

# Wozzle Studios

Mekhi Washington, Daniel Gutierrez, Austin Northington, Jordan  
Dominguez, Tochtli Moreno-Quant

# Presents

...

**The Super scary thing that happened  
that one time when everything went  
completely wrong and we almost  
couldn't believe it was real (but it  
was): THE MUSICAL: 50th**

**Anniversary**

# Ideas that did NOT make it... 💀

-FNAF

-Minotaur Maze/Greek Mythology

-Spiders / Shrunken Down

-Evil AI (I Have No Mouth and I Must Scream)





## MISSING PERSON

### JOHN VAN ABDHUL WAZZLETON

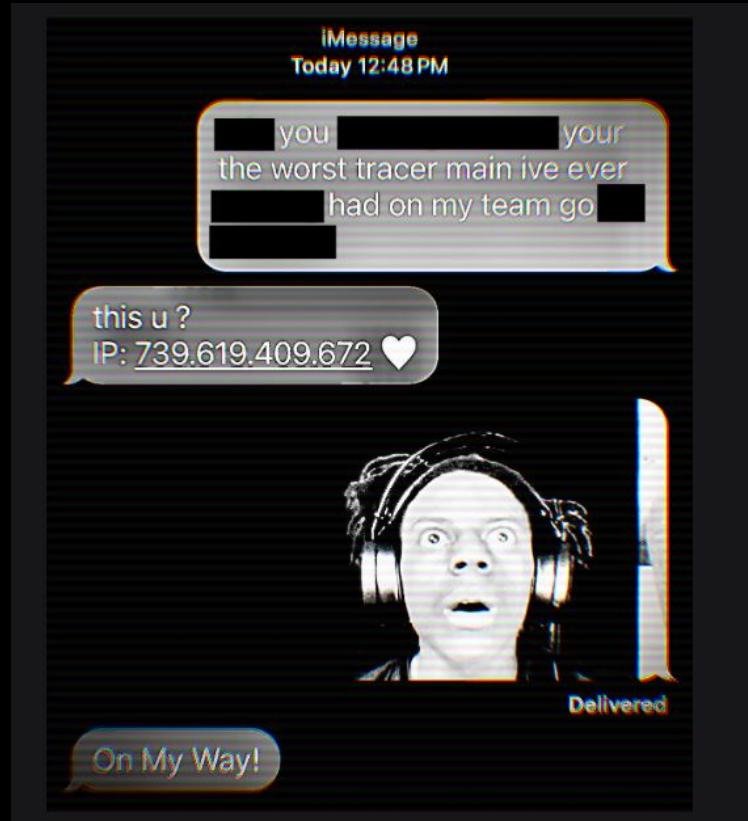
AGE: 41  
EYE COLOUR: BRIGHT BLUE  
HEIGHT: 6'1  
HAIR COLOUR: BLACK  
WEIGHT: 372 lbs

LAST SEEN: 5260 W. 119th St. 90304 Inglewood, CA

If you know where John is or have information about her whereabouts, please call our hotline

+1 310-340-9571

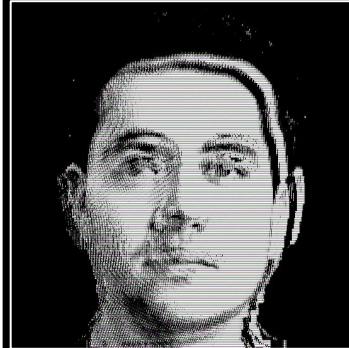
Narrative: John Van Abdul Wazzleton is having literally the worst day of his life!!!!!!! He got DOXXED and KIDNAPPED!!!!



He finds himself in a SCARY and MYSTERIOUS warehouse...

He must make his way through the building to freedom!

Goal: Escape.....



## **John Van Abdul Wazzleton (You)**

**\* I sure hope I get out of here...**

# Room 1: The Hospital Room



“You wake up...”



## Russian Sleep Experiment

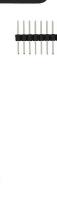
You wake up on the cold floor of a hospital room. There are symbols on the wall to your left, and a book with the cipher underneath the bed. Ahead, there is a locked box with a four-digit code. Inside is a remote that powers on the TV, revealing more numbers you need to unlock the door and escape. Escape before the time runs out.

## Puzzle 1 - Cipher And Locked Box

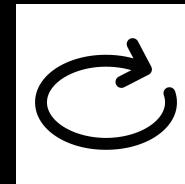
A	≡	N	∨	a	⤠	n	⤡
B	⤢	O	⤣	b	⤤	o	⤥
C	⤦	P	⤧	c	⤦	p	⤨
D	⤩	Q	⤪	d	⤩	q	⤪
E	⤫	R	⤬	e	⤫	r	⤬
F	⤭	S	⤮	f	⤭	s	⤮
G	⤯	T	⤱	g	⤯	t	⤱
H	⤱	U	⤲	h	⤱	u	⤲
I	⤳	V	⤴	i	⤳	v	⤴
J	⤵	W	⤶	j	⤵	w	⤶
K	⤷	X	⤸	k	⤷	x	⤸
L	⤹	Y	⤻	l	⤹	y	⤻
M	⤻	Z	⤼	m	⤻	z	⤼



