**Grounded Version 1.1 Walkthrough** (not the best one out there, but hey! I tried!) =]

Hello and welcome to the awesome walkthrough created by a not-so-cool author, Aeri\_Sicher! Anyways, I’m sure you all know just how frustrating a game is when it leaves you out there in the blue with nothing to do… So here it is!! A walkthrough as requested by popular demand!

So here are the following scenarios and problems you will face in the game. I’ve deliberately made them short words describing what part you may be in so that you don’t spoil anything you don’t want to see. You may learn more about the topic when you search for it’s appropriate page.

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**Leaving the starters room** – Simple enough… There happens to be a rock on the bottom-right of the bedroom. You can only obtain this item after learning that the door is jammed… so be sure to check that out first!

**Getting out of Dormitory 1** – A bit tricky… you are required to push the nurse call button inside the starter room in order to get the doctor to come looking for you. You will find him waiting on the other side of the north exit doors through one of the cracks in the doors. You will be given two options to call out for help or look through. It’s not the best Idea to shout for help as the whole area (if you look through) is already collapsing! Use the dormitory keys given to you on one of the two exit doors south west/east of where you are.

**Finding all the hidden clues** (requires crowbar) – This is a side-quest where you can choose to solve it now or later.

* The initial quest begins immediately after obtaining the first clue which talks about something unmoving and cold as stone. This clue refers to the two statues in the west wing which guard a double door leading to floor 1 (although this area is inaccessible). Push the left statue and investigate the area to obtain the second clue along with a vault passcode piece.
* The second clue talks about an object that never stops “talking” and to smash it’s “face” in. This clue refers to the clock in dormitory 1 so go ahead and investigate that clock to obtain clue 3 and the second passcode piece.
* The third clue is somewhat harder as it mentions hearing something you can’t see in the west. West is referring to the west wing and hearing something you can’t see refers to the sound effects of the room. If you walk around the sofas, you will notice a sudden change of the sound representing a hollow tile piece hiding the fourth clue piece… the problem is getting that piece out of there! In order to get the clue out, you will need a crowbar to move the tile slab out of the way.
* The fourth and final clue talks about the owner being called to an appointment (which means he had to enter someone’s office). He says that just before leaving the room, he tossed the clue somewhere no one would find it, meaning that he most likely tossed it behind an object out of people’s sight. If you investigate the head nurses office, you will see a potted plant beside the exit. Investigate that and you will find the final vault clue piece.

**Solving the vault passcode** – The vault inside the “??? Room” requires a 4 digit combination for it to be unlocked. If you look at the vault clues obtained, you will notice that there are 4 numbers pointing to four other numbers. The four numbers on the left side only go up to 1-4… so we can safely assume that the passcode is represented from the numbers 1-4 in order. In that case, the 1st number is 6, the 2nd number is 4, the 3rd number is 9 and the 4th number is 2. Enter that combination and you should be able to unlock the vault and obtain some money inside.

**Accessing the Janitors room** – The janitor’s room is located inside dormitory 1 at the top-right of the map. In order to get inside you will need to find the janitor keys, which you can easily find in the west wing after observing the janitors dead body. The first time you investigate him, it will only be a short description. If you investigate him a second time… an option will come up to search his body or not. Search his body and obtain the janitors keys.

**Finding materials for the injured patient** – After entering the ICU, you will come across a short cut scene where a man collapses from grave injuries. You need to find some items to use to stop the bleeding. The areas where you can find items are randomly generated… so you will need to check these areas for the items:

* The cabinets and drawers in the ICU Center are possible areas for items. There is a jammed cabinet on the bottom-right section that may hold an item inside… Use your crowbar while facing the cabinet to break it open.
* Inside the Medication Room (located left of the ICU Center) there is a possibility for an item to spawn inside one of the cabinets.
* Inside the Emergency Department (you can get there by going down from the ICU Center), there is a cabinet near some elevators that may have an item
* Inside Emergency room 1 (top-left of the emergency department), there is a possibility to find an item inside one of the cabinets.
* Inside Emergency room 2 (bottom-left of the emergency department), there is a possibility to find an item on one of the metal tables.

You will be notified upon finding all the necessary items to help the injured patient.

**Finding water for the patient** – There are two places you can obtain water. One place is just outside the ICU in the Hallways where you can grab a cup of water from the water dispenser… The other place is going back to the restrooms and getting water from the running tap.

**Encounter with stepfather 1** – The goal is to run away and hide from the madman. You will know you are in a possible hiding area when it takes longer than usual for the stepfather to enter the room. Here is a list of the current rooms available for hiding:

* Starting room – You may hide inside the drawer or underneath the bed. Take a pick, both of them are safe.
* ??? room – Both of these rooms have hiding spots under the bed or inside a drawer. You may also hide inside the vault, but there will be a time punishment for not being able to fit inside and you will have to find a new hiding spot.
* Restrooms – Both the male and female restrooms are possible hiding areas… Only one of all the stalls will actually be unlocked. You can determine which doors are unlocked ahead of time by investigating the doors before the chase scene.
* Emergency rooms 1 and 2 – Both these rooms have hiding spots under the beds.

When the chase is over, return to the injured patient to retrieve a dropped key to the staff room.

**Searching for string and a magnet** (requires scissors, unlocked ??? room, unlocked staff room) – This quest will be initially activated after reading the janitors note on the east wing key situation.

