

A dark, atmospheric scene of a traditional Chinese town at night. The image is framed by large, ornate buildings with red and gold roofs and intricate carvings. Red lanterns hang from the eaves of the buildings, casting a warm glow on the wet cobblestone street below. In the distance, a tall pagoda rises against a dark, cloudy sky. The overall mood is mysterious and evocative.

Walk Thru Solutions

# ART'S CARNAGE CARNIVAL

**BREAKING NEWS**

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## COMPUTER SCIENCE TEACHER ERIC HAS BEEN KIDNAPPED BY A SCARY CLOWN

Local computer science teacher Eric has mysteriously disappeared near the forest late yesterday afternoon. Witnesses report hearing eerie laughter and seeing flickering carnival lights among the trees. Authorities are baffled, and residents are warned to stay away from the area.

Some say the forest hides more than just trees... strange games and puzzles have begun, and only the clever can uncover the truth.

\* CAN YOU BEAT THE GAMES AND RESCUE ERIC? \*



**CREATED BY:**

Makayla Washington  
Olivia Marquez  
Halima Daniels  
Tiana Agbekoh  
Jocelyn Vazquez

Img of level + circles on the objects that are meant to be clicked

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STEP 1

Very detailed steps

STEP 2

Very detailed steps

STEP 3

Very detailed steps

ROOM NUMBER 1: Halima D.

\*If takes more steps to complete your level/room, feel free to use multiple slides

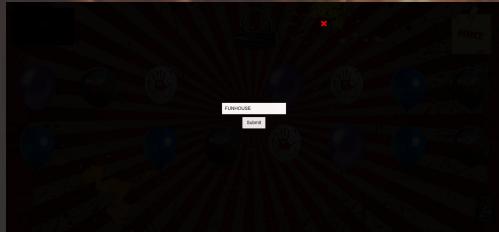


POP QUICKLY! POP THE BALLOONS AND A SPECIAL ONE MAY REVEAL LETTERS. UNSCRAMBLE THE LETTERS AND THEY MAY REVEAL A WORD TO GO INTO THE LOCK.



## STEP 1

User reads instructions and presses close button



Once the word is unscrambled (FUNHOUSE) the user puts it into the lock and enters the next room

## STEP 2

Balloons pop up randomly. User clicks on the balloons, each balloon releases a letter.

**ROOM NUMBER 2:** Makayla Washington

## STEP 3

User unscrambles the letters.



## STEP 1

Read the instructions and close it by clicking the X



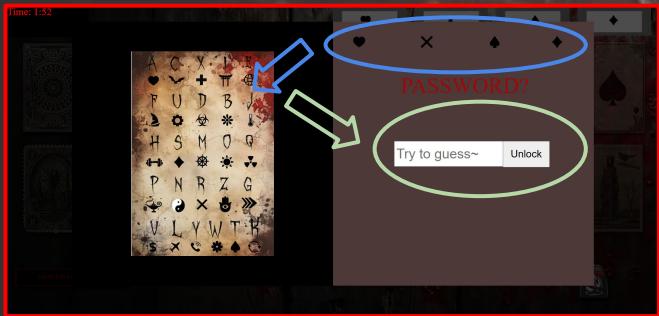
## STEP 2

The matching game starts! The **inventory** is located on the bottom right, and the **instruction** button on the bottom left

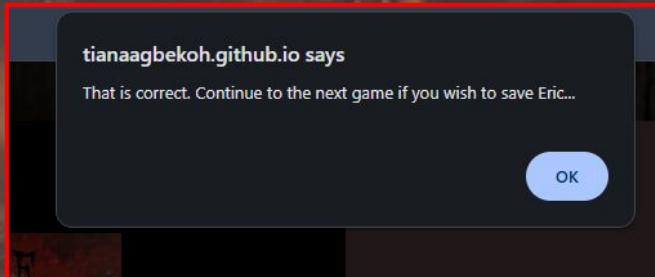


## STEP 3

Match the cards to get all the **symbols** in the 4 boxes near the top right to move on. Keep in mind the timer



ROOM NUMBER 3:  
Tiana Agbekoh



## STEP 4

Once all the **symbols** are matched, type the letter that matches the symbol within the key into the **text box** to win!

## STEP 5

Once you input the correct code, click the pop-up link to move on to the next level.



