Game Events

4th Floor

1. Patient Room 4B, interact with cabinet to find key
2. 4th floor corridor, cannot use down exit unless key is in inventory, key removed after use

3rd Floor

1. 3rd floor corridor, cannot use down exit unless key is in inventory, key removed after use
2. Storage room, interact with shelf to find screwdriver
3. Doctors office, NPC conversation, asks for id card in exchange for key
4. Patient Room 3A, interact with vent, if screwdriver is in inventory get id card, otherwise prompt to find a tool

2nd Floor

1. 2nd floor corridor, cannot use down exit without key etc
2. Patient Room 2C, receive safe code, unlock door to staff room
3. Staff room, if entered before patient room 2C north exit is locked, npc conversation explaining the doctor went missing, need for safe code to get key
4. Safe room, interact with safe, enter correct code from piece of paper to obtain key, if code not in inventory prompt to explore somewhere else first

1st Floor

1. 1st floor North corridor cannot use down exit without key
2. 1st floor South corridor cannot use up exit without key
3. 1st floor Lab, npc is injured and asks you to find bandages in exchange for the key
4. Supply room, npc gives you riddle and asks you to retrieve an item from the doctors office
5. 1st floor doctors office, 3 items in boxes on desk, taking one item seals the other 2 boxes (has to be reversed if an item is returned) if riddle not in inventory prompt ‘I should probably leave these alone for now’

Ground Floor

1. Patient room 0C, interact with medicine cabinet launch numbers minigame, successful completion of minigame gives medicine, down exit locked unless keycard is in inventory
2. Storage room, npc conversation, asks for medicine in exchange for keycard
3. Staff Room, NPC conversation, gives riddle to wire puzzle in lab
4. Main reception, down exit until wire puzzle solved (using this exit wins the game), left exit locked until toilet key obtained, interact with npc, correct conversation options give toilet key
5. A&E, interact with tray to obtain scalpel
6. Lab, interact with alarm system, choose the correct wire to unlock the exit in the main reception, if riddle not in inventory prompt ‘This looks dangerous, maybe I should look somewhere else first’