

Reset Checklist

- ☐ Make sure music is on
 - ☐ Under the sink, reach under the felt to the right and find the big power button that will turn on the box for the music.
- ☐ Make sure the decorative lights are on
 - ☐ Plug in the lights by the dining
 - ☐ table and the ones by the stairs
- ☐ Make sure the tablet is on the mantle with the timer displayed
- ☐ Put the basketball cards (make sure you have the Jordan card with the magnet in it) and the cars inside the black bag. Lock it with the 4-digit lock (5332)
- ☐ Put the VHS tape inside the santa box, slide it shut and turn the tops so its locked
- ☐ Put the black bag (with the FSJC picture), and the santa box inside the red chest. Lock it with the 3 digit lock.
- ☐ Put the "Battle Plans" on the shelf in the closet
- ☐ Put the spider in the spider cage, lock it with the 4 digit lock (1987)
- ☐ Lock the closet and put the key in one of the stockings
- ☐ Place the cookies on the cookie display on the table
- ☐ Put the statue with the red-code message on the bottom in the middle of the cookies
- ☐ Put the red-filter (nutcrackers tongue) in the nutcrackers mouth
- ☐ Lock the firecrackers and the alphabet cypher sheet inside the black lockbox with the 4-digit lock (2508).
 - ☐ Place the black lockbox on the shelf in the corner
- ☐ Put the broken ornaments in the sliding sidetable cabinet. Lock it.
- ☐ Place the sidetable cabinet key inside the transparent house box. Place that box in the present. Place the reindeer in the smaller present box. Place the present boxes on the corner shelf
- ☐ Scramble the presents under the tree, make sure they're not ripped
- ☐ Place the letters on top of the sidetable in the basket
- ☐ Make sure the "Letter to santa" whiteboard is there with a working marker and eraser
- ☐ Scatter (hide) the santas around the living room
- ☐ Make sure the 4 ornaments are on the tree (Dove, Golden Rings, Swan, Lady Dancing)
- ☐ Make sure the 12 days of christmas book is in the room
- ☐ Place the kitchen key in the lockbox by the tree
- ☐ Place a pizza slice on each of the plates. 4 on the long table, 2 on the small table, 2 inside the pizza box
- ☐ Put the feathers inside the curio cabinet. Lock with the letter lock (SLED)
- ☐ Unlock the shooting gallery box with the key that is in the front door lock. Clear out all stray bullets, place the action figures as far back as possible.
 - ☐ Lock up the box
- ☐ Place the nerf bullets in the "ammo cannister"

- ☐ Put that with the nerf gun by the shooting gallery box
- ☐ Put the “red hot” inside the drawer and lock with the directional lock (R L D D U U)
- ☐ Put the paint can under the sink.
 - ☐ Put the cord through the handle and lock it with the letter lock (BELL)
- ☐ Place the card with the “?” on top of the paint can
- ☐ Put the staple gun in front of the paint can.
- ☐ Shut the cabinet and make sure its locked.
- ☐ Make sure the small candles are placed neatly around the room
- ☐ Make sure everything is tidied up

Combinations Quick Look

- Closet Room - Key inside stocking
- Chest - 671
- Spider - 1987
- Lockbox - 2508
- Dufflebag - 5332
- Santa box - (from top view) > < ^ v <
- Keybox - 2579
- Word lock - SLED
- Directional lock - Right Left Down Down Up Up
- Word Lock - Bell

In Game

The goal is to get 9 different traps placed. The traps they need to find are bolded, but the list is as follows: **Firecrackers**, **Movie**, **Spider**, **Cars**, **Feathers**, **Ornaments**, **Stapler**, **Red Hot**, **Paint Can**,

1. Fuzz’s Room Key
 - a. Where
 - i. In the stockings
 - b. How
 - i. Find it in the stockings
 - c. Inside

- i. Will get inside Fuzz's Room (the closet) where the **spider** is located, as well as the map and the chest

2. Chest in Fuzz's Room

- a. Where
 - i. Inside Fuzz's room
- b. How
 - i. Use the McKevinister's address (found on the envelopes located on the shelf in the basket on the shelf by the christmas tree)
 - ii. Combo 671
- c. Inside
 - i. A dufflebag and a lockbox

3. Statue

- a. Where
 - i. On the table
- b. How
 - i. Underneath there is a code that can be read with a red filter (that is in the nutcracker's mouth that is on the shelves by the tree) or if they use the red/pink christmas lights
- c. Inside
 - i. The statue will give you the code
 - 1. The day of the month Christmas falls on
The third letter in "snowman"
The number of nights in Hanukkah
 - 2. 2508
 - 3. This unlocks the lockbox

