

## Room A0

Items: Communication hole, Chandelier, Couch, Ambry, Dining Table, Carpet, Painting.

Description: There is a weird sound making hole, maybe it can be used for communicating with the other side. The room has an old carpet, an ambry, a small couch with a dining table near to it. Something seems odd with the painting and the chandelier has a black spot on it. This room seems to be the mansion dining room.

Inspecting items:

- Communication Hole can be used to exchange items and talk with the other side.
- Chandelier has a black spot that appears to be a token of some kind.
- Couch is just an old and fancy couch, nothing on it.
- Ambry seems to have been attacked by someone, it is all destroyed.
- Dining Table has a blood spot on it.
- Carpet is all messed up, nothing under it.
- The paint seems to have been damaged, but it is certainly a human figure.

## Room A1

Items: Computer, Desk, Bookshelf, Globe, Books, Owner Bust, Locked Window, Suitcase.

Description: This room seems to be the mansion office. Has a computer with no cables attached over a desk and a Globe near it. The bookshelf only has books about psychology. There is a window, but it appears to be locked. There is a human bust and under it a suitcase.

Inspecting Items:

- Computer needs cables to be turned on.
- Desk has no drawers.
- Bookshelf is almost empty.
- Books are about human psychology, but there are no notes on them.
- The window seems to be locked with iron bars.
- The bust seems very similar with the painting at the dining room, maybe is the owner.

- The Suitcase has a 4 numbers password, maybe it has something inside.

## Room A2

Items: Stove, Refrigerator, Microwave, Cabinet, Table, Oven, Radio, Coif, Dishwasher, Ladder, Scale.

Description: This is definitely the mansion's kitchen, and old stove and a coif near a refrigerator. It has a cabinet with a microwave inside, a table with an oven and a radio; there is a scale that seems unbalanced. Also it has a dishwasher and an old ladder.

### Inspecting Items:

- Stove appears to have no gas and nothing inside, but it is all burnt.
- Refrigerator has a lot of water, it seems undrinkable.
- Microwave has no door.
- The cabinet is a little destroyed.
- The radio has no batteries.
- Oven is not plugged by any cables.
- The coif does not seem to work anymore.
- Dishwasher has no water on it, it looks dried out.
- The ladder is big, maybe it can help to reach the ceiling.
- Scale is unbalanced, and the numbers seem to change little with pressure. It says that it weights with 4 decimals.

## Room A3

Items: Broom, Washing Machine, Iron, Sink, Cleaning Products, Screwdriver.

Description: This seems to be the mansion pantry. There are many expected things like a broom, washing machine, a sink and an iron. However, there are some cleaning products and a screwdriver.

### Inspecting items:

- Broom looks old and useless.

- Washing machine is full of lichens and fungi inside.
- The Iron has no cable.
- The sink is covered by lichens.
- Most cleaning products bottles seem empty.
- Screwdriver seems to be useful in this place.

#### Room B0

Items: Communication Hole, Pool Table, Black Jack, Bar, Foosball, Air Hockey, Air Conditioning Vent, Pool Token Hole.

Description: There is a weird sound making hole, maybe it can be used for communicating with the other side. Also it seems to be a playroom with a pool table, a black jack table, a foosball table and an air hockey table. The bar seems useless. There seems to be something wrong with the air conditioning vent.

#### Inspecting Items:

- Communication Hole can be used to exchange items and talk with the other side.
- The pool table has o hole to insert a token, maybe it opens the drawer.
- No drinks at the bar.
- All tables seem fun.
- The vent seems to have a paper inside.

#### Room B1

Items: Dumbbell, Press Bar, Running Machine, Bench, Ropes, Balls, Tatami, Sports Clothing, towels, Floor Crack.

Description: Certainly the mansion gym, it seems to be equipped with a press bar, that cannot be moved, a running machine, a 1 kg dumbbell, ropes, balls and a tatami. There are some clothes and towels over the bench. There is a weird crack on the floor.

#### Inspecting Items:

- The dumbbell seems useful to measure something.
- The press bar has no bench and is too heavy, maybe it is stuck.
- Running machine seems fun.
- The ropes are all tied together and tied at the bench, it is a mess.
- The tatami has blood on it, maybe someone fought on it.
- Sport ball, but they are huge, at least one meter wide.
- Clothes seem to be women sport clothing. Nothing on it.
- All towels have Brad written on it.
- The crack on the floor seems to have been done with the dumbbell, maybe something is hidden under it.

## Room B2

Items: Bed, Closet, Wardrobe, Clothes, Nightstand, Puzzle, Book, Notebook, Locked Window.

Description: Just a regular room, a bed inside the closet, with some clothes inside the wardrobe and a nightstand. A puzzle with some pieces missing. There is a notebook and a children's book. There is a window.

