

# 1.Reset Checklist

- ☐ Lock window and place key in the color cryptex
- ☐ In guitar case:
  - ☐ Just the guitar
  - ☐ **To lock:** key w/ pick. Case goes under Kat's bed.
- ☐ In the silver chest:
  - cryptex and
  - Heart key in silver chest
    - ☐ Attach guitar key to the magnet on top
    - ☐ **To lock:**
      - ☐ Pokemon = Five letter lock (AS IF)
      - ☐ Guitar strings = Four letter lock (DACE)
      - ☐ What's Hot = Key padlock
      - ☐ Mario = Combination lock
- In the wooden (clothes) closet:
  - Tap a magnet to the white sensor up top (can use the magnet on guitar key)
  - Hang the key to the What's Hot padlock in the claw, making sure it's on the ramp and can slide down.
  - **Lock** lower drawers with four digit lock (1341)
- ☐ In the space under the TV:
  - ☐ Silver chest
  - ☐ Red dress
  - ☐ Pog Binder
  - ☐ **To lock:** Padlock (tamagotchi key)
- ☐ In the Shared (wooden) box:
  - ☐ Tamagotchi key
  - ☐ Pokemon cards
  - To lock:**
    - ☐ Four letter lock (RIOT)  
viewmaster Lock 81996
- ☐ In the backpack:
  - ☐ Place the shared box in one section, zip shut, and **lock** (number lock: 1743)
  - ☐ In unlocked sections, place the calculator and the spice picture
  - ☐ Backpack goes in the cubby under the computer desk.

☐ In Kat's bedside drawer:

- ☐ All video games except Megaman (which should be in the SNES)  
View master in drawer  
Green CD box

☐ In Bianca's bedside drawer:

View master slides  
Yellow CD box

☐ In Kat's metal box (511):

- ☐ Rock em Sock em Robots

☐ In Bianca's metal box (719):

- ☐ Troll doll

☐ In the white (photo) closet:

- ☐ Make sure the blacklight is ON  
\*heart lock

\*all photo fragments inside

☐ Place one puzzle piece on the glass, distribute the rest in drawers/other unlocked areas around the room that are not related to other puzzles

☐ Mix up the CD Maze Puzzle

# All The Lock Combos

- Pink lockbox - 719 (Magic Tree House)
- Black lockbox - 511 (goosebumps)
- Backpack lock - Sporty 01/12 + Ginger 08/06 + Posh 04/17 + Scary 05/29 - Baby 01/21 = 1743
- Shared lock (phone) - RIOT
- Number to call - 552-5211
- Pokemon letter lock - AS IF
- Dress lock - 1341
- Drawer order: (double check)
- Mario Levels - 2, 9, 6 (Michael Jordan, Goro, Chun Li)
- Dial lock - 24-26-36
- The CD Locks
  - Orange - DRDRURUR
  - Yellow - RURDR
  - Blue - URURDR
  - Green - RDRURDR
  - Pink - RDRURDLDR
- B cabinet lock - 81996
- Cryptex - Blue, Black, Purple. Yellow, Green, Pink

# Before the Game

- Make sure everything is locked up and the locks are scrambled
- Turn on the TV (use the remote)
- Make sure the CD maze is scrambled
- Make sure everything is in the right place
- Make sure all the puzzles are on
  - **ESPECIALLY the drawer puzzle. It is on the same outlet at the PIPES in Lab. So make sure it is on**
  - **Make sure the key is in the claw**
- Turn on the music by turning on the power from the console in the GM room.

- The input should be set to “CD”
  - The ideal volume should be between -24 and -30
- Turn on the MP3 players
  - Slide the top of the Music switch to the left.
  - Inside you will see 2 mp3 players, just press the play button on each of them

