

Lake Simcoe Cryptozoology Escape Room

Game Overview

For decades, there has been a mysterious building in Simcoe that claims to just be a waste management facility, but no one in Simcoe thinks that's the truth. Players are a group of reporters who have been assigned by their demanding boss to discover the truth of the mysterious facility. Equipped with a walkie-talkie for guidance from their anxious boss waiting outside, they must break into the facility and write down evidence in the notebook they're given. As they break into the facility, they discover a secret lab that is in emergency lockdown. The players have to investigate why the lab is on lockdown and get a juicy headline before their 75 minutes are up, or they risk being caught by security guards and escorted to jail for trespassing!

At the end of every 15 minutes, the lockdown alarm system will notify players that they have 15 seconds to leave the room by saying "The [room name] will be locked down in 15 seconds" over a speaker system.

- **Outside/Secretary Room:** You must break into the waste management facility by finding your way into the secretary room and finding suspicious things that lead you to believe that it is a front, you have to use the secretaries things in the room to uncover that the waste management facility is not real by finding a secret door in the closet and finding a way to open it, you later go through the secret room that takes you into the true facility.
- **The Secret Lab:** As the secret room opens, the players are met with a lab plunged in total chaos. An emergency alarm is blaring relentlessly while the room is filled with scattered documents, broken jars, and muddy footprints. The players must investigate and deactivate the alarm, unlock the password protected computer, and reconstruct the fragmented CCTV footage that unveils the enigmatic presence of a mysterious creature.
- **The Office Room:** Upon entering a room labeled "Office", players are met with a room containing a desk and some oddly-patterned eggs in display case incubators. After being asked by their boss over the walkie-talkie, players try to identify the creature in the CCTV footage they found and find a way out of the room.
- **The Aquatic chamber:** The players proceed from the office room to the aquatic chamber upon hearing noises from beyond the door. There, they encounter Kempenfelt Kelly, a second cryptid, with its long neck trapped in the net barrier separating the indoor lab enclosure from Simcoe Lake. Kelly's failed escape attempt has left it wailing in distress. To prevent security from apprehending them, players must repair the broken control panel and unlock the door. During this process, they uncover recorded audio that narrates a heinous experiment

and proves the cryptids' innocence. Faced with a decision, they must choose whether to release or harm Kempenfelt Kelly using the now-functioning control panel.

- **The Staff Kitchen:** Players will find the Minesing Swamp Man trapped in a cage. They will answer security questions about cryptids to unlock control to the cage door. Then, they will receive a warning that the cryptid is hungry and wants to eat something. Players will find the missing ingredients needed to complete a recipe for the Swamp Man's favourite meal. Once they assemble the meal, they will open the cage and set the Swamp Man free.

At the end of the game, players escape alongside the Swamp Man. They are determined to return to work with a compelling story in hand, one that promises to expose the unethical practices of the lab and bring about its deserved closure.

Chapter 5: Kitchen

Concept

This room is the fifth and final room of the escape game, and it is a narrative-based room designed for 2 to 6 players. This room is the lab's kitchen where the lab scientists prepare meals for the cryptids. Players are tasked to feed the Minesing Swamp Man and release it from the cage so that it can leave the lab and return to its home. To do this, players will:

1. Find the Minesing Swamp Man, who is trapped in a cage hidden inside the kitchen island, and gain access to the cage controls by answering security questions.
2. Figure out the 3 missing ingredients from a recipe for the Swamp Man's favourite meal.
3. Assemble the meal by gathering a big bowl and the ingredients from around the kitchen and going to the safety room to open the cage.

Throughout the entire escape game, players will have walkie-talkies which their boss (also the game master) uses to contact them. The walkie-talkies also act as a way for the game master to provide hints to the players if needed. Players will have 15 minutes to complete the activities in this room.

Introduction: How players learn what they need to do

When players enter the room, they will hear noises that sound like someone needs help and banging sounds coming from somewhere in the kitchen. These sounds come from the Minesing Swamp Man who is trapped in a cage. However, players will not be able to see the Swamp Man or the cage upon entry to the room. Once they find the cage, they

will find they have the ability to access control to the cage and free the swamp man using a touchscreen display on the cage door. This display will provide them with instructions on what to do in this room. The previous rooms had information that made the players aware of the unethical work that the researchers are doing on the cryptids in the lab. This acts as motivation for the players to free the Swamp Man in this room.