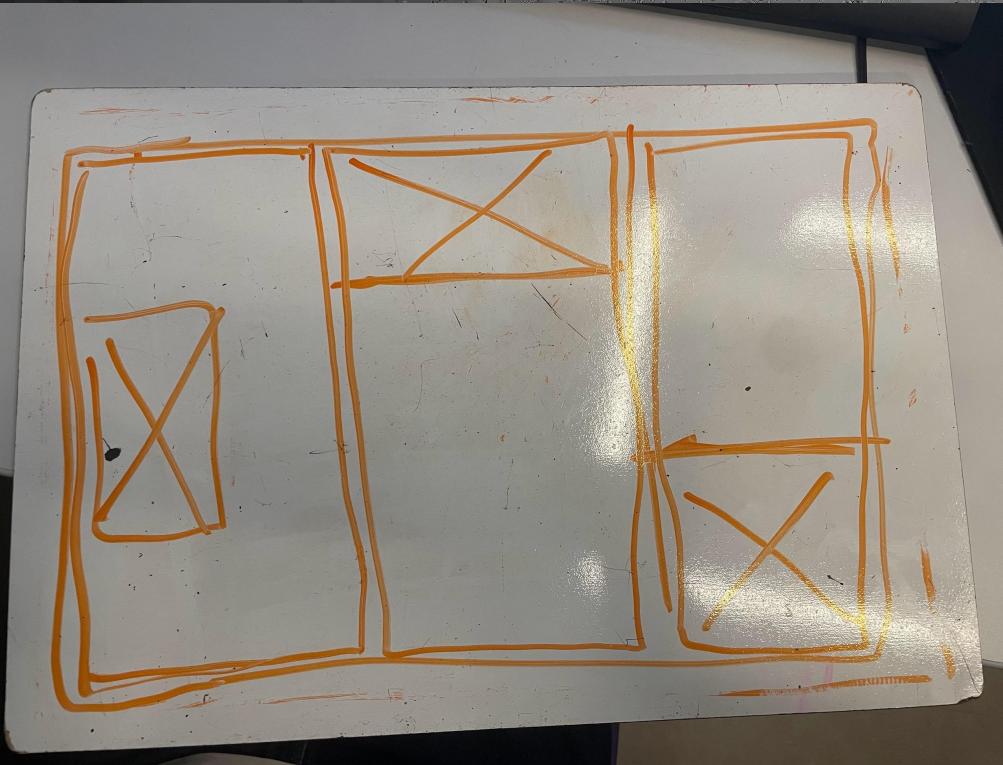
## Puzzle 2 - Flashing Number

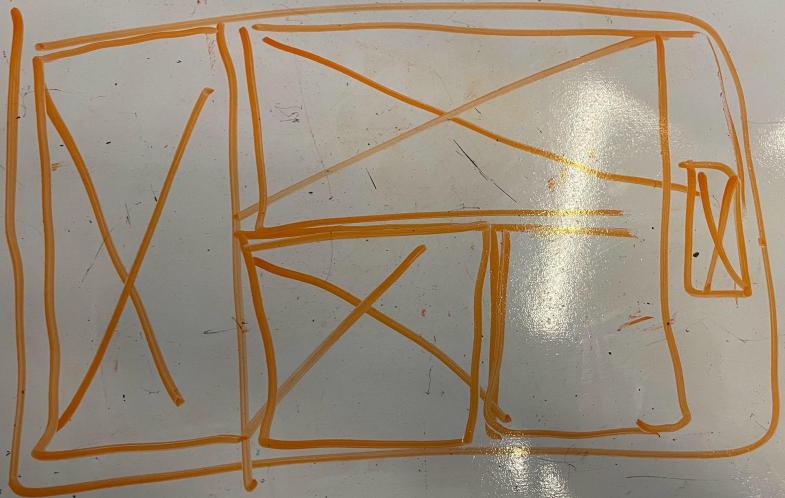


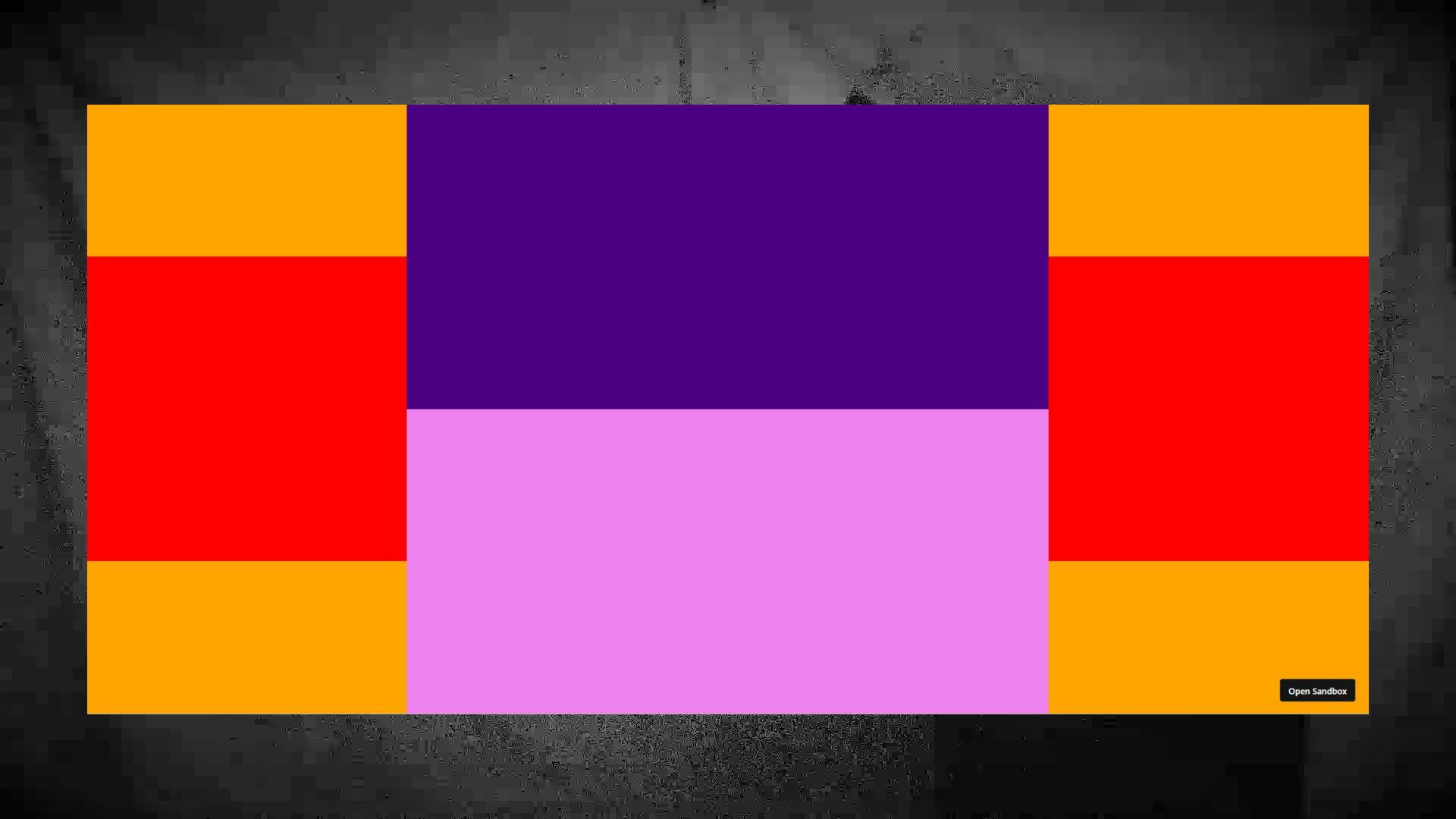
Tv flashes  
numbers







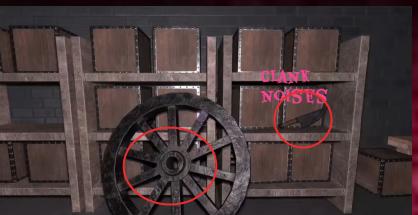




Open Sandbox

# Room 2: THE WAREHOUSE





PINKAMENA

YOU ESCAPE THE ROOM  
ONLY TO FIND A ENDLESS  
WAREHOUSE MUSIC  
GETS LOUDER... SHE IS  
AFTER YOU, DONT LET  
HER FIND YOU

# PUZZLES - I



AROUND THE  
FACILITY YOU  
WILL FIND  
CADAVERS OF  
THE DEAD  
PONIES ONLY  
THEY HOLD  
THE ANSWERS



# PUZZLES - 2



RED = A  
ORANGE = B  
YELLOW = C  
GREEN = D  
BLUE = E  
AND SO ON...

GEMS DROPPED BY RARITY  
(NOTE LEFT SAYING SO)  
MEAN DIFFERENT  
LETTERS THAT SNAP  
FLUTTERSHY OUT OF HER  
TRANCE SHE MOVES FROM  
THE GAUDED TUNNEL  
THAT LETS YOU FREE



