

AREA "H" (MUSHROOM INN)

~~SECRET~~

BASEMENT AREAS

EAST END

\* BATHROOM

\* FURNACE/VENTILATION ROOM

\* "CONTROL ROOM" w/ VAULT DOOR

WEST END

LIQUOR SUPPLY ROOM (SEE ALSO LIQUOR STORE

\* LARGE ROOM w/ HEAVY VAULT DOOR

ROOM I & II (LCTD FURTHER EAST FROM LIQUOR SUPPLY ROOM)

\* TWO ROOMS, 14'x16' AND 12'x14'

\* BROWN RUG

\* DESK WHICH BLOCKED THE DOOR TO AN ADJ ROOM (previously the MAIL room)

\* FUSE BOX

\* DOOR TO HALLWAY IS STANDARD WOODEN DOOR

\* NO WINDOWS

ROOM III

\* SMALL OFFICE (10'x14')

\* CARPET AND TWO MATTRESSES

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\* COUPLE OF TABLES TO EAT OFF OF

\* NO WINDOWS

\* ONE DOOR WHICH OPENS INTO A CORRIDOR WHICH LED TO SEVERAL OTHER SMALL ROOMS AND A TOILET

### LIQUOR STORE

\* ENTERED BLDG THRU OPEN METAL DOOR W/CYPHER LOCK, WALKED DOWN SOME STEPS, TURNED RIGHT AND IMMEDIATELY TO THE LEFT WAS A BIG WALK-IN TYPE VAULT, PREVIOUS LIQUOR STORE

\* ON THE LEFT, JUST BEFORE GOING THRU DOUBLE DOORS

\* LARGE OPEN ROOM

\* SHELVES USED AS DIVIDERS TO MAKE LITTLE CUBICLES

### BATHROOM I

\* EXIT LIQUOR STORE, TURN LEFT, GO DOWN THE HALL THRU DOUBLE DOORS

\* 2 SHOWERS, 2 SINKS AND 3 COMMODOES

### BATHROOM II

\* LCTD AT OPPOSITE END OF THE HALL, ON OPPOSITE SIDE

\* 2 SINKS, 3 URINALS, 3 COMMODOES, 2 SHOWERS AND A GREY METAL WALL LOCKER

### ROOM IV

\* A MATTRESS AND BLANKET FOR EACH HOSTAGE

\* LRG TABLE WHERE CAPTORS SAT WHILE OBSERVING HOSTAGES