Setting

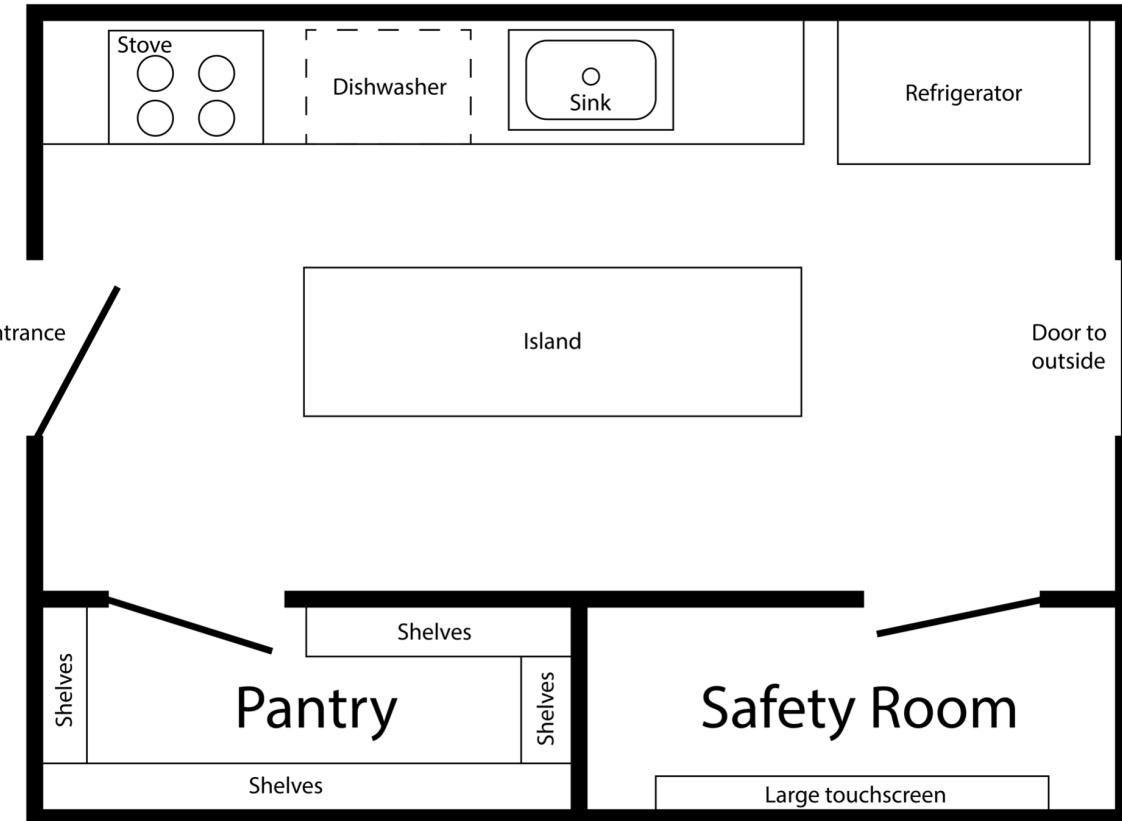
The kitchen has a large island, which is at least 9 feet long, and is located in the middle of the room. The kitchen also includes a large refrigerator, lots of kitchen cabinets, a sink, a stove, a dishwasher, a pantry, a safety room, and a door on the opposite end of where the players enter. This door leads to the outside of the lab and the end of the escape game. As the kitchen is located in a science lab, the island, cabinets, and appliances have a modern design. However, because cryptids will enter the kitchen, the design is minimal and should not look fancy as cryptids could break something. The following picture is an example of the minimal modern design the kitchen could follow (Picture from McMahon Architects). The appliances and cabinets look sleek and modern. The kitchen countertops should not be made of marble as this would look too fancy for the setting.



Environmental Storytelling

When players enter the kitchen, they will feel that it is a few degrees warmer. A kettle of water will be on the stovetop, but for safety reasons, this kettle should not be boiling hot. Besides the noises from the creature, players will also hear the humming noise from the refrigerator.

