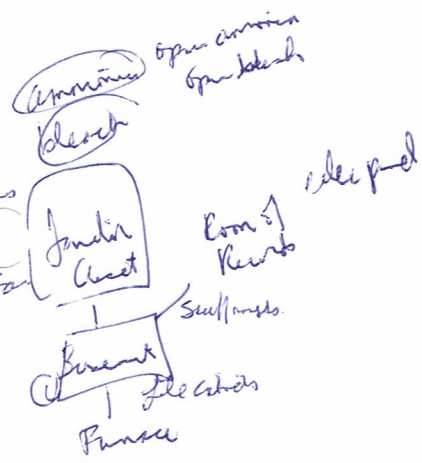
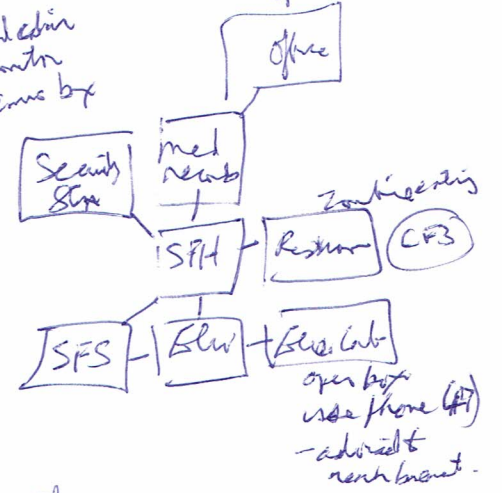
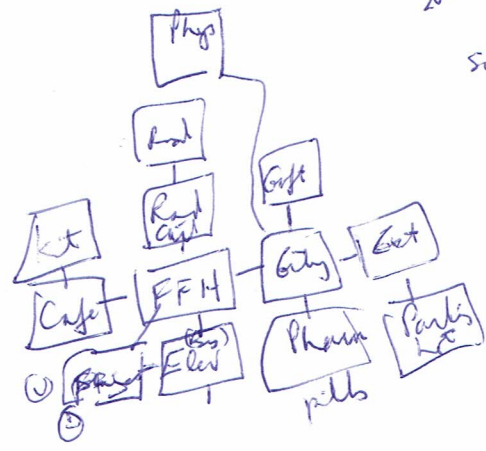


in the gloves, notebook, keys, boots, pants (comps)
 [Radiation Counter] s. (clock, bed, soundproof paper, paper, paper at door.
 yellow (not exp. found on it) equipment printed out paper.
 S → [Radiation Counter] 2 dead (woman NE, head blown; male 2 coat bags) s. FF/Hall, contacts
 take bags (+4) x contacts (start button, detector, entering emergency seal button)
 x woman (Madeline Green, sci tech, handgun + explosives) open her bag. take gun. x gun (black 17, chamber)
 x man (Zombie) snipe hands. s. [First Floor Hall] N to hall, S to Elev, etc Entry, w/ Cafeteria
 w [Cafeteria] bottles of water, stove, blast, objects, sludge, N (hit) take bottles. a blast object. take skull (+3)
 r [Kitchen] dead cooking, camel food; freezer, cabinets, trash can, blue bin
 take camel food. open cabinets (microwave) open freezer (more bottles) (use next medicine to surviving the
 (Bright) fog, books, comics, HLE, mugs, containers / push tables doors (+4) (CF2) push books to boxes (+4)
 push table & doors. now [Physical Therapy Room] balls, wps, bikes, table, black, chairs.
 take rope / [Gift Shop] flashlight, batteries, shelves, balloons.
 send blocks to Steve) v → [Second Floor Staircase] map (E + Elev, NE, SFH),

(wrapping)
 guide
 water vs wood
 CO2 - for elec NOT water
 BC - gas & elec
 ABC work, gas, elec.



look behind box take ammo. handgun (could venture outside?)
 survival monitor
 ammo box



sulfonamide pill.
 drink water.

med - office files, table, drawers.
 x drawers - under patients didn't get useful

stashed zombie (+2)
 (+5)