**Map Rooms**

**4th Floor**

**Name:** Patient room 4A

**Description:** You are standing alone in a patient room, rows of empty beds line the walls, various machines are making beeping sounds and lights are blinking, nothing else makes a sound.

**Exit** = Right

**Leads to** = Patient room 4B

**Name:** Patient room 4B

**Description:** Another patient room, the beds are empty and an eerie silence hangs over the room, there is a cabinet in the corner with the door slightly ajar.

**Exit** = Down

**Leads to** = 3rd floor corridor

**Items:** 4th floor key (inside cabinet)

**Name:** 4th Floor Corridor

**Description:** You are stood in an empty corridor, Most of the doors are barricaded and covered in signs saying ‘Quarantine’, better not stay here long.

**Exit** = Down/Up

**Leads to** = Stairs (locked until key found)/Patient room 4B

**3rd Floor**

**Name:** 3rd Floor Corridor

**Description:** You are stood in an empty corridor. There are doors throughout the corridor that lead to various rooms. Perhaps you should check them out.

**Exits** = Up/Left/Right/Down

**Leads to** = Patient room 3B/Storage room/Doctor’s office/Stairs

**Name:** Patient room 3B

**Description:** You are stood in an empty patient room, the abandoned beds look like they were left in a hurry; there is nothing else of interest here.

**Exits** = Left/Down

**Leads to** = Patient room 3A/Corridor

**Name:** Storage room

**Description:** You are stood in a storage room, cleaning supplies and tools line the shelves, maybe some of these tools can be of use.

**Exits** = Right

**Leads to** = 3rd Floor Corridor

**Items:** Screwdriver

**Name:** Doctor’s Office

**Description:** You are stood in a large luxurious office, the walls are covered from floor to ceiling with rows of books and medical journals, there is a large wooden desk in the middle of the room; behind the desk a Doctor is sat casually in his chair; something strange is going on here.

**Exits** = Left

**Leads to** = corridor

**Items:** 3rd Floor Key (trade id card with Doctor)

**Name:** Patients room 3A

**Description:** You are stood in another empty patient room, you notice a large vent cover against one wall

**Exit** = Right

**Leads to** = Patient room 3B

**Items:** id badge (need screwdriver to obtain)

**2nd Floor**

**Name:** 2nd Floor Corridor

**Description:** You are stood in an empty corridor. There are doors throughout the corridor that lead to various rooms. Perhaps you should check them out.

**Exits** = Right/Up/Down

**Leads to** = Staff room/Patient room 2B/Stairs

**Name:** Patient room 2B

**Description:** Yet another empty patient room, what happened here?

**Exits** = Down/Right

**Leads to** = 2nd Floor Corridor/Patient room 2C

**Name:** Patient room 2C

**Description:** When you first step into this room a noxious smell fills your nostrils, you feel slightly disorientated, the ceiling lights flicker casting the room into strange shadows, working your way slowly into the room you discover the source of the smell, a body in a lab coat is slumped against the staff room door, the body is completely still, a look of fear frozen on his lifeless face, you notice a small square of paper clutched in his hand.

**Exits** = Down/Left

**Leads to** = Staff room/Patient room 2B

**Items:** Paper with safe code

**Name:** Staff room

**Description:** You are stood in a large room, there are numerous comfortable looking chairs, a small kitchen area is located at the far end of the room where you see a nurse holding a mug in both hands; but she doesn’t drink from it, she looks at you with a glimmer of hope.

**Exits** = Left/Up/Down

**Leads to** = 2nd Floor Corridor/Patient room 2C (locked from this side)/Safe Room

**Name:** Safe room

**Description:**

**Exits** = Up

**Leads to** = Staff room

**Items:** 2nd Floor Key

**1st Floor**

**Name**: 1st Floor North Corridor

**Description:** You are stood in an empty corridor. There are doors throughout the corridor that lead to various rooms. Perhaps you should check them out.

**Exits** = Left/Right

**Leads to** = Storage room/Doctor’s office

**Name:** Storage room

**Description:** You are stood in a storage room. There is various equipment is scattered around but what draws your attention is a giant hole in the wall. If you crouch down you could crawl through that space.

**Exits =** Down (crawl through a hole in the wall)

**Leads to** = Lab

**Name:** Lab

**Description:** You enter a pristinely clean lab. There are microscopes and test samples around the room…better not touch anything. There is a lab technician stood staring into a microscope at a Petri dish. There is a large bloodstain on his lab coat, perhaps you could help him.

