

Wozzle Studios

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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

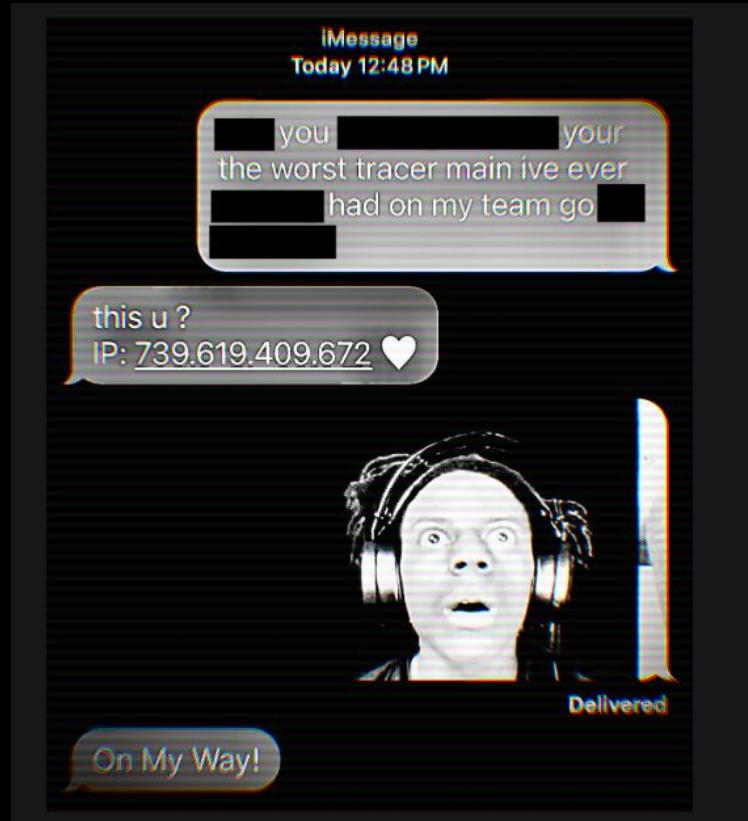
AGE: 41
EYE COLOUR: BRIGHT BLUE
HEIGHT: 6'1
HAIR COLOUR: BLACK
WEIGHT: 372 lbs

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

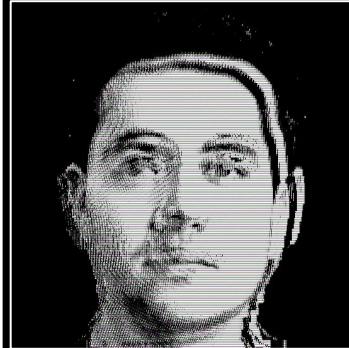
Narrative: John Van Abdul Wazzleton is having literally the worst day of his life!!!!!!! He got DOXXED and KIDNAPPED!!!!



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

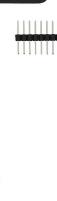
You wake up on the cold floor of a hospital room. There are symbols on the wall to your left, and a book with the cipher underneath the bed. Ahead, there is a locked box with a four-digit code. Inside is a remote that powers on the TV, revealing more numbers you need to unlock the door and escape. Escape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

Puzzle 1 - Cipher And Locked Box

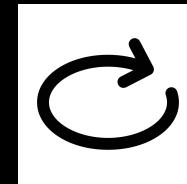
A	≡	N	∨	a	⤠	n	⤡
B	⤢	O	⤣	b	⤤	o	⤥
C	⤦	P	⤧	c	⤦	p	⤨
D	⤩	Q	⤪	d	⤩	q	⤪
E	⤫	R	⤬	e	⤫	r	⤬
F	⤭	S	⤮	f	⤭	s	⤮
G	⤯	T	⤰	g	⤯	t	⤰
H	⤱	U	⤲	h	⤱	u	⤲
I	⤳	V	⤴	i	⤳	v	⤴
J	⤵	W	⤶	j	⤵	w	⤶
K	⤷	X	⤸	k	⤷	x	⤸
L	⤹	Y	⤻	l	⤹	y	⤻
M	⤻	Z	⤼	m	⤻	z	⤼



