramped and dingy main elevator. The floor is worn carpet. The walls are linoleum and fluorescent lights filter down from above through plastic panels. There's a panel of buttons next to the elevator doors which are currently open.

> push m

The elevator doors slide closed. The button lights and you hear mechanical humming from the elevator shaft.

> z

Time passes.

With a 'ding' the elevator doors open.

> push cart n

Wheels grinding and squeaking, you push the cart north.

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently open, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> push cart w

Wheels grinding and squeaking, you push the cart west.

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

Freddy is off to the west.

> push cart s

Wheels grinding and squeaking, you push the cart south.

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The windows are partially iced over and through them you can see gales of wind-driven snow blowing sideways. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk. She's an elderly lady who volunteers at St. Asterix. Currently, she's manning the information desk. She would have gone home hours ago but the blizzard left her stuck here. She sees you enter and waves with a smile.

Mabel sees the cart you're pushing. "Let's see here. Which one of these trashy things haven't I read?" She giggles a bit and plucks one from the cart. "Ooh, look at the pecs on that hunk of sugar," She picks up a book titled 'Throbbing Loins of Nantucket'.

> \* Typo: "Ooh, look at the pecs on that hunk of sugar," should end with a perio

That is not a verb I recognize.

> \* period

That is not a verb I recognize.

> score

You have so far scored 0 out of a possible 140, in 11 turns.

> talk to mabel

Mabel: "Ooh, girl. That one's a personal favorite. I do like my sea captains muscular and sweaty. It's almost as good as that one about the stable boys."

Mabel: "Don't get me started, girl. And that book you brought me last week about the vampires? That's what I'm talkin' about."

Mabel: "Ooh, girl. I do like 'em pale and stringy."

And, we're done...

Freddy is off to the north.

> n

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Freddy is here. He's the narcoleptic third-shift security guard. Hiring someone with a sleep-disorder who could nod off at any moment to work the overnight shift seems less than ideal. His uncle is on the hospital board but that's probably just coincidence.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

Freddy is off to the west.

> e

Cafeteria

This is the hospital cafeteria, dark and empty this time of night. Tables are arranged in rows, inverted chairs stacked on top of them. A long stainless steel buffet serving station lines one wall, an abandoned cashier station against another. An open doorway leads north into the kitchen and the exit to the main hallway lies to the west.

> n

Kitchen

Stainless steel prep tables occupy the center of this large room with ovens and stoves arranged along the walls. The overhead fluorescent lights are off and it's nearly pitch dark in here, save for the faint green light coming from an 'exit' sign over the door to the south. There's a garbage can sitting next to one of the prep tables.

> search can

The garbage can contains a rotten shrimp.

> take shrimp

Taken.

> s

Cafeteria

This is the hospital cafeteria, dark and empty this time of night. Tables are arranged in rows, inverted chairs stacked on top of them. A long stainless steel buffet serving station lines one wall, an abandoned cashier station against another. An open doorway leads north into the kitchen and the exit to the main hallway lies to the west.

> w

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> d

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Eugene is off to the south.

> s

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is here. He's the overnight custodian. He waves and stops when he sees you. "Hey, Candy. I brought a tape for your little tape player. It's on my desk. You kids today don't appreciate real artistry."

> w

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Eugene is off to the east.

> w

Basement Hallway @ Dumbwaiter

The corridor here continues east and west. Embedded in the wall to the south you see an old dumbwaiter, presumably once used to deliver needed items to the patient floors above.

> w

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

> s

You can't, since the door is closed.

> open door

You open the door.

> s

Central Supply

This is a large open space crowded with dusty crates and defunct antique equipment. There are scattered low-wattage lamps hanging from the ceiling but most of these have long ago burned out, leaving the room quite dark with grotesque shadows projected onto the cement walls. An impossible tangle of pipes and conduits hangs from above. The only exit lies through a metal door to the north.

You can see a ladder here.

> take ladder

Taken.

> n

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

> w

Engineering

This is a small cramped room that smells like lightning. Thick bundles of electrical conduits descend like a massive pipe organ from the ceiling into a large fuse box on the wall. The only exit is east through a plain metal door.

> open box

You open it to reveal a confusing jumble of switches and connectors. There's a round piece of plastic jammed between two of the connectors.

> take plastic

There's a tiny spark across the unblocked contact and you hear a deep electrical hum start somewhere in the bowels of the building around you. After a moment, the hum subsides.

Taken.

> e

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

> n

Environmental Services

This is a cluttered storage room. The walls are lined with shelves stocked with cleaning supplies, brushes, and brooms, none of which you need to concern yourself with. A tall but narrow brown metal cabinet stands in one corner and a desk is pushed up against one wall. A battered full-length metal locker faces it from the other side of the room. A black telephone is mounted on the wall. The exit lies to the south.

On the desk you can see a blue cassette tape.

> take blue. open backpack. open walkman. put blue in walkman. close walkman.

Taken.

You open the backpack, revealing your walkman, a red cassette tape and a yellow cassette tape.

You press the 'eject' button and the tape compartment springs open with a "clatter".

You put the blue cassette tape into your walkman.

You close your walkman.

> s

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

Eugene is off to the east.

> e

Basement Hallway @ Dumbwaiter

The corridor here continues east and west. Embedded in the wall to the south you see an old dumbwaiter, presumably once used to deliver needed items to the patient floors above.

Eugene is here.

> e

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Eugene is off to the west.

> e

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Freddy is off to the north.

> n

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Freddy is here.

Freddy slacks off to the south.

> u

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> s

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> s

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The windows are partially iced over and through them you can see gales of wind-driven snow blowing sideways. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see a book cart here.

> push cart w

Wheels grinding and squeaking, you push the cart west.

Security Office

This cluttered office smells vaguely of old pizza and sour-cream potato chips. A bank of closed-circuit monitors lines one wall, although none of them are turned on or seem to be functional. A long desk fronts the monitors. It's ringed with water stains and burger wrappers. The exit lies to the east.

Buzz, the head of security, is sitting at the desk. He's engrossed in the newspaper and intermittently reaches over and blindly plucks a shrimp from a bowl and plops it into his mouth.

On the security desk you can also see a security card and a bowl (which contains a bowlful of shrimp).

Mabel is off to the east.

> put shrimp in bowl

Buzz's eyes widen at the sight of the shrimp.

"Ooh, thought you could get away, huh?"

Before you can react, he plops the shrimp in the bowl with the others.

Buzz plucks a shrimp from the bowl and plops it into his mouth.

Suddenly, he freezes and beads of sweat break out on his expansive forehead. A loud wet gurgling sound emanates from his large stomach. Frantically, he bolts up and, with shocking dexterity, grabs his newspaper and dashes out of the room and disappears.

Mabel is off to the east.

> take card

Taken.

Mabel is off to the east.

[The score has just gone up by 10 points.]

> l

Security Office

This cluttered office smells vaguely of old pizza and sour-cream potato chips. A bank of closed-circuit monitors lines one wall, although none of them are turned on or seem to be functional. A long desk fronts the monitors. It's ringed with water stains and burger wrappers. The exit lies to the east.

You can also see a book cart here.

On the security desk you can also see a bowl (which contains a bowlful of shrimp).

Mabel is off to the east.

> take bowl

Taken.

Mabel is off to the east.

> push cart e

Wheels grinding and squeaking, you push the cart east.

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The windows are partially iced over and through them you can see gales of wind-driven snow blowing sideways. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

> n

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> e

Cafeteria

This is the hospital cafeteria, dark and empty this time of night. Tables are arranged in rows, inverted chairs stacked on top of them. A long stainless steel buffet serving station lines one wall, an abandoned cashier station against another. An open doorway leads north into the kitchen and the exit to the main hallway lies to the west.

> w

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> w

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

> drop ladder

Dropped.

> unfold ladder

You open the ladder.

> w

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it. There's a crack of light under the door to the south.

> e

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> e

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is down below.

> up

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

Mr. Winston is off to the south.

> s

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Mr. Winston is here.

Elliot is off to the west heading to the east.

Elliot is here. He's rolling up and down the hallway in his wheelchair.

> w

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Mr. Winston is off to the east heading to the east.

Elliot is off to the east.

> w

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

> n

Break Room

This is an employee break room. There's a white plastic table here with matching chairs. A refrigerator stands in the corner next to a stained formica counter.

> open fridge

You open the refrigerator, revealing a smelly collection of tupperware and condiments.

> close it

You close the refrigerator.

> s

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

> w

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Lt. Worthless is off to the north.

Becky is off to the west.

> w

Ward A - West

This is the western end of a long east-west corridor. The walls are red and open doorways to the north and south lead to patient rooms, signs next to the former read "21-A", the latter "22-A". The nurses' station is here. It's a large square waist-high desk used for charting and note-taking.

Nurse Becky is here adjusting her white nurse's cap. She's the nurse on duty tonight on Ward A.

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

> s

Room 22

This is an unassuming patient room. The wallpaper is an unsoothing red and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads north back out to the hallway.

Ms. Parsons, a frail hyper-elderly lady is lying in the bed. She's recognized as the oldest resident of the Tri-state area. The best guess is that she's 103 years old. She has dementia and doesn't talk much but is always smiling. She once claimed that the secret to her longevity was that she never married.

You can also see a helium balloon here.

Becky is off to the north.

> take balloon

Taken.

Becky is off to the north.

> n

Ward A - West

This is the western end of a long east-west corridor. The walls are red and open doorways to the north and south lead to patient rooms, signs next to the former read "21-A", the latter "22-A". The nurses' station is here. It's a large square waist-high desk used for charting and note-taking.

Nurse Becky is here adjusting her white nurse's cap.

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

> e

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Lt. Worthless is off to the north.

Becky is off to the west.

> e

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

> e

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

> push up

The button lights and you hear mechanical humming from the elevator shaft.

> \* Still curious where the up button goes

That is not a verb I recognize.

> z

Time passes.

With a 'ding' the elevator door opens.

> n

Service Elevator

This is the service elevator. The floor is tile, the walls dented metal. There's a panel of buttons next to the single door which is currently open.

> swipe card

(through the card reader)

The elevator door slides closed. The little light on the card reader turns green and you feel the elevator moving beneath you.

> z

Time passes.

> z

Time passes.

With a 'ding' the elevator door opens.

> d

You can't go that way.

> s

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

> l

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

With a 'ding', the elevator door slides closed.

> w

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

> e

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

> w

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

> w

You can't, since the boiler room door is closed.

> open door

You open the boiler room door.

> w

You hear a door opening to the east down the hall.

Boiler Room

You're standing in a high arched stone and cement-lined space populated buy massive black boilers, squatting against the walls like sleeping dinosaurs. They're all closed and covered with thick coats of dust. A half-dozen metal lamps hang down from the ceiling above, although you can't actually make out the ceiling in the gloom. A dented thick metal door leads east. It looks like someone has been killing time here and it smells like your Uncle Vincent.

There's a denim jacket here balled up on the ground.

You can also see a folding chair and an ashtray here.

> e

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

> e

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

A tall menacing gentleman is here. You're reminded of a movie that came out earlier this year called "Scarface". You only saw the trailer since gangsters aren't your thing. But if there are real hit-men out there, this guy certainly would fit the description. He's wearing an ill-fitting hospital maintenance uniform that doesn't appear to be his. Pinned to his shirt there's an ID badge that appears to be a poorly forged "Chuck E. Cheese" employee ID. "Vic" is crudely drawn on it in black marker.

Vic is here watching you but trying to look like he's not watching you.

> \* lol at the ID

That is not a verb I recognize.

> x id

Sorry, I don't understand what "id" means.

> x badge

You can't see any such thing.

> talk to vic

And, we're done...

Vic is here creepily staring at you when he thinks you're not looking.

> e

Sub-Basement East

This is the eastern end of a short dimly lit corridor that returns to the west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A plain door here to the south is labelled "Restroom". There's a small green sign embedded above the doorknob reading "Vacant".

> s

Bathroom

It's a small minimal bathroom with a toilet, faucets, and sink. It smells really bad in here and you long for the relative fresh air of the hallway.

> n

Sub-Basement East

This is the eastern end of a short dimly lit corridor that returns to the west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A plain door here to the south is labelled "Restroom". There's a small green sign embedded above the doorknob reading "Vacant".

> w

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic is here creepily staring at you when he thinks you're not looking.

> w

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

> w

Boiler Room

You're standing in a high arched stone and cement-lined space populated buy massive black boilers, squatting against the walls like sleeping dinosaurs. They're all closed and covered with thick coats of dust. A half-dozen metal lamps hang down from the ceiling above, although you can't actually make out the ceiling in the gloom. A dented thick metal door leads east. It looks like someone has been killing time here and it smells like your Uncle Vincent.

There's a denim jacket here balled up on the ground.

You can also see a folding chair and an ashtray here.

> save

Ok.

> take all

helium balloon: Taken.

bowl: You already have it.

bowlful of shrimp: They're too slippery and messy to handle.

security card: You already have it.

coaster: You already have it.

backpack: You already have it.

blue cassette tape: You press the 'eject' button and the tape compartment springs open with a "clatter".

Taken.

ballpoint pen: You already have it.

signature form: You already have it.

denim jacket: Taken.

jacket pocket: The jacket pocket seems to be part of the denim jacket.

folding chair: Taken.

ashtray: That's too much for you to carry.

> \* Should TAKE ALL catch the jacket pocket?

That is not a verb I recognize.

> put all in bag

folding chair: That's too big to fit.

denim jacket: That won't fit in your backpack.

blue cassette tape: You put the blue cassette tape into the backpack.

helium balloon: It just floats back out.

bowl: Ew! And get gross slimy shrimp all over your backpack? No way.

security card: You put the security card into the backpack.

coaster: You put the coaster into the backpack.

ballpoint pen: You put the ballpoint pen into the backpack.

signature form: You put the signature form into the backpack.

> i

You're carrying a folding chair, a denim jacket, a helium balloon, a bowl (which contains a bowlful of shrimp) and a backpack (worn) (which contains a signature form, a ballpoint pen, a coaster, a security card, a blue cassette tape, your walkman, a red cassette tape and a yellow cassette tape).

> take ashtray

You reach for the ashtray then recoil in disgust. Just "Yuck!"

> \* that's fair.

That is not a verb I recognize.

> smell

It smells like aftershave and cigarettes.

> l

Boiler Room

You're standing in a high arched stone and cement-lined space populated buy massive black boilers, squatting against the walls like sleeping dinosaurs. They're all closed and covered with thick coats of dust. A half-dozen metal lamps hang down from the ceiling above, although you can't actually make out the ceiling in the gloom. A dented thick metal door leads east. It looks like someone has been killing time here and it smells like your Uncle Vincent.

You can see an ashtray here.