**STEP 1**  
READ the  
instructions and  
click the ‘x’ to  
begin!

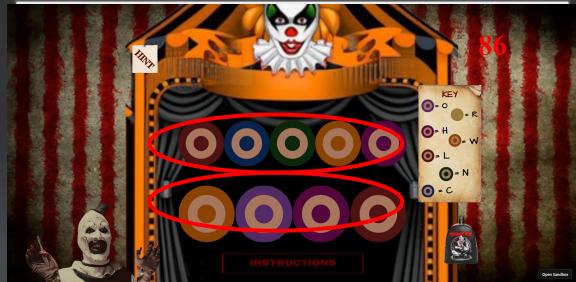


**STEP 4**

The letter of the correct word that you must guess to move on, is represented by a color, look at the key



**STEP 2**  
Click on the Hint to  
guess the word



**STEP 3**  
Click on the targets, as  
you click the color will  
change



**STEP 5**  
Once correct, click on the  
word within to move on



## STEP 1

Read the instructions given and click on the red 'x' to start the game

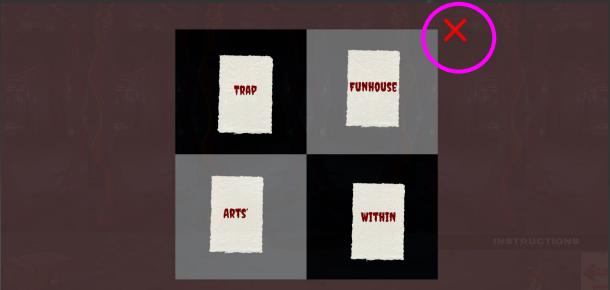


## STEP 2

Click on the bag to see the inventory with all the **correct words**

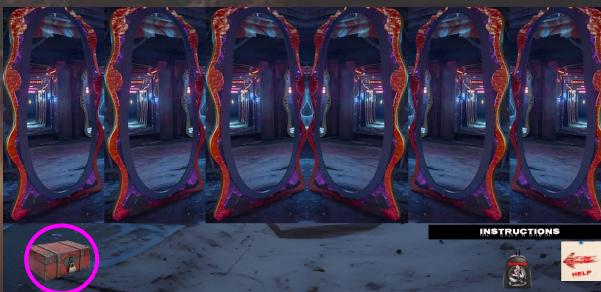


**STEP 4**  
Click on the mirrors one at a time



## STEP 3

**Remember** these **words** and use them to match the correct symbols



**STEP 6**  
Click on lock



Make sure the **word matches** the ones in your inventory and remember the **color and symbol**



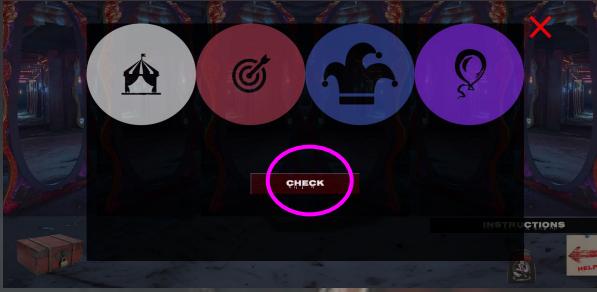
## STEP 7

Click on colored symbol multiple times until the symbol changes to the right one and then exit to find the other symbols