Puzzle 2 - Flashing Number

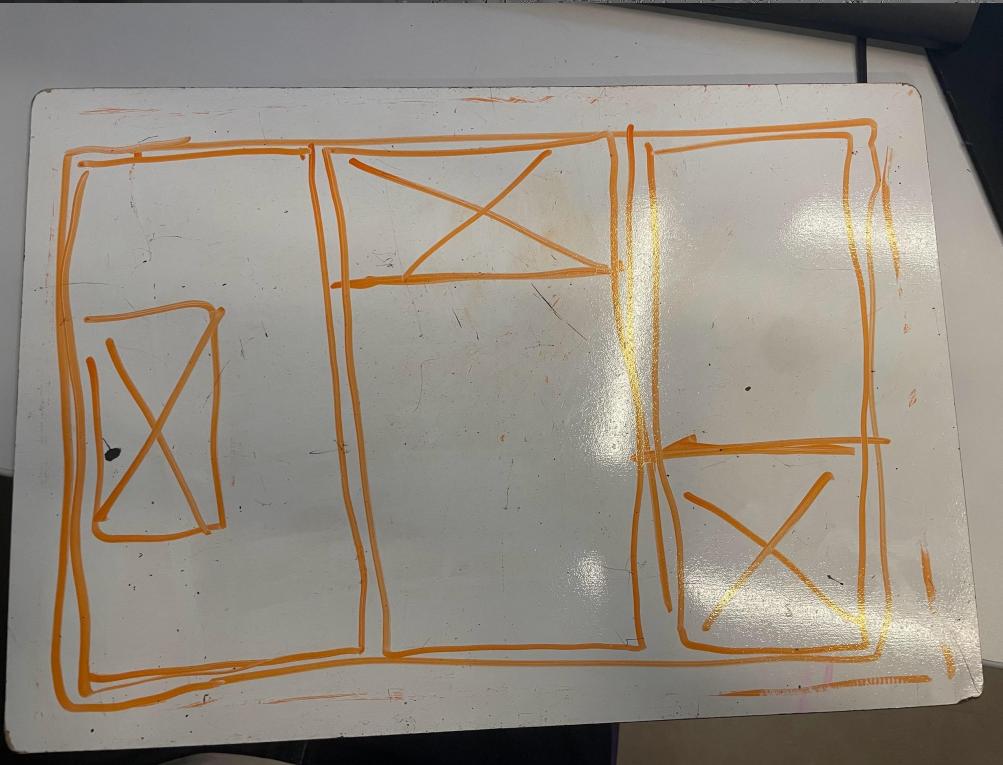


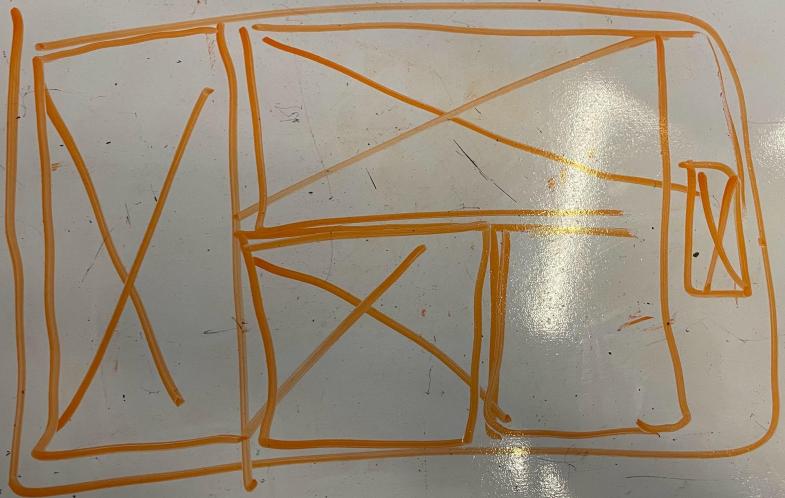
Tv flashes
numbers

