

# Escape the 90's

## What the escape room is about:

The players have taken on the role of two sisters, Kat and Bianca. They have always fought as sisters, and the night of the school dance, they had a massive fight. Their mom has decided to lock them up in their room, instead of letting them go to the dance. The players must search around the room for a key to unlock their window, in order to escape.

How the player asks for clues: There is a computer in the room that they must connect to the internet, and then they will use a version of AOL to message back and forth with the GM.

## A Description of the room:

The room is a giant bedroom split down the middle. There are two sides of the room. Kat's side of the room is the dark, punk side; black. Bianca's side is the pop side of the room, pink. On each side there is a bed and a nightstand. The sides are split by a 4 by 4 cube bookcase. The bookcase has books and stuffed animals on it. There are letters on the back of the bookcase on each side. There are also two jump ropes wound through the different cubes. There is a computer desk against one of the walls with a chair and a drawer.

## Puzzles in the Game:

### The CD Puzzle:

**\*Players must solve the bookshelf puzzle to help with the yellow and green CDs**

What is it: There is a large puzzle on the wall for the cds. Multiple spinning disks with lines across the puzzle in different directions. The player must spin the disks to make the different colored lines connect. The different colors are Orange, Yellow, Blue, Green, and Pink. There are 5 different box clues hidden around the room with directional locks corresponding to each color CD. The player must follow the directions of the lines to open the corresponding lock

#### **Orange CD**

Where is it: On the side of the bookshelf

Combo: DRDRURUR

What it gets you: The Spice girl's birthdays for the backpack lock

### **Yellow CD**

Where is it: Inside Bianca's nightstand

Combo: RURDR

What it gets you: Note instructing players to play zelda

### **Blue CD**

Where is it: To the left of Kat's wardrobe, on the wall

Combo: URURDR

What it gets you: Chord information to get the guitar lock on the chest

### **Green CD**

Where is it: Inside Kat's Nightstand

Combo: RDRDURDR

What it gets you: A phone number to call

### **Pink CD:**

Where is it: Inside Kat's Wardrobe

Combo: RDRURDLDR

What it gets you: Instructions on how to get the key from the drawer puzzle

## **Common hints/Issues:**

### **The Bookshelf Puzzle**

What is it: There are two different colored jump ropes that snake through the bookshelf. And there are letters on the back of the bookshelf on each side. Players must follow each jump rope to spell out the names to two different books on the shelf. Looking inside of the books at the bookmark, there are three numbers highlighted. These numbers will give the player the combinations to the Black and Pink Metal boxes sitting on the bookshelf

What Book: Goosebumps

What Combo: 511

What Box it Opens: Black Metal Box

What it gets you: A red and blue rock -em sock -em robots

What Book: Magic Tree House  
What Combo: 719  
What Box it Opens: Pink Metal Box  
What it gets you: A troll doll

### **Jigsaw Puzzle**

What is it: There are sections of a double-sided jigsaw puzzle hidden around the room. The pieces are accessible without opening anything. Putting this together, it shows the tops of Bianca's and Kat's nightstands, but with the Troll and Robot pieces on them. The puzzle shows where on the nightstands to place the toys and the nightstands will open.

### **Kat's Nightstand**

Place the red robot on the top right side, and the drawer will click open.  
What it gets you: 4 SNES games, and access to the Green CD Puzzle lock.

### **Bianca's Nightstand**

Place the troll on the pink heart.  
What it gets you: View master slides, view master, and the yellow CD lock.

### **The Backpack**

There's a backpack in a cubby of the desk. It has a 4 digit lock keeping it closed. The player will find a calculator and a laminated sheet in the backpack. The laminated sheet will have a simple math equation on it with the names of the spice girls. The player must unlock the orange lock to find the birthdays for the spice girls. Putting the birthdays into the math it gets you the combo for the backpack lock.

Sporty 112 + Ginger 806 + Posh 417 + Scary 529 - Baby 121 = 1743

What it gives you: A Wooden box with two locks.

A fun hint to give if they're struggling to open the backpack is to do some "spicy math"

### **The Shared Lock Box**

This is a wooden box with two locks. And on the cover there are two photos corresponding to each lock. A phone and a viewfinder slide.

#### **The Phone**

The player needs the green cd puzzle, it gives them a phone number to call: 552-5211. The phone plays a message that will give them the word RIOT

#### **The Viewfinder**

The viewfinder slides are numbered 1-3 and the player must look through the slides in order. It will spell out numbers. And the player will use that code for the Slide lock.

