

Walk Thru Solutions

Img of level + circles on the objects that are meant to be clicked

STEP 1
Very detailed steps

Img of level + circles on the objects that are meant to be clicked

STEP 2
Very detailed steps

Img of level + circles on the objects that are meant to be clicked

STEP 3
Very detailed steps

ROOM NUMBER: TEAM MEMBER WHO CREATED IT

***If takes more steps to complete your level/room, feel free to use multiple slides**

CREATED BY:

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Jordan Dominguez

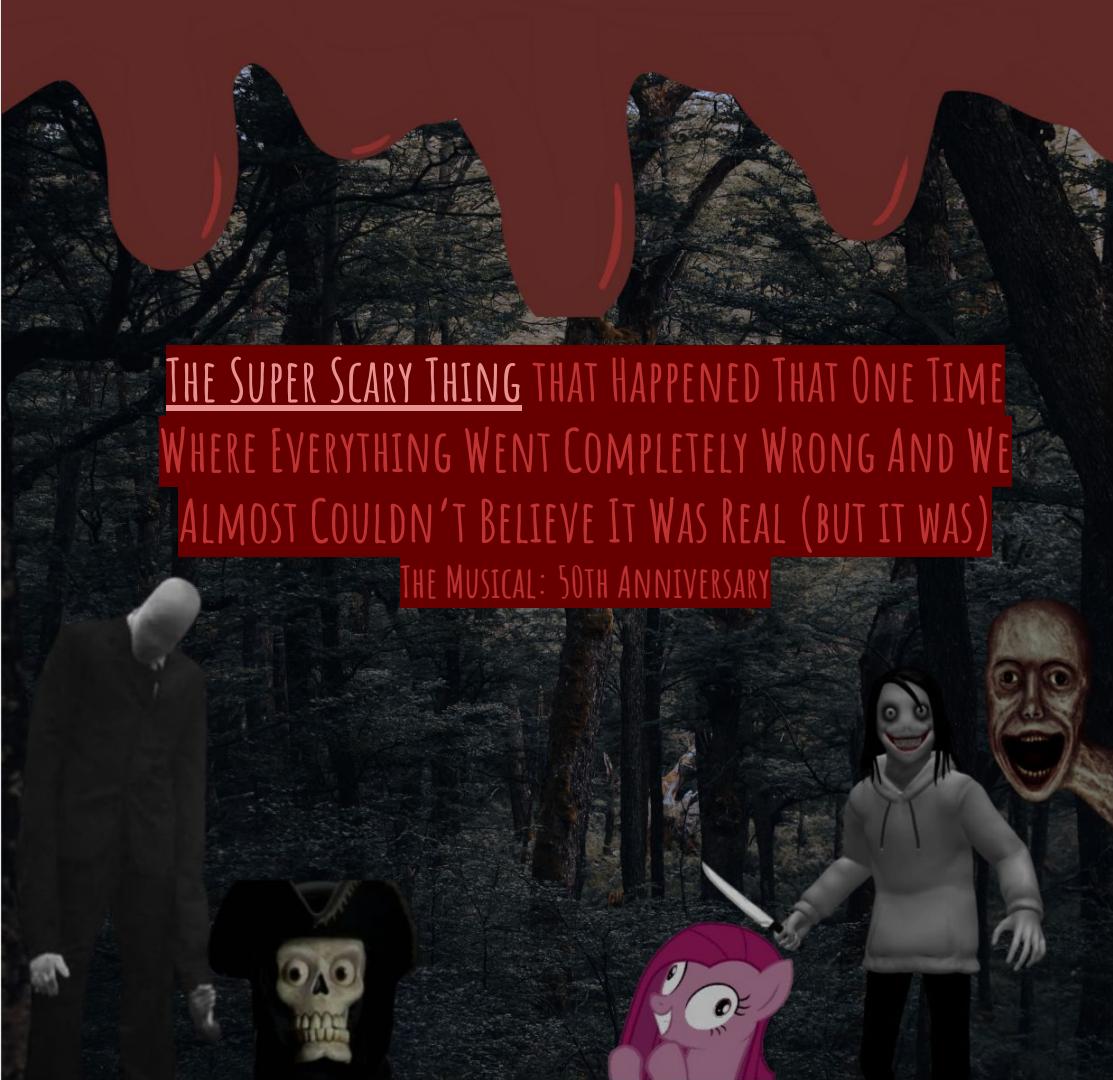
Mekhi Washington

Tochtli Moreno-Quant

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**THE SUPER SCARY THING THAT HAPPENED THAT ONE TIME
WHERE EVERYTHING WENT COMPLETELY WRONG AND WE
ALMOST COULDN'T BELIEVE IT WAS REAL (BUT IT WAS)**

THE MUSICAL: 50TH ANNIVERSARY



1

STEP 1
Click on the
match on your
screen to
toggle the
flashlight mode
to look around
the room



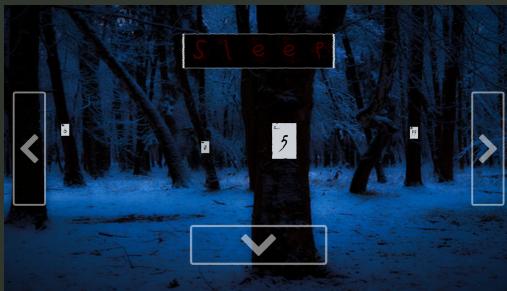
STEP 2
Search the
ENTIRE screen
for these
symbols where
you HAVE to
click **EVERY**
SINGLE ONE
they all light up
grey except
five of them

ROOM NUMBER: 2, Tochtli M

STEP 3
The clue is a
rainbow, the
rainbow has
five colors
thoes five are
the same
colors as the
only five that
are lit up. Put
the symbols in
color order.



STEP 4
Punch in the
symbols in the
order of the
rainbow on the
paper
previously
found. Put
them in the
order of the
singular five
symbols that
where lit up.



STEP 1

Interact with the Bunker door multiple times for dialogue and click the Right arrow. Jeff will move closer to you over time so click the back button to reset his position.

STEP 2

Click the red arrow and move cursor around until it changes and dig up 5 letters.

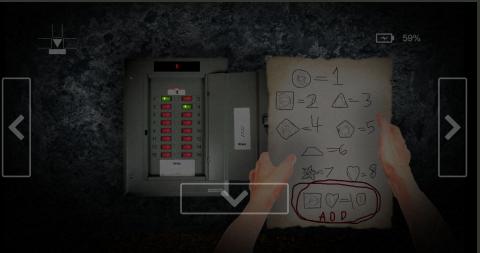
STEP 3

When “Sleep” is spelled out in your inventory talk to the bunker door to hear his dialogue and look to your left and to translate the word to a code.



STEP 4
Enter the code and
press enter to
proceed to the next
room.

ROOM NUMBER: 3, Jordan Dominguez



STEP 1

Find signs with symbols on them.

STEP 2

Translate the symbols to numbers, if there are two on one sign add them.

STEP 3

Avoid looking at slender man and running out of battery.

STEP 4

Complete the breaker one last time with a time constraint and baldi.



STEP 1

Once you're loaded in, click the skull to get the riddle.

Once you click anything, the timer will start.

STEP 2

Use the riddle to see which order to click the puppets.
Click the X to exit this screen.

STEP 3

Click the puppets in the order: Jester, Pirate, Witch, Queen.
If the wrong puppet is clicked, 20 seconds leave the timer.

STEP 4

Once complete, a door will appear. Click the door to finally escape.