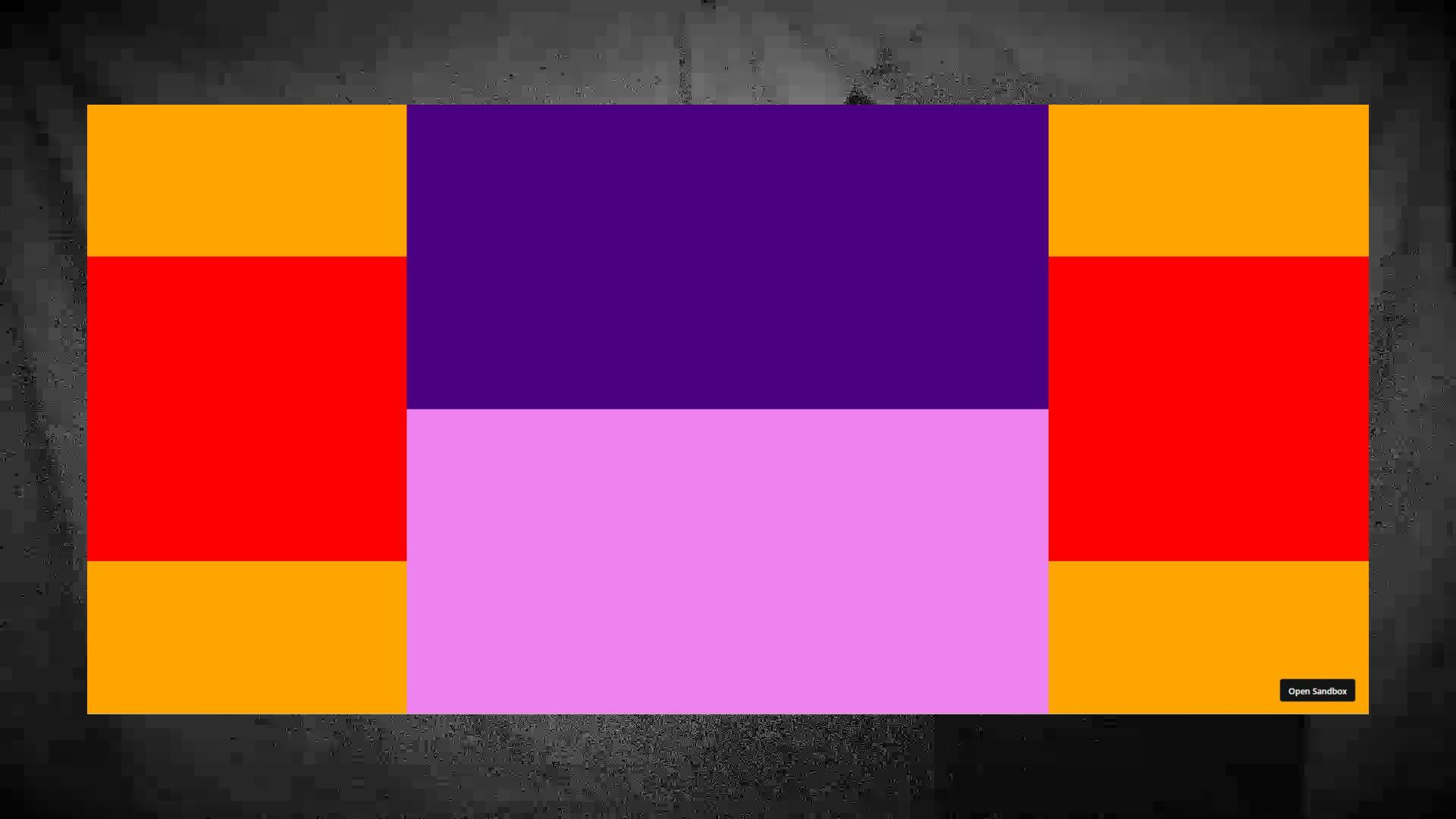




○○⊕* ○○♀□♀○
♀△△○ * ○ * ♀



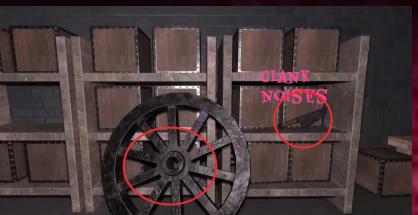




Open Sandbox