### Inspecting Items:

- The bed has no sheets.
- The closet is a mess, nothing on it.
- The wardrobe only has children's clothes.
- Nightstand is empty.
- The puzzle has some missing pieces, maybe it has a message.
- The book is about Minotaur.
- The notebook has no cables.
- The window is locked with iron bars.

### Room B3

Items: Canvas, Ink, Clay, Marble Statue, Spatula, Key, Vault, Crowbar.

Description: This room seems like a painter's workshop. There is canvas and some ink besides it; a Marble statue with some clay on it, and a spatula. Over the other side there is a closed vault with a key and a crowbar over it.

Inspecting items:

- A canvas with some unfinished abstract art on it.
- 5 different ink colors.
- The clay seems fresh.
- The marble statue was finished using clay.
- The spatula is very old and dirty.
- Maybe the key can open a door.
- The vault is locked, there must have a password to open it.
- Crowbar seems solid, maybe it can open doors and cracks.

### Room C0

Items: Exit Door, Carpet, Paintings, Umbrella Vessel, Vase, Plants, Locked Window, Chandelier.

Description: This seems like the entrance hall, there is an old carpet, some paintings, a vessel to put umbrellas, a vase with plants, a locked window and a chandelier. There is a door.

Inspecting Items:

- The door seems to be the exit.
- The carpet seems bloody.
- More paintings of a human figure.
- The vessel seems to be useful to put umbrellas.
- The plants are all dead.
- There are dead plants in the vase.

- The window is locked with iron bars.
- The chandelier seems to be working fine.

## Usable Items

### - Communication Hole:

Local: A0, B0 (Initial Rooms);

Usage: Players can talk and Exchange items between rooms A0 and B0.

Reward: Zone communication and item exchange.

### - Suitcase:

Local: A1 (Office);

Usage: Player can open suitcase with a with passwords found in rooms B3, B2 and A2 ()  
jogador pode abrir a maleta com uma combinação de senhas que será encontrada nos locais B3, B2 e A2 (Workshop, Room, Kitchen);

Reward: Two Keys to open both zones (A and B) exits.

### - Keys:

Local: A1 (Room) inside suitcase;

Usage: Opens door;

Reward: Opens new map region.

### - Screwdriver:

Local: A3 (Pantry);

Usage: Opens Air Conditioning Vent at B0 (Playroom);

Reward: Puzzle piece.

- Puzzle:

Local: B2 (Room);

Usage: Finish Puzzle;

Reward: Suitcase password S1.

- Dumbbell:

Local: B1 (Gym);

Usage: Equilibrate Scale;

- Crowbar:

Local: B3 (Workshop);

Usage: Open crack on floor B1 (Gym);

Reward: Vault password B3 (Workshop).

- Ladder:

Local: A2 (Kitchen);

Usage: Reach chandelier at Room A0 (Dining Room);

- Chandelier:

Local: A0 (Dining Room);

Reward: Pool table token.

- Pool Table Token:

Local: A0 (Dining Room)

Usage: Opens pool table drawer;

Reward: Suita case password S2.

- Air Conditioning Vent:

Local: B0 (Playroom);

Usage: Hides password

Reward: Suitcase password S3.

- Scale:

Local: A2 (Kitchen);

Reward: Suitcase Password S4.

Info:

Walkthrough:

**Team 1:**

A-) Get **Ladder** (Kitchen-A2), Use on **Chandelier** (Dinning Room-A0) to get **Token.**

B-) Get **Screwdriver** (Laundry Room-A3).

C-) Get **Puzzle Piece M** (Office-A1).

D-) Send **Token**, **Screwdriver Puzzle** and **Piece M** to the other side.

**Team 2:**

E-) Get **Dumbbell** (Gym-B1).

F-) Get **Crowbar** (Atelier-B3), Use on Floor Crack (Gym-B1) to get **Note.**

G-) Use **Note** on **Vault** (Atelier-B3) to get **Puzzle Piece H.**

H-) Use **Token** on Pool Table (Playroom-B0) to get **Password2.**

I-) Use **Screwdriver** on Air Conditioning Vent (Playroom-B0) to get **Puzzle Piece A** and **Password3.**



J-) Use **Puzzle Piece A**, **Puzzle Piece H** and **Puzzle Piece M** on **Puzzle** (Bedroom-B2) to get **Password1**.

K-) Send **Dumbbell**, **Password1**, **Password2** and **Password3** to the other side.

**Team 1:**

L-) Use **Dumbbell** on **Scale** (Kitchen-A2) to get **Password4**.

M-) Use all **Passwords** on **Suitcase**(Office-A1) to get **Ruby Key** and **Sapphire Key**.

N-) Send **Sapphire Key** to the other side.

O-) Use **Ruby Key** on **Door**(Office-A1) to reach the Hall.

Team 2:

P-) Use the **Sapphire Key** on **Door**(Gym-B1) to reach the Hall.

Both Teams:

Q-) Go to the Hall(C0) to **win**.