Floorplan

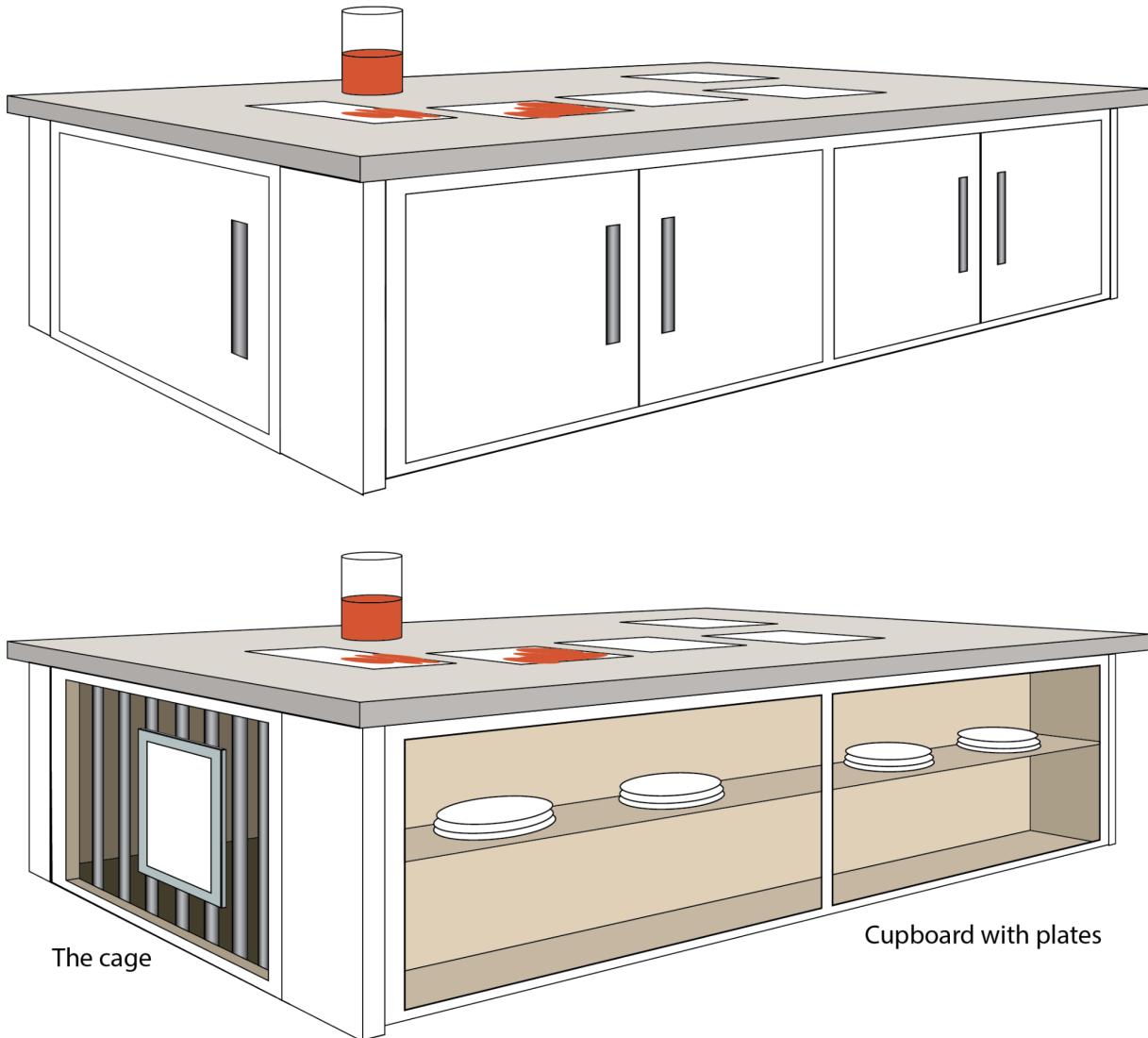


Pantry and Safety Room

These rooms are very minimal in their design. The pantry has shelves of fake fruits, vegetables, and grains on all four sides of the room. The safety room has a large touchscreen which will not work or display anything until Stage 3.3 of the game.

Island

The island will look like a typical kitchen island when most of the cupboard doors are closed. However, opening the cabinet door closest to "Door to outside" will reveal that there is a hidden cage inside the island. There will be a speaker near the cage door that plays the sounds of the Swamp Man. To represent the Swamp Man, there will be a statue of it inside the cage. The inside of the cage is dark and has no lights. The illustration below shows what the island looks like with the cupboard doors closed and if the cupboard doors were removed.



Gameplay Overview

Stage 1 - Unlocking the cage controls (4 minutes)

Stage 1.1 - Find the cage and the Minesing Swamp Man

Players will need to find the cage and the Swamp Man by following the source of the sounds. If they hear it getting louder, that means they are getting closer to the source. Opening the island cabinet door closest to the door to outside, will reveal the cage and Swamp Man.

Stage 1.2 - Answering security questions

On the cage door, there is a touchscreen which controls the cage. The screen displays a button that says "Access cage controls". When players tap on this, it will say "Cage

controls can only be accessed by cryptid researchers. Please answer the following security questions to confirm that you are a researcher.

- Question 1 of 4: What is the scientific name of Kempenfelt Kelly?"

If players type in the correct answer, it will lead them to Question 2, then 3, and finally 4:

- Question 2 of 4: During what war did soldiers disappear in the Minesing Swamp possibly due to the Minesing Swamp Man?
- Question 3 of 4: The first photo taken of the Minesing Swamp Man was taken by a man from what community in Simcoe?
- Question 4 of 4: What year was Kempenfelt Kelly first seen?

To answer these questions, players will refer to the papers they collected from the previous rooms (Chapters 3 and 4) which contain information about the cryptids. All the answers are located in those papers. In those rooms, the boss will tell the players to keep the papers so they can use it to write a news story after exploring the lab. As a result, players will have access to these papers in this room.

Solution to the 4 security questions:

- Question 1: Igopogo
- Question 2: The War of 1812 (since players are typing in the answer, also accept "War of 1812" or "1812")
- Question 3: Angus
- Question 4: 1823

Once these questions are answered, the screen will display the following text:

Cryptid Information:

Name: Minesing Swamp Man

Status: The cryptid is hungry. Prepare its favourite food for it to eat.

Below this text, there will be an “Unlock cage” button but it is grayed out and pressing it won’t work. Below the button is a warning notice: “It is dangerous to unlock the cage when the cryptid is hungry. You must prepare its favourite food for it to eat to unlock the cage. Place food in front of the cage door.” Under this warning notice is a button with a checkbox labelled “I have prepared the food”.

Stage 2 - Figuring out the recipe's 3 missing proteins (7 minutes)

Players will need to figure out what food to make for the Swamp Man. On the counter of the island, players will see sheets of paper with information on it, a half-empty jar of

tomato sauce, and some pens. Some of the papers have been stained with spilled tomato sauce. One of these papers is a recipe for the Swamp Man's Favourite Meal.

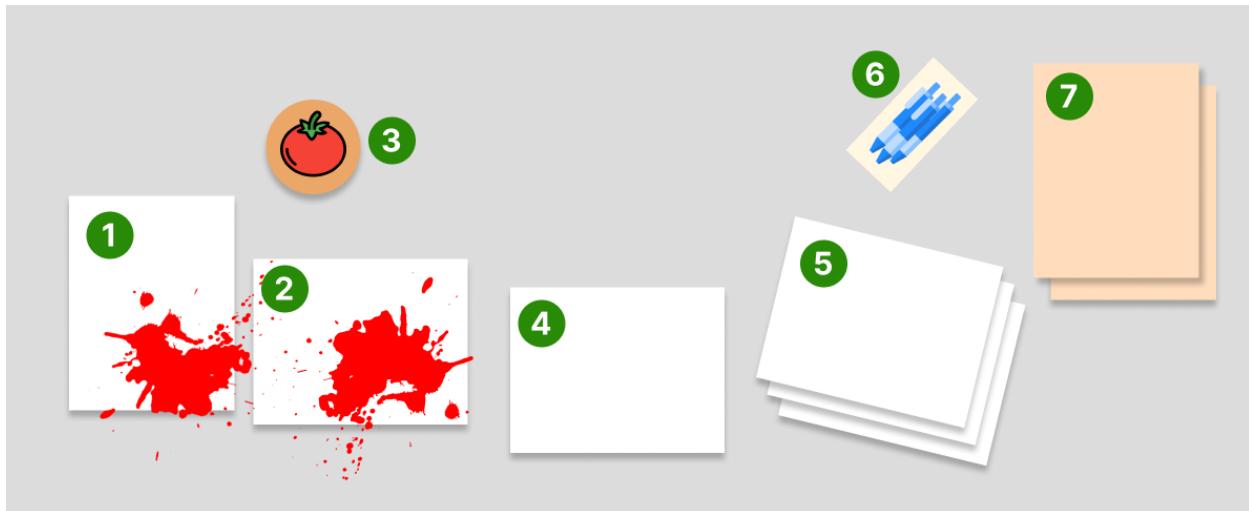
Minesing Swamp Man's Favourite Meal:

- 2 vegetables
 - Squash
 - Corn
- 1 grain
 - Rice
- 3 proteins
 -
 -
 -
- Place all ingredients in a big bowl and serve

Dr. Smith,
Sorry about ruining your
recipe. When putting
the Minesing Swamp
Man in the cage, it
accidentally knocked
over a jar of tomato
sauce on your recipe.
Do you know what the 3
proteins are?

These papers are part of the second activity in this room which is a logic puzzle. Players will learn from reading different papers on the countertop and fridge door that the 3 missing proteins from the recipe are all on one of the shelves in the fridge. Through observing the papers on the countertop and fridge, players will find a variety of clues that will help them determine which shelf has the 3 ingredients they are looking for.

On the countertop, there are the following items:



1. A recipe for the Swamp Man's favourite dish with a tomato sauce spill
2. A fridge shelf chart with a tomato sauce spill
3. A partially empty jar of tomato sauce
4. A partially filled out fridge shelf chart
5. A stack of 6 blank sheets of the fridge shelf chart
6. A box of 6 pens
7. A stack of folders
 - i. One folder is labeled "Dr. Smith"
 - Has a newspaper article inside
 - Has Dr. Smith's to-do list inside
 - ii. The other folder is labeled "Dr. Jones"
 - Has a note from Dr. Rogers inside
 - Has Dr. Jones' to-do list inside

On the refrigerator door, there are the following items attached with magnets:



1. A notice about the week's cryptid assignment
2. A notice about staff allergies

Inside the refrigerator, there are the following items. All the food is fake food and is labelled with what the food is. The shelves are labelled from 1 to 4 as well.

1. Shelf 1
 - Eggs, chicken, and salmon
2. Shelf 2
 - Tuna, shrimp, and tofu
3. Shelf 3
 - Partridge, beef, and lamb
4. Shelf 4
 - Bison, pork, and turkey
5. Bottom of fridge
 - 4 sticky notes that look like they fell off the shelves, labeled Dr. Lee, Dr. Jones, Dr. Smith, and Dr. Green

The papers on the countertop and refrigerator door contain information that help players eliminate which shelf belongs to which doctor. Details about the contents of these papers are in the Digital File Resources section of this document.

[\(Click here to jump to Digital File Resources.\)](#)

Solution summary:

By eliminating shelves based on different allergies that the doctors have, knowing that Dr. Jones has a shelf with a bird, and knowing that the Minesing Swamp Man would not eat partridge or eggs, players will be able to find out which doctor has which shelf. Dr. Smith, who is assigned the Minesing Swamp Man, has the second shelf, so players will know after solving this puzzle that the three missing proteins are tuna, shrimp, and tofu.

A more detailed breakdown of the puzzle solution is included in the appendix at the end of this design document.

[\(Click here to jump to the puzzle solution in the Appendix.\)](#)

If players choose the incorrect 3 proteins at this stage, they will be given hints by the boss/game master to guide them in choosing the correct ones. Refer to the GM hints in this document about what hints to give.

Stage 3 - Assembling the meal (4 minutes)

Stage 3.1 - Finding a big bowl for the meal

The last step of the recipe is to find a big bowl to hold all the ingredients. This bowl will be in the dishwasher as based on Dr. Smith's to-do list, the bowl was just bought and washed.

Stage 3.2 - Finding and gathering the ingredients in the kitchen

Players will remove the 3 proteins from the second shelf and put it in the bowl. They will then need to find the squash, corn, and rice from the recipe. These will be located on the shelves in the pantry, which will have other fruits, vegetables, and grains as well. Once found and gathered, players will put it in the bowl and place it in front of the cage

Players can now tap the “I have prepared the food” button which will remove the warning notice and make the “Unlock cage” button no longer grayed out. Once “Unlock cage” is pressed, the display will say “Please go to the Safety Room to continue the procedure to unlock the cage.”

Stage 3.3 - The Safety Room

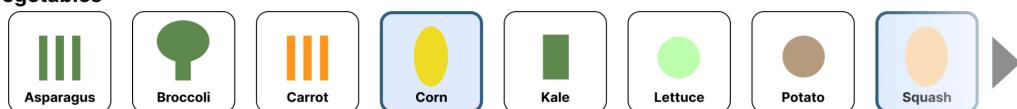
The Safety Room only contains a large touchscreen. It will display “Please close the door to continue” when players enter. Once the door is closed, the display will ask players “What meal did you make for the cryptid?” Players will then select the vegetables, grains, and proteins they used from a list of different ingredients. The interface of the screen will look like this. The shapes can be swapped out with images of the fake food that the escape room uses.

What meal did you make for the cryptid?