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

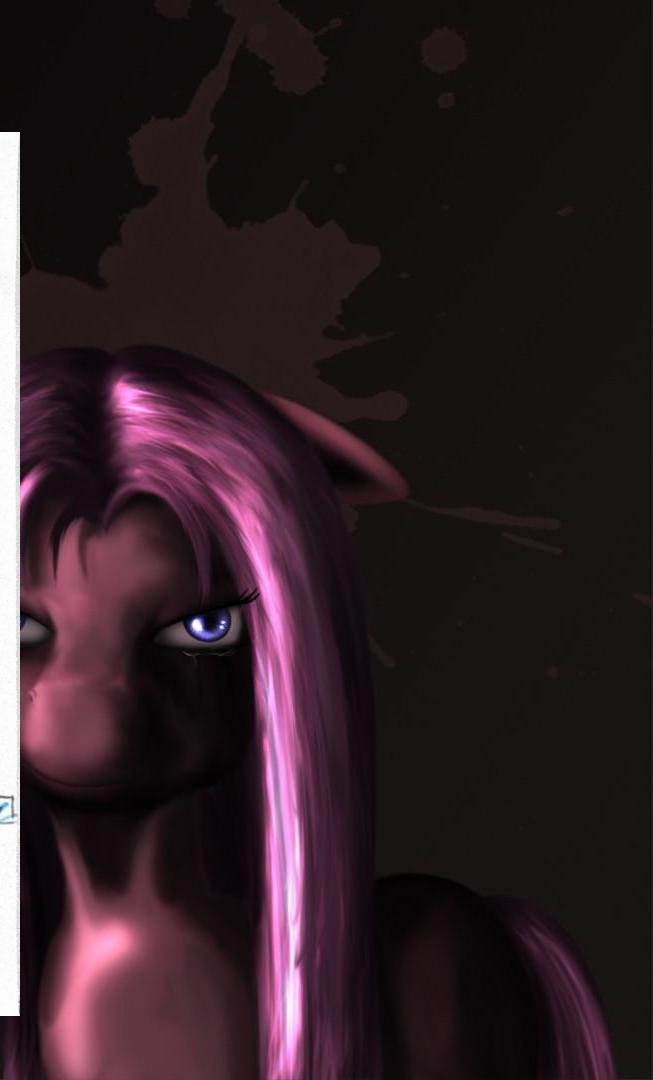
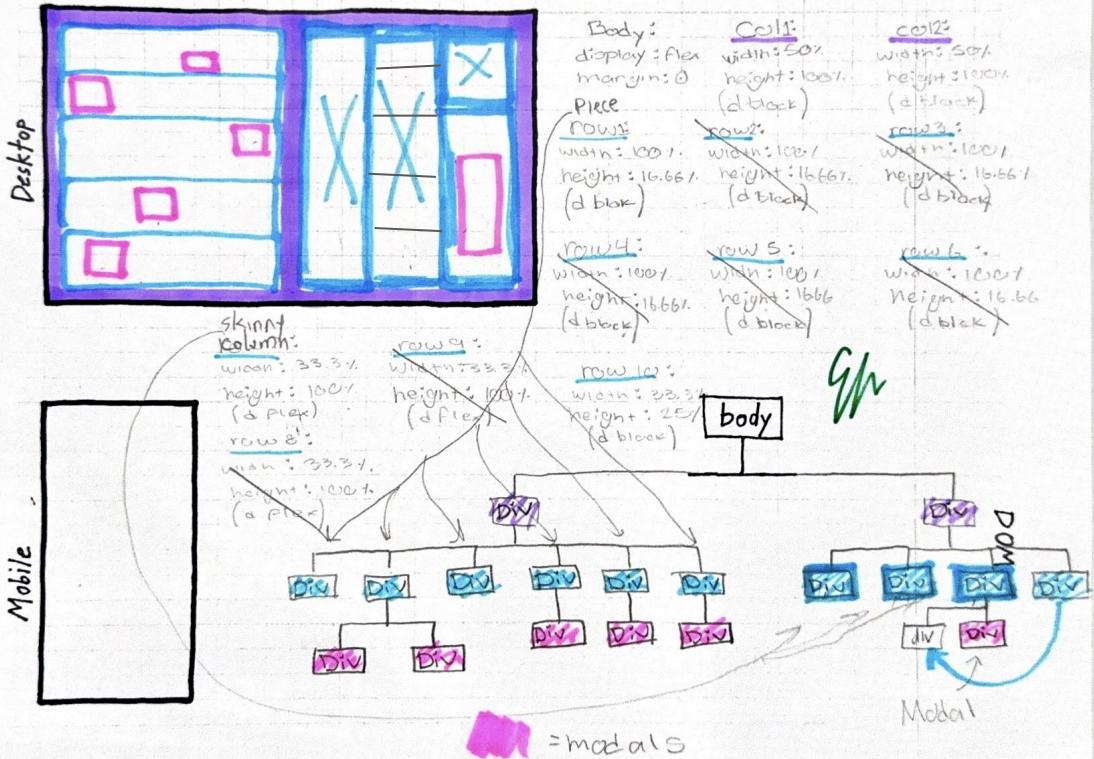


