**Clean Up/Packing Instructions**

***For after the experience is complete and the players have left***

***Note any room pieces that need reprinting as you pack***

* **PUZZLE 1 CLEAN UP**
  + The slips of paper representing the Botnet should be gathered and returned to their starting container. There should be 12 pieces.
  + All puzzle 1 papers should be returned to the folder they came in. There should be three pages of instructions (one for the botnet puzzle, one for the phishing puzzle, and one for the open source information puzzle), 4 pages of emails, and a page with a fake social media profile.
  + Return the botnet puzzle pieces container and the folder to the escape room storage container.
* **PUZZLE 2 CLEAN UP**
  + There should be four QR code pieces from the puzzle. If these pieces did not scan and the backup QR code needed to be used, note this so that the pieces can be reprinted. Otherwise, store them accordingly.
  + One piece of the QR code and the ransomware definition should be stored in the wooden puzzle box. There should be a piece of cardboard with the box’s instructions if closing it proves difficult.
  + The wooden puzzle box should be stored in the brown metal lockbox that looks like it’s made out of wood. There should be a labeled piece of paper in the top of the box that another piece of the QR code should be stored behind. Relock the box with the 3-digit lock, and make sure it no longer has the proper combination input.
  + The steganography definition, the instructions to the wooden puzzle box, and another piece of the QR code should be stored in the locked-shaped lockbox with the gold switch. Relock the box with the 3-character lock, and make sure it no longer has the proper combination input.
  + The final black lockbox should contain the final piece of the QR code, the fold puzzle page, and two envelopes: one containing the instructions to the brute force puzzle, and one containing the general puzzle 2 instructions. If the dial to lock and unlock the box won’t turn, make sure the combination is set to 763 and then turn it. To lock, close the box, turn the dial to the left, and attempt to open. If the box doesn’t open, it is locked—be sure the box’s combination is changed from the correct input.
  + Return all lockboxes to the escape room storage container.
* **PUZZLE 3 CLEAN UP**
  + In the black safe, return the 4 blacklight flashlights and the two pages of puzzle instructions (hashes and encryption) to the safe. Once the door is closed, turn the handle to the left so that it’s pointing downwards. The safe is now locked.
  + If the safe is closed before you’re able to store the objects, or the handle is in the locked position but the door is open, enter the passcode (96024321 + ENTER) to open the safe and lock it properly with the items.
  + Return the safe to the escape room storage container.
* **GENERAL CLEAN UP**
  + Gather the 4 notebooks used in the experience. Tear out and discard any used pages.
  + Gather any pencils provided to players.
  + Check the room over one final time for any missed pieces of the escape room. Return those pieces, the notebooks, the pencils, and this instructions folder to the escape room storage container.
  + The room should now be packed, and you may leave.