# PUZZLES - 3

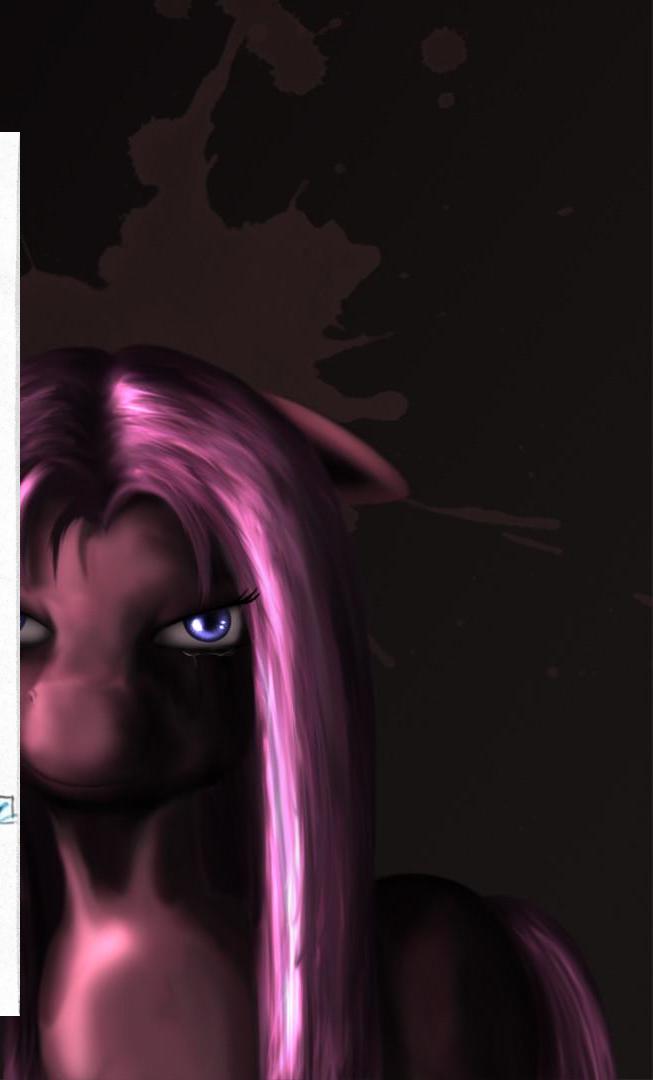
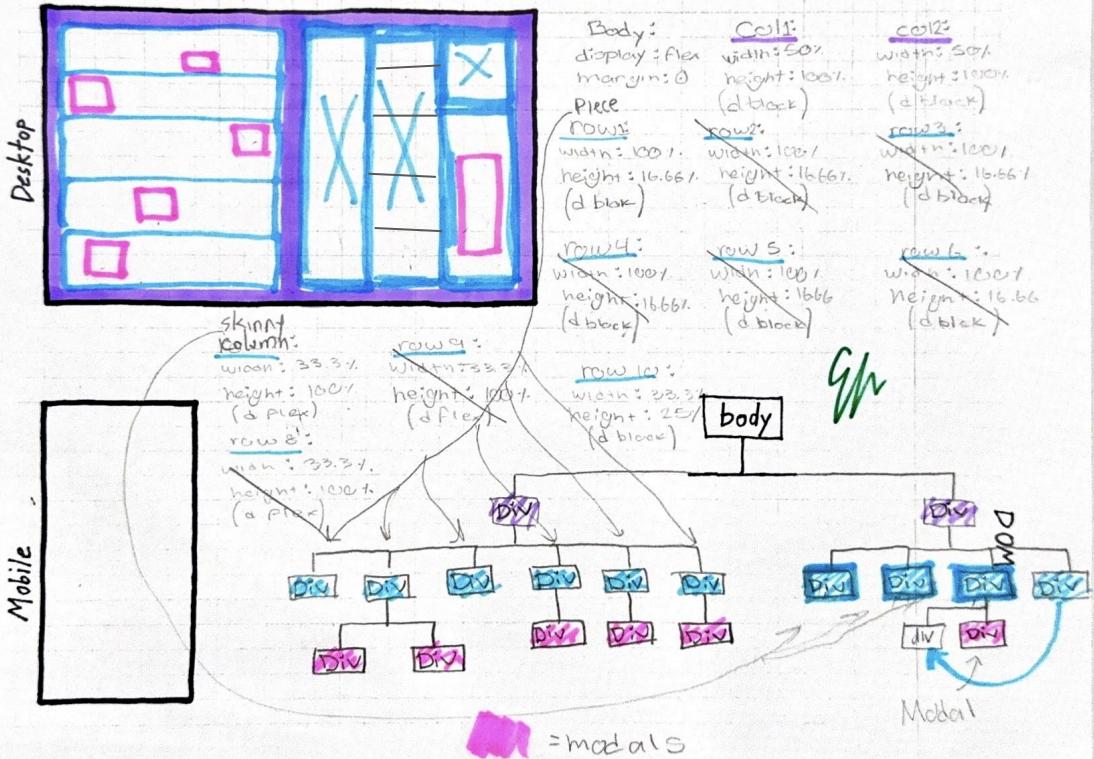


YOU HAVE A TEA  
LIGHT FIND THE  
MATCH TO LIGHT IT  
FIND THE NUMBERS  
TO THE LOCK TO  
THE BIG DOOR AT  
END OF TUNNEL

1. DARK SCREEN MATCH WILL BE HIGHLIGHTED WITH HIT BOX OF HOVERED OVER IT
2. ON CLICK IT LIGHTS UP YOUR CURSOR THAT WILL LOOK LIKE A LIT UP TEA LIGHT
3. FIND THE NUMBERS ON THE WALL, COLOR CODED TO RAINBOW