> put all in ashtray

folding chair: The ashtray can't contain things.

denim jacket: The ashtray can't contain things.

helium balloon: It just floats back out.

bowl: The ashtray can't contain things.

backpack: (first taking off the backpack)

The ashtray can't contain things.

> l

Boiler Room

You're standing in a high arched stone and cement-lined space populated buy massive black boilers, squatting against the walls like sleeping dinosaurs. They're all closed and covered with thick coats of dust. A half-dozen metal lamps hang down from the ceiling above, although you can't actually make out the ceiling in the gloom. A dented thick metal door leads east. It looks like someone has been killing time here and it smells like your Uncle Vincent.

You can see an ashtray here.

> wear backpack

You are now wearing the backpack.

> search jacket

The jacket pocket contains a syringe.

> take syringe

Taken.

[The score has just gone up by 10 points.]

> put syringe in backpack

You put the syringe into the backpack.

> close backpack

You close the backpack.

> e

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

> e

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic eyes you suspiciously. "Hey there, little lady. Whatcha got there now?"

He plucks the syringe from you.

He takes the jacket from you.

He relieves you of the folding chair.

Vic is here creepily staring at you when he thinks you're not looking.

> undo

Previous turn undone.

> \* Feels like that should at least involve opening my backpack

That is not a verb I recognize.

> i

You're carrying a folding chair, a denim jacket, a helium balloon, a bowl (which contains a bowlful of shrimp) and a backpack (worn) (which is closed).

> open backpack

You open the backpack, revealing a syringe, a signature form, a ballpoint pen, a coaster, a security card, a blue cassette tape, your walkman, a red cassette tape and a yellow cassette tape.

> empty it

syringe: Dropped.

signature form: Dropped.

ballpoint pen: Dropped.

coaster: Dropped.

security card: Dropped.

blue cassette tape: Dropped.

your walkman: Dropped.

red cassette tape: Dropped.

yellow cassette tape: Dropped.

> put syringe in backpack

(first taking the syringe)

You put the syringe into the backpack.

> put jacket in backpack

You put the denim jacket into the backpack.

> put chair in backpack

That's too big to fit.

> put all in backpack

folding chair: That's too big to fit.

helium balloon: It just floats back out.

bowl: Ew! And get gross slimy shrimp all over your backpack? No way.

> i

You're carrying a folding chair, a helium balloon, a bowl (which contains a bowlful of shrimp) and a backpack (worn) (which contains a denim jacket and a syringe).

> l

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

You can see a yellow cassette tape, a red cassette tape, your walkman, a blue cassette tape, a security card, a coaster, a ballpoint pen and a signature form here.

> take all

yellow cassette tape: Taken.

red cassette tape: Taken.

your walkman: Taken.

blue cassette tape: Taken.

security card: Taken.

coaster: Taken.

ballpoint pen: Taken.

signature form: Taken.

folding chair: That's too much for you to carry.

helium balloon: Taken.

bowl: That's too much for you to carry.

bowlful of shrimp: That's too much for you to carry.

backpack: That's too much for you to carry.

jacket pocket: The jacket pocket seems to be part of the denim jacket.

> put all in backpack

helium balloon: It just floats back out.

signature form: You put the signature form into the backpack.

ballpoint pen: You put the ballpoint pen into the backpack.

coaster: You put the coaster into the backpack.

security card: You put the security card into the backpack.

blue cassette tape: You put the blue cassette tape into the backpack.

your walkman: That won't fit in your backpack.

red cassette tape: That won't fit in your backpack.

yellow cassette tape: That won't fit in your backpack.

folding chair: That's too big to fit.

bowl: Ew! And get gross slimy shrimp all over your backpack? No way.

> close backpack

You close the backpack.

> tie backpack to balloon

You tie the balloon to the backpack.

> put backpack in dumbwaiter

It won't fit with the balloon tied to it.

> put balloon in dumbwaiter

It won't fit with the balloon tied to it.

> untie balloon

You untie and take the balloon.

> put backpack in dumbwaiter

(first taking off the backpack)

You put the backpack into the dumbwaiter.

> tie balloon to backpack

You tie the balloon to the backpack.

> x dumbwaiter

It's an old dumbwaiter built into the wall here. All that's left now is the empty shaft.

> search it

The dumbwaiter contains a backpack (to which a balloon is tied) (which is closed).

> \* Hm. Ah well.

That is not a verb I recognize.

> open backpack

You open the backpack, revealing a blue cassette tape, a security card, a coaster, a ballpoint pen, a signature form, a denim jacket and a syringe.

> untie balloon

You untie and take the balloon.

> tie balloon to syringe

You tie the balloon to the syringe.

> put syringe in dumbwaiter

You put the syringe in the dumbwaiter. It rises up and out of sight, suspended from the helium balloon.

> take backpack

That's too much for you to carry.

> drop jacket

You aren't holding it.

> take jacket. drop it.

That's too much for you to carry.

You aren't holding it.

> i

You're carrying your walkman, a red cassette tape, a yellow cassette tape, a folding chair and a bowl (which contains a bowlful of shrimp).

> drop chair

Dropped.

> take jacket. drop jacket

Taken.

Dropped.

> i

You're carrying your walkman, a red cassette tape, a yellow cassette tape and a bowl (which contains a bowlful of shrimp).

> take backpack

Taken.

> put walkman in backpack

You put your walkman into the backpack.

> take backpack

You already have it.

> wear it

You are now wearing the backpack.

> i

You're carrying a backpack (worn) (which contains your walkman, a blue cassette tape, a security card, a coaster, a ballpoint pen and a signature form), a red cassette tape, a yellow cassette tape and a bowl (which contains a bowlful of shrimp).

> put red tape and yellow tape in backpack

red cassette tape: You put the red cassette tape into the backpack.

yellow cassette tape: You put the yellow cassette tape into the backpack.

> i

You're carrying a backpack (worn) (which contains a yellow cassette tape, a red cassette tape, your walkman, a blue cassette tape, a security card, a coaster, a ballpoint pen and a signature form) and a bowl (which contains a bowlful of shrimp).

> e

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic is here watching you but trying to look like he's not watching you.

> \* Still have duplicate "Vic is here"s

That is not a verb I recognize.

> show form to vic

(first taking the signature form)

Vic smiles a lupine grin. "Yeah, that's super."

Vic is here creepily staring at you when he thinks you're not looking.

> n

You can't, since the service elevator door is closed.

Vic is here trying to act casual.

> push up

With a 'ding' the elevator door opens.

Vic is here watching you but trying to look like he's not watching you.

> n

Service Elevator

This is the service elevator. The floor is tile, the walls dented metal. There's a panel of buttons next to the single door which is currently open.

> push 2

The elevator door slides closed. The button lights and you hear mechanical humming from the elevator shaft.

> z

Time passes.

> z

Time passes.

With a 'ding' the elevator door opens.

> s

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

> \* (FTR, I'm still not sure whether having things taken by Vic actually

That is not a verb I recognize.

> \* makes the game unwinnable and forces a reload)

That is not a verb I recognize.

> \* (It would be nice if that were clearer)

That is not a verb I recognize.

> l

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

> w

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

In the dumbwaiter you can see a syringe (to which a balloon is tied).

Mr. Winston is off to the north heading to the south.

Mr. Winston is here.

> take balloon

Taken.

Mr. Winston pushes his IV pole off to the west.

> i

You're carrying a helium balloon, a signature form, a backpack (worn) (which contains a yellow cassette tape, a red cassette tape, your walkman, a blue cassette tape, a security card, a coaster and a ballpoint pen) and a bowl (which contains a bowlful of shrimp).

Mr. Winston is off to the west.

> x balloon

It's a silver mylar helium balloon. On the side it reads "Get Well Soon!" in large cartoonish letters. It's currently tied to a syringe.

Mr. Winston is off to the west.

> take syringe

Taken.

Mr. Winston is off to the west.

> \* Inventory doesn't show items which are tied to the balloon

That is not a verb I recognize.

> x syringe

It's an empty syringe with a needle and cap on it.

There's a helium ballon tied to it currently.

Mr. Winston is off to the west.

> \* Typo: extra line break

That is not a verb I recognize.

> w

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Mr. Winston is here.

Lt. Worthless is off to the north.

Becky is off to the west.

> n

Room 23

This is an unassuming patient room. The wallpaper is an unsoothing red and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway. A bed is pushed against one wall and the exit is through a doorway to the south.

Lt. Worthless is here, lounging in the bed. He's a local homicide detective who happened to be admitted earlier today for a medical procedure and he's enjoying the attention and intermittent morphine. Around the station, he's known for his multiple divorces and not for his acumen as an investigator.

Mr. Winston is off to the south.

> show syringe to worthless

"Oh, what a surprise," he snorts sarcastically. "Somebody found a syringe in a hospital." He takes the syringe. Maybe you're onto something but I doubt it."

Mr. Winston is off to the south heading to the west.

> \* Typo: missing opening quote before "Maybe you're onto something"

That is not a verb I recognize.

> s

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Lt. Worthless is off to the north.

Mr. Winston is off to the west.

Becky is off to the west.

> e

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Elliot is off to the east.

> e

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Elliot is here.

> e

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Elliot is off to the west heading to the west.

> n

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

Freddy is down below.

> d

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is here.

Freddy slacks downstairs.

> d

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Freddy is here.

> give walkman to freddy

(first taking your walkman)

He takes the walkman and headphones. "Ooh. Whatcha listenin' to, little dudette?"

He puts the headphones over his ears. He closes the tape compartment. He presses the 'play' button. He listens for a moment but doesn't seem impressed by your musical tastes. He presses 'stop' and hands the walkman back to you.

Freddy slacks off to the south.

> i

You're carrying your walkman, a helium balloon, a signature form, a backpack (worn) (which contains a yellow cassette tape, a red cassette tape, a blue cassette tape, a security card, a coaster and a ballpoint pen) and a bowl (which contains a bowlful of shrimp).

Freddy is off to the south.

> open walkman. put blue in walkman. close walkman.

You press the 'eject' button and the tape compartment springs open with a "clatter".

Freddy is off to the south.

You can't put the bowl in the walkman.

Freddy is off to the south.

You close your walkman.

Freddy is off to the south.

> \* I meant the cassette

That is not a verb I recognize.

> open walkman. put blue cassette in walkman.

You press the 'eject' button and the tape compartment springs open with a "clatter".

Freddy is off to the south heading to the west.

(first taking the blue cassette tape)

You put the blue cassette tape into your walkman.

> s

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Freddy is off to the west.

> w

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Freddy is here.

Freddy slacks off to the east.

Eugene is off to the west.

> e

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Freddy is here.

> give walkman to freddy

He takes the walkman and headphones. "Ooh. Whatcha listenin' to, little dudette?"

He puts the headphones over his ears. He closes the tape compartment. He presses the 'play' button. The tuneful adult contemporary strains of 'Air Supply' wash over the narcoleptic security guard. His eyes close and he smiles. In another moment he snores and you realize that he's fallen dead asleep on his feet.

> take key

You can't see any such thing.

> search freddy

You awkwardly search the snoozing security guard. While mucking around in his pockets, a key falls out and hits the floor with a "clink".

> take key

Taken.

[The score has just gone up by 5 points.]

> show form to freddy

He's currently asleep.

> wake freddy

He's too deep in the gauzy pop music.

> take walkman

You purloin your walkman from the sleeping security guard.

Freddy stirs and wakes in a daze.

"Dude, what happened? Man, did I stroke out grooving to the Aussies?"

> show form to him

You need a pen.

Eugene is off to the west.

> take pen

Taken.

Eugene is off to the west heading to the east.

Eugene is here.

> show form to him

"What? You don't work here, dude? Sure I suppose I can sign your petition."

Eugene pushes the mop bucket off to the east.

Freddy slacks off to the north.

[The score has just gone up by 5 points.]

> e

Basement Hallway East

This is the eastern end of a long dank hallway that continues far to the west. Linoleum tiles cover the floor. A door leads east, a placard next to it reads "Morgue". An open doorway leads north, A sign above it reads "Imaging".

Eugene is here.

Oliver is off to the east.

> show form to eugene

"Sure, I'll sign. Nobody ever asks the janitor to sign anything."

Oliver is off to the east.

[The score has just gone up by 5 points.]

> talk to eugene

Eugene: "It's for you. Enjoy."

Eugene: "They're awesome, man. Most people don't know that they started out in Australia."

And, we're done...

Oliver is off to the east.

> e

Morgue

This is the hospital's small morgue. The white tiled floor is scuffed and gently slopes toward a drain in the center of the room. The walls are also clad in featureless tiling and a pair of flickering fluorescent tubes above you impart a sickly green ambiance. A stainless steel table sits in the center of the room and one wall is occupied by a bank of refrigerated lockers. A door, currently open lies to the west.

Oliver is here. He's the morgue assistant assigned to the night shift.

Eugene is off to the west.

> talk to oliver

Oliver: "I dunno, man. I heard he and Northrup had been fighting about something lately. Now he's dead? Just sayin'..."

And, we're done...

> show form to him

"Sure, whatever. I'll sign whatever you need. I wish I had a letter that'd get ME out of here."

[The score has just gone up by 5 points.]

> w

Basement Hallway East

This is the eastern end of a long dank hallway that continues far to the west. Linoleum tiles cover the floor. A door leads east, a placard next to it reads "Morgue". An open doorway leads north, A sign above it reads "Imaging".

Eugene is off to the west heading to the west.

Oliver is off to the east.

> w

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is off to the west.

> w

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Eugene is here.

> e

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is off to the west heading to the west.

> n

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

> up

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> i

You're carrying a ballpoint pen, your walkman, a dull steel key, a helium balloon, a signature form, a backpack (worn) (which contains a yellow cassette tape, a red cassette tape, a security card and a coaster) and a bowl (which contains a bowlful of shrimp).

> s

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

Freddy is off to the west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Freddy is here.

Mabel is off to the south.

> w

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

Freddy is off to the east heading to the south.

> w

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it. There's a crack of light under the door to the south.

> turn on flashlight

You can't see any such thing.

> i

You're carrying a ballpoint pen, your walkman, a dull steel key, a helium balloon, a signature form, a backpack (worn) (which contains a yellow cassette tape, a red cassette tape, a security card and a coaster) and a bowl (which contains a bowlful of shrimp).

> e

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> e

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> n

You can't go that way.

Mabel is off to the south.

With a "click" the tape comes to the end of the side and the play button disengages.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is down below.

> d

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Freddy is here.

Freddy slacks upstairs.

> s

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is off to the west.

> e

Basement Hallway East

This is the eastern end of a long dank hallway that continues far to the west. Linoleum tiles cover the floor. A door leads east, a placard next to it reads "Morgue". An open doorway leads north, A sign above it reads "Imaging".

