**Story – Level 2 – Things That Go Bump in the Night**

Our Police Officer player has just fallen multiple stories down a hole into what best is described as “nasty muck” (or something soft other than plain water, still working on feasibility!). What started as an investigation into some bad people doing bad things has turned into a not so pleasant afternoon. Quickly, the player realizes that they need to get out of this basement area. The filth and grunginess are unbearable, and it sure in the heck sounds like they’re not the only ones down there. There’s some kind of experimentation lab down here; dead corpses litter the area, with a few undead ones thrown in for good measure. The evil Dr. Engel must have been doing some crazy stuff down here; it looks like these people were used as experiments. This is great evidence to throw the books at him, but first the player needs to find a way out. The only way out is sealed, but it looks like it may open up if the building got power. Good thing the backup generator is located down here. Too bad the battery is missing…

**Level Layout –**

The level starts with the player in the muck, after they just fell a few stories in the last level. Once out of the muck, the noted exit is prominently shown to be locked. A control panel is whining about insufficient power. Off in a corner in this main room is a backup generator, but it looks like the battery to start it is missing. Near the exit door on the ceiling is a closed vent; this is currently an inaccessible passage to the player. The rest of the dreary room is filled with junk; lots of barrels full of “stuff”, and trash and debris everywhere. The only way forward is down a hallway, where the player can see through a window into what looks like a lab. Corpses litter the area, but in the far corner is what looks like a battery. Bingo! Going further down the hall, there’s a passage into the previously shown room. Here, the player will encounter a few enemies; zombies, head crabs, etc. Scattered around the room are dead bodies draped over exam tables, beakers and science equipment, and a few barricaded doors. Further into the room is the battery, off in the corner. The player comes up to the battery, and it turns out the dampness of the blood and rotten flesh has caused the floor to rot itself, causing the player to fall into a sewage system.

Taking the battery with them, the player has to navigate a few twists and turns of the sewer, until they come upon some debris which allows them to climb up into what looks like a bathroom. Jump scares ahoy! Turns out one of the scientists working in the lab locked themselves in the bathroom, doomed to wait until they starved to death. Not satisfied with this end, it looks like they fashioned a noose and took the (relatively) quick way out; too bad the player is the first one to happen upon him. Once in the bathroom, it looks like there’s a way into the vent system, so the player climbs up into it, following it for a short while, until they fall back into the main room with the exit and generator. Once they connect up the battery, the generator comes to life, causing the lights to flicker on, but also causing an extremely quick burning fire. With no time to dawdle, the player is pushed into the exit by the flames, which takes them up, up, up! the stairwell, into the next level.