**Exits** = Down/Up/Right

**Leads to** = Toilets/Storage room/1st Floor South Corridor

**Items:** 1st Floor Key (trade bandages)

**Name:** 1st Floor South Corridor

**Description:** You are stood in an empty corridor. There are doors throughout the corridor that lead to various rooms. Perhaps you should check them out.

**Exits** = Left/Down/Up

**Leads to** = Lab/Reception/Stairs

**Name:** 1st Floor Reception

**Description:** You are stood on the 1st Floor Reception. There should be a receptionist behind that desk and the room would usually be full of people but it is dauntingly quiet and empty.

**Exits** = Up/Right/Left

**Leads to** = 1st Floor South Corridor/Supply room/Toilets

**Name:** Name: Supply room

**Description:** The supply room is full of cleaning tools and products. There are some brooms and hoovers lying around. Out of the corner of your eye you notice a cleaner. Perhaps this cleaner could be of use.

**Exits** = Left

**Leads to** = Reception

**Items:** bandages (trade for item in doctors office)

**Name:** Doctor’s Office

**Description:** You are stood in what appears to be a Doctor’s office. Nothing of note catches your attention but maybe you should look around some more.

**Exits** = Left

**Leads to** = 1st Floor North Corridor

**Items:** 1st items, 2nd item, 3rd item (correct item answer to riddle)

**Ground Floor**

**Name:** Ground Floor South Corridor

**Description:** You are stood in an empty corridor. There are doors throughout the corridor that lead to various rooms. Perhaps you should check them out.

**Exit** = Down/Right

**Leads to** = Main Reception/A&E

**Name:** Ground Floor North Corridor

**Description:** You are stood in an empty corridor. There are doors throughout the corridor that lead to various rooms. Perhaps you should check them out.

**Exits** = Up/Right

**Leads to** = Patient Room B/Ground Floor North Corridor

**Name:** Patient room 0B

**Description:** You are stood in a patient room. Apart from the empty beds that line the walls and the odd machines that are beeping, there is nothing else of interest.

**Exits** = Left/Right/Down

**Leads to** = Patient room 0A/Patient room 0C/Ground Floor North Corridor

**Name:** Patient room 0C

**Description:** You are in yet another patient room. There is an overturned bed which shows signs of a struggle. There is a medicine cabinet with a strange lock mechanism that draws your attention.

**Exits** = Down/Left

**Leads to** = Staff room (locked until key card found)/Patient room 0B

**Items:** medicine (solve puzzle to collect)

**Name:** Patient room 0A

**Description:** Another patient room. The beds are all empty and there is an eerie silence. The room is dark and you cannot see anything of interest.

**Exits** = Down/Right

**Leads to** = Storage room/Patient room 0B

**Name:** Storage room

**Description:** A storage room with different medical tools on tabletops and wall hangings. There is a patient in the corner of the room. Perhaps they could be of use to you.

**Exits** = Up

**Leads to** = Patient room 0A

**Items:** keycard (trade for medicine)

**Name:** Staff room (locked need a key card to unlock)

**Description:** This room is clearly a staff room. There is a table in the middle with a jar of coffee on it and a couple of mugs. A doctor is hunched over in a chair staring at the wall. Perhaps you should investigate.

**Exits** = Left/Down

**Leads to** = Ground Floor North Corridor/A&E

**Items:** hint to wire puzzle (given by NPC)

**Name:** Lab

**Description:** You are now in the lab. Lab coats and safety goggles are hung up on the wall. Chemicals are scattered across the room. A box of cables catch your attention.

**Exits** = Down

**Leads to** = Toilets

**Name:** Toilets (locked, need toilet key from receptionist)

**Description:** A standard hospital restroom. A few cubicles and a couple of urinals adore the walls. You notice a patch of blood in one of the cubicles…There is a door at the end of the room.

**Exits** = Right/Up

**Leads to** = Main Reception/Lab

**Name:** Main Reception

**Description:** You are stood in the main reception of the hospital. You notice a set of bloody footprints leading to the exit. There is a desk with a receptionist stood behind, fussing with some documents. Perhaps you should talk to her.

**Exits** = Up/Down/Left

**Leads to** = Ground Floor South Corridor/Exit (locked until wire puzzle solved)/Toilets (locked until key found)

**Items:** Toilet Key (pick correct speech option)

**Name:** A&E

**Description:** You are stood in the accident and emergency room. There are a few wheel chairs scattered around the room and a few of the chairs have had the stuffing ripped out of them. You notice a tray of surgical equipment scattered across the floor.

**Exits** = Left/Up

**Leads to** = Ground Floor South Corridor/Staff room

**Items:** Scalpal