Oliver is off to the east.

> n

X-Ray Suite

This white-tiled room is occupied by a metal exam table positioned below the x-ray camera hanging down from rails in the ceiling. White translucent viewing boxes are mounted to one wall; these are currently turned off. The exit lies through an open arch to the south and there's an unmarked door to the east.

> e

Darkroom

This is a small darkroom off of the main x-ray suite. There's a metal basin and tiled counter running along one wall and metal shelves stacked neatly with bottle of chemicals along another. There's a strong chemical smell in here and if you stay much longer you may get a headache. The exit lies through a door to the west.

On the counter you can see a flashlight.

> take flashlight

Taken.

[The score has just gone up by 10 points.]

> s. w. n.

You can't go that way.

X-Ray Suite

This white-tiled room is occupied by a metal exam table positioned below the x-ray camera hanging down from rails in the ceiling. White translucent viewing boxes are mounted to one wall; these are currently turned off. The exit lies through an open arch to the south and there's an unmarked door to the east.

You can't go that way.

> s. w. n.

Basement Hallway East

This is the eastern end of a long dank hallway that continues far to the west. Linoleum tiles cover the floor. A door leads east, a placard next to it reads "Morgue". An open doorway leads north, A sign above it reads "Imaging".

Oliver is off to the east.

Eugene is off to the west.

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is here.

Eugene pushes the mop bucket off to the east.

Freddy is off to the north.

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Freddy is here.

Eugene is off to the south.

> u

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is down below.

> s

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> turn on flashlight

You switch the flashlight on.

Mabel is off to the south.

> up

You can't go that way.

Mabel is off to the south.

> w

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> up

You climb the creaky metal ladder nearly to the top. Once there, you are able to grab onto some sturdy pipes that you see through the gap in the tiling and pull yourself into the ceiling above. Breathing heavily but victorious, you think back to P.E. class freshman year when you couldn't climb a knotted rope in gym class and Becky Harris laughed at you. Eat it Becky!

In The Ceiling

You are perched in the dark service space within the ceiling. Your flashlight reflects red light off of dust motes as you support yourself on thick pipes and brackets suspended from higher up. Large air ducts block any movement to the east but the way to the west is open. Here there is a gap in the drop-ceiling tiles below you and you can see a ladder down below.

> w

In The Ceiling

You are perched in the service space above the hallway and drop ceiling, surrounded by dusty ducts and pipes. The dusty passage takes a ninety-degree turn here and you can go east or south, balancing yourself on the metal brackets holding up the drop ceiling tiles below.

> s

In The Ceiling

You are perched in the dark service space within the ceiling. The passage dead-ends here, and movement to the south is blocked by a large duct. You can crawl north along a network of pipes and brackets into darkness. A tile in the drop-ceiling below is askew, allowing you to look down into an office below. Directly underneath you lies a tall file cabinet that you could probably lower yourself down onto.

Below you, Dr. Walt Northrup is seated at a large mahogany desk.

> x northrup

He's a tall silver-haired gentleman with a patrician bearing. He's wearing a perfectly-creased white lab coat over a crisp shirt and tie.

> x desk

It's carved from mahogany and looks very old and very expensive.

> x cabinet

It's a standard gray metal file cabinet with three large drawers.

> i

You're carrying a flashlight (providing light), a ballpoint pen, your walkman, a dull steel key, a helium balloon, a signature form, a backpack (worn) (which contains a yellow cassette tape, a red cassette tape, a security card and a coaster) and a bowl (which contains a bowlful of shrimp).

> drop bowl

Dropped.

> undo

Previous turn undone.

> throw bowl at northrup

Dr. Northrup isn't here.

> show form to northrup

Dr. Northrup isn't here.

> l

In The Ceiling

You are perched in the dark service space within the ceiling. The passage dead-ends here, and movement to the south is blocked by a large duct. You can crawl north along a network of pipes and brackets into darkness. A tile in the drop-ceiling below is askew, allowing you to look down into an office below. Directly underneath you lies a tall file cabinet that you could probably lower yourself down onto.

Below you, Dr. Walt Northrup is seated at a large mahogany desk.

> d

Grunting and dust-covered, you lower yourself from the pipes through the drop ceiling, stepping down first onto a tall metal file cabinet standing in the corner of the room, then down onto the plush carpet.

A seething Dr. Walter Northrup is here to meet you, furious in equal parts at the cloud of dust you've brought down onto his carpet as well as your ill-conceived invasion of his office. Unsurprisingly, your time as a candy-striper is at an end.

\*\*\* You are doomed to summer school \*\*\*

In that game you scored 50 out of a possible 140, in 260 turns.

Would you like to RESTART, RESTORE, UNDO the last move, give the FULL score for that game or QUIT? full

The score was made up as follows:

10 - getting the flashlight

10 - getting the swipe card

10 - finding the syringe

5 - getting the dull steel key

5 - getting a signature

5 - getting a signature

5 - getting a signature

50 total (out of 140)

Would you like to RESTART, RESTORE, UNDO the last move, give the FULL score for that game or QUIT? undo

Previous turn undone.

> \* I appreciate the You Have Lost line

That is not a verb I recognize.

> n

In The Ceiling

You are perched in the service space above the hallway and drop ceiling, surrounded by dusty ducts and pipes. The dusty passage takes a ninety-degree turn here and you can go east or south, balancing yourself on the metal brackets holding up the drop ceiling tiles below.

> e

In The Ceiling

You are perched in the dark service space within the ceiling. Your flashlight reflects red light off of dust motes as you support yourself on thick pipes and brackets suspended from higher up. Large air ducts block any movement to the east but the way to the west is open. Here there is a gap in the drop-ceiling tiles below you and you can see a ladder down below.

> d

You gingerly lower yourself through the gap in the drop ceiling, holding onto piping in the ceiling for support until you feel your feet land on the top of the aluminum ladder. Balancing carefully, you finally climb down, relieved to be back on solid ground.

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> w

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it. There's a crack of light under the door to the south.

> w

You can't go that way.

> unlock door with key

Do you mean the fancy mahogany door or the plain wooden door?

> plain

You unlock the plain wooden door.

> s

You can't, since the fancy mahogany door is closed.

> n

You can't, since the plain wooden door is closed.

> open door

Do you mean the fancy mahogany door or the plain wooden door?

> plain

You open the plain wooden door.

> n

Jorry's Office

This is a typical office befitting a less-than-top-level executive. A desk stands here as well as a rolling leather executive chair. Non-threatening paintings of flowers and bowls of fruit adorn the walls. A squat black safe sits in one corner of the room. and a large glass aquarium sits on a stand directly behind the desk. Sand covers the bottom and a snake is coiled around a bleached twisted branch at one end.

The former Sid Jorry is sitting in the chair and slumped over the desk. His eyes, thankfully, are closed.

It appears that somone has been in here already and cleaned out the room. There's no trace of any papers, documents, or your letter of completion.

In the aquarium you can see a rock.

Louanne, curious, flicks her forked tongue at you.

> take rock

You steel yourself to reach into the tank. Lifting up the rock, you find a green cassette tape lying under it.

> take cassette

Do you mean the blue cassette tape, the yellow cassette tape, the red cassette tape or the green cassette tape?

> green

Taken.

[The score has just gone up by 10 points.]

> x jorry

He's a corpulent gentleman with a bushy mustache and a circle of black hair wrapping around his otherwise bald head. He always reminded you of your uncle Pete except he's wearing a gray business suit and Uncle Pete only wears black socks and cargo shorts. Jorry is seated at his desk and slumped forward across it. Luckily, his eyes are closed because that would be too creepy otherwise. You notice a band-aid stuck to the right side of his neck.

> search him

You force yourself to go through his pockets but find nothing of interest.

> take band-aid

You steel yourself and peel the band-aid off. Eww! Underneath you see a tiny puncture mark.

Louanne stares at you through yellow reptillian eyes.

> x mark

It's a tiny puncture wound in his neck.

> l

Jorry's Office

This is a typical office befitting a less-than-top-level executive. A desk stands here as well as a rolling leather executive chair. Non-threatening paintings of flowers and bowls of fruit adorn the walls. A squat black safe sits in one corner of the room. and a large glass aquarium sits on a stand directly behind the desk. Sand covers the bottom and a snake is coiled around a bleached twisted branch at one end.

The former Sid Jorry is sitting in the chair and slumped over the desk. His eyes, thankfully, are closed.

Louanne, curious, flicks her forked tongue at you.

> wear band-aid

You can't wear that.

> l

Jorry's Office

This is a typical office befitting a less-than-top-level executive. A desk stands here as well as a rolling leather executive chair. Non-threatening paintings of flowers and bowls of fruit adorn the walls. A squat black safe sits in one corner of the room. and a large glass aquarium sits on a stand directly behind the desk. Sand covers the bottom and a snake is coiled around a bleached twisted branch at one end.

The former Sid Jorry is sitting in the chair and slumped over the desk. His eyes, thankfully, are closed.

> search desk

You find nothing special.

> search chair

No need to concern yourself with that.

> talk to snake

She stares at you silently

> l

Jorry's Office

This is a typical office befitting a less-than-top-level executive. A desk stands here as well as a rolling leather executive chair. Non-threatening paintings of flowers and bowls of fruit adorn the walls. A squat black safe sits in one corner of the room. and a large glass aquarium sits on a stand directly behind the desk. Sand covers the bottom and a snake is coiled around a bleached twisted branch at one end.

The former Sid Jorry is sitting in the chair and slumped over the desk. His eyes, thankfully, are closed.

> s

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it. There's a crack of light under the door to the south.

> e

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

Freddy is off to the east.

> s

You can't go that way.

Freddy is off to the east.

> e

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Freddy is here.

Freddy slacks off to the west.

Mabel is off to the south.

> s

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The windows are partially iced over and through them you can see gales of wind-driven snow blowing sideways. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see a book cart here.

Freddy is off to the north.

> show form to mabel

"Sure thing I'll sign, dear. Don't forget, you promised to come back and visit sometime."

Freddy is off to the north.

[The score has just gone up by 5 points.]

> n

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Freddy is here.

Freddy slacks off to the south.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

Freddy is off to the west.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> u

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

> s

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Mr. Winston is off to the east heading to the west.

Mr. Winston is here.

> show form to winston

"Yeah, I'll sign it. I think you brought me a book once, I think?"

[The score has just gone up by 5 points.]

> w

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Mr. Winston is off to the east.

Elliot is off to the west.

> w

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Elliot is here.

Elliot rolls off to the east.

> w

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Lt. Worthless is off to the north.

Becky is off to the west.

> w

Ward A - West

This is the western end of a long east-west corridor. The walls are red and open doorways to the north and south lead to patient rooms, signs next to the former read "21-A", the latter "22-A". The nurses' station is here. It's a large square waist-high desk used for charting and note-taking.

Nurse Becky is here charting some vital signs.

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

> s

Room 22

This is an unassuming patient room. The wallpaper is an unsoothing red and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads north back out to the hallway.

Ms. Parsons is lying in the bed.

Becky is off to the north.

> show form to parsons

Her eyes are shut and she seems oblivious to the signature form.

Becky is off to the north.

> n

Ward A - West

This is the western end of a long east-west corridor. The walls are red and open doorways to the north and south lead to patient rooms, signs next to the former read "21-A", the latter "22-A". The nurses' station is here. It's a large square waist-high desk used for charting and note-taking.

Nurse Becky is here idly playing with a sphygmomanometer.

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

> n

Room 21

This is an unassuming patient room. The wallpaper is an unsoothing red and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway.

Mrs. Chen, a small Chinese lady is lying in the bed.

Becky is off to the south.

> show form to chen

She seems unsure what you want from her but she takes the pen and scrawls something, anyway. Smiling sweetly, she hands it back and nods.

Becky is off to the south.

[The score has just gone up by 5 points.]

> s

Ward A - West

This is the western end of a long east-west corridor. The walls are red and open doorways to the north and south lead to patient rooms, signs next to the former read "21-A", the latter "22-A". The nurses' station is here. It's a large square waist-high desk used for charting and note-taking.

Nurse Becky is here idly playing with a sphygmomanometer.

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

> show form to becky

"Oh, ok. Yeah, I guess I can sign your form."

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

[The score has just gone up by 5 points.]

> talk to becky

Becky: "He's here getting his knee cleaned out. He's a bouncer and I think he hurt it tossing some overweight drunk to the curb."

Becky: "She's, um, very experienced, I guess."

Becky: "Oh, gee. I'm the new nurse and super excited to be here."

And, we're done...

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

> e

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Lt. Worthless is off to the north.

Becky is off to the west.

> x form

It's a signature form on your high school's letterhead. Below the text there are eight lines for staff or patient signatures. Currently, there are 7 signatures: Freddy, Eugene, Oliver, Mabel, Mr. Winston, Mrs. Chen, Becky.

Lt. Worthless is off to the north.

Mr. Winston is off to the east.

Becky is off to the west.

> n

Room 23

This is an unassuming patient room. The wallpaper is an unsoothing red and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway. A bed is pushed against one wall and the exit is through a doorway to the south.

Lt. Worthless is here, reclining in the bed.

Mr. Winston is off to the south.

> show form to worthless

"Sure, I'll sign. If you promise to leave me alone and let me enjoy my morphine."

Mr. Winston is off to the south.

[The score has just gone up by 10 points.]

> put form and pen in backpack

signature form: You put the signature form into the backpack.

ballpoint pen: You put the ballpoint pen into the backpack.

Mr. Winston is off to the south.

> i

You're carrying a band-aid, a green cassette tape, a rock, a flashlight (providing light), your walkman, a dull steel key, a helium balloon, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape, a red cassette tape, a security card and a coaster) and a bowl (which contains a bowlful of shrimp).

Mr. Winston is off to the south heading to the west.

> show tape to worthless

The good Lieutenant is completely disinterested in the green cassette tape.

> put tape in walkman

You can't, since your walkman is closed.

Mr. Winston is off to the south.

> open walkman. empty it. put green tape in it.

You press the 'eject' button and the tape compartment springs open with a "clatter".

Mr. Winston is off to the south heading to the east.

blue cassette tape: Dropped.

walkman eject button: That's hardly portable.

You put the green cassette tape into your walkman.

> give walkman to worthless

He closes the tape compartment. He presses the 'play' button. He puts on the headphones and starts to listen. His eyes flicker as the tape plays, silently to you. After a moment, he stops the walkman, removes the tape and hands it back to you.

"Yeah, right. Somebody recorded themselves reporting a crime. As if. That only happens on TV."

> undo

Previous turn undone.

> close walkman. press play

You close your walkman.

With a satisfying "click" the play button engages.

> wear walkman

You slip the headphones over your ears.