YOU HAVE A TEA LIGHT FIND THE MATCH TO LIGHT IT FIND THE NUMBERS TO THE LOCK TO THE BIG DOOR AT END OF TUNNEL

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





Roon 3. The snow



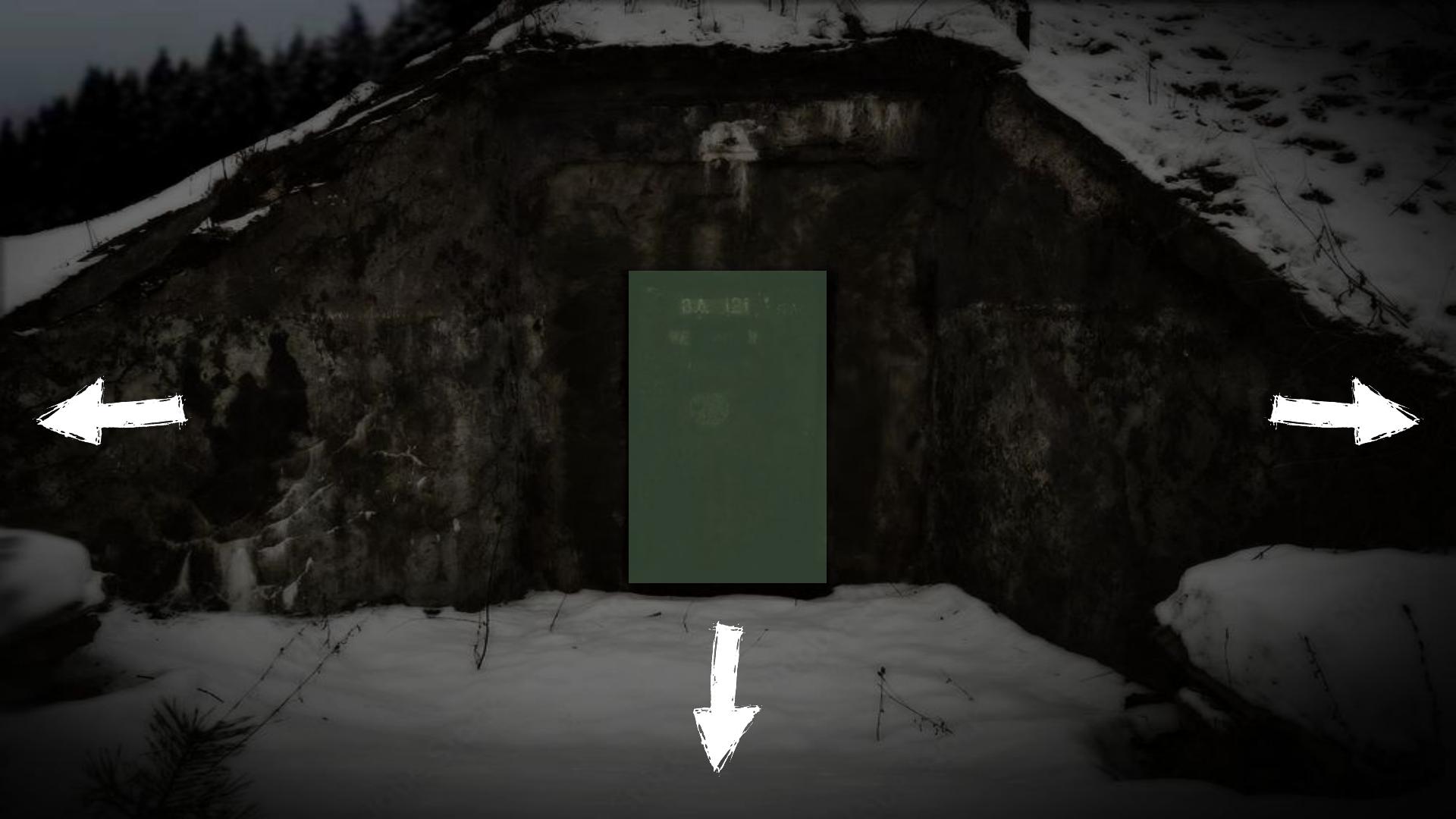
Jeff the

Killer

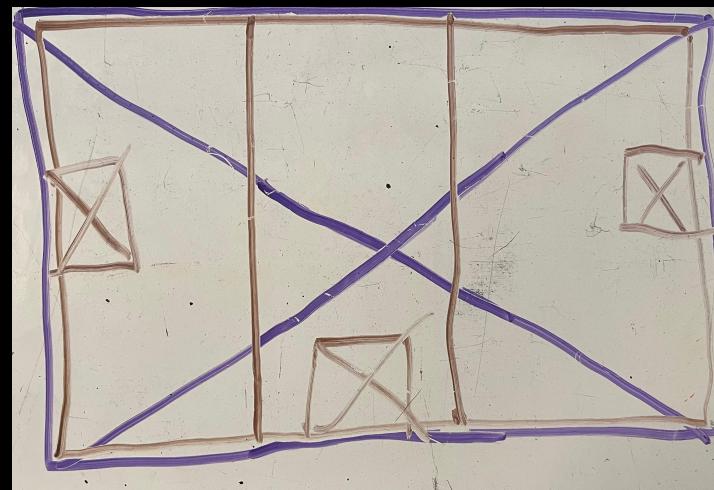
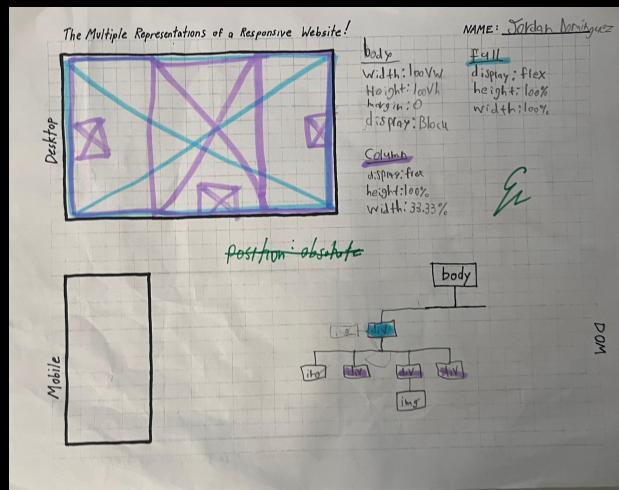