## In Game

- The CD puzzle
  - **Prerequisites: None**
  - The cds on the wall have to be spun to line up all the lines.
  - There are 5 colors (Orange, Blue, Pink, Yellow and Green)
  - Players follow the directions of the lines to open the corresponding 5 locks
    - Blue - to the left of Kat's wardrobe
      - A list of guitar chords for the guitar puzzle
    - Pink - Inside Kat's Wardrobe
      - Instructions on how to get the key from the drawer puzzle
    - Yellow - inside Bianca's nightstand
      - Note instructing players to play zelda
    - Green - inside Kat's nightstand
      - A phone number to call
    - Orange - On the side of the bookshelf
      - The spice girl's birthdays to get the backpack lock
- The Bookshelf Puzzle
  - **Prerequisites: None**
  - There are 2 different colored jump ropes that snake through the bookshelf.
  - Players have to follow each jumprope to spell out 2 different books.
    - Goosebumps
    - MagicTreeHouse
  - Looking inside these books will give the players the combinations to the Black and Pink Metal Boxes
    - Black - 511
    - Pink - 719
- Black Metal Box
  - **Prerequisites: Solved Bookshelf Puzzle (Goosebumps)**
  - **Location: On top of the bookshelf**
  - Combo - 511
  - Players receive a **red and blue rock-em sock-em robots**, and some **family picture pieces**

- **Pink Metal Box**
  - **Prerequisites:** Solved Bookshelf Puzzle (Magic Tree House)
  - **Location:** On top of the bookshelf
  - Combo - 719
  - Players receive a **troll doll** and some **family pictures**
- **Jigsaw puzzle**
  - **Prerequisites:** None
  - **Locations:** Hidden around the room
  - Around the room, in various locations, players will find sections of a double-sided jigsaw.
  - The jigsaw depicts the top of Bianca's nightstand and Kat's nightstand.
  - This shows the players where they need to place the Troll Doll (Bianca) and the Robots (Kat)
- **Kat's Nightstand**
  - **Prerequisites:** Opened Black Metal Box
  - Place the red robot on the top right side of the yellow diamond and the drawer will open with a click
  - Players receive **family pictures**, **4 SNES games** (Mario, Zelda, Home Alone and Jurassic Park) and have access to the **Green CD Puzzle** lock (which contains a number to call)
- **Bianca's Nightstand**
  - **Prerequisites:** Opened Pink Metal Box
  - Place the troll on the heart on the front left and the drawer will open with a click
  - Players receive **family picture pieces**, access to the **Yellow CD Puzzle** lock (which contains info to play Zelda) and a **key with the bottom a heart** on it.
- **The phone**
  - **Prerequisites:** Opening Kat's drawer and opening the Green CD Puzzle lock inside
  - **Location:** on Bianca's nightstand
  - Players call 552-5211
  - A message is played that will give the players the word RIOT
- **The Backpack**
  - **Prerequisites:** The Orange CD Puzzle lock (on the side of the bookshelf)
  - **Location:** In the computer desk cubby
  - Inside the Orange CD puzzle lock, it has the birthdays of all the spice girls in MM/DD format
  - On a keychain linked to the backpack, there is an image of "Spice Girls" with the text MMDD under.
  - Players have to add and subtract the numbers to get a 4 digit code.
  - Sporty 0112 + Ginger 0806 + Posh 0417 + Scary 0529 - Baby 012 1 = 1743
  - Inside the backpack, players receive the **wooden shared box**

- **Wooden Shared Box**
  - **Prerequisites: The Backpack**
  - **Location: in the backpack**
  - Players use the key they receive in Bianca's nightstand to open the heart lock
  - Players use the word they got from the message when calling the number (**RIOT**) to open the letter lock
  - Inside players receive **family picture pieces, pokemon cards, and key with a tamagotchi** (opens underneath the TV)
- **Under the TV**
  - **Prerequisites: The Wooden Box**
  - When players open the cabinet under the TV, they receive **the chest with 4 locks, a binder of pogs, a key to the guitar case** attached with a magnet to the chest and **a red dress with holes**.
- **The Dress**
  - **Prerequisites: Opening under the TV AND Looking under the rugs**
  - Players flip the rugs and line them up. Then players place the dress with the holes over the rug.
  - The holes will reveal the numbers **1341**
  - Use this number to unlock the drawers of Kat's Wardrobe.
- **The Chest with 4 Locks**
  - On top of the chest, there is a key to the guitar case attached with a magnet
  - Lock 1 - Pokemon Cards
    - Type: 5 letter lock
    - **Combo: AS IF**
    - Each Pokemon card has 1 or more shapes on the front of them.
    - Players line up the shapes, end to end.
    - The cards will make letters.
    - To get the order, players have to look at the top of the chest at the order of the different energy cards. They match them up with the card letters they just made and get A, S, I, F. The space in the middle is implied
  - Lock 2 - Guitar Chords
    - Type: 4 letter lock
    - **Combo: DACE**
    - Players use the key that was on top of the chest to open the guitar case.
    - The guitar inside the case has different colored dots on it that match up with different chords
    - Players use the chord diagram that was found in the **Blue CD Puzzle Lock** to see that chords D, A, C, E are the correct chords they need.
  - Lock 3 - What's Hot (Drawer Puzzle)
    - Type: Key lock