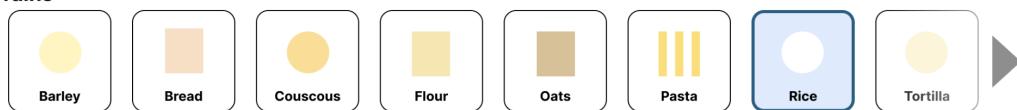
Fruits



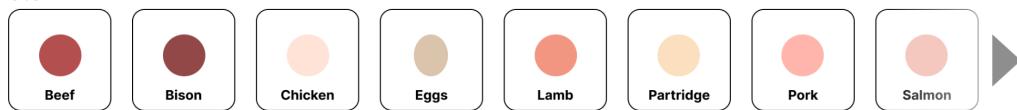
Vegetables



Grains

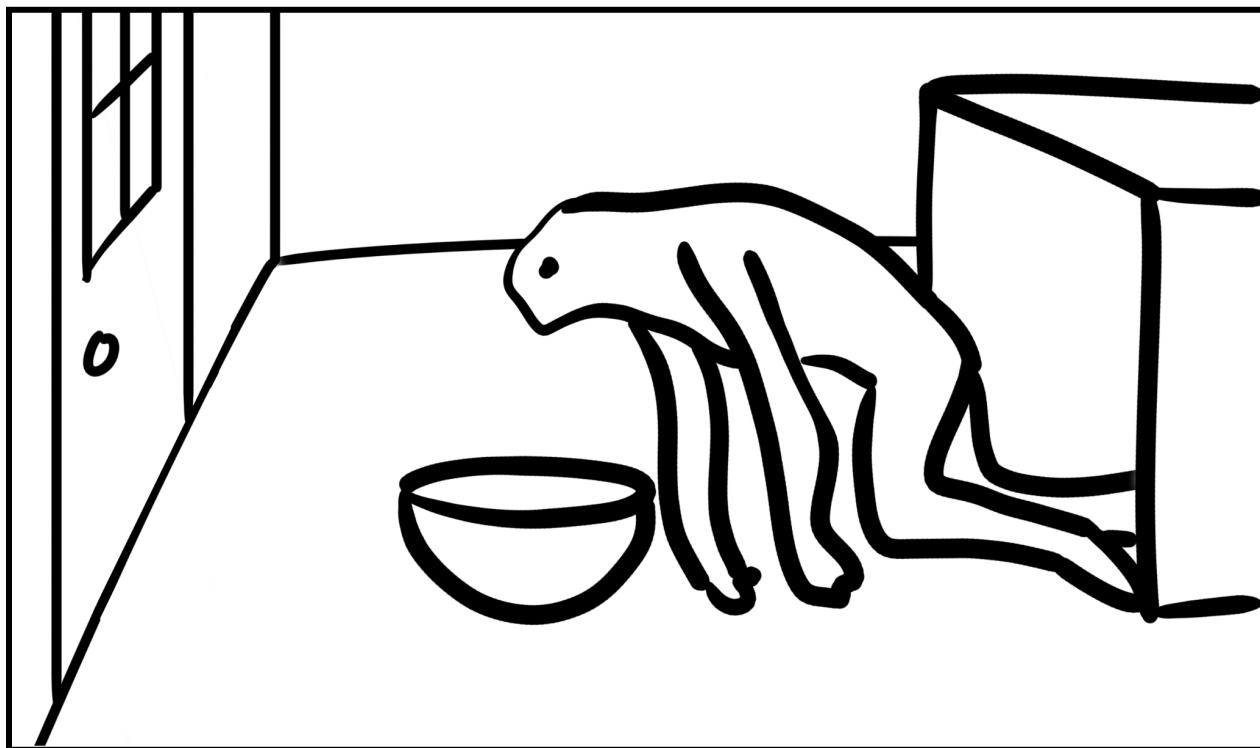


Protein



If players select foods other than squash, corn, rice, tuna, shrimp, and tofu, they will be told to go back to the kitchen: “The cryptid will not enjoy this meal. Please go back to the kitchen to prepare a different meal.” Note that this message is mainly targeted towards players who have skipped Stage 2 and went to Stage 3 immediately after Stage 1 by placing random ingredients in the bowl. Players who go through Stage 2 should be prompted with hints from the boss/game master through the walkie-talkie to inspect the ingredients they have chosen, if they chose the wrong ingredients. By this point, players who have gone through Stage 2 should have chosen the correct foods.

If players select squash, corn, rice, tuna, shrimp, and tofu, the screen will display this note: “The cryptid will enjoy the meal that you have created. You may now continue with opening the cage door”. There will be an “Open cage door” button on the screen which players can tap. The screen will then switch to displaying a “live” view from a security camera in the kitchen. Although it is presented as if it were live, this video is pre-recorded. Below is a sketch of what will be seen in the security camera footage.



Events in the security camera footage

- The cage door opens
- The Swamp Man comes out of the cage
- It eats the food in the bowl
- It goes to the door, opens it, and escapes

Players will then be called by their boss through the walkie-talkie to come outside where they will discuss what they found in the lab together, ending the escape game.

Specific Needs for Room

Minimum Furniture and Objects:

- Kitchen island with a hidden cage inside
- Statue of the Minesing Swamp Man inside the cage
- Refrigerator
- Dishwasher
- Cabinets in the kitchen island, under the sink countertops, and above the sink countertops
 - Kitchen utensils inside these cabinets like plates, cutlery, cups, pots, and pans. Bowls can be included but they must be small bowls, no bigger than your hand. This is to make sure there is only one big bowl in the room.
- Stove
 - Kettle on the stovetop
- Sink
- 4 Shelves (in the pantry)

Equipment

- 1 Minesing Swamp Man's Favourite Meal recipe
- 1 Fridge Shelf Chart with tomato sauce stain
- 1 half empty jar of tomato sauce
- 1 Fridge Shelf Chart partially filled
- 8 blank Fridge Shelf Chart
- Box of pens
- Dr. Smith's folder
- Dr. Jones' folder
- 4 magnets to attach the following paper on the fridge
 - 1 Cryptid Assignment Notice
 - 1 Staff Allergy Notice
- Fake food in the fridge
 - Eggs, chicken, salmon, tuna, shrimp, tofu, partridge, beef, lamb, bison, pork, turkey
- Fake food in the pantry
 - Must have: squash, corn, rice
 - The rest of the shelves are filled with the other fruits, vegetables, and grains that match the foods on the display in the Safety Room.
- Large bowl big enough to hold the ingredients from the recipe (hidden inside the dishwasher)