Through the headphones you hear the sounds of a tape-recorder motor and then a voice, distorted and speaking a bit too excitedly into the microphone.

"Hello, my name is Sid Jorry. I am CFO of St. Asterix hospital. I plan to mail this to you because I have information you may find interesting pertaining to possible financial misdealings perpetrated by Dr. Walt Northrup, CEO of the hospital."

He clears his throat awkwardly and you hear paper rustling.

"It seems the good doctor has been siphoning money from the hospital with the expectation that it would fail. At the same time, Dr. Northrup has become a shadow investor in the company that owns the hospital building and grounds."

He pauses and you hear what sounds like drinking from a glass.

"The hospital is likely worth much more as real estate than as a hospital and its failure would be a windfall for several powerful people. I have records of all of this in a ledger locked in my safe. To delay Northrup from finding it, I have secretly swapped safes with him. My safe is now in his office. The combination is 5, 33, 19."

You hear a heavy "thump" and a cough.

"If anything happens to me, it's almost certainly not an accident and this information should be given to the proper authorities."

Then there's a loud "click" and empty hissing. You press 'stop'.

> give walkman to worthless

He presses the 'play' button. He puts on the headphones and starts to listen. His eyes flicker as the tape plays, silently to you. After a moment, he stops the walkman, removes the tape and pockets it.

"Yeah, right. Somebody recorded themselves reporting a crime. As if. That only happens on TV."

> i

You're carrying a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a helium balloon, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape, a red cassette tape, a security card and a coaster) and a bowl (which contains a bowlful of shrimp).

> give coaster to worthless

(first taking the coaster)

"No thanks. I've got plenty of coasters from the cop bar across the street."

> talk to him

You can't see "him" (Sid Jorry) at the moment.

> talk to worthless

(pressing 'stop' on your walkman.)

Lt. Worthless: "Vic? Vic Scarfaccio the mob enforcer is in the building? Huh. Must be getting a colonoscopy."

Lt. Worthless: "Yeah, I know her. Her maiden name is Scarfaccio, I think. Must be a coincidence."

Lt. Worthless: "Yea, she's a sweetie. She's right on time with the pain pills."

"I heard about that guy. Found dead in his office? Heart attack, I heard. It's too bad how some people don't take care of themselves," he says as he pats his generous gut. "One of my guys, Rodriguez, is coming in to investigate. But it's just a formality. The blizzard has held everybody up. If you find anything suspicious, bring it back to me."

Lt. Worthless: "Yeah, it's the only place that takes cop insurance. It's fine as long as they don't run out of morphine."

"I'm a cop, homicide. I'm here because of a kidney stone. They say it's the size of a golf ball." He sniffs proudly.

And, we're done...

> s

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Lt. Worthless is off to the north.

Becky is off to the west.

> e

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Mr. Winston is off to the east.

> score

You have so far scored 90 out of a possible 140, in 326 turns.

> e

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Mr. Winston is here.

Elliot is off to the east.

> i

You're carrying a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a helium balloon, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape, a red cassette tape and a security card) and a bowl (which contains a bowlful of shrimp).

Elliot is off to the east.

> e

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Elliot is here.

Mr. Winston is off to the west.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Elliot is off to the west.

> n

You can't go that way.

Mr. Winston is off to the west.

Elliot is off to the west.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the east.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

> n

Room 33

This is an unassuming patient room. The walls are blue and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway.

Larry, a corpulent gentleman is lying in the bed.

Nurse Retch is off to the south.

> s

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

> talk to retch

She's seems taken aback for a second.

"I...I think he's the new janitor. He seems quite nice, actually."

Nurse Retch: "It's for employees only and you should stay away from it."

Nurse Retch: "He should have taken better care of himself; he'd have lived longer."

Her eyes alight on the coaster. Her lips tighten and there's a brief flash of surprise in her eyes.

"Why are you carrying around garbage, dear?"

"I certainly don't know what you're talking about."

Nurse Retch: "I really don't think that's any of your business."

And, we're done...

Larry is off to the north.

> \* Just checking: does the line "Her eyes alight on the coaster" print

That is not a verb I recognize.

> \* even if you're not carrying the coaster?

That is not a verb I recognize.

> l

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

> n

Room 33

This is an unassuming patient room. The walls are blue and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway.

Larry is lying in the bed.

Nurse Retch is off to the south.

> talk to larry

And, we're done...

Nurse Retch is off to the south.

> s

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the east.

Mr. Winston is off to the west.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Mr. Winston is here.

> talk to winston

And, we're done...

Mr. Winston pushes his IV pole off to the east.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

> w

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

> w

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Elliot is off to the west.

> w

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Elliot is here.

Lt. Worthless is off to the north.

Becky is off to the west.

> talk to elliot

And, we're done...

Elliot rolls off to the south.

Lt. Worthless is off to the north.

Becky is off to the west.

> e

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

> i

You're carrying a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a helium balloon, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape, a red cassette tape and a security card) and a bowl (which contains a bowlful of shrimp).

> e

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

> push down

With a 'ding' the elevator door opens.

> n

Service Elevator

This is the service elevator. The floor is tile, the walls dented metal. There's a panel of buttons next to the single door which is currently open.

> swipe card

(first taking the security card)

(through the card reader)

The elevator door slides closed. The little light on the card reader turns green and you feel the elevator moving beneath you.

> z

Time passes.

> z

Time passes.

With a 'ding' the elevator door opens.

> s

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic is here creepily staring at you when he thinks you're not looking.

> w

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

You can see a denim jacket and a folding chair here.

> tie jacket to balloon

You would first need to untie it from the syringe.

> untie balloon

You untie and take the balloon.

> i

You're carrying a helium balloon, a security card, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> \* Wait--I don't have the syringe. Worthless already took it.

That is not a verb I recognize.

> \* Something went wrong there.

That is not a verb I recognize.

> x balloon

It's a silver mylar helium balloon. On the side it reads "Get Well Soon!" in large cartoonish letters. It's floating here, held by the string.

> untie it

You untie and take the balloon.

> i

You're carrying a helium balloon, a security card, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> x balloon

It's a silver mylar helium balloon. On the side it reads "Get Well Soon!" in large cartoonish letters. It's floating here, held by the string.

> \* I can untie the balloon even when nothing's tied to it

That is not a verb I recognize.

> x syringe

You can't see any such thing.

> l

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

You can see a denim jacket and a folding chair here.

> tie balloon to jacket

You tie the balloon to the denim jacket.

> put jacket in dumbwaiter

It won't fit with the balloon tied to it.

> untie jacket

You untie the the denim jacket from the balloon.

Taken.

> put it in dumbwaiter

You put the denim jacket into the dumbwaiter.

> tie balloon to it

(first taking the balloon)

You tie the balloon to the denim jacket.

> \* Guess it's too heavy

That is not a verb I recognize.

> untie balloon

You untie and take the balloon.

> take jacket

Taken.

> wear it

You are now wearing the denim jacket.

> i

You're carrying a denim jacket (worn), a helium balloon, a security card, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> put flashlight in pocket

There's not enough room in the jacket pocket.

> put card in pocket

You put the security card into the jacket pocket.

> e

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic eyes you suspiciously. "Hey there, little lady. Whatcha got there now?"

He takes the jacket from you.

Vic is here trying to act casual.

> i

You're carrying a helium balloon, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

Vic is here creepily staring at you when he thinks you're not looking.

> take card

You can't see any such thing.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> \* Noting in case it's an issue:

That is not a verb I recognize.

> \* It's possible to lose other items to Vic by putting them in jacket pocket

That is not a verb I recognize.

> i

You're carrying a denim jacket (worn), a helium balloon, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> take card

The security card seems to be part of the denim jacket.

> \* oh no

That is not a verb I recognize.

> x pocket

The jacket pocket contains a security card.

> empty it

security card: The security card seems to be part of the denim jacket.

> \* ...also, it's not possible to take items out of the jacket pocket

That is not a verb I recognize.

> i

You're carrying a denim jacket (worn), a helium balloon, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> save

Ok.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> i

You're carrying a denim jacket (worn), a helium balloon, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> i

You're carrying a denim jacket (worn), a helium balloon, a security card, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> \* There we go.

That is not a verb I recognize.

> save

Ok.

> e

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic eyes you suspiciously. "Hey there, little lady. Whatcha got there now?"

He takes the jacket from you.

Vic is here trying to act casual.

> x vic

He's tall and thin with slicked-back black hair. His eyes are cold and blue and his cheeks are pock-marked and sunken.

Vic is here trying to act casual.

> search him

Leave the pat-downs to the professionals.

Vic is here lurking.

> x jacket

You can't see any such thing.

> w

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

You can see a folding chair here.

> w

Boiler Room

You're standing in a high arched stone and cement-lined space populated buy massive black boilers, squatting against the walls like sleeping dinosaurs. They're all closed and covered with thick coats of dust. A half-dozen metal lamps hang down from the ceiling above, although you can't actually make out the ceiling in the gloom. A dented thick metal door leads east. It looks like someone has been killing time here and it smells like your Uncle Vincent.

You can see an ashtray here.

> e

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

You can see a folding chair here.

> push chair e

Is that the best you can think of?

> \* Ouch. :(

That is not a verb I recognize.

> fold chair

You can't close that.

> unfold it

You can't open that.

> e

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic is here creepily staring at you when he thinks you're not looking.

> i

You're carrying a helium balloon, a security card, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

Vic is here lurking.

> talk to vic

Vic: "Um, I'm the new overnight cleaning guy."

Vic: "Little girls shouldn't be poking around in such places."

Vic: "Is that the guy who had the heart attack? So sad."

Vic: "Never met her."

His lips narrow into a smile both ingratiating and accusing. "You shouldn't be riding around in that, little lady. It's for employees only. You could get in trouble."

Vic: "Uh, well. Yeah. Hospitals are full of syringes, right?"

He smiles an oily grin. "I wouldn't know anything about that, little lady."

And, we're done...

Vic is here watching you but trying to look like he's not watching you.

> e

Sub-Basement East

This is the eastern end of a short dimly lit corridor that returns to the west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A plain door here to the south is labelled "Restroom". There's a small green sign embedded above the doorknob reading "Vacant".

> w

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic is here creepily staring at you when he thinks you're not looking.

> n

You can't, since the service elevator door is closed.

Vic is here watching you but trying to look like he's not watching you.

> push up

With a 'ding' the elevator door opens.

Vic is here watching you but trying to look like he's not watching you.

> n

Service Elevator

This is the service elevator. The floor is tile, the walls dented metal. There's a panel of buttons next to the single door which is currently open.

> push 2

The elevator door slides closed. The button lights and you hear mechanical humming from the elevator shaft.

> z

Time passes.

> z

Time passes.

With a 'ding' the elevator door opens.

> s

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

> i

You're carrying a helium balloon, a security card, a coaster, a band-aid, a rock, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> \* Okay, so I still have to deal with Northrup's office, but he's in it

That is not a verb I recognize.

> \* Wonder if I can break something with the rock to distract him...

That is not a verb I recognize.

> x rock

It's a heavy, decorative chunk of rock, about twice as large as one of your fists.

With a 'ding', the elevator door slides closed.

> e

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

> n

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

Freddy is down below heading downstairs.

> d

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is down below.

> s

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> w

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> w

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it. There's a crack of light under the door to the south.

> s

You can't, since the fancy mahogany door is closed.

> n

Jorry's Office

This is a typical office befitting a less-than-top-level executive. A desk stands here as well as a rolling leather executive chair. Non-threatening paintings of flowers and bowls of fruit adorn the walls. A squat black safe sits in one corner of the room. and a large glass aquarium sits on a stand directly behind the desk. Sand covers the bottom and a snake is coiled around a bleached twisted branch at one end.

The former Sid Jorry is sitting in the chair and slumped over the desk. His eyes, thankfully, are closed.

> throw rock at aquarium

Futile.

> break aquarium

Violence isn't the answer to this one.

> push it

What a concept!

Louanne stares at you through yellow reptillian eyes.

> \* Sorry, Louanne, I shouldn't have :(

That is not a verb I recognize.

> push safe s

Is that the best you can think of?

> s

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it. There's a crack of light under the door to the south.

> throw rock

Dropped.

> take it

Taken.

> knock on mahogany

There's no reply, even though you could swear you hear breathing coming from the other side.

> scream

There is no reply.

> e

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> put rock in dumbwaiter

You put the rock in the dumbwaiter. It plummets downward through the shaft.

> e

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> d

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

> s

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is off to the east.

> w

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Freddy is off to the west.

> push down

The button lights and you hear mechanical humming from the elevator shaft.

Freddy is off to the west.

> z

Time passes.

With a 'ding' the elevator door opens.

Freddy is off to the west.

> n

Service Elevator

This is the service elevator. The floor is tile, the walls dented metal. There's a panel of buttons next to the single door which is currently open.

> swipe card

(through the card reader)

The elevator door slides closed. The little light on the card reader turns green and you feel the elevator moving beneath you.

> z

Time passes.

With a 'ding' the elevator door opens.

> s

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic is here trying to act casual.

> w

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

You can see a folding chair here.

In the dumbwaiter you can see a rock.

> take rock

Taken.

> w

Boiler Room

You're standing in a high arched stone and cement-lined space populated buy massive black boilers, squatting against the walls like sleeping dinosaurs. They're all closed and covered with thick coats of dust. A half-dozen metal lamps hang down from the ceiling above, although you can't actually make out the ceiling in the gloom. A dented thick metal door leads east. It looks like someone has been killing time here and it smells like your Uncle Vincent.

You can see an ashtray here.

> search ashtray

You find nothing special.

> search boilers

No need to concern yourself with that.

> x lamps

They're dusty black lamps hanging from the darkness above.

> x ceiling

You can't see any such thing.

> e

Sub-Basement West

This is the western end of a depressingly dim gray hallway. It continues to the east and a battered metal door lies to the west. There's a red sign on the door, nearly rusted past legibility. It reads "Caution: Steam". An old dumbwaiter is embedded in the wall to the south.

You can see a folding chair here.

> slam door

That is not a verb I recognize.

> e

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic is here lurking.

> talk to vic

Right now, you wouldn't know what to talk about.

Vic is here trying to act casual.

> e

Sub-Basement East

This is the eastern end of a short dimly lit corridor that returns to the west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A plain door here to the south is labelled "Restroom". There's a small green sign embedded above the doorknob reading "Vacant".

> s

Bathroom

It's a small minimal bathroom with a toilet, faucets, and sink. It smells really bad in here and you long for the relative fresh air of the hallway.

> close door

You close the bathroom door.

> lock door

I think you wanted to say "lock bathroom door with something". Please try again.

> \* assumed it had a built-in lock, given the "Vacant/Occupied" note

That is not a verb I recognize.

