

[Living Room] extractor, TV, couch x 2, lamp, stool, E: Kit.

e → [Kitchen] sink, ~~door~~, ~~refrigerator~~, ~~trash bin~~, ~~cupboards~~, ~~range hood~~  
look in bin. (can ~~also~~ go W) (can go N of LR)

N of LR → [Halls] E: Bath, W: <sup>Parents Bedroom</sup> Kit, S: LR

<sup>if the</sup> W → [Parents Bedroom] ~~bed~~, ~~rug~~, ~~drawer~~, ~~drawer~~. (E only)  
look under bed

E of Halls → [Bathroom] ~~bathtub~~, ~~toilet~~  
look in tub. look in toilet x 2

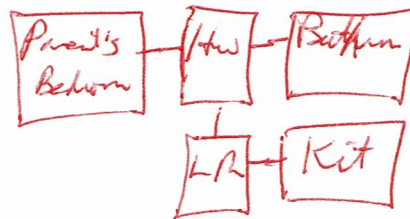
// look under couch (@LR)

// look in cupboard (@Kit)  
← singular

look for doll

used debugger to move player to [Sandy's Bedroom] ~~bed~~, ~~desk~~, ~~closet~~  
← no exits

Sandy's Lost Doll  
by Sandy AD7



(no objects are implemented in this game!)

is this possible to finish?