



Quotient, The Game - The Map!

- SC Farmstead Area:** Security Checkpoint, Lane, The Kitchen, The Gate, Headquarters Entrance, The Farmhouse, Old Cellar, Yard, Smokehouse, Fire Pit, Old Barn, Parking
- SP HQ Area:** Secret Passage, Inner Sanctum, Conference Room, Martin's Office, Hallway, Medical Center, Hyperloop Station, Airstrip
- CM Cornfield_a:** Corn Maze, Clearing, Dead End, Hidden Path, Secret Path, Cemetery, Maze1, Maze2, Maze3, Maze6, Maze4, Maze5, Maze7
- HA Oxford University:** Hidden Airbase, Broad Street, Sheldonian Theatre, Clarendon Building, Bodleian Library, Radcliffe Square, Radcliffe Camera, Duke Humfreys Library, Divinity School, Convocation House, Cassie's Office, Cassie's Lab, The Turf Tavern, Vaults_Garden, Narnia Lamp, Virtual Reality Lab
- Mt VR Area:** Metaverse, Dystopian 2049, Utopian 2049, Future National Park, Peaceful Meditation
- LA Cincinnati Area:** Lunken Airport, Cincinnati Museum Center, The Cavern, IMAX Theater, Skyline Chili, Cave1, Cave2, Cave3, Cave4, Cave5, Cave6
- BL Cleveland Area:** Burke Lakefront, Nela Park, Building 336, The Lighting Institute, Edgewater Park
- Sp Outerspace Area:** Spaceport, Tardis, The Control Center, The Airbnb, The Quantum View, Blackness of Space, Flying through the Air,
- AA Africa Area:** Arusha Airport, Ngorogoro Crater, Lalibela Ethiopia, Rock Church St George
- AA DC Area:** Andrews Air Force Base, National Mall, Washington Monument, The White House, The Lincoln Memorial, The National Cathedral, The Chapel, US Capitol, Smithsonian Castle, National Portrait Gallery, Lawsons Deli, Reflecting Pool, National Air Space Museum

- Key Item
- Treasures
- NPCs
- Puzzle

- Indicates connected airports

TREASURES (22 @ 2 POINTS EACH).

- BOOK (MARTIN'S OFFICE)
- SUCCULENT (CLEARING)
- S'MORE (YARD, AFTER LIGHTING BONFIRE)
- DECK OF CARDS (FARMHOUSE)
- REDIWHIP (KITCHEN)
- MIRRORBALL (OLD BARN)
- TARDIS COMMUNICATOR (FIRE PIT)
- PAPERBACK (DUKE HUMFREY'S)
- FIGURINE (NARNIA LAMP)
- SCONE (VAULTS AND GARDENS)
- PIMMS (TURF TAVERN)
- GRADUATION PROGRAM (UNDER THRONE IN SHELDONIAN THEATRE)
- YOGA MAT (PEACEFUL MEDITATION IN THE METAVERSE)
- 3-WAY CHILI (SKYLINE CHILI)
- MOUNTAIN DEW (SKYLINE CHILI)
- OYSTER CRACKER (SKYLINE CHILI)
- MEDAL (CAVE5)
- MILLENNIUM FALCON (LIGHTING INSTITUTE)
- ZORKMID BANKNOTES (DIG THEM UP AT EDGEWATER BEACH)
- NUTTER BUTTER (BLACKNESS OF SPACE)
- GAZETTE (SMITHSONIAN CASTLE)
- PRETZEL (LAWSON'S DELI)

FUN ASIDES

- EXAMINE PEOPLE, OBJECTS AND SCENERY (SCENERY IS IN ITALIC PRINT)
- EXAMINE TARDIS COMMUNICATOR 12X (YOU GET DIFFERENT RESPONSES IN DIFFERENT LOCATIONS)
- EXAMINE JACK 4 TIMES
- LIGHT THE BONFIRE TO HAVE S'MORES WITH DESMOND
- FIND THE CAVE MAP (IT'S IN A COB)
- ASK [PEOPLE] ABOUT [PEOPLE/THINGS]
- ASK ROBOT ABOUT POD BAY DOORS/LIGHT BULBS
- READ THINGS... EG: BOOKS, MOUNTAIN DEW, AND MANY MORE.
- SCREAM IN THE LIBRARY
- EXPLORE THE METAVERSE (REQUIRED TO WIN)
- WATCH TV, THERE ARE AT LEAST 5 CHANNELS (SOME GOOD HINTS)
- CONSULT INTEL ON TARDIS/MARTIN ETC (USING THE PAPERS IN THE LIBRARY)
- DON'T ATTACK PEOPLE (ESPECIALLY CASSIE)
- DECODE THE BINARY IN THE CONSOLE MESSAGE
- TURN ON THE SCIF IN THE CONFERENCE ROOM
- WATCH THE FEATURE PRESENTATION AT THE IMAX (3 POINTS)
- THERE ARE 9 VIEWABLE PHOTOS IN THE GAME. (EG: LANE SIGN, CLEVELAND SIGN, RADCAM, AND MORE)

KEY POINT SCORING ITEMS

- ONE 3 POINT ITEM NOT REQUIRED, BUT HELPFUL FOR CONTEXT. (ABOVE)
- FOUR 5 POINT AND FOUR 10 POINT ACTIONS REQUIRED TO WIN FOR A TOTAL OF 107 POINTS.
- ANOTHER 107 POINTS IS AWARDED WHEN YOU DO THE FINAL WINNING MOVE FOR A TOTAL OF 214.

There are 2 mazes in honor of the original Adventure Game and Zork. Corn maze and Cave maze.