> open door

You open the bathroom door.

> out

Sub-Basement East

This is the eastern end of a short dimly lit corridor that returns to the west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A plain door here to the south is labelled "Restroom". There's a small green sign embedded above the doorknob reading "Vacant".

> w

Sub-Basement @ Service Elevator

This is the middle of a short dimly lit corridor that continues to the east and west. The floor and walls here are dark gray cement and fluorescent tubes flicker and buzz annoyingly from above. A service elevator is here to the north. A sign next to it reads "Employees Only".

Vic is here.

Vic is here lurking.

> i

You're carrying a rock, a helium balloon, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

Vic is here watching you but trying to look like he's not watching you.

> show bowl to vic

Vic smiles a lupine grin. "Yeah, that's super."

Vic is here watching you but trying to look like he's not watching you.

> show coaster to him

He smiles an oily grin. "I wouldn't know anything about that, little lady."

Vic is here watching you but trying to look like he's not watching you.

> show band-aid to him

Vic smiles a lupine grin. "Yeah, that's super."

Vic is here creepily staring at you when he thinks you're not looking.

> show key to him

Vic smiles a lupine grin. "Yeah, that's super."

Vic is here watching you but trying to look like he's not watching you.

> push up

With a 'ding' the elevator door opens.

Vic is here watching you but trying to look like he's not watching you.

> n

Service Elevator

This is the service elevator. The floor is tile, the walls dented metal. There's a panel of buttons next to the single door which is currently open.

> push basement

The elevator door slides closed. The button lights and you hear mechanical humming from the elevator shaft.

> z

Time passes.

With a 'ding' the elevator door opens.

> s

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Freddy is here.

Eugene is off to the west.

> show key to freddy

He yawns and seems uninterested.

Freddy slacks off to the west.

Eugene is off to the west.

> l

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Eugene is off to the west heading to the east.

Eugene is here.

With a 'ding', the elevator door slides closed.

Freddy is off to the west.

> w

Basement Hallway @ Dumbwaiter

The corridor here continues east and west. Embedded in the wall to the south you see an old dumbwaiter, presumably once used to deliver needed items to the patient floors above.

Freddy is here.

Eugene is off to the east heading to the east.

Freddy slacks off to the east.

> n

You can't go that way.

Freddy is off to the east heading to the east.

> s

You can't go that way.

> w

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

> w

Engineering

This is a small cramped room that smells like lightning. Thick bundles of electrical conduits descend like a massive pipe organ from the ceiling into a large fuse box on the wall. The only exit is east through a plain metal door.

> \* I've skipped a bunch of dialogue, so let me go check it

That is not a verb I recognize.

> e

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

> s

Central Supply

This is a large open space crowded with dusty crates and defunct antique equipment. There are scattered low-wattage lamps hanging from the ceiling but most of these have long ago burned out, leaving the room quite dark with grotesque shadows projected onto the cement walls. An impossible tangle of pipes and conduits hangs from above. The only exit lies through a metal door to the north.

> n

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

> e

Basement Hallway @ Dumbwaiter

The corridor here continues east and west. Embedded in the wall to the south you see an old dumbwaiter, presumably once used to deliver needed items to the patient floors above.

> e

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Freddy is off to the east.

> e

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Freddy is here.

Eugene is off to the east.

> e

Basement Hallway East

This is the eastern end of a long dank hallway that continues far to the west. Linoleum tiles cover the floor. A door leads east, a placard next to it reads "Morgue". An open doorway leads north, A sign above it reads "Imaging".

Eugene is here.

Oliver is off to the east.

Freddy is off to the west.

> talk to eugene

Eugene: "I started working here thirty years ago. I prefer the night shift. It's quieter and fewer spills and messes."

Eugene: "It's gone downhill a lot lately. It's too bad Mr. Jorry died. He was the one keeping the place solvent."

Eugene: "He was the money man for Dr. Northrup. I heard he and Northrup had been arguing a lot lately."

Eugene: "Seems like the last few years he's become more of a businessman rather than a doctor."

And, we're done...

Oliver is off to the east.

Freddy is off to the west.

> e

Morgue

This is the hospital's small morgue. The white tiled floor is scuffed and gently slopes toward a drain in the center of the room. The walls are also clad in featureless tiling and a pair of flickering fluorescent tubes above you impart a sickly green ambiance. A stainless steel table sits in the center of the room and one wall is occupied by a bank of refrigerated lockers. A door, currently open lies to the west.

Oliver is here.

Eugene is off to the west.

> talk to eugene

Eugene isn't here.

> talk to oliver

Oliver: "I'm just working here until I can get into medical school. Stupid MCAT exam."

Oliver: "It's a job, I guess. I don't expect this place to last much longer."

Oliver: "The big man? He runs the place. I hear a lot of complaining, though."

And, we're done...

> w

Basement Hallway East

This is the eastern end of a long dank hallway that continues far to the west. Linoleum tiles cover the floor. A door leads east, a placard next to it reads "Morgue". An open doorway leads north, A sign above it reads "Imaging".

Eugene is off to the west heading to the west.

Oliver is off to the east.

> w

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is off to the west.

> n

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

> up

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> d

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

> up

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> s

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> s

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The windows are partially iced over and through them you can see gales of wind-driven snow blowing sideways. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see a book cart here.

> talk to mabel

Mabel: "Girl, you know my story. I was a nurse here forever. I was getting bored after I retired so here I am. You got any new romance novels for me?"

Mabel: "I suppose I've been here most of my life, first as a nurse and now doing this. Don't get me started on the people running it these days, though."

Mabel: "My Momma told me not to deal in rumors. But I think that doctor has been running this place into the ground. It almost seems deliberate."

Mabel: "He worked hard to keep this place financially afloat. If you ask me, I think somebody killed him to keep him quiet about something."

Mabel: "Ooh, girl. She's a piece of work. She got in professional trouble a few years ago and Northrup got her out of it. Ever since, she's his attack dog. You stay away from her. Rumor is her brother's a hitman for the local mafia."

Mabel: "She's a sweetie. This is her first job out of nursing school and the patients love her."

Mabel: "The security guy? He couldn't outrun me. And I'm 82 with a titanium hip."

And, we're done...

> w

Security Office

This cluttered office smells vaguely of old pizza and sour-cream potato chips. A bank of closed-circuit monitors lines one wall, although none of them are turned on or seem to be functional. A long desk fronts the monitors. It's ringed with water stains and burger wrappers. The exit lies to the east.

Mabel is off to the east.

> e

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The windows are partially iced over and through them you can see gales of wind-driven snow blowing sideways. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see a book cart here.

> n

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> w

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> up

You climb the creaky metal ladder nearly to the top. Once there, you are able to grab onto some sturdy pipes that you see through the gap in the tiling and pull yourself into the ceiling above. Breathing heavily but victorious, you think back to P.E. class freshman year when you couldn't climb a knotted rope in gym class and Becky Harris laughed at you. Eat it Becky!

In The Ceiling

You are perched in the dark service space within the ceiling. Your flashlight reflects red light off of dust motes as you support yourself on thick pipes and brackets suspended from higher up. Large air ducts block any movement to the east but the way to the west is open. Here there is a gap in the drop-ceiling tiles below you and you can see a ladder down below.

> w

In The Ceiling

You are perched in the service space above the hallway and drop ceiling, surrounded by dusty ducts and pipes. The dusty passage takes a ninety-degree turn here and you can go east or south, balancing yourself on the metal brackets holding up the drop ceiling tiles below.

> search pipes

No need to concern yourself with that.

> s

In The Ceiling

You are perched in the dark service space within the ceiling. The passage dead-ends here, and movement to the south is blocked by a large duct. You can crawl north along a network of pipes and brackets into darkness. A tile in the drop-ceiling below is askew, allowing you to look down into an office below. Directly underneath you lies a tall file cabinet that you could probably lower yourself down onto.

Below you, Dr. Walt Northrup is seated at a large mahogany desk.

> throw rock

Dropped.

> undo

Previous turn undone.

> i

You're carrying a rock, a helium balloon, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> sing

You only sing alone in the car on the highway.

> \* heh

That is not a verb I recognize.

> scream

There is no reply.

> \* Very focused guy.

That is not a verb I recognize.

> pour shrimp on northrup

That is not a verb I recognize.

> n

In The Ceiling

You are perched in the service space above the hallway and drop ceiling, surrounded by dusty ducts and pipes. The dusty passage takes a ninety-degree turn here and you can go east or south, balancing yourself on the metal brackets holding up the drop ceiling tiles below.

> e

In The Ceiling

You are perched in the dark service space within the ceiling. Your flashlight reflects red light off of dust motes as you support yourself on thick pipes and brackets suspended from higher up. Large air ducts block any movement to the east but the way to the west is open. Here there is a gap in the drop-ceiling tiles below you and you can see a ladder down below.

> d

You gingerly lower yourself through the gap in the drop ceiling, holding onto piping in the ceiling for support until you feel your feet land on the top of the aluminum ladder. Balancing carefully, you finally climb down, relieved to be back on solid ground.

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> e

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> e

Cafeteria

This is the hospital cafeteria, dark and empty this time of night. Tables are arranged in rows, inverted chairs stacked on top of them. A long stainless steel buffet serving station lines one wall, an abandoned cashier station against another. An open doorway leads north into the kitchen and the exit to the main hallway lies to the west.

> n

Kitchen

Stainless steel prep tables occupy the center of this large room with ovens and stoves arranged along the walls. The overhead fluorescent lights are off and it's nearly pitch dark in here, save for the faint green light coming from an 'exit' sign over the door to the south. There's a garbage can sitting next to one of the prep tables.

> s

Cafeteria

This is the hospital cafeteria, dark and empty this time of night. Tables are arranged in rows, inverted chairs stacked on top of them. A long stainless steel buffet serving station lines one wall, an abandoned cashier station against another. An open doorway leads north into the kitchen and the exit to the main hallway lies to the west.

> w

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> u

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

> d

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> u

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

> s

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Mr. Winston is off to the north.

Nurse Retch is off to the east.

> n

Room 31

This is an unassuming patient room. The wallpaper is an institutional blue and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway.

Mr. Winston is here.

Mr. Winston pushes his IV pole off to the south.

> s

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Mr. Winston is here.

Nurse Retch is off to the east.

> talk to winston

Mr. Winston: "Ooh, her hands are really cold!"

Mr. Winston: "Seems competent. Looks like a TV doctor."

Mr. Winston: "It's the only hospital in this part of town. I hope it survives but that seems less likely every week."

And, we're done...

Nurse Retch is off to the east.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

Mr. Winston is off to the west.

> n

Room 33

This is an unassuming patient room. The walls are blue and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway.

Larry is lying in the bed.

Nurse Retch is off to the south.

> talk to larry

Larry: "Ha! I'm here because I can't resist the finer things in life, good food and good drink. I'm in for a little 'buff and shine' of the old liver."

Larry: "She's downright terrifying. Don't ask her for an OJ."

Larry: "This place? Meh. They take my insurance so here I am. The place is run by a guy named Northrup."

Larry: "He takes over struggling hospitals and then when they inevitably go under, he gets a nice little golden parachute. I think the guy they found dead tonight, Jorry? He's his CFO and right-hand man."

Larry: "These people are snakes. It wouldn't shock me if this Jorry guy was offed because he had information on somebody."

And, we're done...

Nurse Retch is off to the south.

> s

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

Mr. Winston is off to the west.

> talk to retch

Nurse Retch: "He's a great man and deserves your utmost respect."

Nurse Retch: "I don't see how that's any of your business."

Nurse Retch: "You'd best keep to your books, candy striper."

And, we're done...

Larry is off to the north.

Mr. Winston is off to the west.

> s

Room 34

This is a single-occupancy patient room. The walls are blue and a single bed is pushed against the wall. There's a doorway leading out to the north.

Nurse Retch is off to the north.

> n

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

Mr. Winston is off to the west.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Mr. Winston is here.

Mr. Winston pushes his IV pole off to the west.

Nurse Retch is off to the east.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Mr. Winston is here.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Elliot is off to the west heading to the east.

Elliot is here.

Mr. Winston is off to the east.

> talk to elliot

Elliot: "I'm here getting my knee cleaned out. I hurt it years ago playing football. These days I work as a bouncer and I tore something throwing a big fat drunk guy out one night. "

Elliot: "It hurts but they say I can go home once the swelling goes down and the blizzard moves through."

Elliot: "I'm trying to keep my upper body strength up pushing this thing around."

Elliot: "She's nice. No complaints with the nursing around here. "

And, we're done...

Mr. Winston is off to the east.

> w

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Elliot is off to the east.

> e

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Elliot is here.

Mr. Winston is off to the east.

> save

Ok.

> \* ...oh. Checked the hints, and apparently I have to

That is not a verb I recognize.

> \* show the syringe to Retch \*before\* I give it to Worthless?

That is not a verb I recognize.

> \* Since there's a dialogue option for the syringe, I assumed showing it

That is not a verb I recognize.

> \* wouldn't do anything unique.

That is not a verb I recognize.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Mr. Winston is here.

Elliot is off to the west.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the east.

Mr. Winston is off to the west.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

> talk to retch

Right now, you wouldn't know what to talk about.

Larry is off to the north.

> show syringe to retch

You can't see any such thing.

Larry is off to the north.

> i

You're carrying a rock, a helium balloon, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

Larry is off to the north.

> x balloon

It's a silver mylar helium balloon. On the side it reads "Get Well Soon!" in large cartoonish letters. It's floating here, held by the string.

Larry is off to the north.

> show it to retch

Annoyed, she ignores the helium balloon.

Larry is off to the north.

> tie balloon to retch

There's no good place to tie onto Nurse Retch

Larry is off to the north.

> \* Typo: missing period, extra line break

That is not a verb I recognize.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the east.

Elliot is off to the west.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Elliot is here.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Elliot is off to the east.

> w

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Mr. Winston is off to the west heading to the north.

> w

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Mr. Winston is off to the north.

> n

Break Room

This is an employee break room. There's a white plastic table here with matching chairs. A refrigerator stands in the corner next to a stained formica counter.

Mr. Winston is here.

Mr. Winston pushes his IV pole off to the south.

> s

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Mr. Winston is here.

Mr. Winston pushes his IV pole off to the west.

> e

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

> e

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

> purloin syringe

Purloined.

> \* Hopefully this won't break anything.

That is not a verb I recognize.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Elliot is off to the east.

Nurse Retch is off to the east.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Elliot is here.

Nurse Retch is here.

Larry is off to the north.

> show syringe to retch

For an instant you could swear you see a flash of fear cross her face. Then, her thin lips relax into a saccharine smile. "Wherever did you find that, dear? Do be careful, can't have you sticking yourself now, can we?"