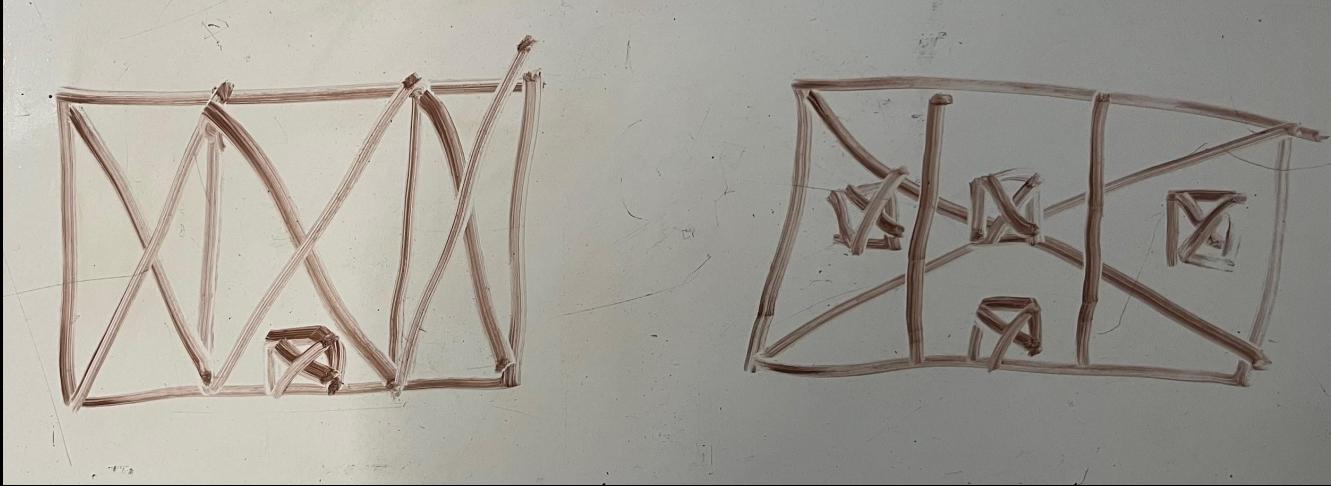
You find yourself in front of a locked bunker door and have to navigate through the forest in order to find letters written in blood for a keyword while also being chased by Jeff the killer.

- 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??”