- **Prerequisites: Solving the Dress Puzzle and Open the Pink CD Puzzle Lock**
- Inside the Pink CD Puzzle Lock, there is a message that says “Open Nirvana, Nickelodeon, Tupac. Close: Nirvana, Tupac, Nickelodeon”
- This indicates the order they have to open and close the drawers. There is a light strip inside the wardrobe that will light up when a drawer is open or closed.
- Players have to **open drawers 2, then 3, then 1.**
- Then the **close 2, 1, then 3**
- This will let loose a key from the top of the wardrobe that players can use to open the lock

○ Lock 4 - Mario

- Type: 3 number Combination Lock
- **Combo: 24-26-36**
- Players play Zelda first (as the **Yellow CD Puzzle** said)
- They can choose any saved game
- They get into the game and have to walk in front of the chest and press A to open it.
- This gives them the message that they must play levels **2, 9, and 6** in Mario in order to find the correct pogs (in the black binder).
- Players remove Zelda and play Mario.
  - Level 2's message box says “**#23, MICHAEL JORDAN**”
  - Level 9's message box says “**Goro**” and then a reference to the Mortal Kombat movie
  - Level 6's message box says “**Chun Li**”
- Players then find the Michael Jordan, Goro, and Chun Li pogs. The back of each pog gives them the combo to the lock.
- **Note:** You can monitor what game is in, and remotely start a game using “<http://retropie.local>”

○ Inside

- Inside the chest, players will receive **a viewmaster with 3 slides (1 already inside), some family picture pieces, a cryptex and a diary page** from Bianca

● The Viewmaster

- **Prerequisites: Opening the 4 lock chest**
- Players look through the 3 different slide reels.
- On each picture is a letter that spell out different numbers.
- Each number is written in a different color to delineate when one number ends and another begins.
- Slide reel 1 spells out EIGHT
- Slide reel 2 spells out ONE and NINE
- Slide reel 3 spells out NINE SIX

- They get the combo **81996** which gets them into Bianca's Wardrobe
- **Bianca's Wardrobe**
  - Combo: 81996
  - Inside Bianca's wardrobe is a **black light** and the rest of the **family picture pieces**
- **Family Pictures**
  - **Prerequisites: All the family picture pieces, access to the blacklight in Bianca's wardrobe**
  - Players can use the magnetic board to assemble the torn family pictures they have found throughout the room
  - In each picture, Kat's hair matches Bianca's shirt. The color of this gives you the color needed for the cryptex
  - In order to find the order, players take the pictures into Bianca's Wardrobe
  - Written in invisible ink over each of the pictures is the year they were taken (1994-1999)
- **The Cryptex**
  - **Prerequisites: EVERYTHING BEFORE. (But mainly the family pictures)**
  - Using the colors of Bianca's Shirt and Kat's Hair, players line up the colors from 1994-2000
  - **Blue, Black, Purple. Yellow, Green, Pink**
  - Open the Cryptex by pulling off the top, retrieve the key to escape

## After the Game (Resetting)

- Follow the Checklist to reset the room
- If at the end of the day, turn everything off
- Make sure the music is off

### Changes to make to room

- Blacklight closet - add switch to change btw blacklight and regular light, paste pics on the walls of closet, blacklight writing on walls years pointing to pics
- Get rid of books! - add a summer reading list to the backpack
- Bolt down props n things on bookshelf
- Additional puzzle - sheets of diff cds, vhs, snes games, cross off ones u have and it will show a message