

info (in every agent's

Must Escape!
(Robert Redford)

[The laboratory] W: (after fight) →

[Southern yellow hallway] guard, lab W+E, hall N.

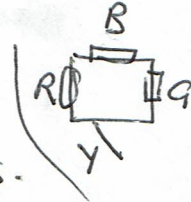
x guard {yellow keycard} take keycard

W [The other laboratory] bottle of acid. take it. N

→ previously
in ADRIFT
InitialComp

[Northern yellow hall] door, switch, cabinet (~~table~~) ^{locked} pour acid on cabinet {get green keycard}

push switch. open door. N. [Complex centre]



open green door. e [Western green hallway] cabinet, vices, office S.

open cabinet {screwdriver} s [Empty office] table, bookcase, vent in west wall.

move bookcase. climb it. open vent {using screwdriver}

U [Ventilation shaft 1] e. [Ventilation shaft 2] guards D, {E, W, N}

e [Ventilation shaft 3] table D, 2 doors, E/W. e [Ventilation shaft 4] red card below, secured door,

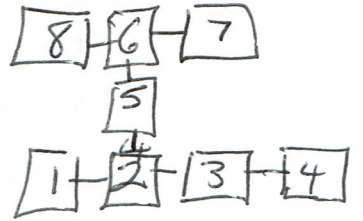
vent welded, Brady, my W. (from VS2 n → [Ventilation shaft 5] hall, vices, N/S

N [Ventilation shaft 6] medical office, door, E/W/S

e [VS7] male + female in janitor's closet below. // [VS8] empty room (like guard's bedroom)

if go down to VS8 (take 6/36)

d from VS3 → [Outside the vault] secured door E,
3 lights (all off), table. (vices N, exit door can't be opened by hand)
turning on switch at Southern yellow hw turns on one of the lights.



d from VS6 → [medical office] posters, cabinet, bed, doors.
open cabinet {medical kit} take kit (bacteria full health), kit is gone.

(do fight in Guard's bedroom (unlocked) guard, bed, dresser,
exit W, vent too far. x guard (blue card) open drawer {guard}

W → [Southern blue hw] switch, vices N. open door, S → [Complex centre]