Code: 81996

What it gives you: Pokemon Cards and a Tamagotchi with a key which will open under the TV

### **Under the TV**

Once under the tv, players will find the chest with 4 locks, a binder of pogs, a key to the guitar case, and a red dress with holes in it.

#### **The Dress**

The player has to turn over the two rugs in the room and they show a drawn outline of a dress with numbers. If the player is having trouble figuring out to turn the rugs over, there's a clue in the pogs binder with song lyrics that suggest flipping over the rugs. When the player lays the dress they found over the outline, the holes in the dress line up with certain numbers on the rugs. The holes are different sizes that match different size circles on the lock attached to the drawers of Kat's wardrobe.

The code it gives: 1341

### **The Chest with 4 Locks**

The player will find a key on top of the chest that opens the guitar case.

### **Lock 1**

The player must use the pokemon cards they found in the shared lock box. There are 4 types of pokemon cards, different elements/colors. Each card has one or more shapes on the cards that the player must line up like dominoes. If done properly the cards should make letters. Then looking at the top of the chest next to the first lock, there is a specific order of each element type/color. The player must put the letter that the cards make into the lock. There is a space in the middle which is the blank option.

Code: AS\_IF

### **Lock 2**

The player has to open the guitar case and solve the blue CD puzzle to solve this lock. They will find a guitar in the case, and there are different colored dots on the fretboard that create different chords. The blue CD puzzle gives a photo list of different chords for a guitar, and the player must figure out what chords are made by the different colored dots. The top of the chest next to lock 2 has an order of colored dots to give them the order of the letters.

Code: DACE

### **Lock 3**

The player has to have solved the Dress puzzle and the Pink CD puzzle lock. They should now be able open the 3 drawers of the wardrobe. Each drawer has a different T-shirt displayed on top, Nirvana, Tapac, and Nickelodeon. The pink CD puzzle shows a message that says to "Open Nirvana, Nickelodeon, Tupac. Close: Nirvana, Tupac, Nickelodeon" which is the order of the drawers needing to open and close.

Player has to

Open drawers: 2,3,1

Close drawers: 2,1,3

If they've done it correctly a key should drop from a chute to the right of the wardrobe. The GM might have to warn them to open and close the drawers simply, opening them too far can cause the puzzle to count opening it twice which will mess them up.

What it gives you: a key that opens Lock 3

## **Lock 4**

The player needs to have solved the Yellow CD puzzle and opened Kat's bedside table and found the SNES games. The Yellow CD puzzle will tell the player to put Zelda in. They can play any saved game. When they're in the game, they have to walk in front of the chest and press A to open it. This will give a message to play levels 2, 9, and 6 in Mario to get the correct pogs. Players have to remove Zelda and put in Mario.

Level 2 will give them a message: "#23, Michael Jordan"

Level 9 will give a message: "Goro" and reference Mortal Kombat

Level 6 will give a message: "Chun Li"

Players will then find the pogs with Michael Jordan, Goro, and Chun Li, and on the back of those pogs are numbers for the lock combo.

Code: 24-26-36

How to open a combo lock:

Turn the dial 3 times to the right, stopping on the 1st number.

Turn left 1 full turn passing the 1st number and ending at the 2nd number.

Turn the dial to the right ending on the 3rd number.

Pull down to open the lock.

By this point the player should be able to open the chest. They'll find a cryptex and a Friends tin with a key inside. The key will open Bianca's wardrobe.

## **The Cryptex**

The cryptex is a cylindrical tube with spinning sections along it. Multiple colors on each section. The player must line up the colors a certain way, and the puzzle will open. When they open Bianca's wardrobe, they'll find 6 family photos of Kat and Bianca at different stages of life. There's also a blacklight in the wardrobe. Using the black light on the photos, there are different years from 1994-2000 on the backs of the photos. Using the colors on Bianca's shirt and Kat's Hair in order of the years, the player will get the order of colors for the cryptex. The blacklight is kind of dim so the players might not notice it, they can also eyeball the ages of the sisters, but the GM can always remind them of the blacklight if they're struggling.

Blue, Black, Purple, Yellow, Green, Pink

The black gets mixed up for brown very often, so the GM might have to give a clue about the brown being actually black.

When the player lines up the colors properly, the cryptex will make a dropping motion and they should be able to pull the top off and they'll find the key to escape. Opening the owl lock on the window.

## How to Reset the Room

It's best to try and work backwards to solving the room. There are a few things you can do out of order, but make sure the right things are where they need to be before locking a lock. Also make sure you have the key before locking a lock. Most locks need to have the solution to lock, then scramble.

