A locked door with the number "431" written on it. The player must find a key with the letters "A, D, and F" on it, and then use those letters to spell out the word "four" on a nearby keypad to unlock the door.

A safe with four colored buttons on it (red, blue, green, and yellow). The player must find a note with a riddle that says "The color of leaves, the color of fire, the color of the sky, the color of desire." The answer is green, red, blue, yellow, and pressing those buttons in that order will unlock the safe.

A broken clock with its hands pointing to the numbers "5" and "7". The player must find a missing gear and place it in the correct spot to make the clock work again. Once the clock is fixed, the player will notice that the hour hand is missing. They must find the hand and attach it to the clock to make the time "6:45," which will unlock a nearby door.

A desk drawer with a series of letters and numbers on it (X4A5B3). The player must find a note that says "Think of a word that starts with the letter 'X' and has five letters." The answer is "xenon," so the player must input the code as "XENO5B3" to open the drawer.

A piano with missing keys. The player must find the missing keys scattered throughout the room and then play the correct notes to unlock a secret compartment in the piano.

A combination lock with a series of symbols on it. The player must find a note with a picture of the symbols and their corresponding letters, and then use those letters to spell out a secret word that will unlock the lock.

A map with a missing piece. The player must find the missing piece and place it in the correct spot to reveal a hidden message that will lead them to a key.

A diary with a code written in it. The player must find a cipher key hidden somewhere in the room and use it to decode the message in the diary.

A photograph with a missing piece. The player must find the missing piece and place it in the correct spot to reveal a clue that will help them progress in the game.

A message written in a foreign language. The player must find a translation key somewhere in the room and use it to decipher the message.

A book with a hidden compartment. The player must find a hidden lever or button that will unlock the compartment, revealing a key or other useful item.

A puzzle box with several interlocking pieces. The player must figure out how to move the pieces around to unlock the box and reveal a secret item.

A computer with a password-protected file. The player must find the password hidden somewhere in the room or on a note in order to access the file.

A piece of sheet music with missing notes. The player must find the missing notes and play the correct tune on a nearby instrument to unlock a secret compartment.

A locked briefcase with a series of numbers on it. The player must find a note with a series of clues that will help them figure out the combination to the briefcase.

Difficult

A jigsaw puzzle with missing pieces. The player must find the missing pieces and put the puzzle together to reveal a secret message.

A cryptogram with a hidden message. The player must use their knowledge of cryptograms to decipher the message.

A painting with a hidden message. The player must find a special filter or device that will reveal hidden words or images in the painting.

A series of mirrors with a hidden message. The player must use the reflections in the mirrors to spell out a secret word or phrase.

A cipher wheel with a code to break. The player must use the cipher wheel to decode the message and reveal a clue.

A message hidden in a piece of music. The player must play the correct notes on a nearby instrument to reveal the hidden message.

A locked box with a series of riddles on it. The player must solve each riddle to unlock the box and reveal a key or other useful item.

A series of symbols etched into the wall. The player must decipher the symbols to reveal a hidden message or clue.

A mysterious machine with a series of levers and buttons. The player must figure out how to operate the machine and input the correct combination to unlock a hidden compartment.

A sequence of lights with a hidden message. The player must press the lights in the correct order to reveal the message and unlock a hidden item.

Easy

A word search puzzle with the name of the item hidden among the letters.

A crossword puzzle with clues related to the item.

An anagram with the name of the item as the solution.

A hidden picture puzzle with the shape of the item hidden within the image.

A maze with the name of the item as the solution.

A matching game where the player must match images of the item with their corresponding names.

A fill-in-the-blank puzzle where the player must complete a sentence or phrase related to the item.

A simple code where the letters of the item's name are replaced by numbers or symbols.

A memory game where the player must remember the location of cards with images of the item.

A simple riddle with the item as the answer.

Kindergarten theme:

A missing child's backpack

A crumpled up note with cryptic writing on it

A blood-stained toy

A broken flashlight with fresh batteries

A partially used first aid kit

A small pair of bloody scissors

A torn piece of clothing with a strange symbol on it

A small diary with pages missing or ripped out

A mysterious key that doesn't seem to fit any of the locks in the kindergarten

A map of the kindergarten with strange markings or symbols on it

A crumpled drawing or painting made by one of the missing kids

A ripped teddy bear or stuffed animal with stuffing coming out

A broken piece of playground equipment, like a swing or slide

A jar filled with an unknown substance

A child-sized shoe or sneaker with mud or dirt on it

A half-eaten snack or lunchbox with an unusual food item inside

A broken music box that plays a haunting melody

A small bottle filled with pills or medicine

A shattered mirror or reflective surface

A small locked box with strange engravings or markings

A piece of ribbon or string tied in an unusual way

A wooden block with a single word carved into it

A tattered book with a missing cover or pages

A piece of broken glass with blood on it

A small figurine or toy with missing limbs or features

A flashlight with a dying battery that flickers on and off

A small vial filled with a glowing liquid

A broken clock or watch that is stuck at a specific time

A small piece of jewelry with a strange symbol or engraving

A scratched-up DVD or videotape with no label or title