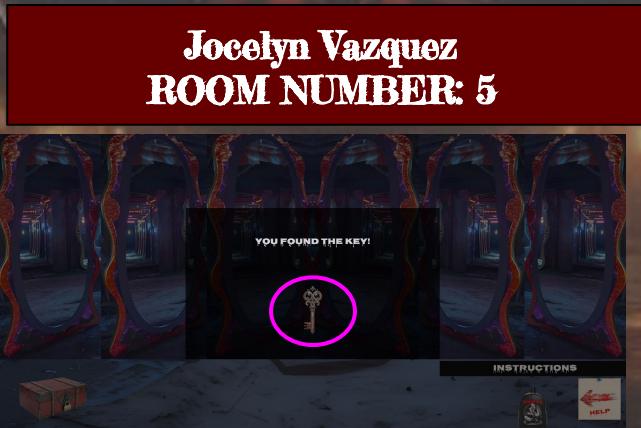
## STEP 8

Continue this click and check process for each mirror



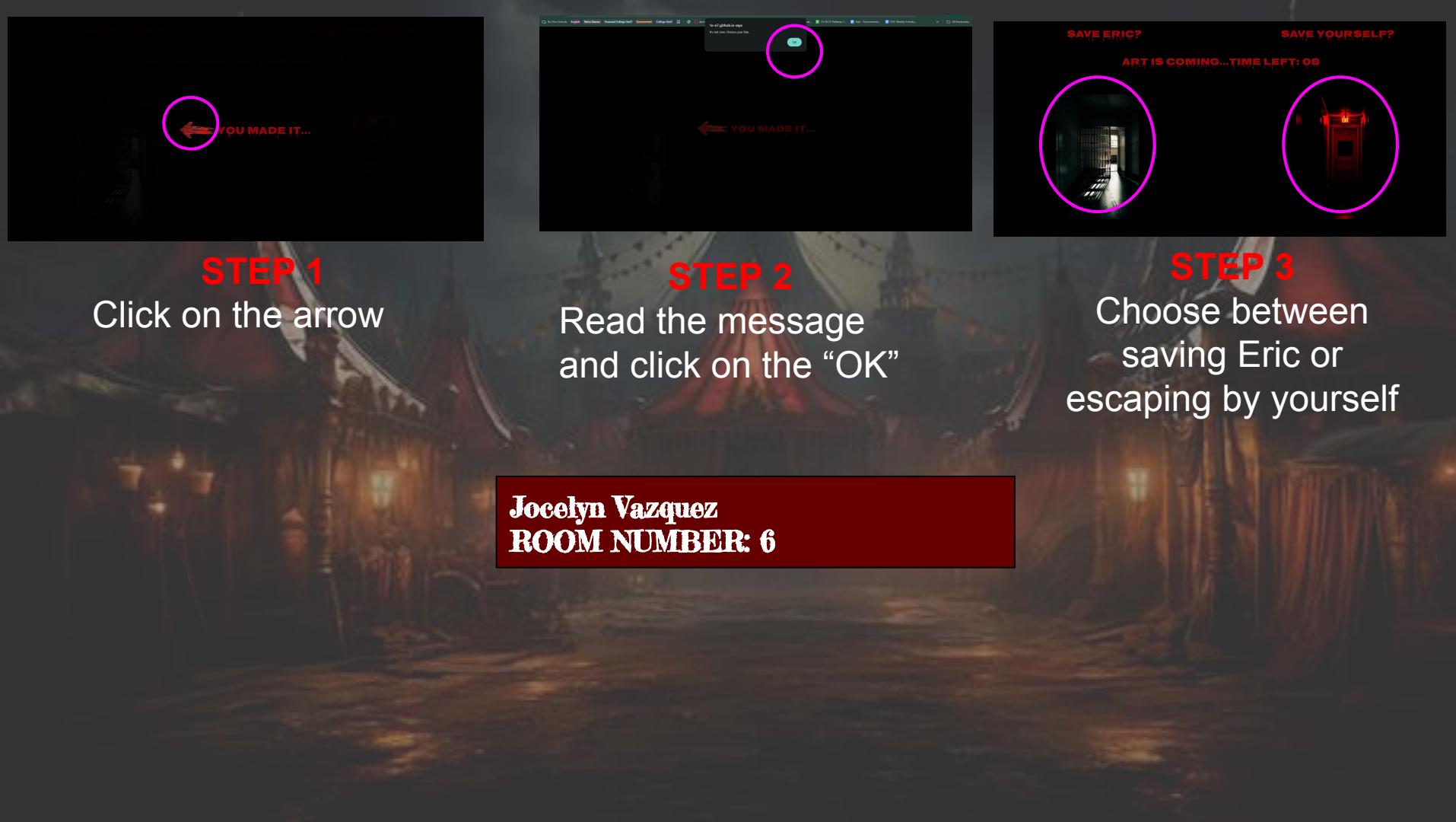
## STEP 3

Once you have all the symbols in the right order click on the “check” button



## STEP 4

Click on the key to proceed



## STEP 1

Click on the arrow

## STEP 2

Read the message  
and click on the “OK”

## STEP 3

Choose between  
saving Eric or  
escaping by yourself

Jocelyn Vazquez  
ROOM NUMBER: 6