*Links House*

As soon as you enter the room a message pops up from an anonymous eerie voice. (Sent in a separate word document)

You open the book to find a list of riddles which will direct you to objects within the room. These, when clicked on will give you numbers that when put together will give a code to open the kettle which grants access to the another riddle. (separate word document)

The final riddle will bring you to enter the word ‘False’ into the pot to get the key and the flint and steel.