Escape from the C15 Building
by Nick Martinez

[Office] (wake) turn on light. look. {chairs, desk, door}
x chairs. x desk (papers, drawer) open desk (green key)
take key. x door. unlock door with key. open door
N → [First Floor Hallway - Section 1] E/W, {y fell asleep working on Infocom games for your game design class.} {Room 144 to SE; stairs up?} se (Room 144 door) open 144 door.
se [Room 144] {pic} Sonjs } x desk. open desk. take lighter. N [FFH-S1]
W [FFH-S2] {Vending N} N → [Vending Room] machine (btn) x machine
W @ FFH-S2 → [FFH-S3] {y a male} S [FF Mens Bathroom] (-)
N [FFH-S3] open door. se [FF Supply Closet] key in towel? x towel. open towel.
x black key {office 233} take it. NW → [FFH-S3] // West East doors are locked.
// unlock 233 with black key. open 233. N. [Address]
turn off lighter. [Room 233] {Pic Mr Pain's office} metal bookshelf, wooden bookshelf, desk, papers. / x metal. x wooden (assures security in order, bo
x papers. x box (dead student + key) look in box. open box (end game key, and dead student) x student. x end key. take it.

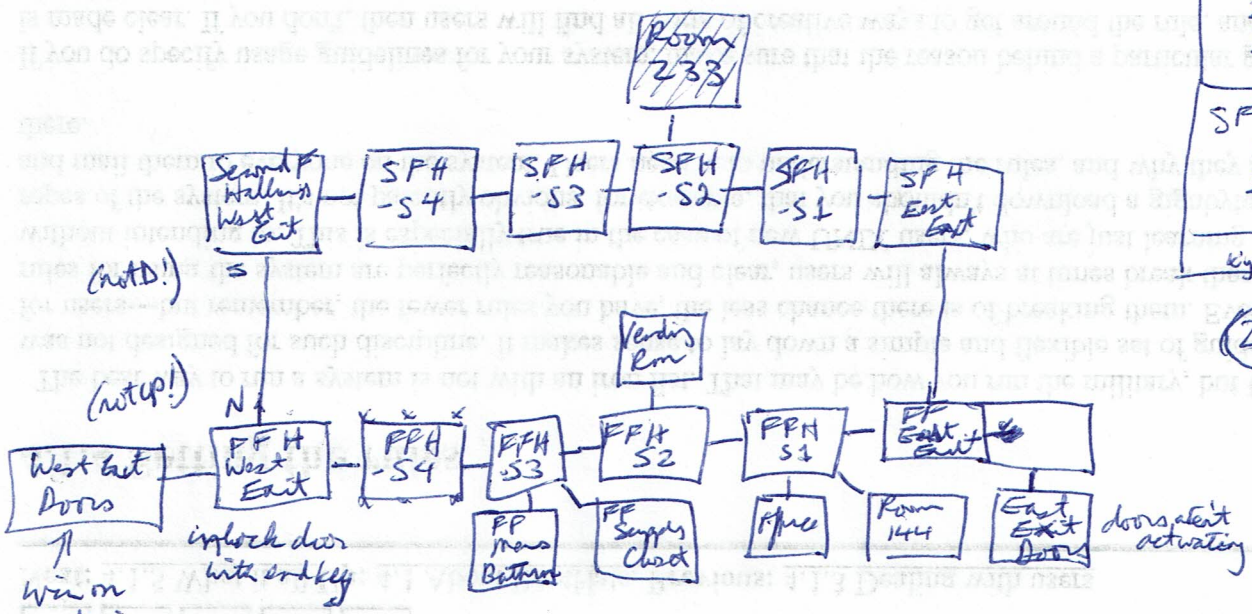
SFH-S3
x bathroom
x room 216
x 214
x 221
x 217
x 215
x 213
x closet

SFH-S4
212, 210
208, 204,
213E, 211P
203, 211
207, 209

FFH-S4
104, 105, 106
109, 110, 111
112, ~~113P, 113E~~

SFH-S1
246, 244, 242,
240, 236, 234,
235E, 237P, 237

SFH-S2
232, 230, 228
226, 231, 233

key zzy - nil

20 rms