Larry is off to the north.

> \* Typo: extra line break

That is not a verb I recognize.

> talk to retch

Right now, you wouldn't know what to talk about.

Larry is off to the north.

> i

You're carrying a syringe, a rock, a helium balloon, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

Larry is off to the north.

> show card to retch

She eyes you suspiciously. "Where did you get that? You're not supposed to have that." She plucks the card away.

Larry is off to the north.

> undo

Previous turn undone.

> \* That seems bad.

That is not a verb I recognize.

> show key to retch

Annoyed, she ignores the dull steel key.

Elliot rolls off to the west.

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Elliot is here.

Nurse Retch is off to the east.

> \* I am not sure what showing her the syringe actually \*did\*, but okay.

That is not a verb I recognize.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Nurse Retch is off to the east.

Elliot is off to the east.

> \* ...oh, is she moving?

That is not a verb I recognize.

> follow retch

You follow Nurse Retch to the east.

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Elliot is here.

Nurse Retch is here.

Nurse Retch heads off to the west.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Nurse Retch is here.

Nurse Retch heads off to the west.

Elliot is off to the east.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Nurse Retch is here.

Nurse Retch heads off to the north.

> n

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

Nurse Retch is here.

Nurse Retch heads downstairs.

> d

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Nurse Retch is here.

Nurse Retch heads downstairs.

> d

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Nurse Retch is here.

Nurse Retch heads off to the south.

> s

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Nurse Retch is here.

Nurse Retch heads off to the west.

Eugene is off to the west.

> w

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Eugene is here.

Nurse Retch is here.

Nurse Retch heads off to the west.

Freddy is off to the west.

> w

Basement Hallway @ Dumbwaiter

The corridor here continues east and west. Embedded in the wall to the south you see an old dumbwaiter, presumably once used to deliver needed items to the patient floors above.

Freddy is here.

Nurse Retch is here.

Nurse Retch heads off to the west.

Eugene is off to the east.

> w

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

Nurse Retch is here.

Nurse Retch heads off to the north.

Freddy is off to the east.

> n

Environmental Services

This is a cluttered storage room. The walls are lined with shelves stocked with cleaning supplies, brushes, and brooms, none of which you need to concern yourself with. A tall but narrow brown metal cabinet stands in one corner and a desk is pushed up against one wall. A battered full-length metal locker faces it from the other side of the room. A black telephone is mounted on the wall. The exit lies to the south.

Nurse Retch is here.

> talk to retch

Right now, you wouldn't know what to talk about.

> z

Time passes.

Nurse Retch heads off to the south.

> s

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

Nurse Retch is here.

Nurse Retch heads off to the east.

> e

Basement Hallway @ Dumbwaiter

The corridor here continues east and west. Embedded in the wall to the south you see an old dumbwaiter, presumably once used to deliver needed items to the patient floors above.

Nurse Retch is here.

Nurse Retch heads off to the east.

> e

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Nurse Retch is here.

Freddy is off to the east heading to the north.

Nurse Retch heads off to the east.

Eugene is off to the east.

> e

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is here.

Nurse Retch is here.

Freddy is off to the north heading upstairs.

Nurse Retch heads off to the north.

> n

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Nurse Retch is here.

Eugene is off to the south heading to the east.

Nurse Retch heads upstairs.

Freddy is up above.

> u

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is here.

Nurse Retch is here.

Freddy slacks off to the south.

Nurse Retch heads upstairs.

> u

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

Nurse Retch is here.

Nurse Retch heads off to the south.

Elliot is off to the south.

> s

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Elliot is here.

Nurse Retch is here.

Nurse Retch heads off to the east.

Mr. Winston is off to the east.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Nurse Retch is here.

Mr. Winston is here.

Elliot is off to the west heading to the west.

Nurse Retch heads off to the east.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is here.

Mr. Winston is off to the west heading to the east.

Mr. Winston is here.

Nurse Retch heads off to the east.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

Mr. Winston is off to the west.

> z

Time passes.

Larry is off to the north.

Mr. Winston is off to the west.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Mr. Winston is here.

Nurse Retch is off to the east.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

Mr. Winston is off to the west.

> talk to retch

Right now, you wouldn't know what to talk about.

Larry is off to the north.

Mr. Winston is off to the west.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Mr. Winston is here.

Nurse Retch is off to the east.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Mr. Winston is off to the east.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

> \* ...Hm. I can see how if you know where she's going, you can hide in

That is not a verb I recognize.

> \* the locker, but I'm not sure how you'd know where she's going

That is not a verb I recognize.

> \* without following her and then reloading

That is not a verb I recognize.

> \* Unless you need to show her multiple piece of evidence in a row and

That is not a verb I recognize.

> \* get there before her the second time...?

That is not a verb I recognize.

> \* In which case I have messed up again

That is not a verb I recognize.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Mr. Winston is off to the east.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Mr. Winston is here.

Nurse Retch is off to the east.

> purloin green cassette

Purloined.

> show it to retch

Nurse Retch isn't here.

Mr. Winston pushes his IV pole off to the east.

Nurse Retch is off to the east.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Mr. Winston is here.

Larry is off to the north.

> show it to retch

Annoyed, she ignores the green cassette tape.

Larry is off to the north.

> \* Hm. Nope.

That is not a verb I recognize.

> show coaster to retch

Her eyes alight on the coaster. Her lips tighten and there's a brief flash of surprise in her eyes.

"Why are you carrying around garbage, dear?"

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Mr. Winston is off to the east.

Nurse Retch is off to the east.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

> \* Nope.

That is not a verb I recognize.

> restore

Ok.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Mr. Winston is here.

Elliot is off to the west.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the east.

Elliot is off to the west.

Mr. Winston is off to the west.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

> purloin syringe

Purloined.

> show it to retch

For an instant you could swear you see a flash of fear cross her face. Then, her thin lips relax into a saccharine smile. "Wherever did you find that, dear? Do be careful, can't have you sticking yourself now, can we?"

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the east.

Elliot is off to the west.

Mr. Winston is off to the west.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Elliot is here.

Mr. Winston is here.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Mr. Winston is off to the east heading to the west.

Mr. Winston is here.

Elliot is off to the east.

> n

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

Freddy is down below heading to the south.

Mr. Winston is off to the south.

> d

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is off to the south heading to the west.

> d

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Eugene is off to the south.

> s

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is here.

Eugene pushes the mop bucket off to the east.

> w

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

> w

Basement Hallway @ Dumbwaiter

The corridor here continues east and west. Embedded in the wall to the south you see an old dumbwaiter, presumably once used to deliver needed items to the patient floors above.

> w

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

> n

Environmental Services

This is a cluttered storage room. The walls are lined with shelves stocked with cleaning supplies, brushes, and brooms, none of which you need to concern yourself with. A tall but narrow brown metal cabinet stands in one corner and a desk is pushed up against one wall. A battered full-length metal locker faces it from the other side of the room. A black telephone is mounted on the wall. The exit lies to the south.

> enter locker

Not with the balloon.

Eugene is off to the south.

> drop balloon

Dropped.

Eugene is off to the south.

> enter locker

You crouch in the locker and pull the door nearly closed. Through a crack in the door you can see out into the storage room.

Nurse Retch is off to the south.

Eugene is off to the south.

> z

Time passes.

Nurse Retch is off to the south heading to the north.

Nurse Retch is here.

Eugene is off to the south.

Through the crack in the locker door you see her move to the phone on the wall. She punches an extension and waits a moment.

"It's me. We may have a problem. The freaking candy striper of all people just handed me the syringe. He must be getting sloppy. I don't think she knows anything else, though." She pauses and there's a voice on the other end. "Yeah, I know. Just in case, I'm stashing the potassium until the storm passes and the cops leave. I'll have a chat with our careless associate later."

She hangs up the phone and walks to the metal cabinet in the corner. She looks around then pulls on the door handle which won't open. She grunts angrily then balls up a fist, striking a specific spot on the door which pops open.

You see her take something from a pocket, put it in the cabinet, and push the door closed again.

Glancing around one last time, she hurries out of the room to the south.

> \* Oh, that's convenient

That is not a verb I recognize.

> \* Still feel like I may have missed some indication of how the puzzle is

That is not a verb I recognize.

> \* supposed to be solved, but oh well. Onward.

That is not a verb I recognize.

> out

First, you'd have to leave the locker.

Nurse Retch is off to the south heading to the east.

Eugene is off to the south.

> \* That's what I meant.

That is not a verb I recognize.

> exit locker

You leave the locker.

Eugene is off to the south.

> l

Environmental Services

This is a cluttered storage room. The walls are lined with shelves stocked with cleaning supplies, brushes, and brooms, none of which you need to concern yourself with. A tall but narrow brown metal cabinet stands in one corner and a desk is pushed up against one wall. A battered full-length metal locker faces it from the other side of the room. A black telephone is mounted on the wall. The exit lies to the south.

You can see a helium balloon here.

Eugene is off to the south.

> punch cabinet

With a fist you hit the exact spot that you saw Nurse Retch hit. The cabinet door pops open.

Eugene is off to the south.

> search cabinet

The cabinet contains a plastic vial.

Eugene is off to the south.

> take vial

Taken.

Eugene is off to the south.

[The score has just gone up by 10 points.]

> close cabinet

You close the cabinet.

Eugene is off to the south.

> x vial

It's a small plastic bottle labelled "Potassium Chloride". The seal on top has been broken and the vial is half-empty.

Eugene is off to the south.

> drink it

There's nothing suitable to drink here.

Eugene is off to the south.

> s

Basement Hallway West

This is the western end of a long corridor that stretches to the east under flickering fluorescent lights. There's an open doorway to the north, a sign next to it reads "Environmental Services". A second doorway lies to the west. A sign next to it reads "Engineering". Finally, a substantial metal door lies to the south, a placard on it reads "Central Supply".

Eugene is here.

> show vial to eugene

Eugene politely feigns interest in the plastic vial.

> talk to him

You can't see "him" (Elliot) at the moment.

> talk to eugene

Right now, you wouldn't know what to talk about.

Eugene pushes the mop bucket off to the east.

> e

Basement Hallway @ Dumbwaiter

The corridor here continues east and west. Embedded in the wall to the south you see an old dumbwaiter, presumably once used to deliver needed items to the patient floors above.

Eugene is here.

Eugene pushes the mop bucket off to the east.

> e

Basement Hallway @ Service Elevator

This is nearly the midpoint of a long dreary east-west hallway. A service elevator is here to the north. A sign next to it reads "Employees Only".

Eugene is here.

> e

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is off to the west.

> e

Basement Hallway East

This is the eastern end of a long dank hallway that continues far to the west. Linoleum tiles cover the floor. A door leads east, a placard next to it reads "Morgue". An open doorway leads north, A sign above it reads "Imaging".

Oliver is off to the east.

> e

Morgue

This is the hospital's small morgue. The white tiled floor is scuffed and gently slopes toward a drain in the center of the room. The walls are also clad in featureless tiling and a pair of flickering fluorescent tubes above you impart a sickly green ambiance. A stainless steel table sits in the center of the room and one wall is occupied by a bank of refrigerated lockers. A door, currently open lies to the west.

Oliver is here.

> show vial to oliver

"That's strange. That shouldn't be out for you to find."

> talk to oliver

Oliver: "It's a good way to kill somebody. You inject them and their heart stops. Nothing shows up in the blood because we're already full of potassium anyway."

And, we're done...

> w

Basement Hallway East

This is the eastern end of a long dank hallway that continues far to the west. Linoleum tiles cover the floor. A door leads east, a placard next to it reads "Morgue". An open doorway leads north, A sign above it reads "Imaging".

Eugene is off to the west heading to the east.

Eugene is here.

Oliver is off to the east.

> w

Basement Elevator Lobby

This is a spartan fluorescent-lit hallway that continues to the east and west. A stairwell lies to the north through an open doorway. Opposite the stairwell in the south wall stands the main elevator. Next to it you see a sign reading "Morgue, Imaging" above an arrow pointing east and one reading "Central Supply" above one pointing west. The elevator doors are currently closed. The call button is embedded in a small panel next to the door.

Eugene is off to the east.

> n

Basement Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large "B" is painted on the wall. Concrete stairs zig-zag upward to the floor above.

Eugene is off to the south.

Freddy is up above.

> u

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is here.

> talk to freddy

Freddy: "I'm just working this gig until my band takes of. I'm the drummer for 'The Pink Motley'. You've probably heard of us."

Freddy: "I stay out of the big man's way and do what he tells me. Plus, that nurse friend of his scares me."

Freddy: "The dead guy? He's in his office. I've got the key. I was told to lock the door and not to let anyone in until the cops can get here. The blizzard is slowing them down, I guess. I did see some mafia-looking guy rummaging around in there for a while, come to think of it."

Freddy: "Yeah, dude. It stopped working tonight right after they found Mr. Jorry dead."

Freddy: "He's my boss. He's all right, I guess. He doesn't like to leave the security office."

And, we're done...

> s

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

Freddy is off to the north heading downstairs.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is down below.

> u

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

> s

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the east.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

> save

Ok.

> \* I think the inconsistency in whether I \*should\* or \*shouldn't\*

That is not a verb I recognize.

> \* risk showing things to Retch is tripping me up.

That is not a verb I recognize.

> \* My instinct that it would be stupid to show her evidence was wrong,

That is not a verb I recognize.

> \* but my instinct that it would be stupid to show her the card was right.

That is not a verb I recognize.

> \* It makes me feel like I have to play by trial-and-erroring reckless moves

That is not a verb I recognize.

> \* (Which is why I just saved.)

That is not a verb I recognize.

> show vial to retch

She looks at the plastic bottle and a look of pure hate flashes across her face.

"You are quite the persistent little thing, aren't you? You'd best be careful, candystriper, or you may not finish out your time here."

Nurse Retch heads off to the west.

Larry is off to the north.

> talk to her

Nurse Retch isn't here.

Nurse Retch is off to the west heading to the west.

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the west heading to the west.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> e

You can't go that way.

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is off to the east.

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Nurse Retch is here.

Larry is off to the north.

> show vial to retch

She looks at the plastic bottle and a look of pure hate flashes across her face.

"You are quite the persistent little thing, aren't you? You'd best be careful, candystriper, or you may not finish out your time here."

Nurse Retch heads off to the west.

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

Nurse Retch is here.

Nurse Retch heads off to the west.

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

Nurse Retch is here.

Nurse Retch heads off to the west.

Elliot is off to the west.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Elliot is here.

Nurse Retch is here.

Nurse Retch heads off to the north.

> n

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

Nurse Retch is here.

Nurse Retch heads downstairs.

Elliot is off to the south.

> d

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Nurse Retch is here.

Nurse Retch heads off to the south.

