Cell/Holding Room:

* You wake up in the cell/holding room you were being kept in in the past
* There is a message from the previous inhabitant of the cell on the wall that you can read. Reading the letter will reveal his plot to escape the cell. He can explain that he kept something down the drain of the sink that is made of metal.
* The user can find a magnet underneath the pillow of the bed
* The user can then use the magnet to pull the metal object outside of the sink (a UV light)
* Using the UV light, the user can then read a message on the roof of the cell that talks about a guard that would help the person escape.
* Key to the gate door in the pocket of the body of the dead guard

Hallway:

* 4 number combination lock on the gate (date?)
* One of the books in a bookshelf is missing (the book is somewhere in the room)
* When you find the book and insert it into the bookshelf, the bookshelf can move to show a piece of paper on the wall.
* The piece of paper on the wall has everything written backwards, so the player must bring the paper to the mirror to read it properly
* Reading the paper will reveal the combination (some part of story that can relate to a year of some kind)

Lobby:

* The user goes up the stairs but the main gate is locked. The player is then directed towards the surgery room.

Surgery Room:

* Player enters the surgery room and notices the dead body on the operating table
* A surgeons notebook is on the counter that talks about the person he is operating on and how he escaped. Can cryptically talk about stomach pains and some metallic residue in their throat (to try and hint that the person swallowed a key)
* The key to the main gate is in the stomach of the person on the table, and the player must use the scalpel on the counter to cut it out of the person
* Once player retrieves the key, s/he can go back to the lobby and unlock the front gate.