4. Lockbox

- a. Where
 - i. Inside the chest inside Fuzz's room
- b. How
 - i. Combo (2508) obtained from the statue
- c. Inside
 - i. **Firecrackers**
 - ii. A key of symbols to decipher the bottom of the santa puzzles

5. Cookie Puzzle

- a. Where
 - i. Under the cookies
- b. How
 - i. Use the key found in the lockbox to translate the symbols to letters
- c. Inside
 - i. Will give you
 - 1. Nineteen
 - 2. Eight

3. Seven

- ii. This will unlock the **spider**

6. Spider

- a. Where
 - i. Inside Fuzz's room in a terrarium
- b. How
 - i. Solve the cookie puzzle and use combo to open terrarium
 - ii. Combo 1987
- c. Inside
 - i. The spider

7. Santa Box

- a. Where
 - i. The table to the right of the door when you walk in
- b. How
 - i. Orient the santas so they match their counterparts in the pictures
 - ii. Each santa is has a shape under it that matches with the photos on the walls



- iii. Combo
- c. Inside
 - i. **VHS**

8. Snowy House Box

- a. Where
 - i. On the shelf by the tree, inside a larger present box
- b. How
 - i. Use the reindeer to grab the key.
 - ii. Drag the key until you can drop it through the hole
 - iii. (people can also shake it to get the key)
- c. Inside
 - i. The key to the **ornaments**

9. Duffle Bag

- a. Where
 - i. Inside the chest inside Fuzz's Room

- b. How
 - i. In the side pocket of the duffle is a photo with the letters FSJC. Those letter correlate to the names of the children. Fuzz, Susan, Jovie and Cal
 - ii. Count the presents of each of the children and put them in the FSJC order. The count of the presents is the combo for the duffle
 - iii. Combo 5332
- c. Inside
 - i. **Cars**
 - ii. Basketball Cards
 - iii. A Jordan basketball card with a magnet inside

10. 12 Days of Christmas

- a. Where
 - i. The ornaments on the Tree and the book on the stand by the tree
- b. How
 - i. Find the ornaments on the tree that aren't the bauble ornaments.
 - 1. Turtle Dove
 - 2. Golden Rings
 - 3. Swan
 - 4. Lady Dancing
 - ii. Those ornaments correlate to different "days of christmas" as shown in the book
 - 1. Turtle Dove - 2
 - 2. Golden Rings - 5
 - 3. Swan - 7
 - 4. Dancer - 9
- c. Inside
 - i. The combo will get you inside the lockbox next to the kitchen door.
 - ii. Use combo 2579

11. Pizza

- a. Where
 - i. 2 on the small table in the kitchen
 - ii. 4 on the big table of the kitchen
 - iii. 2 inside the pizza box
- b. How
 - i. Turn the pieces over and align the lines in order to spell the word SLED
- c. Inside
 - i. Will get you inside the compartment on the table to the right of the entrance door.
 - ii. Wordlock combo is SLED
 - iii. **Feathers** will be inside

12. Directional Lock

- a. Where
 - i. The lock is on the lefthand side of the counter
 - ii. The nerf gun is on the right-hand side of the counter
 - iii. The action figures are in the “shooting range”
 - iv. The candles are placed around the kitchen
- b. How
 - i. Find the nerf gun and use the nerf gun to shoot down the action figures
 - ii. On the bottom of the action figures are arrows of Left Right Down Up each in different colors
 - iii. Match the colors with the numbers found under the candles to know the sequence
 - iv. Sequence RIGHT LEFT DOWN DOWN UP UP
- c. Inside
 - i. **Red Hot**

13. Jordan

- a. Where
 - i. On the right cabinet door on the countertop
- b. How
 - i. Use the Jordan basketball card with the magnet and place it against the image of “Jordan 23”
 - ii. Will unlock the door
- c. Inside
 - i. **Staple gun**
 - ii. **Paint can** (locked with word lock)

14. Christmas Cards

- a. Where
 - i. On the window sill of the kitchen
- b. How
 - i. On the front of all the cards is a common theme. They all have BELLS
- c. Inside
 - i. Use the word BELL to get the **paint can** out

Important Notes

- To get to the Timer control, go to <http://timer.theq.fun>
 - Click on the numbers
 - Put in code 1357