> s

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

Nurse Retch is here.

Nurse Retch heads off to the west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Nurse Retch is here.

Nurse Retch heads off to the west.

Mabel is off to the south.

> w

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

Nurse Retch is here.

You can also see a ladder here.

Nurse Retch heads off to the west.

> \* Aha!

That is not a verb I recognize.

> \* See, \*this\* feels solvable!

That is not a verb I recognize.

> \* I'm just not sure how the previous one was supposed to work

That is not a verb I recognize.

> u

You climb the creaky metal ladder nearly to the top. Once there, you are able to grab onto some sturdy pipes that you see through the gap in the tiling and pull yourself into the ceiling above. Breathing heavily but victorious, you think back to P.E. class freshman year when you couldn't climb a knotted rope in gym class and Becky Harris laughed at you. Eat it Becky!

In The Ceiling

You are perched in the dark service space within the ceiling. Your flashlight reflects red light off of dust motes as you support yourself on thick pipes and brackets suspended from higher up. Large air ducts block any movement to the east but the way to the west is open. Here there is a gap in the drop-ceiling tiles below you and you can see a ladder down below.

> w

In The Ceiling

You are perched in the service space above the hallway and drop ceiling, surrounded by dusty ducts and pipes. The dusty passage takes a ninety-degree turn here and you can go east or south, balancing yourself on the metal brackets holding up the drop ceiling tiles below.

> s

In The Ceiling

You are perched in the dark service space within the ceiling. The passage dead-ends here, and movement to the south is blocked by a large duct. You can crawl north along a network of pipes and brackets into darkness. A tile in the drop-ceiling below is askew, allowing you to look down into an office below. Directly underneath you lies a tall file cabinet that you could probably lower yourself down onto.

Below you, Dr. Walt Northrup is seated at a large mahogany desk.

> z

Time passes.

> z

Time passes.

> z

Time passes.

> z

Time passes.

> z

Time passes.

> z

Time passes.

> \* ...Huh. No?

That is not a verb I recognize.

> z

Time passes.

> z

Time passes.

> n

In The Ceiling

You are perched in the service space above the hallway and drop ceiling, surrounded by dusty ducts and pipes. The dusty passage takes a ninety-degree turn here and you can go east or south, balancing yourself on the metal brackets holding up the drop ceiling tiles below.

> e

In The Ceiling

You are perched in the dark service space within the ceiling. Your flashlight reflects red light off of dust motes as you support yourself on thick pipes and brackets suspended from higher up. Large air ducts block any movement to the east but the way to the west is open. Here there is a gap in the drop-ceiling tiles below you and you can see a ladder down below.

> d

You gingerly lower yourself through the gap in the drop ceiling, holding onto piping in the ceiling for support until you feel your feet land on the top of the aluminum ladder. Balancing carefully, you finally climb down, relieved to be back on solid ground.

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> w

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it.

Nurse Retch is off to the south.

Dr. Northrup is off to the south.

> s

Northrup's Office

This is a large office belonging to Dr. Walter Northrup, the president and CEO of the hospital. An imposing mahogany desk dominates the room and large wooden bookshelves line the walls. The walls are adorned with the requisite paintings and the floor is covered in thick beige carpet. A black safe squats in one corner and a file cabinet in another. The room smells vaguely of pipe smoke and a plush leather executive chair is here next to the desk.

Nurse Retch is here.

You can also see Dr. Northrup here.

You seem to have interupted the start of a hushed yet animated conversation between Dr. Northrup and Nurse Retch. They abuptly clam up as you enter.

"Ahh, the candy striper I've heard about. The one poking around into things that have nothing to do with her; things she doesn't understand; things she may be misinterpreting?"

He smiles for a moment and then his face hardens.

"I don't know what you think is happening here, young lady. But I believe you need a letter." He pulls a piece of paper halfway out of a breast pocket. "This was found in poor Mr. Jorry's office. If I were you, I would peacefully finish out my time here, take my letter and leave." He slips the letter back into his pocket.

He turns to Nurse Retch.

"I think we'd best have a talk with our mutual friend." He turns back to you. "And you, my dear, need to leave."

Northrup motions to the door and you step out into the hallway. He and Nurse Retch follow and Northrup closes and locks the office door behind him. He and Retch quickly leave to the east and disappear down the dark hallway.

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it.

> \* Oh, I see.

That is not a verb I recognize.

> \* Hm.

That is not a verb I recognize.

> \* Would it be feasible to add an alternate version of that for if the player

That is not a verb I recognize.

> \* goes straight to the ceiling?

That is not a verb I recognize.

> \* Like, you overhear the end of their conversation with roughly the same

That is not a verb I recognize.

> \* actual content, just not addressed to you, and then they

That is not a verb I recognize.

> \* leave on their own?

That is not a verb I recognize.

> \* Maybe that would contradict events later or something; just spitballing

That is not a verb I recognize.

> i

You're carrying a plastic vial, a syringe, a rock, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> e

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> e

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> w

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> u

You climb the creaky metal ladder nearly to the top. Once there, you are able to grab onto some sturdy pipes that you see through the gap in the tiling and pull yourself into the ceiling above. Breathing heavily but victorious, you think back to P.E. class freshman year when you couldn't climb a knotted rope in gym class and Becky Harris laughed at you. Eat it Becky!

In The Ceiling

You are perched in the dark service space within the ceiling. Your flashlight reflects red light off of dust motes as you support yourself on thick pipes and brackets suspended from higher up. Large air ducts block any movement to the east but the way to the west is open. Here there is a gap in the drop-ceiling tiles below you and you can see a ladder down below.

> w

In The Ceiling

You are perched in the service space above the hallway and drop ceiling, surrounded by dusty ducts and pipes. The dusty passage takes a ninety-degree turn here and you can go east or south, balancing yourself on the metal brackets holding up the drop ceiling tiles below.

> s

In The Ceiling

You are perched in the dark service space within the ceiling. The passage dead-ends here, and movement to the south is blocked by a large duct. You can crawl north along a network of pipes and brackets into darkness. A tile in the drop-ceiling below is askew, allowing you to look down into an office below. Directly underneath you lies a tall file cabinet that you could probably lower yourself down onto.

> d

Grunting and dust-covered, you lower yourself from the pipes through the drop ceiling, stepping down first onto a tall metal file cabinet standing in the corner of the room, then down onto the plush carpet.

Northrup's Office

This is a large office belonging to Dr. Walter Northrup, the president and CEO of the hospital. An imposing mahogany desk dominates the room and large wooden bookshelves line the walls. The walls are adorned with the requisite paintings and the floor is covered in thick beige carpet. A black safe squats in one corner and a file cabinet in another. The room smells vaguely of pipe smoke and a plush leather executive chair is here next to the desk.

> x cabinet

It's a standard gray metal file cabinet with three large drawers.

> x safe

It's a squat black metal safe, about two feet on each side. It's currently closed. A dial is embedded in the safe door. The numbers 1 through 35 circle it. The dial is currently set to 21.

> \* I'm not sure I remember the combination. I could check my transcript, but

That is not a verb I recognize.

> \* not all players will have one...

That is not a verb I recognize.

> set dial to 5

No, you can't set that to anything.

> \* Oh, well okay.

That is not a verb I recognize.

> l

Northrup's Office

This is a large office belonging to Dr. Walter Northrup, the president and CEO of the hospital. An imposing mahogany desk dominates the room and large wooden bookshelves line the walls. The walls are adorned with the requisite paintings and the floor is covered in thick beige carpet. A black safe squats in one corner and a file cabinet in another. The room smells vaguely of pipe smoke and a plush leather executive chair is here next to the desk.

> x carpet

It's a standard low pile beige carpet.

> touch it

No need to concern yourself with that.

> sleep

You aren't feeling especially drowsy.

> x desk

It's carved from mahogany and looks very old and very expensive.

> search it

There is nothing on the mahogany desk.

> x chair

It's a large plush executive leather chair.

> sit on it

You settle into the leather chair.

> l

Northrup's Office (on the leather chair)

This is a large office belonging to Dr. Walter Northrup, the president and CEO of the hospital. An imposing mahogany desk dominates the room and large wooden bookshelves line the walls. The walls are adorned with the requisite paintings and the floor is covered in thick beige carpet. A black safe squats in one corner and a file cabinet in another. The room smells vaguely of pipe smoke and a plush leather executive chair is here next to the desk.

> smell

It smells like an attic full of old books and expensive pipe tobacco.

> x shelves

They're dark wooden shelves, seemingly hand-made to match the desk. They're full of numerous books which you don't need.

> search them

I don't know what "them" refers to.

> search shelves

You find nothing special.

> l

Northrup's Office (on the leather chair)

This is a large office belonging to Dr. Walter Northrup, the president and CEO of the hospital. An imposing mahogany desk dominates the room and large wooden bookshelves line the walls. The walls are adorned with the requisite paintings and the floor is covered in thick beige carpet. A black safe squats in one corner and a file cabinet in another. The room smells vaguely of pipe smoke and a plush leather executive chair is here next to the desk.

> look under carpet

No need to concern yourself with that.

> open safe

It's locked.

> unlock it

I think you wanted to say "unlock safe with something". Please try again.

> \* This response is misleading, since you don't use that syntax at all for this

That is not a verb I recognize.

> stand

You leave the leather chair.

> turn dial to 5

You should specify 'clockwise/right' or 'counterclockwise/left' to a number.

> \* jeez, how would I know

That is not a verb I recognize.

> turn dial right to 5

You turn the dial clockwise to 5.

> turn dial left to 33

You turn the dial counterclockwise to 33.

> turn dial right to 19

You turn the dial clockwise to 19.

You hear a faint "click" from within the safe door.

[The score has just gone up by 10 points.]

> \* oh thank god, I remembered

That is not a verb I recognize.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> undo

Previous turn undone.

> x dial

It's the dial to a combination lock. The numbers 1 through 35 circle the outer diameter and it's currently set to 21.

> turn dial left to 5

You turn the dial counterclockwise to 5.

> turn dial right to 33

You turn the dial clockwise to 33.

> turn dial left to 19

You turn the dial counterclockwise to 19.

> \* Hm, only works the one way, huh?

That is not a verb I recognize.

> turn dial right to 5. turn it left to 19. turn it right to 33.

You turn the dial clockwise to 5.

You turn the dial counterclockwise to 19.

You turn the dial clockwise to 33.

> \* I'm not sure why the syntax needs to specify direction at all

That is not a verb I recognize.

> \* In real life, you'd need to, but for a game you only need 3 numbers in order

That is not a verb I recognize.

> x safe

It's a squat black metal safe, about two feet on each side. It's currently closed. A dial is embedded in the safe door. The numbers 1 through 35 circle it. The dial is currently set to 33.

> turn dial right to 5. turn it left to 33. turn it right to 19.

You turn the dial clockwise to 5.

You turn the dial counterclockwise to 33.

You turn the dial clockwise to 19.

You hear a faint "click" from within the safe door.

[The score has just gone up by 10 points.]

> turn dial right to 5. turn it left to 33. turn it right to 19.

You turn the dial clockwise to 5.

You turn the dial counterclockwise to 33.

You turn the dial clockwise to 19.

> open safe

You open the safe, revealing a ledger.

> close it

You close the safe.

> turn dial to 1

You should specify 'clockwise/right' or 'counterclockwise/left' to a number.

> turn dial right to 1

You turn the dial clockwise to 1.

> open safe

You open the safe, revealing a ledger.

> x ledger

It's a leather-bound book, wider than it is tall. It's filled with lined pages separated into columns and full of numbers written in fine handwritten ink. The whole think reeks of math and totally bores you.

> take it

Taken.

> write in it

I think you wanted to say "write on something". Please try again.

> write on ledger

You shouldn't deface the ledger.

> close safe

You close the safe.

> lock it

I think you wanted to say "lock safe with something". Please try again.

> turn dial right to 21

You turn the dial clockwise to 21.

> l

Northrup's Office

This is a large office belonging to Dr. Walter Northrup, the president and CEO of the hospital. An imposing mahogany desk dominates the room and large wooden bookshelves line the walls. The walls are adorned with the requisite paintings and the floor is covered in thick beige carpet. A black safe squats in one corner and a file cabinet in another. The room smells vaguely of pipe smoke and a plush leather executive chair is here next to the desk.

> up

You pull yourself awkwardly up onto the file cabinet and, from there, back up into the dark dirty ceiling. You're actually starting to wonder if summer school wouldn't be so bad after all.

In The Ceiling

You are perched in the dark service space within the ceiling. The passage dead-ends here, and movement to the south is blocked by a large duct. You can crawl north along a network of pipes and brackets into darkness. A tile in the drop-ceiling below is askew, allowing you to look down into an office below. Directly underneath you lies a tall file cabinet that you could probably lower yourself down onto.

> \* hah.

That is not a verb I recognize.

> d

Grunting and dust-covered, you lower yourself from the pipes through the drop ceiling, stepping down first onto a tall metal file cabinet standing in the corner of the room, then down onto the plush carpet.

Northrup's Office

This is a large office belonging to Dr. Walter Northrup, the president and CEO of the hospital. An imposing mahogany desk dominates the room and large wooden bookshelves line the walls. The walls are adorned with the requisite paintings and the floor is covered in thick beige carpet. A black safe squats in one corner and a file cabinet in another. The room smells vaguely of pipe smoke and a plush leather executive chair is here next to the desk.

> s

You can't go that way.

> n

You can't, since the fancy mahogany door is closed.

> open door

It's locked.

> \* Can't be unlocked from inside, huh? Interesting.

That is not a verb I recognize.

> u

You pull yourself awkwardly up onto the file cabinet and, from there, back up into the dark dirty ceiling. You're actually starting to wonder if summer school wouldn't be so bad after all.

In The Ceiling

You are perched in the dark service space within the ceiling. The passage dead-ends here, and movement to the south is blocked by a large duct. You can crawl north along a network of pipes and brackets into darkness. A tile in the drop-ceiling below is askew, allowing you to look down into an office below. Directly underneath you lies a tall file cabinet that you could probably lower yourself down onto.

> e

You can't go that way.

> i

You're carrying a ledger, a plastic vial, a syringe, a rock, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> s

You can't go that way.

> n

In The Ceiling

You are perched in the service space above the hallway and drop ceiling, surrounded by dusty ducts and pipes. The dusty passage takes a ninety-degree turn here and you can go east or south, balancing yourself on the metal brackets holding up the drop ceiling tiles below.

> e

In The Ceiling

You are perched in the dark service space within the ceiling. Your flashlight reflects red light off of dust motes as you support yourself on thick pipes and brackets suspended from higher up. Large air ducts block any movement to the east but the way to the west is open. Here there is a gap in the drop-ceiling tiles below you and you can see a ladder down below.

