

Walk Thru Solutions

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

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

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

STEP 1

**Very detailed
steps**

STEP 2

**Very detailed
steps**

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:

Austin Northington

Jordan Dominguez

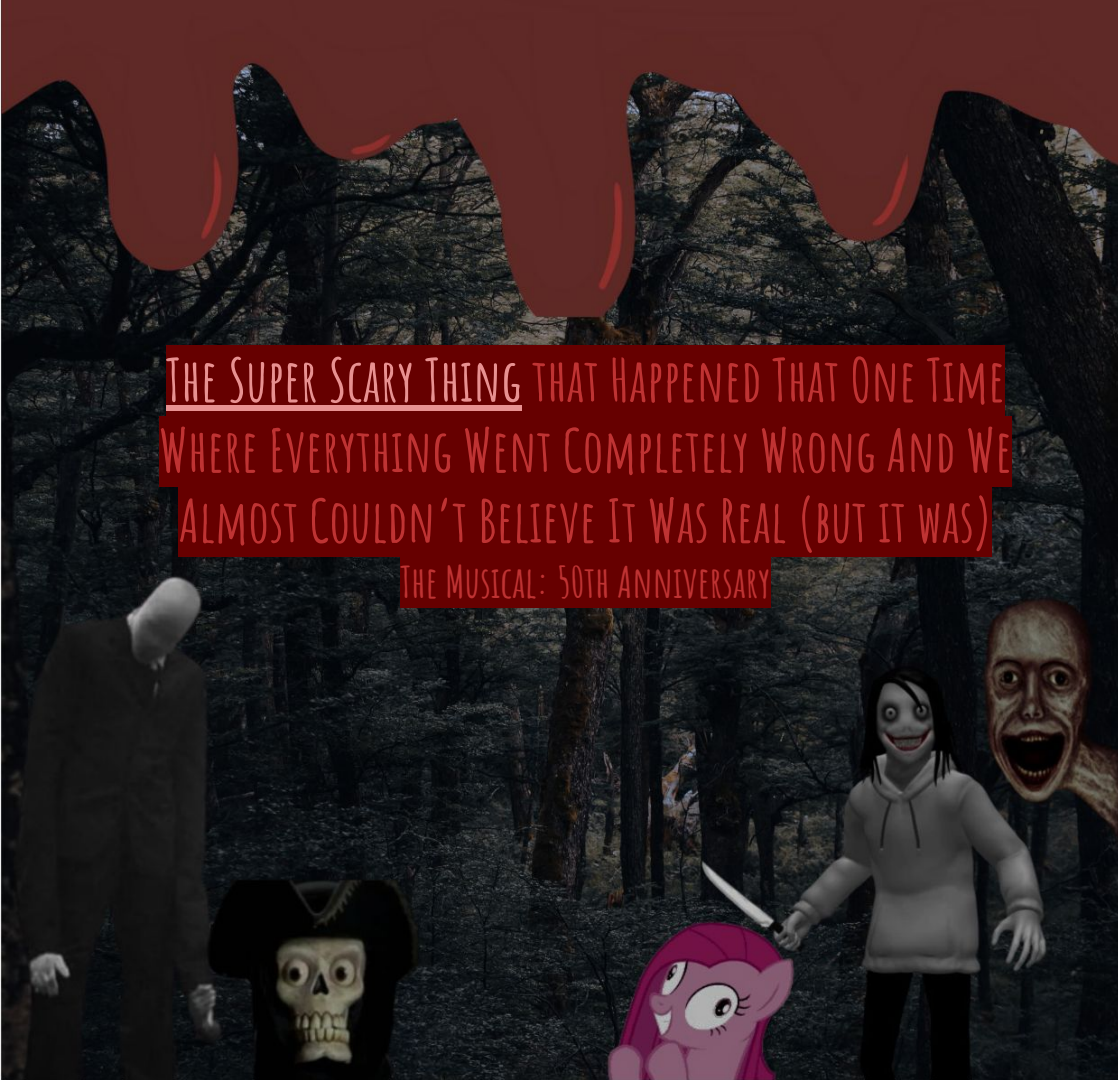
Mekhi Washington

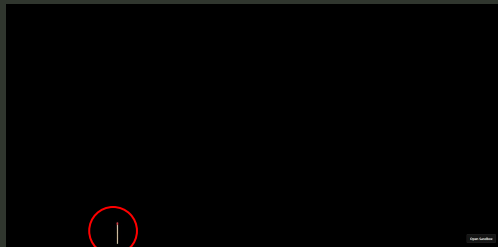
Tochtli Moreno-Quant

Daniel Gutierrez

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





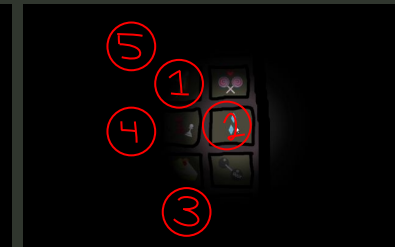
STEP 1
Click on the
match on your
screen to
toggle the
flashlight mode
to look around
the room



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



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.

ROOM NUMBER: 2, Tochtli M



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

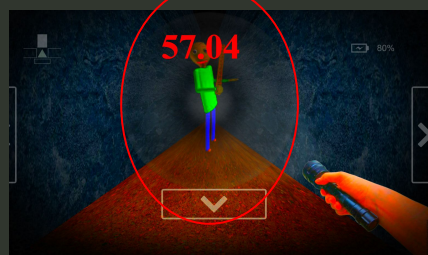
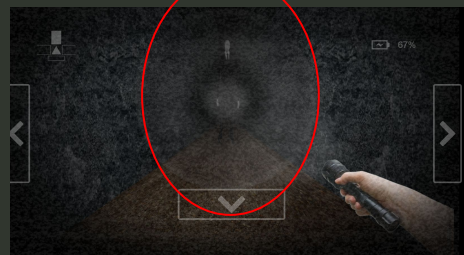
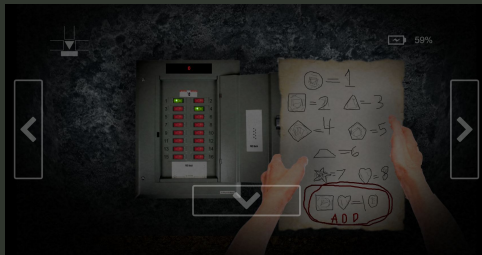
When “Sleep” is spelled out in your inventory talk to the bunker door to hear his dialogue and look to your left and to translate the word to a code.



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

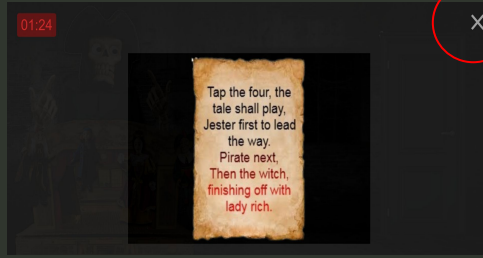
Complete the
breaker one
last time with a
time constraint
and baldi.

ROOM NUMBER: 4, Austin Northington



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.