# Puzzle Team #4

Some puzzle ideas

Puzzle Idea #1: Warning-Sign-Puzzle

- General idea: Coop-puzzle
- One terminal in the room
  - ideally in the server room: separate players → communication is needed
- 8-10 pictures distributed in both rooms
  - maybe thematically matching warning signs
  - under each picture is a 7-segment-display
- terminal shows parts of the pictures and an mathematical computation
- players have to search for the matching signs and solve the puzzle
- resulting in a 4-6 digit password to continue the escape room
- players are working under a time limit (e.g. 60-90s)
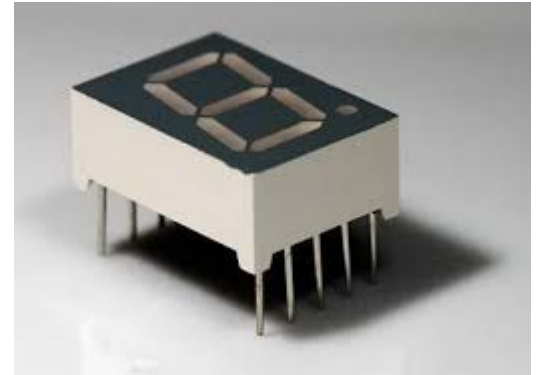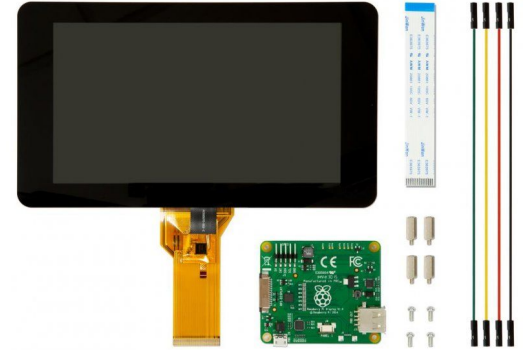
Puzzle Idea #1: Warning-Sign-Puzzle

- Possible Sequence:

 +3 -2 +1

- Resulting password: 5-7-7
- Players should fail on first attempt
    - puzzle resets (numbers and sequence change)
    - slowly learn the rules of the puzzle
- Time limit and difficulty in general are dependant on the number of players

Puzzle Idea #2: Beamer

- after solving a puzzle, a beamer turns on and shows a blue screen on a wall
  - there are multiple numbers on the wall but which number is the right one?
- players find one or more objects to put in front of the beamer
  - fingers of the objects point to e.g. numbers on the wall
- players have to place the objects in an determined order
- resulting code opens something

Puzzle Idea #3: Checkerboard

- players find a checkerboard with some figures standing on it
  - can be glued to the board
- find another figure
- have to figure out the position that wins the game
- the figure has a small RFID chip in it
  - by placing it on the correct position the next puzzle gets started
- not everyone knows the rules to chess
  - players could find the moveset of the figures on a poster in the room
  - or different game