> s

You can't go that way.

> d

You gingerly lower yourself through the gap in the drop ceiling, holding onto piping in the ceiling for support until you feel your feet land on the top of the aluminum ladder. Balancing carefully, you finally climb down, relieved to be back on solid ground.

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> e

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> s

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The windows are partially iced over and through them you can see gales of wind-driven snow blowing sideways. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see a book cart here.

> talk to mabel

Right now, you wouldn't know what to talk about.

> n

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Mabel is off to the south.

> n

You can't go that way.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

Freddy is off to the north.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

Freddy is here.

> u

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

Freddy is down below heading to the south.

> s

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Larry is off to the north.

> n

Room 33

This is an unassuming patient room. The walls are blue and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway.

Larry is lying in the bed.

> talk to larry

Right now, you wouldn't know what to talk about.

> s

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Elliot is off to the west.

Mr. Winston is off to the west.

> w

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Elliot is here.

Mr. Winston is here.

Elliot rolls off to the east.

> w

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Mr. Winston is off to the east.

> w

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Lt. Worthless is off to the north.

Becky is off to the west.

> w

Ward A - West

This is the western end of a long east-west corridor. The walls are red and open doorways to the north and south lead to patient rooms, signs next to the former read "21-A", the latter "22-A". The nurses' station is here. It's a large square waist-high desk used for charting and note-taking.

Nurse Becky is here idly playing with a sphygmomanometer.

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

> talk to becky

Becky: "Such a sweet lady. I hope her pneumonia gets better soon."

Becky: "She's 103 years old, so she doesn't say much. But she has moments of lucidity and, I think, hears conversations around her sometimes."

And, we're done...

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

> e

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Lt. Worthless is off to the north.

Becky is off to the west.

> n

Room 23

This is an unassuming patient room. The wallpaper is an unsoothing red and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway. A bed is pushed against one wall and the exit is through a doorway to the south.

Lt. Worthless is here, reclining in the bed.

You can also see a blue cassette tape here.

> talk to worthless

Right now, you wouldn't know what to talk about.

> take tape

Do you mean the yellow cassette tape, the red cassette tape, the blue cassette tape or the green cassette tape?

> i

You're carrying a ledger, a plastic vial, a syringe, a rock, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> take blue

Taken.

> show vial to worthless

He takes the bottle and looks it over. "You found a bottle of medicine? So what. I've been taking awesome medicine all day. There may be something fishy going on but I think you're way off."

> show syringe to worthless

"Oh, what a surprise," he snorts sarcastically. "Somebody found a syringe in a hospital." He takes the syringe. Maybe you're onto something but I doubt it."

Just then, Lt. Rodriguez, a plain-clothes office with a competent air enters the room, flanked by two uniformed officers. All three are dusted with snow.

Lt. Worthless yawns and scratches as Lt. Rodriguez examines the evidence you've collected and listens to your story:

Sid Jorry realized that Dr. Northup was bleeding money from the hospital so that he could cash out when the facility went under. Jorry recorded his findings in a ledger which, apparently, Northup found out about.

Northrup, abetted by his loyal assistant Nurse Retch, hired Retch's brother Vic, a mafia hitman to do the deed. Retch passed him a syringe of potassium chloride, which stops the heart but isn't picked up on toxicology testing.

Unfortunately for Vic, the blizzard trapped him in the hospital and he was forced to hide in the sub-basement. Retch sabotaged the service elevator so no one would find him down there, intending to restart the elevator after the police had left.

Lt. Rodriguez hears you out then turns to his partners. "I've heard and seen enough. This impressive young lady has clearly done our jobs for us this evening."

He gives some orders and, soon, Vic, Retch, and Northrup have been located. You follow the police down to the lobby in time to see the baddies handcuffed and hear their rights read.

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The snow has stopped and faint pink sunlight illuminates the frosted windows from behind. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see some uniformed officers, Lt. Rodriguez, a piece of paper, Retch, Northrup, and Vic and a book cart here.

Suddenly, you see a piece of paper fall out of Northrup's pocket.

> undo

Previous turn undone.

> \* oh, huh, didn't even get the chance to give him the ledger

That is not a verb I recognize.

> i

You're carrying a blue cassette tape, a ledger, a syringe, a rock, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> show ledger to worthless

He takes the ledger and thumbs through it. "Oh, what is this? Math? I'll let the nerds back at the station deal with it."

Just then, Lt. Rodriguez, a plain-clothes office with a competent air enters the room, flanked by two uniformed officers. All three are dusted with snow.

Lt. Worthless yawns and scratches as Lt. Rodriguez examines the evidence you've collected and listens to your story:

Sid Jorry realized that Dr. Northup was bleeding money from the hospital so that he could cash out when the facility went under. Jorry recorded his findings in a ledger which, apparently, Northup found out about.

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Main Lobby

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Mabel is here, occupying the information desk.

You can also see some uniformed officers, Lt. Rodriguez, a piece of paper, Retch, Northrup, and Vic and a book cart here.

Suddenly, you see a piece of paper fall out of Northrup's pocket.

> score

You have so far scored 110 out of a possible 140, in 703 turns.

> x paper

You can't make out what's on the paper from here.

> talk to mabel

Right now, you wouldn't know what to talk about.

> \* That's fair.

That is not a verb I recognize.

> x officers

They're a pair of uniformed officers, one tall red-head with a bright bushy mustache, one short, squat, and bald.

> talk to them

They don't seem very talkative.

> i

You're carrying a blue cassette tape, a syringe, a rock, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> give bowl to them

They're pretty much just here for show.

> l

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The snow has stopped and faint pink sunlight illuminates the frosted windows from behind. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see some uniformed officers, Lt. Rodriguez, a piece of paper, Retch, Northrup, and Vic and a book cart here.

> x rodriguez

He's a short, trim, dark-skinned gentleman with shirt brown hair and piercing dark eyes.

> talk to him

He seems a man of few words.

> show syringe to him

Inform error: increment - (162, 98)

He takes the syringe and silently examines it.

> undo

Previous turn undone.

> \* Error text

That is not a verb I recognize.

> show syringe to him

Inform error: increment - (162, 98)

He takes the syringe and silently examines it.

> i

You're carrying a blue cassette tape, a rock, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> undo

Previous turn undone.

> undo

Previous turn undone.

> show form to him

(first taking the signature form)

Inform error: read - (162, 98)

> undo

Previous turn undone.

> undo

Previous turn undone.

> show key to him

Inform error: read - (162, 98)

> undo

Previous turn undone.

> \* (Now I almost regret getting my form done... I wonder if he can sign it?)

That is not a verb I recognize.

> l

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The snow has stopped and faint pink sunlight illuminates the frosted windows from behind. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see some uniformed officers, Lt. Rodriguez, a piece of paper, Retch, Northrup, and Vic and a book cart here.

> i

You're carrying a blue cassette tape, a syringe, a rock, a security card, a coaster, a band-aid, a flashlight (providing light), your walkman (worn), a dull steel key, a backpack (worn) (which contains a ballpoint pen, a signature form, a yellow cassette tape and a red cassette tape) and a bowl (which contains a bowlful of shrimp).

> x retch

Her eyes seem to almost be glowing like hateful embers and you can clearly see prominent veins lining her temples.

> talk to her

Right now, you wouldn't know what to talk about.

> talk to northrup

He's exercising his right to remain silent.

> \* heh.

That is not a verb I recognize.

> talk to vic

He's exercising his right to remain silent.

> give bowl to vic

He sullenly ignores you.

> give bowl to retch

She sullenly ignores you.

> \* No one wants shrimp

That is not a verb I recognize.

> l

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The snow has stopped and faint pink sunlight illuminates the frosted windows from behind. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see some uniformed officers, Lt. Rodriguez, a piece of paper, Retch, Northrup, and Vic and a book cart here.

> n

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

The uniformed officers are off to the south.

Lt. Rodriguez is off to the south.

Retch, Northrup, and Vic are off to the south.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

The uniformed officers are off to the south.

Lt. Rodriguez is off to the south.

Retch, Northrup, and Vic are off to the south.

Mabel is off to the south.

> w

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> w

Administration

This is the western end of a long east-west hallway. It's a bit better maintained than the others and warmer colors accentuate the walls. The overhead fluorescent tubes are replaced here by round light fixtures and the floor is covered with blue carpet. There's a plain wooden door to the north and a fancy mahogany door to the south. Each has a small brass placard mounted on it.

> e

Main Hallway @ Dumbwaiter

The hallway here continues east and west. An old dumbwaiter is embedded in the south wall. You notice that one of the tiles in the drop ceiling above is ajar and you can see darkness behind it.

You can see a ladder here.

> e

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

The uniformed officers are off to the south.

Lt. Rodriguez is off to the south.

Retch, Northrup, and Vic are off to the south.

Mabel is off to the south.

> e

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> n

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> u

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

> s

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Mr. Winston is off to the east.

Elliot is off to the west.

> w

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Elliot is here.

> talk to elliot

Right now, you wouldn't know what to talk about.

Elliot rolls off to the west.

> w

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Elliot is here.

Elliot rolls off to the west.

> w

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Elliot is here.

Lt. Worthless is off to the north.

Becky is off to the west.

> w

Ward A - West

This is the western end of a long east-west corridor. The walls are red and open doorways to the north and south lead to patient rooms, signs next to the former read "21-A", the latter "22-A". The nurses' station is here. It's a large square waist-high desk used for charting and note-taking.

Nurse Becky is here adjusting her white nurse's cap.

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

Elliot is off to the east.

> talk to becky

Right now, you wouldn't know what to talk about.

Mrs. Chen is off to the north.

Ms. Parsons is off to the south.

Elliot is off to the east.

> e

Ward A - East

The hallway continues east and west. Here the walls are red to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "23-A", one next to the latter reads "24-A".

Elliot is here.

Lt. Worthless is off to the north.

Becky is off to the west.

> e

Second Floor Hallway @ Dumbwaiter

This is the entrance to 'A' Ward which lies down the hallway to the west. The wallpaper here is red, matching the red line running down the middle of the floor. A sign next to to an open doorway to the north reads "Employees Only". The hallway returns to the east and an old service dumbwaiter is here, embedded in the south wall.

Mr. Winston is off to the east.

Elliot is off to the west.

> e

Second Floor Hallway @ Service Elevator

Here the hallway continues east and west. A service elevator is here to the north. A sign next to it reads "Employees Only". A red line is painted down the middle of the floor.

Mr. Winston is here.

> e

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

Mr. Winston is off to the west.

> e

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

> e

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

> e

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Larry is off to the north.

> n

Room 33

This is an unassuming patient room. The walls are blue and a bed is pushed head-first against the wall. A cast-iron radiator drips and hisses under the window. A doorway leads south back out to the hallway.

Larry is lying in the bed.

> talk to larry

Right now, you wouldn't know what to talk about.

> w

You can't go that way.

> w

You can't go that way.

> s

Ward B - West

This is the Ward 'B' nurses' station, lying at the eastern end of a long east-west corridor. To aid in visitor and patient navigation, the walls here are painted blue and a blue line runs to the west down the middle of the hall towards the main elevators. Open doorways lead to patient rooms to the north and south. A sign next to the former reads "33", next to the latter "34". A large wide waist-high desk occupies the center of the room, allowing space for medical staff to chart and dictate.

Larry is off to the north.

> w

Ward B - East

The hallway continues east and west. Here the walls are blue to match the line running down the middle of the floor. Patient rooms lie north and south through open doorways. A sign next to the former reads "31", one next to the latter reads "32".

> w

Second Floor Hallway East

This long dim hallway continues east towards ward B and west toward the elevators. A thick blue line is painted down the middle of the floor.

> w

Second Floor Elevator Lobby

This is the second-floor elevator lobby. The elevator doors lie to the south, a small panel next to them. The elevator doors are currently closed. A stairwell lies to the north through an open doorway. You see a red sign here that reads "Ward A" above an arrow pointing down the hallway to the west and a blue sign reading "Ward B" above an arrow pointing east. To assist the confused or dense, a red line starts here on the floor and leads west and a similar blue line leads east.

> n

Second Floor Stairwell

This is a dark stairwell just off the main hallway which lies to the south. A large number "2" is painted on the wall. Concrete stairs zig-zag downward to the floor below.

> d

Main Stairwell

This is a dark stairwell just off the main hallway which lies to the south. The word "Main" is painted in large letters on the wall here. Concrete stairs zig-zag up and down to the floors above and below.

> s

Main Elevator Lobby

This is the main elevator lobby. The elevator doors, currently closed, lie to the south, the 'up' and 'down' buttons are embedded in a small panel next to them. An open doorway leads into a stairwell to the north and an open double doorway leads to the east. A sign across the top reads "Cafeteria". A long corridor begins here and leads west.

> w

Junction

Two corridors meet here. A dark wide hallway continues east and west and a short wood-panelled corridor begins here and leads south.

Freddy is off to the west heading to the east.

Freddy is here.

The uniformed officers are off to the south.

Lt. Rodriguez is off to the south.

Retch, Northrup, and Vic are off to the south.

Mabel is off to the south.

> s

Main Lobby

This is the main lobby and hospital entrance. The wall to the south is mostly glass, including the large glass double doors leading out. The snow has stopped and faint pink sunlight illuminates the frosted windows from behind. An information desk occupies the north wall and the door to the security office lies to the west.

Mabel is here, occupying the information desk.

You can also see some uniformed officers, Lt. Rodriguez, a piece of paper, Retch, Northrup, and Vic and a book cart here.

Freddy is off to the north.

> take paper

You take the letter and see, to your joy and excitement, that it is indeed your signed letter of completion. You feel like you could kiss Mr. Jorry, if he weren't dead.

And having obtained all your necessary signatures, you happily end your time as a candy striper and go on to have your best summer ever at the pool.

\*\*\* You have won \*\*\*

In that game you scored 110 out of a possible 140, in 759 turns.

Would you like to RESTART, RESTORE, UNDO the last move, give the FULL score for that game or QUIT? full

The score was made up as follows:

10 - getting the flashlight

10 - getting the swipe card

10 - finding the syringe

10 - getting the potassium vial

5 - getting the dull steel key

5 - getting a signature

5 - getting a signature

5 - getting a signature

5 - getting a signature

5 - getting a signature

5 - getting a signature

5 - getting a signature

10 - getting a signature

10 - finding the green cassette tape

10 - opening the safe

110 total (out of 140)

Would you like to RESTART, RESTORE, UNDO the last move, give the FULL score for that game or QUIT? \* I wonder what I missed?

Would you like to RESTART, RESTORE, UNDO the last move, give the FULL score for that game or QUIT? \* Ah well, close enough

Would you like to RESTART, RESTORE, UNDO the last move, give the FULL score for that game or QUIT? quit