

A dark, atmospheric illustration of a circus tent at night. The tent is illuminated by warm, golden lights, creating a sense of mystery and drama. The sky is dark and cloudy, with a hint of light breaking through. The text "Walk Thru Solutions" is overlaid in a large, white, serif font, centered horizontally and slightly above the middle vertically. The overall mood is mysterious and intriguing.

# Walk Thru Solutions

# ART'S CARNAGE CARNIVAL

## BREAKING NEWS

VOL. 11, NO.5



64DELUSIONISTS.COM



10 APRIL 2026

### 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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clicked**

**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**



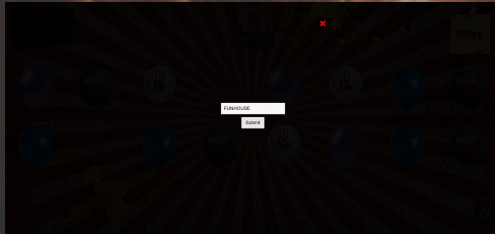


POP QUICKLY! POP THE BALLOONS AND A SPECIAL ONE MAY REVEAL LETTERS. UNSCRAMBLE THE LETTERS AND THEY MAY REVEAL A WORD TO GO INTO THE LOCK.



## 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

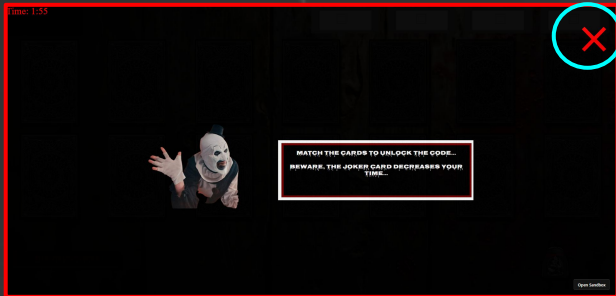
## STEP 2

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

ROOM NUMBER 2: Makayla Washington

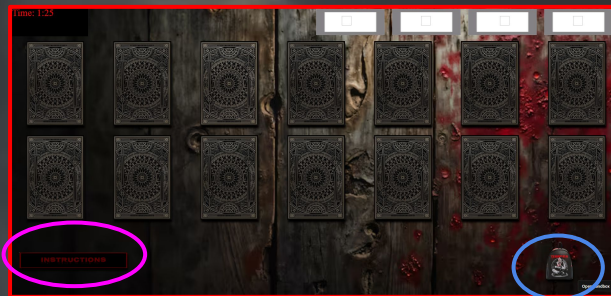
## STEP 3

User unscrambles the letters.



## STEP 1

Read the instructions and close it by clicking the X



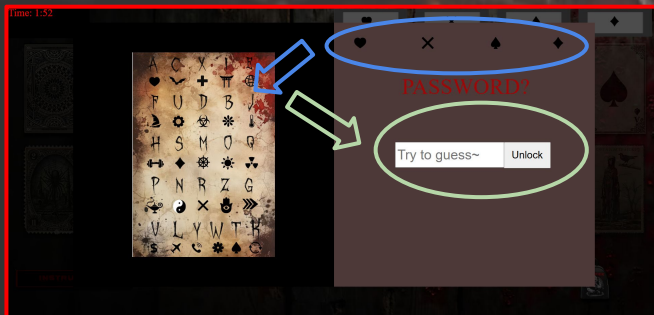
## STEP 2

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



## STEP 3

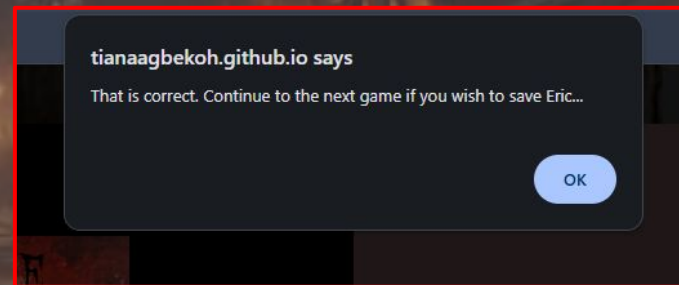
Match the cards to get all the **symbols** in the 4 boxes near the top right to move on. Keep in mind the timer