Technology

- Touchscreen the size of an iPad on the cage door
- Speaker inside the cage near the cage door playing Swamp Man sounds
- Large touchscreen in the safety room

Room Reset Checklist

- Place all foods back in their original place in the fridge and pantry
- Place the bowl back in the dishwasher
- Make sure the screens are set back to their starting point
- Place papers back on the island countertop
- Replace the Fridge Shelf Charts that previous players have written on with blank ones
- Replace any other papers that players have written notes on
- Close any cabinets that are open
- Close the door that leads to outside

GM Hints and Script:

The GM is the boss in the game and will give hints using the walkie-talkie. They have hacked into the security cameras and can also see the players.

Stage 1 Hints

Finding the Swamp Man

(If players are looking at the papers right away for 1 minute and ignoring the noises.)

- “Where is that noise coming from?”

Answering the Security Questions

(If players do not know they need to reference the papers they collected in previous rooms)

- “Did you gather any information in the previous rooms that could help you answer these questions?”

Stage 2 Hints

Finding the 3 Missing Proteins

(If players are not looking at the papers on the refrigerator door)

- “Do you see any other papers in the room? Maybe they have information that could help you?”

(If 4 minutes have passed, and players are stuck in the puzzle)

- “What do you see on the kitchen island countertop? (allow players to respond) Could the Fridge Shelf Chart be used as a tool to help you keep track of who can or cannot have a shelf?”
- “What if you eliminated the shelves based on what allergies each doctor has?”
- “What if you tried not only focusing on Dr. Smith? If you can figure out the shelves of the other doctors, that can help remove some options for Dr. Smith’s shelf.”

(If players ignore the other doctors and end up picking the wrong shelf for Dr. Smith’s)

- “We should figure out who the other shelves belong to before we assemble the dish. If there is an overlap, we’ll know there is a mistake.”
- “Is there any information in the papers and folders that is in conflict with what we think is Dr. Smith’s shelf?”

Stage 3 Hints

Finding the Bowl

- “What was the note about the bowl that Dr. Smith made in their to-do list?”

Finding the Squash, Corn, and Rice

(If players are only looking in the cupboards)

- “What are those two rooms over there? Could something be in there?”

Exiting the Room

Once players finish watching the video of the Swamp Man escaping the kitchen, the GM will say “I just saw the Swamp Man outside! Come outside and let’s talk about everything you found today. We have a very interesting story to write!” Players will then discuss with the GM what they learned throughout the game, which will be the end of the escape game.

Learning Outcome:

In this room, players will learn more about the Swamp Man by reading a newspaper article describing two stories of different people interacting with the Swamp Man. These stories were provided by the CountyofSimcoe YouTube channel. One story is about a partridge hunter who was never found after entering the swamp. The other story is about a poacher who was trying to steal heron eggs from a tree in the swamp.

After being mysteriously hit in the head, the poacher heard someone whisper, “Leave us be. I protect everything in the swamp.” These stories helped change the belief that perhaps the Minesing Swamp Man was not an evil monster but actually a guardian of the swamp.

As this room is the final room, the first puzzle which requires players to answer security questions also acts as a review of the facts about Kempenfelt Kelly and the Minesing Swamp Man that the players have learned throughout the escape game.

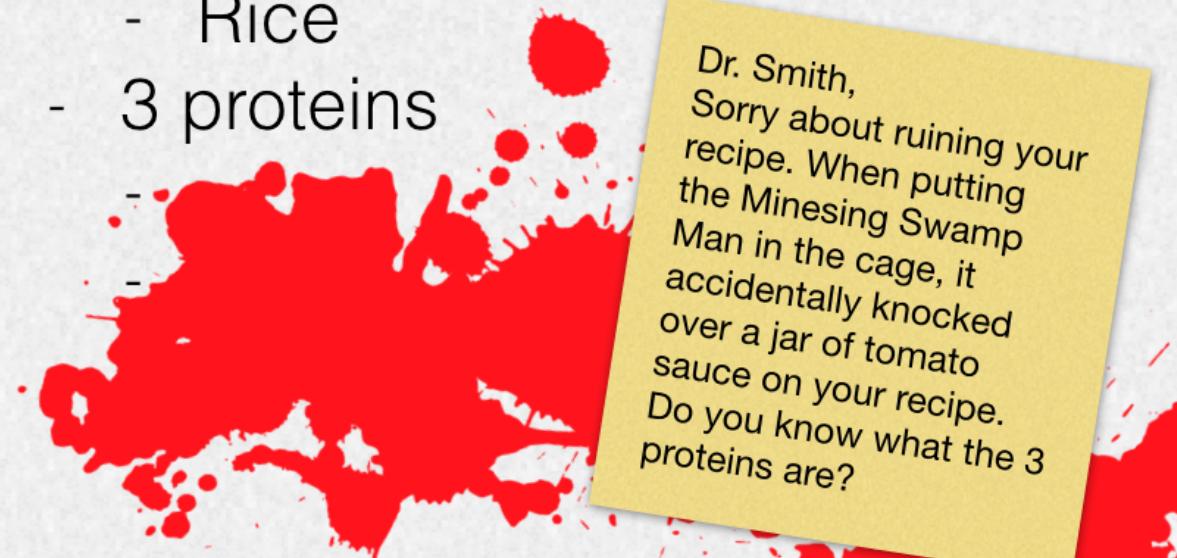
[\(Click here to return to Stage 2 of the Gameplay Overview\)](#)

Digital File Resources (The Puzzle) to Print

Recipe for Minesing Swamp Man's Favourite Meal

Minesing Swamp Man's Favourite Meal:

- 2 vegetables
 - Squash
 - Corn
- 1 grain
 - Rice
- 3 proteins



Dr. Smith,
Sorry about ruining your
recipe. When putting
the Minesing Swamp
Man in the cage, it
accidentally knocked
over a jar of tomato
sauce on your recipe.
Do you know what the 3
proteins are?