## The Multiple Representations of a Responsive Website!

NAME: Tachali MCF



# Room 3: The snow

“I’m so chillay”



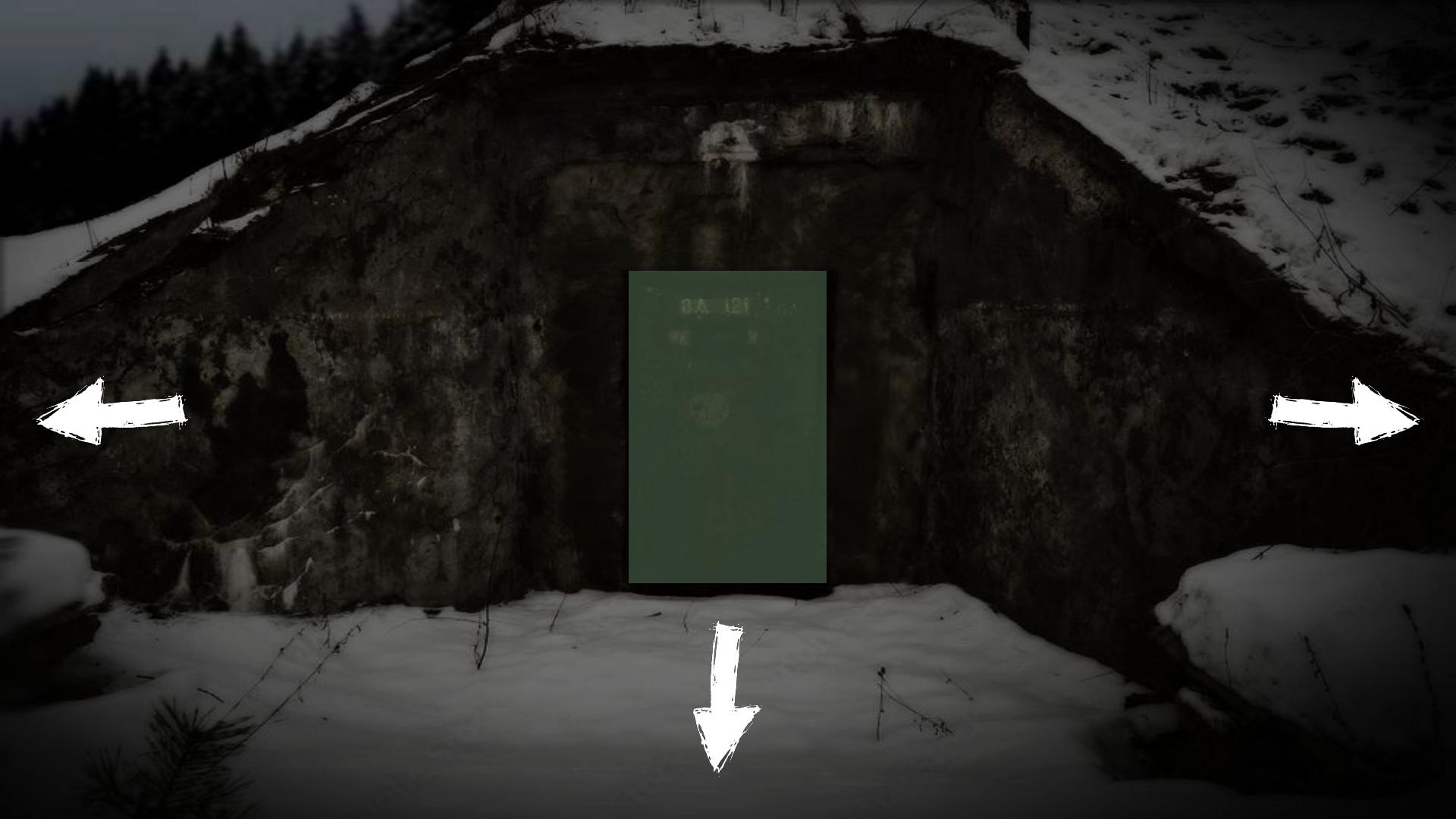
# **Jeff the**

## **Killer**

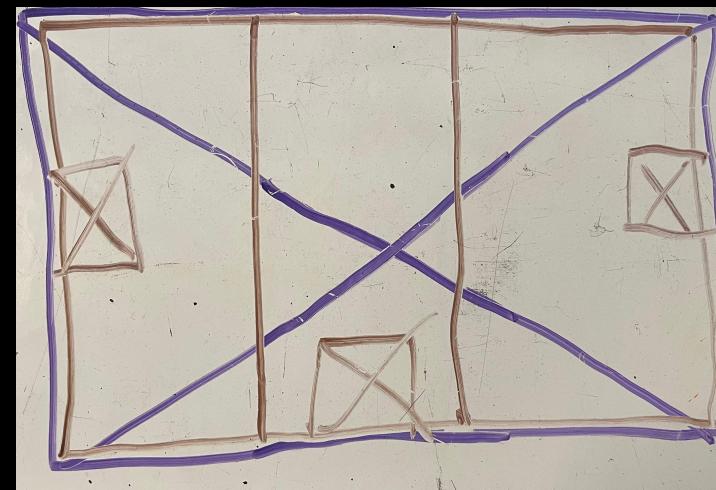
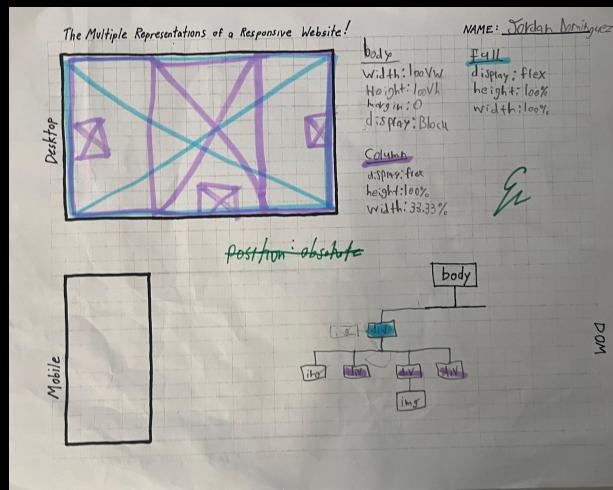
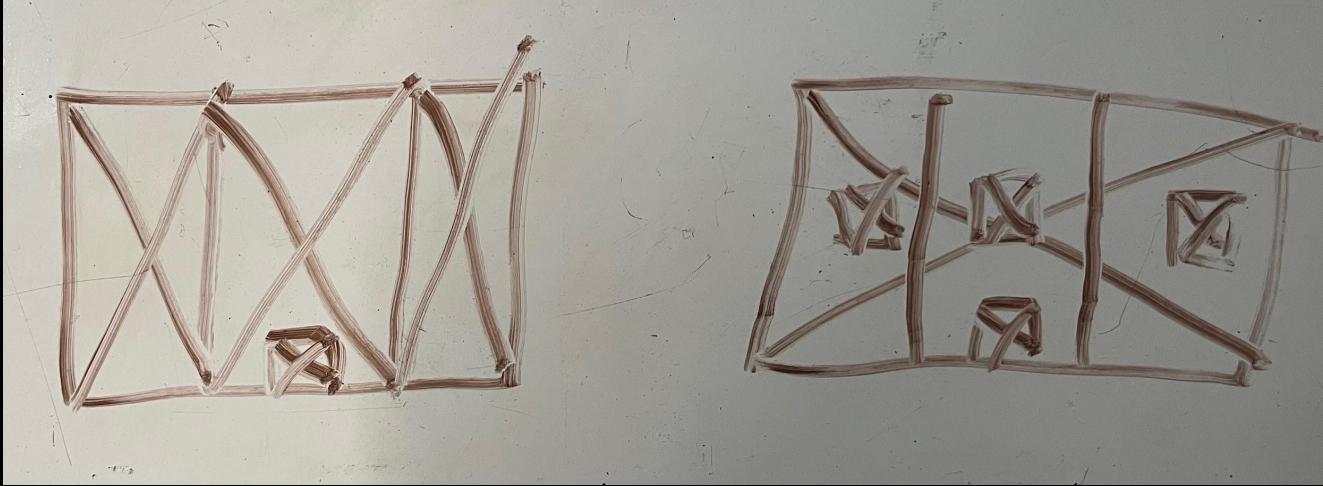
You find yourself in front of a locked bunker door and have to navigate through the forest in order to find letters written in blood for a keyword while also being chased by Jeff the killer.

- Bunker door is in front of you, you can go deeper into the forest by looking left and right, and looking behind you will show you how close Jeff is.
- If you stay in a room for too long Jeff will get closer, you'll hear footsteps and words will start flashing on your screen.
- Once all of the letters are found a riddle will appear on the bunker door which will help you string the letters into a phrase.











# Room 4: *The Maze*

“Arrouhgh??”