## STEP 4

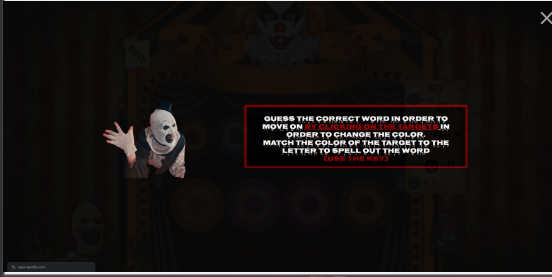
Once all the **symbols** are matched, type the letter that matches the symbol within the key into the **text box** to win!

**ROOM NUMBER 3:**  
**Tiana Agbekoh**



## STEP 5

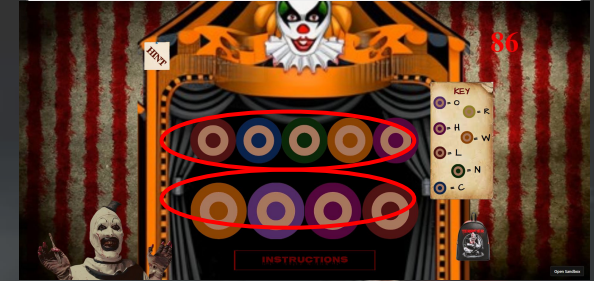
Once you input the correct code, click the pop-up link to move on to the next level.



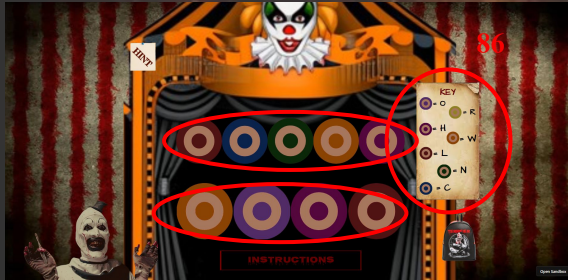
**STEP 1**  
 READ the  
 instructions and  
 click the 'x' to  
 begin!



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



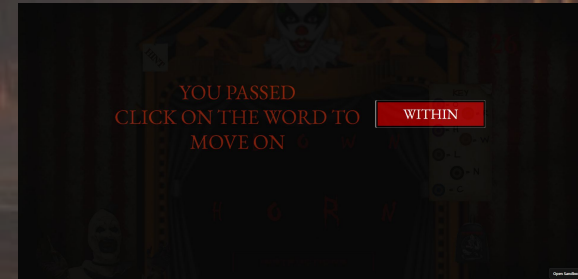
**STEP 3**  
 Click on the targets, as  
 you click the color will  
 change



**ROOM  
 NUMBER 4:**  
 Olivia  
 Marquez

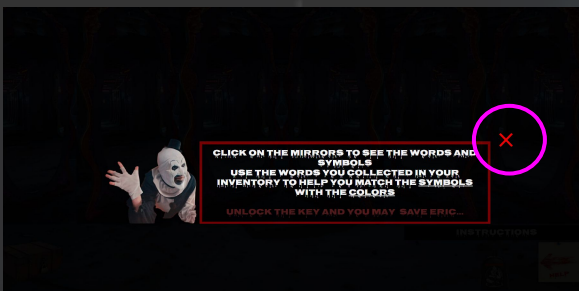
**STEP 4**

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



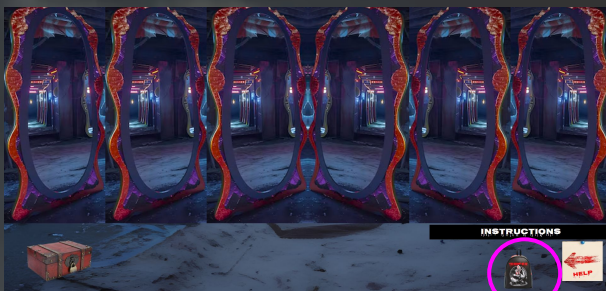
**STEP 5**  
 Once correct, click on the  
 word within to move on