* String – Enter the ??? room with the television inside and you will see some cloth beside the restroom door. Use the scissors obtained on the cloth to obtain some string.
* Magnet – Enter the staff room’s kitchen and you will find a magnet sticking on the refrigerator.

When you have both of these items, you will be prompted from your inventory to combine the two items together to make a stringed magnet.

**Unlocking the ??? room** (requires paperclip) – There is no key in the game for this room… but the paperclip in your inventory should be a good substitute to unlocking this bedroom! Use this item in front of the door to picklock it.

**Kathy’s Office** (requires Kathy’s key, Letter to Kathy, unlocked staff room) – If you haven’t already found the letter sent to her, go ahead and get that from the mailbox beside her office door (Hallway). The letter talks about how “narcissistic” and “full of herself” she is. It also talks about how he easily found her key because he knew her so well. This is hinting that she hid her key somewhere that she can always see herself. If you have been to the staff room, you will notice several staff members’ portraits hanging on the wall, but without any names. Behind one of the portraits lies the spare key to Kathy’s office.

**Getting the girl to join your party** (requires family portrait, unlocked east wing) – There is a little girl that stays inside her bedroom in dormitory 2 collecting several items that are sentimental to other people. If you haven’t already learned about this, you will find a note in the east wing office (on one of the chairs) that talks about her strange behavior. Return to your starting room in dormitory 1 to get your family portrait and bring it back to the girl. Give the item to her and she will gladly join your party.

**Encounter with stepfather 2** (requires Kathy’s key, Bread snack) – Don’t worry about the stepfather waiting for you at the east wing. He won’t chase you (unless you end up going close enough for him to see you!) In order to get past him, you will need to find some distraction to get him out of the way. Luckily for you, a cat happened to be nearby inside Kathy’s office! Use the key you’ve obtained for Kathy’s office and bait the kitty out using the bread snack obtained from the vending machine. After getting the kitty, just walk up to the stepfather and you will automatically drop the kitty and send him chasing the cat!

**Unlocking the security room** (requires ??? poster, ??? letter) – There is a passcode on the security which prevents people from getting inside. If you haven’t already found the secret note under the table near the door… go ahead and get that item. The note was hidden in an effort for the other person to only retrieve it. It talks about trying to break inside and steal some items… but the thief can’t break in because of problems with understanding the poster given. Search for that poster inside the archives room (as mentioned in the letter) and examine it:

* The poster is a troubling puzzle. I’ve had my family play it and they’ve struggled on it the first time always! Anyways, looking at this photo shows the stages of life of a butterfly. The eggs being the 1st stage, and the butterfly being the last stage. Count off all the eggs and that will be your 1st passcode number. Do the same with the 2nd, 3rd, 4th and 5th. There is a trick here in which the previous robber could not solve as well. In the background, 1 extra butterfly is included. So the actual number of butterflies is “3”. 62733.

**Quiet girl through the vents** (requires girl in party, unlocked security room) – When the little girl joins your party and you have the security room unlocked, take her inside and investigate the vent inside the security room. You will prompt the girl to enter the vents to see if there is any way out from the other side, thus, you begin your adventure playing as the little girl. When inside the vents, be sure to interact with the dead ends to search for an open exit (just keep trying to go right until you can’t anymore).

**Quiet girl in the hallways** (requirements are all met one after the other) – When you enter the hallway, you will realize that the little girl doesn’t interact with objects as much as Scarlet does… Instead, the quiet girl will “notice” important features such as bottles or plants. In order to begin this giant chain reaction, start by searching the dead body of a worker located on the far right-side of the map.

Note: It is highly recommended that you survey the whole area before solving the puzzles as you will not understand much without exploring. There is a note from the

* Food storage key – Use this key to access the food storage room and you will find an empty bottle and some honey sauce inside this room. Combine these two items together to make a bait bottle, which you will ultimately use to catch some flies inside the small restroom.
* After catching the flies, head towards the lunchroom and feed the flies to the Venus flytrap to reveal a hidden key beneath the plant (boiler room key).
* Head towards the water maintenance and use the boiler key to unlock the door. There will be four buttons that release a steam sound meaning that the water temperatures are changing. The third button from the left will make a different noise meaning that you have selected the right temperature for the small restroom. Return to the restroom and investigate the mirror to reveal a secret passcode probably left by a previous worker for reference.
* Head towards the power maintenance room and use this code to unlock the security settings locking the lever.

Note: If you have not already been to the cafeteria kitchen… that’s where you need to go. You will notice that the electric current will have been turned off and you can now safely retrieve the rope from the storage drawer.

**What’s the rope for?** – The rope is supposed to be used to access the basement 2 level of the hospital. If you have been really observant around the emergency room, you will notice that there is an elevator shaft opened wide enough for you to fit through. Use the rope there to get yourself down safely.

**Encounter with the stepfather 3** – Please be advised NOT to save your progress after getting the emergency exit and central area keys. If you do so, your chances of actually being able to stop him from coming inside are hopeless…

Anyways, after you get the keys, get the wooden planks near the door and block the door with them (this will be automatic after you try opening the door… so don’t worry about it). When you hear his footsteps leave, you may leave the room and begin the final chase scene.

* Heading back is not an option. You need to find the central area double doors (located on the bottom-right of the morgue) and open them (also automatic). He will continue to chase you through the maps until you finally reach the emergency exit door (located in the offices map, farthest door on the right).

Everything else after that is pretty much the end of the game! Congratulations on finishing this game!! I hope that you’ve enjoyed playing the game! - Aeri\_Sicher =]