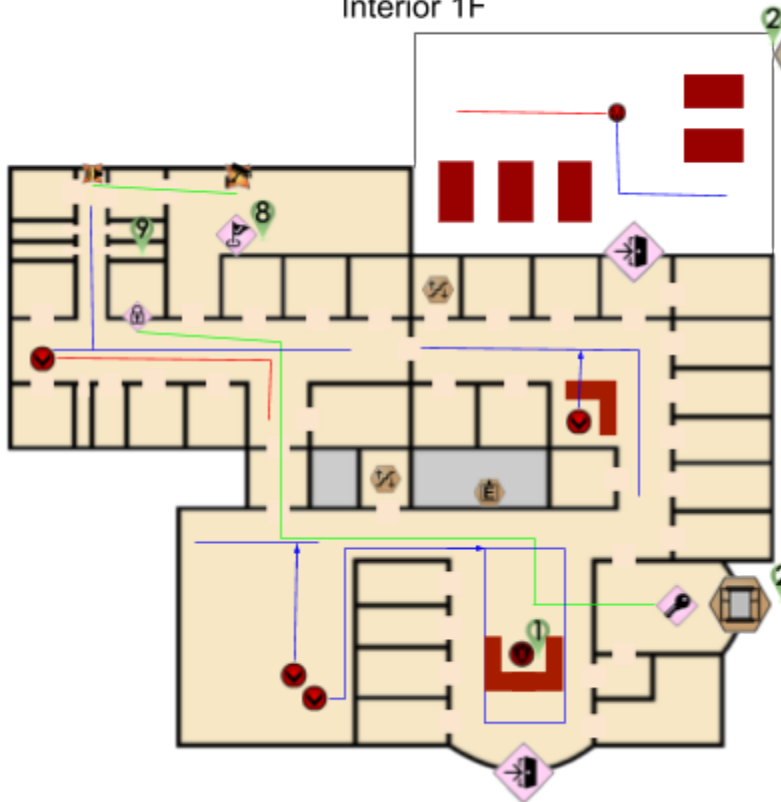


# PACIFIST

## Interior 1F



### Notes

- 1 Originally, Guards follow red lines for pathing, the Drone rotates between first and second floor
- 2 Player may use the Stealth entry by climbing over a section of the fence using a dumpster, or climbing through the window. A front door entrance may be possible, but unlikely.
- Their immediate goal is to get upstairs to the second floor.
- 3 If the player is close enough to these guards, they may overhear about how the morgue is unguarded but requires a key. (2F)
- 4 Once upstairs, they will need the access code from the Hospital Administrator's Office. There is a camera watching the room, so they will have to disable the alarm first.

## Interior 2F



### Notes

- 5 There is a valuable hidden in the locker rooms.
- 6 The room with the "bad" heart is kept in here, but is guarded by a laser that is linked to an alarm in the surgical robot room. Once the player picks up the heart, they can only use one handed weapons.
- 7 These controls activate the prototype surgical robot in the adjacent room, killing any guards in the room. Alternatively, if the player has good timing they can disable the alarm while the guards are facing the table.
- 8 The player has to make their way back downstairs and switch the "good" heart with the "bad". They will have to disable the nearby alarm to disable the camera.
- 9 They player then has to go the Observation deck for the VIP's Operating Room to watch the surgery. Once the heart is activated the player will have an option to hack the heart. The surgeons notice that something is wrong and sound an alarm. All of the enemies follow the blue paths now. The player may escape normally or through the Morgue.