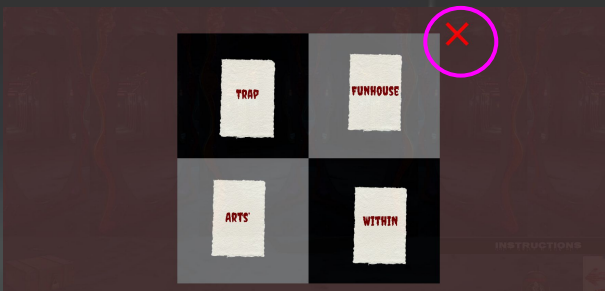
## STEP 1

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 3

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



## STEP 4

Click on the mirrors one at a time

Jocelyn Vazquez  
ROOM NUMBER: 5



## STEP 5

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



## STEP 6

Click on lock



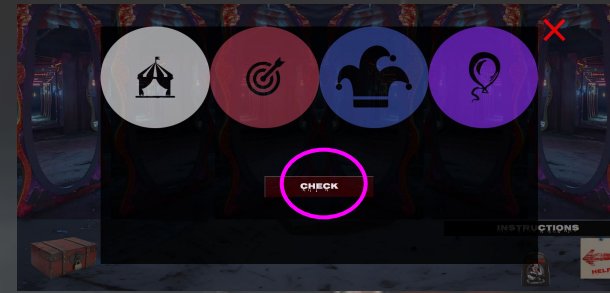
### STEP 7

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



### STEP 8

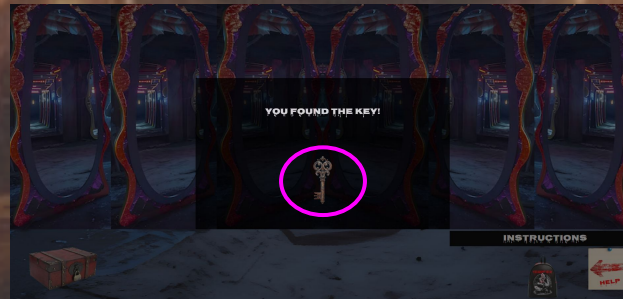
Continue this click and check process for each mirror



### STEP 3

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

**Jocelyn Vazquez**  
**ROOM NUMBER: 5**



### STEP 4

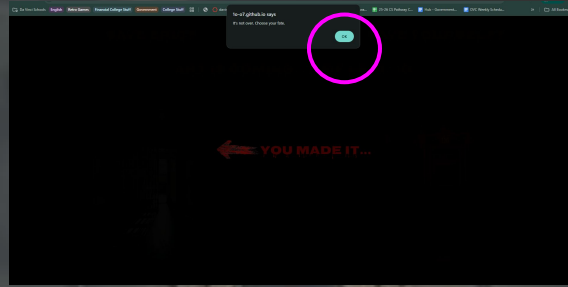
Click on the key to proceed





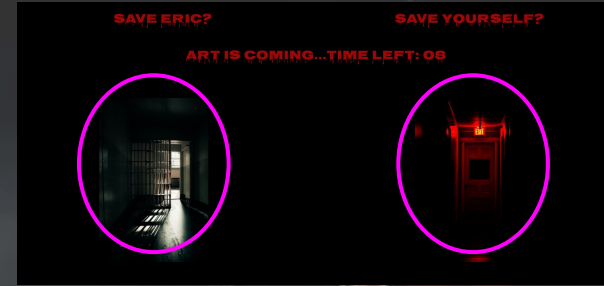
### STEP 1

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**