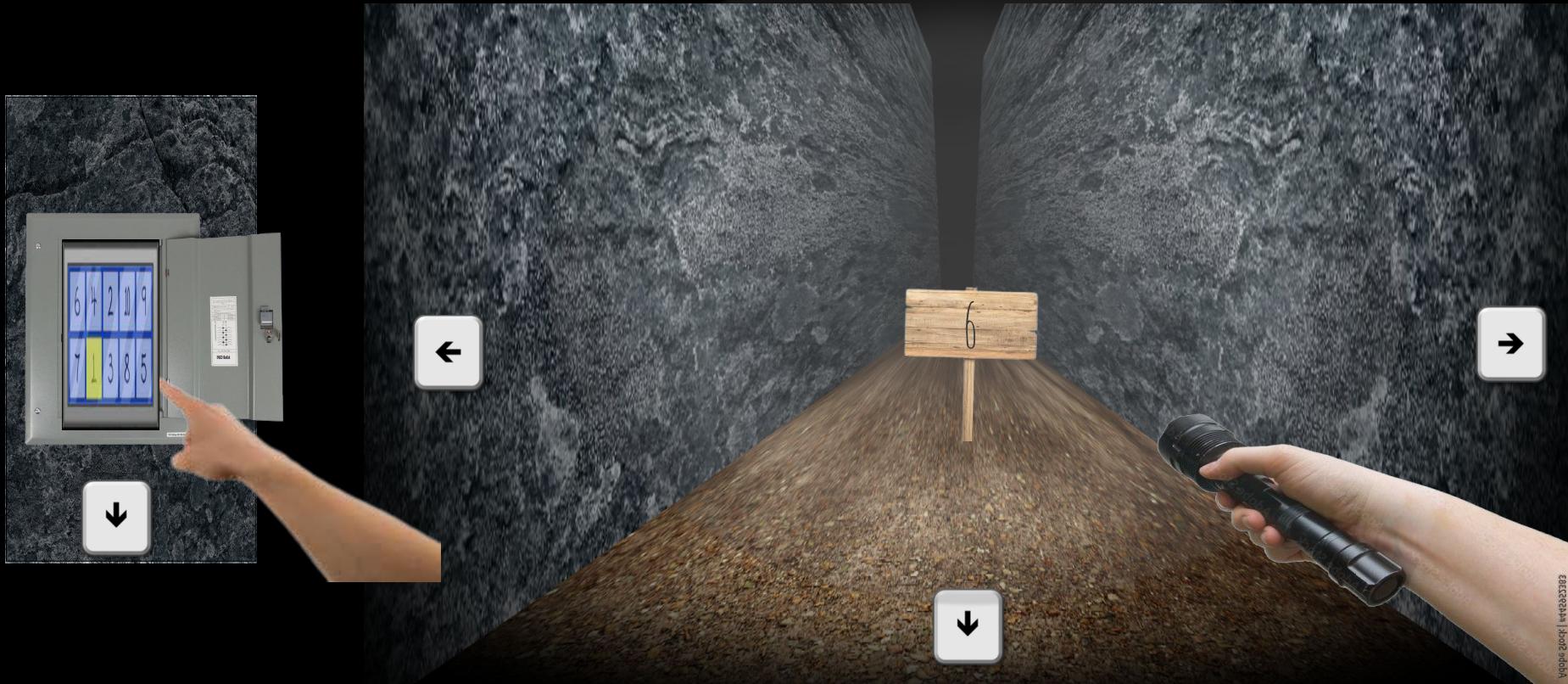
Slender Man

escape maze room 4 austin northingthahah

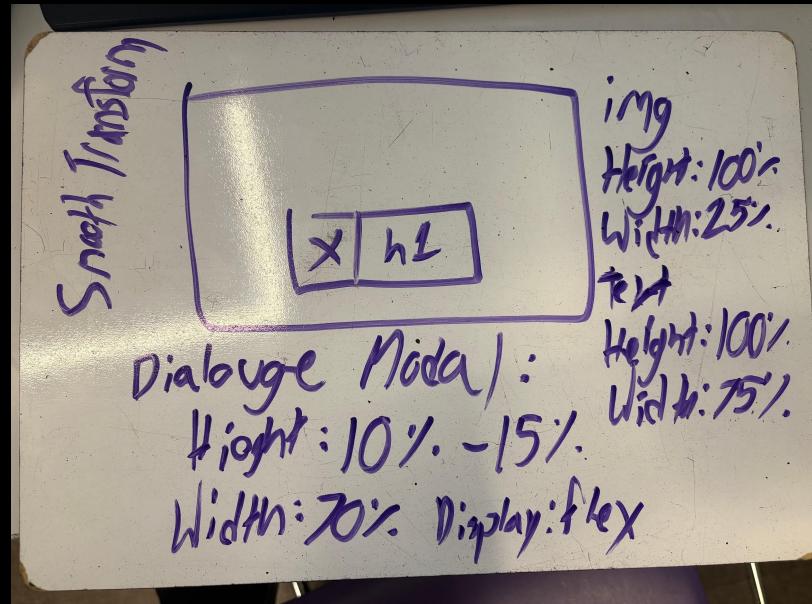
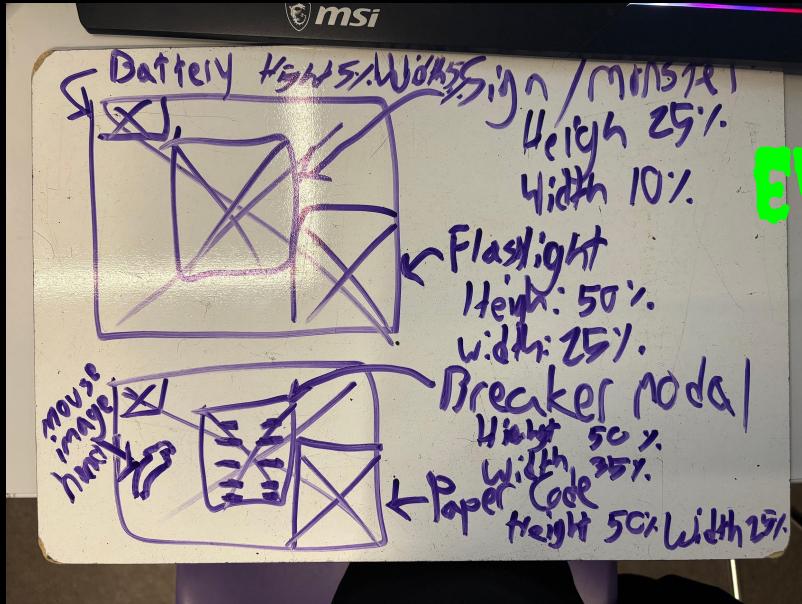
You end up into a dark maze. You find a breaker box next to a door for the exit. There are three directions to look around in the maze: front, left, and right. You have a flashlight with a limited battery. The breaker has buttons from 1-10 and the player must input a random order of numbers. They must 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