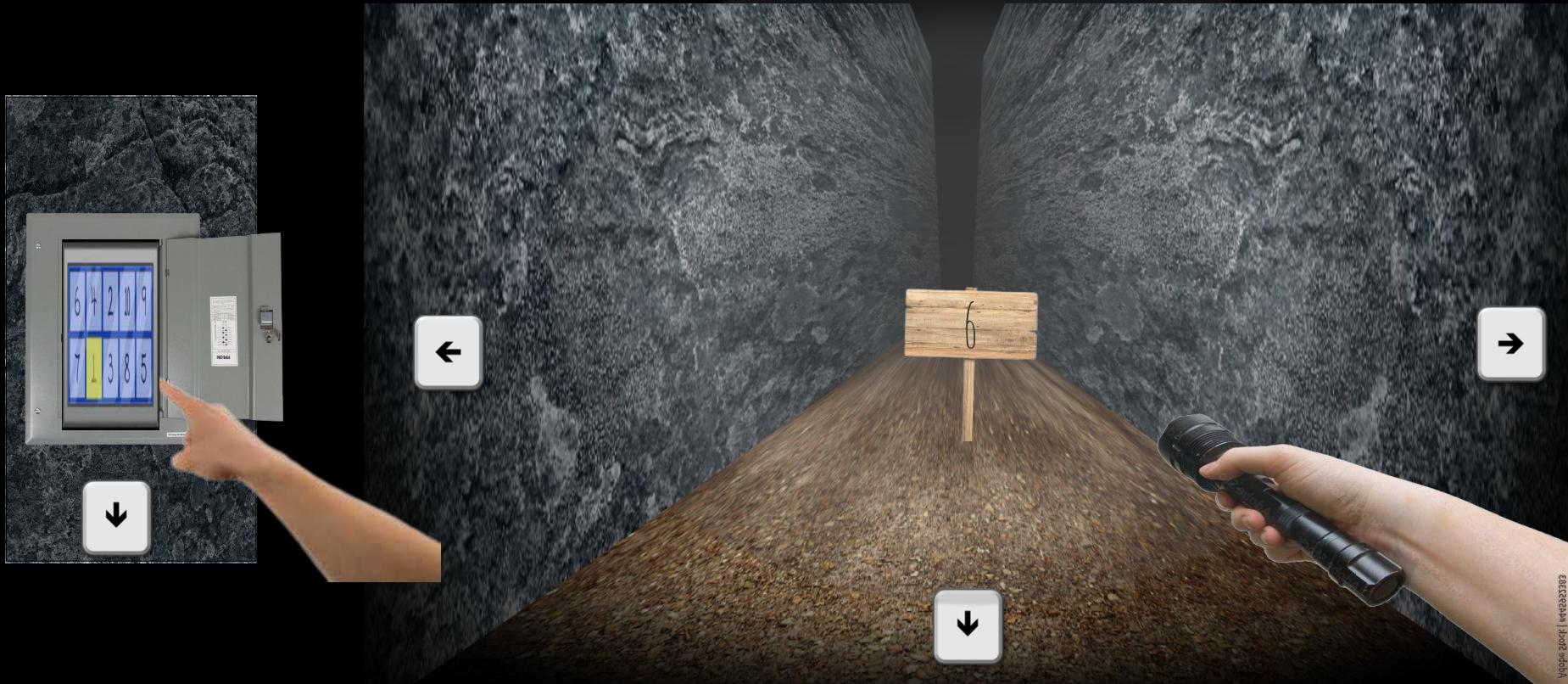
# Slender Man

## escape maze room 4 austin northingthahah

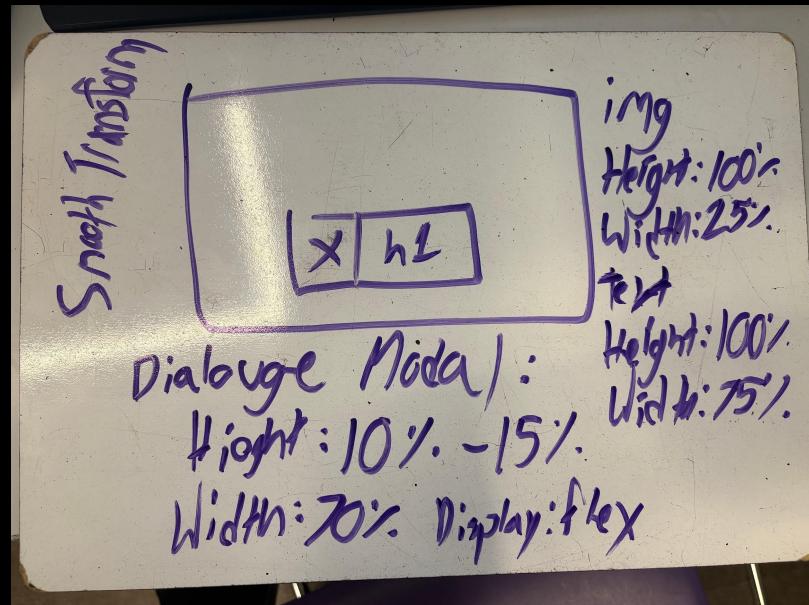
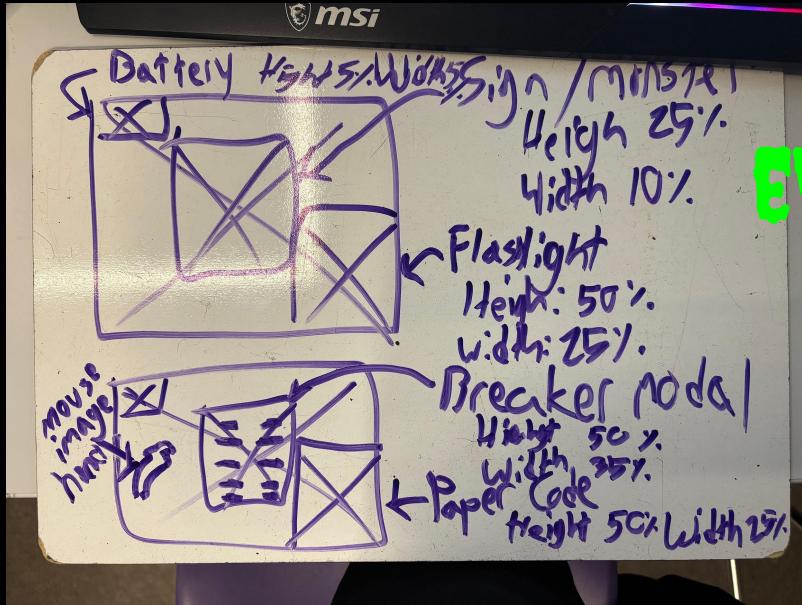
You end up into a dark maze. You find a breaker box next to a door for the exit. There are three directions to look around in the maze: front, left, and right. You have a flashlight with a limited battery. The breaker has buttons from 1-10 and the player must input a random order of numbers. They must look around the maze and check for signs of the random combination for the breaker. The website will keep track of the numbers they currently have. The sign changes places for every number input to the breaker. Some directions may have something lurking in the dark so don't look for too long. Or maybe do. It depends on the monster you see.