- Place all ingredients in a big bowl and serve

Fridge Shelf Chart (with tomato sauce spill)

Fridge Shelf Chart

If you are assigned to a cryptid this week, please write your name in the left column and check the box for the shelf that you picked.

	Shelf 1	Shelf 2	Shelf 3	Shelf 4
Dr. Lee				
Dr. Jones				
Dr. Smith				
Dr. Green				

Doctors,
I apologize for the mess
I made. When putting
the Minesing Swamp
Man in the cage, it
accidentally knocked
over a jar of tomato
sauce on this chart. I
have started a new
chart for you all, but I
am unsure which shelf
belongs to each of you.
Could you fill it in?

Fridge Shelf Chart (partially filled)

Fridge Shelf Chart

If you are assigned to a cryptid this week, please write your name in the left column and check the box for the shelf that you picked.

	Shelf 1	Shelf 2	Shelf 3	Shelf 4
Dr. Lee				
Dr. Jones				
Dr. Smith				
Dr. Green				

Fridge Shelf Chart (blank)

Fridge Shelf Chart

If you are assigned to a cryptid this week, please write your name in the left column and check the box for the shelf that you picked.

	Shelf 1	Shelf 2	Shelf 3	Shelf 4

Cryptid Assignment Notice on the fridge (attach to the fridge with magnets)

Cryptid assignment for this week:

- Dr. Lee: Thunderbird
- Dr. Jones: Giant Lizard
- Dr. Smith: Minesing Swamp Man
- Dr. Green: Smallfoot

Note: In order to keep the fridge organized and leave enough space for others, please pick one shelf and keep all your items on that shelf. Fill out the paper on the table to show which shelf you have picked.

Thank you,

Management

Staff Allergy Notice on the fridge (attach to the fridge with magnets)

Notice: Please be aware of the following staff allergies and sanitize fridge shelves and kitchen counters after using these ingredients. Thank you.

Staff Allergies:

- Dr. Rogers: Bison
- Dr. Green: Seafood
- Dr. Jones: Eggs

Dr. Smith

Mystery in the Minesing Swamp
October 30, 1996

Last night, a man went into the Minesing Swamp to steal some eggs from a nest. He was suddenly hit on the back of the head and fell to the ground. Hours later, he was found floating in the water. He told the police, he didn't see the attacker, but he heard the attacker whisper, "Leave us be. I protect everything in the swamp."

Locals believe this could be the Minesing Swamp Man, a mysterious creature that may live in our local swamp. Over 100 years ago, a local store owner went into the swamp to go partridge hunting. People around the swamp reported that they suddenly heard gunshots and screams. The store owner was never found.

It seems like the Swamp Man is the guardian of the swamp, protecting its animal friends like the eggs and partridge so that no one will eat them.



Eggs and partridge from the swamp:
Friends, not food!

To-do list:

- Buy 3 proteins for Swamp Man and put in fridge ✓
- Buy a bowl (big enough to hold recipe ingredients) and wash it ✓
- Meeting with boss
- Feed Swamp Man

Dr. Jones

From: Dr. Rogers

To: Dr. Jones

Last week I fed a pigeon to the Giant Lizard and it enjoyed eating it. Could you purchase a different type of bird this week to see if it also enjoys eating it?

I will then help you cook a new dish for the Giant Lizard. Since the other 3 shelves are taken by other doctors, please leave some space on your shelf for my ingredients as we will have to share a shelf.

