

Zombie Game - Navigation Map

[room address] is in brackets

(item) in each room is in parenthesis

The game starts in room [d4]

[a1] zombie room	[b1] hallway	[c1] hallway	[d1] hallway	[e1] hallway	[f1] dining room	[g1] kitchen
[a2] bedroom	[b2] bedroom	[c2] library	[d2] foyer	[e2] courtyard	[f2] hallway	[g2] stairwell (lemons)
[a3] bathroom (cheese)	[b3] stairwell	[c3] library (chocolate)	[d3] foyer (noodles)	[e3] bathroom (tuna fish)	[f3] hallway	[g3] hallway
[a4] bathroom (soup)	[b4] bedroom	[c4] bedroom	<i>start here</i> [d4] foyer	[e4] bedroom (wine)	[f4] bedroom	[g4] zombie room