- ☐ Lock the window the owl lock with the key
- ☐ Put the key inside the cryptex, scramble the colors to lock
- ☐ Make sure the 6 photos are hung up in Bianca's wardrobe, close and lock with the heart lock and key.
- ☐ Put the heart lock key inside the Friends tin
- ☐ Put the Cryptex and Friends tin into the chest with 4 locks
- ☐ Lock the Chest, make sure to scramble locks after locking
  - ☐ Pokemon= Five letter lock (AS\_IF)
  - ☐ Guitar strings = Four letter lock (DACE)
  - ☐ What's Hot = Key padlock
  - ☐ Mario = Combo lock
- ☐ Put the guitar in the case, lock with the key with the pick.
- ☐ Attach the guitar key to the magnet on top of the chest

### In the Kat's wardrobe

- ☐ Tap a magnet to the white sensor up top
- ☐ At the top of the chute you can remove the lid, and it swings open, there's a magnet, you can attach the smashing pumpkins key to that magnet, and close the chute again. If it's the last game of the day, place the key on the window sill because the magnet will turn off when the end of day is complete.
- ☐ Lock the lower drawers with the four digit lock with the dress picture on it (1341)
- ☐ Lock the Pink CD puzzle with the Pink CD directional lock

### Under the TV

- ☐ Put Silver Chest (make sure its all locked)
- ☐ Red Dress
- ☐ Pog Binder (make sure all the numbers and cards are still in this binder, as well the song lyrics are in the side pocket)
- ☐ Lock the cabinet with the padlock (tamagotchi key)

#### Shared wooden box

- ☐ Put the tamagotchi key and the pokemon cards into the wooden box, shuffle the pokemon cards a little, not necessary but makes the puzzle a little more random
- ☐ Lock the wooden box (scramble locks when done)
  - ☐ Four letter lock (RIOT) on the phone side
  - ☐ 5 number lock (81996) on the viewmaster side

#### Backpack

- ☐ Put wooden box into the backpack
- ☐ Lock the backpack with the 4 number lock (1743)
- ☐ Put the backpack in the cubby under the computer desk

#### Kat's bedside drawer (black drawer)

- ☐ Put all the video games except Megaman
- ☐ Green CD puzzle, lock the with the Green CD directional lock
- ☐ Close the bedside drawer, make sure the robot is moved to lock, and if it's the last game of the day keep the drawer open. The battery for the magnet will die faster otherwise and it can just save the energy then.

#### Bianca's bedside drawer (white drawer)

- ☐ Put viewfinder and the slides
- ☐ Yellow CD Puzzle, lock with the Yellow CD directional lock.
- ☐ Close the drawer, make sure the troll is moved to lock, and similar as the other drawer, if it's the last game of the day keep the drawer open. The battery for the magnet will die faster otherwise and it can just save the energy then.
- ☐ Put the robots into Kat's black metal box (511), lock and scramble
- ☐ Put the troll doll into Bianca's pink metal box (719), lock and scramble



- ☐ Place the black box on Kat's side and the Pink box on Bianca's side of the bookshelf
- ☐ Make sure the Blue and Orange CD puzzles are locked with the Blue and Orange directional locks

#### Cosmetic Fixes for the room

- ☐ Scramble the CD puzzle on the wall
- ☐ Mix up the books on the shelf and put them neat on the bookshelf
- ☐ Scatter the stuffed animals if they're wonky
- ☐ Make the beds in the room
- ☐ Make sure the two rugs are turned back over
- ☐ Scatter and hang up clothes
- ☐ Put Megaman into the SNES
- ☐ Scatter the jigsaw puzzle pieces around the room
- ☐ Make sure to erase any possible notes that were taken in the last game
- ☐ Close any clues on the computer if they're still up

#### If it's the last game of the day

- ☐ Make sure drawers are still open
- ☐ The smashing pumpkins key is on the window sill
- ☐ Turn both tvs in the room
- ☐ Turn off music in the GM room

#### If it's the first game of the day

- ☐ Make sure things are locked and scrambled, go over cosmetic fixes
- ☐ Turn on both TVs
- ☐ Close both drawers
- ☐ Put the smashing pumpkins key in the chute to the right of Kat's wardrobe
- ☐ Turn on the music in the GM room

## Music in the Room

Turn the stereo in the GM room on

The input should be set to "CD"

The ideal volume should be between -24 and -30

Turn on the MP3 player

Slide the top of the Music switch to the left.

Inside you will see a mp3 player, just press the play button