# escape maze room 4 austin northingthahah



# escape maze room 4 austin northingthahah



# Room 5: *The... End?*

“Wowie zowie”



# Candle Cove



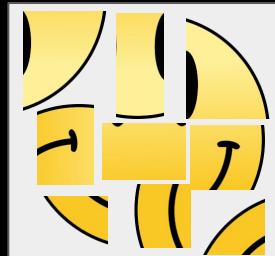
*She dances, he  
jokes, but one must  
steer,  
The red-haired one  
will set you clear.*

- You've gotten through the maze and find yourself at a room with solid brick walls, the only thing in the room is a small puppet theater. This is the last obstacle before you can escape. You have 90 seconds.

Puzzle 1: The skeleton is holding a paper with a riddle, the answer is the right puppet for the player to click.

Puzzle 2: Upon clicking on the right puppet, they see a modal within the puppets chest with a puzzle where they must match the images.

Once you finish it... the door will  
open...



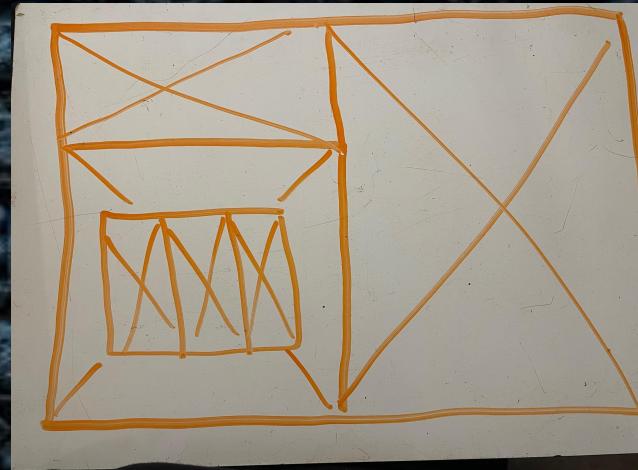
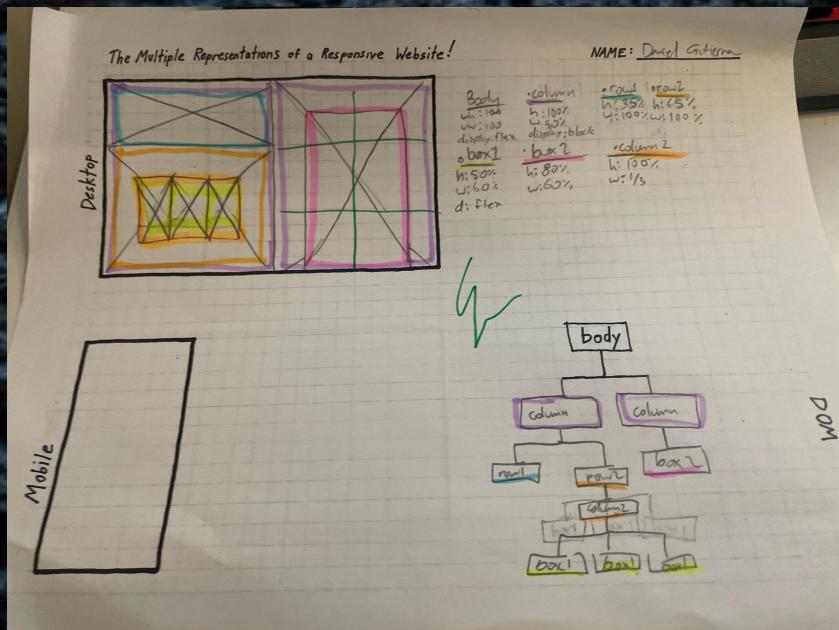
# Candle Cove



**YOU'VE ESCAPED THE  
CREEPY PASTAS!**



# Candle Cove





# Shared Asset Folder



the palantir drones blow you to  
smithereens 7th deluxe edition  
gold anniversary game of the  
year edition





# Palantir



# ORDER

Mekhi

Tochtli

Jordan

Austin

Daniel