

Cell (Part 1)  
by Mr Petrov

Title & author in game are Untitled + Anonymous;  
uploaded to ADP7 archive as 2-tab.txt

- key frame, hungry, old, questions, tumble left, needles, took yr voice & fingertips

[Cell C] i 3 paper gloves, bed, bucket, moss, door (window), lights, smell, things  
gone (concealing room protest?) {after a few hours, the door board + open}

x bucket. x bag. x paper clip. take paper clip (can't call it 'clip')

x bed. x gouge. x post-it note {again, you can't abbreviate} take it.

x carpet. x corner. x blade. take blade.

x lights. x wire. x paint

n. [Cell Block 2] E/W h/w, lights, paint, tile, 2 doors N, 2 doors S, concrete chips, woman.

x woman {key thing! has smelly, pack "Good afternoon, Dr Carlson 'I am Genevieve'}

shaky hand. 'You are Dr Carlson, aren't you?' (points pistol) A) YES, B) NO, C) NO ANSWER  
her [CLOCK/12] B -> die.

A -> hear distant gunfire. She gives you a business card. (written: 310.949.1482) (she's with Gilbert Input/Expert, A2)

z. z. (She is sitting about on the swinging door E). z. e -> [Cell Block Common Room]

E/W, lights + wine, fence + stairs N&U. Autopsy table, lockers S, dead man

x dead man (G puts a grenade under the corpse) z (G frisk to see radio) z (G watches stairs)

z (gas cylinders fall into the room; G throws a respirator at y) take respirator. wear it.  
(gunfire, thud.)