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**ROOM #11.5**

casino

**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

**ROOM #7**

**ROOM #8**

Family home

Options: Upstairs, downstairs

Street

Options: Go right, go straight

**ROOM #11**

Pharmacy

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

**ROOM #9**

**ROOM #10**

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

Family home basement

Find mom’s corpse

Gets up (zombie)

Fight

Reward: bow

**ROOM #12**

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 #14**

Hallway of 10 story building

Options: Go up, knock on door

**ROOM #13**

**ROOM #15**

**ROOM #16**

Aparmant

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

1.floor

Options: Go up, look around, go down

If look around: find med-kit

2.floor

Fight mutant zombie

Options: Go up, go into apartment, go down

**ROOM #17**

**ROOM #18**

3.floor

Fight zombie dog, find shotgun

Options: Go down

Apartment #2

Find children

**ROOM #19**

**ROOM #20**

**ROOM #21**

Street outside

Options: Look around, Go forward

If look around: find dog

Main square

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

If look around: find health pack

Gate

Boss fight

If ladder or key: able to leave

**ROOM #22**

Other base

Steal car kill enemies

**ROOM #31**

Big Street

Young girl attacks you

Knocks you out and takes you to the base

**ROOM #22**

Alley

**ROOM #32**

Back of other base

Look around find health

Go in

**ROOM #30**

Trade room

Can buy health and weapon

**ROOM #24**

End of Channels

**ROOM #29**

Store

You get food for the group then you go back

find ladder

**ROOM #28**

Street

You hide with person

Then you go to covenience store

**ROOM #27**

Your room

You come in to sleep

you make your choice here

**ROOM #25**

Channels

Zombie enemy appears

**ROOM #26**

Base

Puts HP to max

ask about how you can get out

you have to steal a car for them to give you key

CHOICE: you help them (they will take you with them), you steal the key and kill them

**ROOM #23**