Alley

Options: Look around, Go back

If look around: find ladder

**ROOM #22**

Gate

Boss fight

If ladder or key: able to leave

**ROOM #21**

Main square

Options: Look around, Go forward, Go left, Go back

If look around: find health pack

Street outside

Options: Look around, Go forward

If look around: find dog

**ROOM #20**

**ROOM #19**

Apartment #2

Find children

3.floor

Fight zombie dog, find shotgun

Options: Go down

**ROOM #18**

**ROOM #17**

2.floor

Fight mutant zombie

Options: Go up, go into apartment, go down

1.floor

Options: Go up, look around, go down

If look around: find med-kit

Aparmant

Old man hold you at gunpoint, asks you to bring his grandchildren from 2. floor

**ROOM #16**

**ROOM #13**

**ROOM #15**

Hallway of 10 story building

Options: Go up, knock on door

**ROOM #14**

Back alley, loadoff

Options: Look around, Go further

If look: find hunting rifle but hoard attacks, takes 15 dmg

If go: no damage, hoard closes door behind

**ROOM #12**

Family home basement

Find mom’s corpse

Gets up (zombie)

Fight

Reward: bow

Family home upstairs

Father gives you quest: Bring medicine to dying child

If not accept fight with dad

Reward: 2500 points + 9mm pistol + key

Global var a szobak szamara

Ha bizonyos szoba felett akkor gyerek meghal

**ROOM #10**

**ROOM #9**

Pharmacy

Options: look around, get medicine for points, go straight, go back

**ROOM #11**

Family home

Options: Upstairs, downstairs

**ROOM #8**

Street

Options: Go right, go straight

**ROOM #7**

**START**

**ROOM #1**

**ROOM #3**

Trashcans

Options: Look around, Go back

If look: find health pack

If go back: back to start

Strange noises

Options: Look around, Go back

If look around: Boo, Crowbar unlocked

If go back: back to start

**INTRO**

Options: Go left, Go right, Go forward

**ROOM #2**

**ROOM #4**

Alley

Enemy appears

After it puts you back in the previous room

Next time look around or leave

Park

Options: Go towards the buildings, Go into store, Go back

**ROOM #5**

Convenince store

When you enter an enemy is going to appear, and going to take 2 damage

You have tor run, door gets blocked, no way back

**ROOM #6**

Storage room

Options: Look around, Get out

If look around: find knife (4 damage)

If get out: next room