

Hi, all --

I hope you're enjoying The Third Policeman, either from one of the copies in the library, one you got yourself, of one you've borrowed online.

Only you computer kids will know what's possible -- so on this doc, would each of you throw in at least two suggestions on what might make for exciting, DOABLE, colorful, interactive moments on the trail. (I'm now calling it "On the Trail of The Third Policeman."). Should they be the same as the ones Christine suggested? Probably -- but if you've got better ideas, write them below.

I'll see you all on Wednesday evening, again, I hope.

AARON  
JOSH  
MICAH  
SARAH  
SEAN

And you've seen that we've installed a Mac in the Den. I hope to shortly have another one.

### **The Third Policeman Search for Flann**

Required completion date: April 6, 2022

A 5 - 10 point -tour of campus covering Gasson Hall, Irish Room, elevators, finishing in Burns Library collection Irish Room

#### **Points --**

Each location presents an asset from the list below and produces a puzzle  
The puzzle offers clues to the next point (audio guide?)  
The participant picks up/collects the assets

#### **Assets --**

Policeman's helmet  
Black box /cash box containing bomb  
Bicycle pump  
Bicycle  
Bicycle bell  
Wooden leg

## **Animated features --**

New Suggestions from Liam --

- **Lift to infinity:** players get into an elevator, and a container appears on the wall, spilling out all kinds of things like in the book, but more importantly the bicycle, which you could maybe “bring” with you on the quest.

It might be a bit silly, but perhaps your progress on the quest is what percentage bicycle you are, and your quest is finished once you’re fully a bicycle.

- **Infinite dagger:** I think you mentioned this idea. Players would find a regular sized dagger, and after you tap on it (or something like that) it starts to grow infinitely. Or it starts to grow infinitely once you point it in the direction of the next clue... not sure how feasible that is.

- **Infinite box:** Players find the nested chests, open it, and then the animation starts of all the Russian-doll smaller chests opening too.

- **Infinite mirrors:** Players find a mirror, place it on a wall, and then animation springs to life showing the rows of de-aging mirrors in front and behind the player.

- **Shovel and an egg:** Might be a bit too comically dark, but if players had to locate first an egg and then a shovel, and then use the shovel to crack the egg, there could be something there in conveying the original sin of the thing.

- **Printing press:** Players find a printing press, and they have to get it running. At the end we see it’s printing Cruiskeen Lawn.

- **Exploding box:** I imagine this is the last clue? Some kind of animation surrounding when the player finally finds the money box and it explodes upon opening.

Some other De Selby inventions might find their way, like the can of night? Or the sausage earth.

- **Talking Painting**