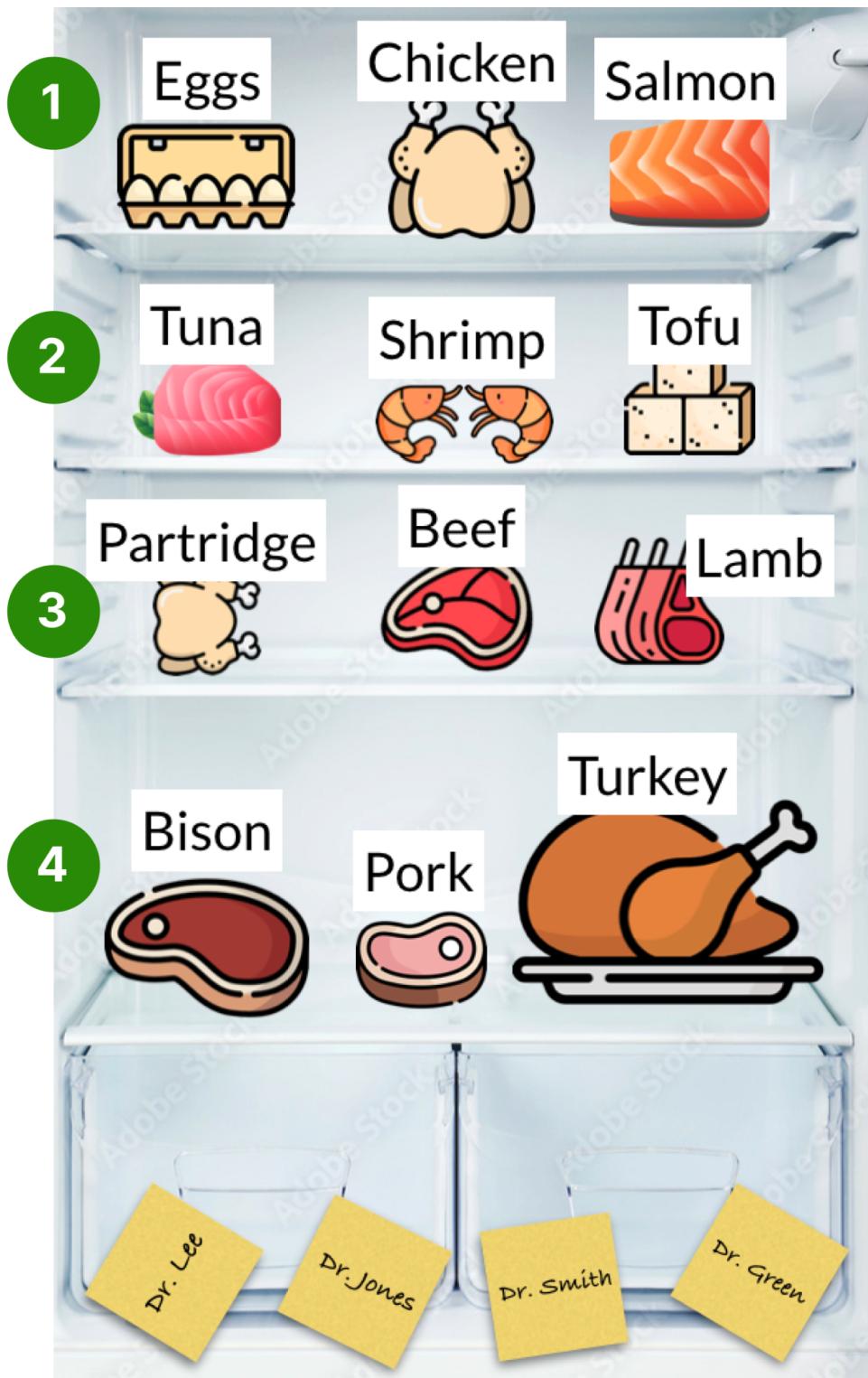
Thank you,
Dr. Rogers

To-do list:

- Purchase a bird ✓
- Plan a new dish I can make with Dr. Rogers ✓

Appendix

Fridge organization



[\(Click here to return to Stage 2 of the Gameplay Overview\)](#)

Detailed solution for Stage 2

It is easiest to solve this puzzle if the player uses the fridge shelf chart to make notes of what is a possible option for a shelf and what cannot be the shelf. The fridge shelf chart is also a form of visible progress that players will experience throughout the puzzle.

After seeing the recipe and fridge shelf chart with the tomato spill, players may decide to go to the fridge to see the shelves. On the fridge door, they will see the staff allergies list, which is a good place to start for the puzzle.

Dr. Rogers, who appears first on the list, doesn't appear on the fridge shelf chart, so players will likely ignore this. Dr. Green, who is allergic to seafood, appears next. Since Dr. Green is allergic to seafood, Green's shelf cannot be Shelf 1 or 2 as 1 has salmon and 2 has tuna and shrimp. Dr. Jones, who is allergic to eggs, is last on the list. Jones' shelf cannot be Shelf 1 because it has eggs.

Next, players can look at the folders for hints. Dr. Smith has a newspaper article about how the Minesing Swamp Man is protecting the partridge and eggs and doesn't want them to be eaten. Therefore, the Swamp Man would not have partridge and eggs in its diet. Shelves 1 and 3 can be eliminated as they have egg and partridge respectively.

Looking at Dr. Jones' folder reveals that Dr. Rogers, who was first on the allergies list, is not irrelevant to the puzzle. Dr. Rogers will be working together with Dr. Jones, and they will share a shelf. Since Dr. Rogers and Dr. Jones are working together and Dr. Rogers is allergic to bison, Dr. Jones cannot have Shelf 4 which has bison. The note in Dr. Jones' folder also shows that Jones has a shelf with a bird on it. As Shelf 2 does not have a bird, Jones cannot have Shelf 2. Based on these eliminations, the players' chart will look like this:

Fridge Shelf Chart				
	Shelf 1	Shelf 2	Shelf 3	Shelf 4
Dr. Lee				
Dr. Jones	X	X		X
Dr. Smith	X		X	
Dr. Green	X	X		

As Dr. Lee is the only doctor who has not been eliminated from Shelf 1, Dr. Lee has Shelf 1.

Dr. Jones only has one shelf left as an option, so Dr. Jones has Shelf 3.

Dr. Green can only have Shelf 3 or 4. However, now that we know Dr. Jones has Shelf 3, that means Dr. Green has Shelf 4.

Dr. Smith will have the remaining shelf which is Shelf 2.

The following image shows a Fridge Shelf Chart with the shelves each doctor picked.

	Shelf 1	Shelf 2	Shelf 3	Shelf 4
Dr. Lee	✓			
Dr. Jones	X	X	✓	X
Dr. Smith	X	✓	X	
Dr. Green	X	X		✓

As Dr. Smith is the doctor assigned to take care of the Minesing Swamp Man, the 3 missing proteins are the ingredients on Shelf 2: tuna, shrimp, and tofu.

Works Cited

McMahon Architects. "Workplace Break rooms and Kitchenettes." *McMahon Architects*, <https://www.mcmahonarchitects.com/blog-1/2021/4/21/workplace-breakrooms-and-kitchenettes>. Accessed 16 November 2023.

"Minesing Swamp Man | Simcoe County Museum Halloween 2021." YouTube, uploaded by CountyofSimcoe, 21 October 2021, <https://www.youtube.com/watch?v=LlePGC0Vwlc&t=4s>.