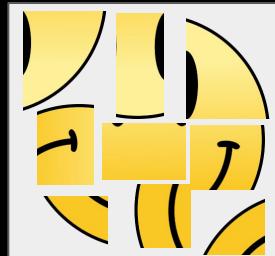
*She dances, he
jokes, but one must
steer,
The red-haired one
will set you clear.*

- 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...



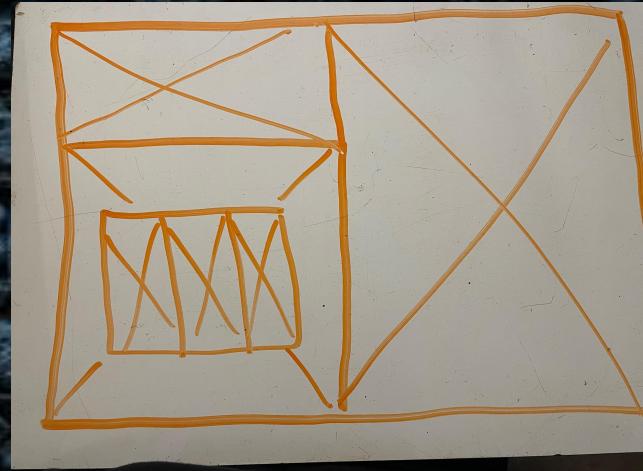
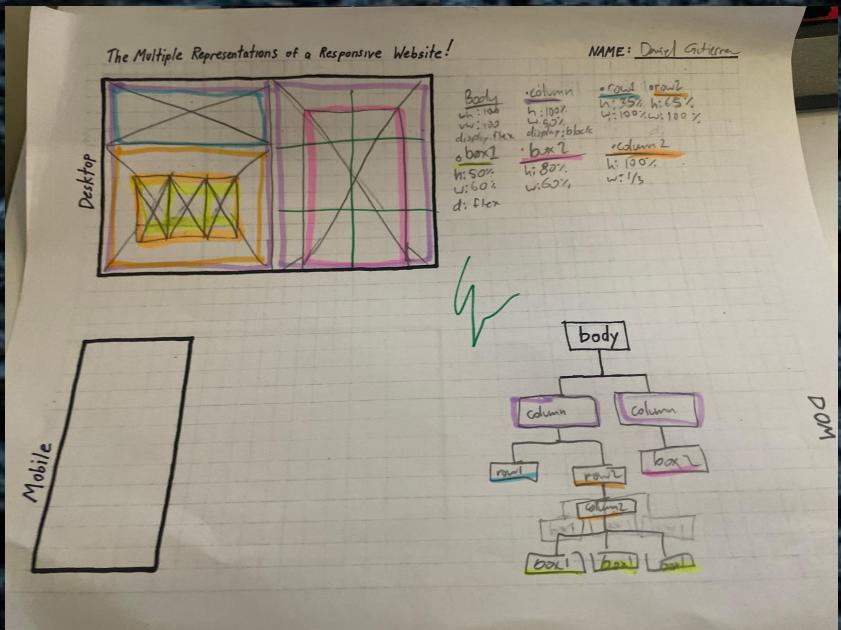
Candle Cove



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



Candle Cove





Shared Asset Folder



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





Palantir



ORDER

Mekhi

Tochtli

Jordan

Austin

Daniel