

A Suitable Job

Introduction

You had big, lofty ideas and dreams about the life you'd lead once you finished school, but the economy had other ideas. You have bills to pay, so you took what you told yourself was a temporary job as a salesperson for a mid-tier men's business- and formalwear chain retailer, the type of place that has clothes for weddings and job interviews and other fancy things like that. Not where you imagine you'd end up, but it turns out you're actually kind of good at it? And you make a decent commission, so the pay isn't bad either. You've been at your store for a little while, and upper management is impressed with your sales numbers. They are considering you for a management position. At the same time, the store a few towns away from you isn't doing quite so well - the store manager has a reputation for being incompetent, and there are rumors flying around that he may be involved in some shady dealings, but no concrete evidence has been found yet. Because he's such a bad manager, the store can't retain employees very well and is severely understaffed, especially this week while the assistant manager is on vacation. As a sort of test, upper management has asked you to go help them out at that location. This will allow them to see how you do in a management role, but they also hope that by being there, you will be able to find any evidence of the current manager's wrongdoings. You don't *love* the idea of being a snitch, but you're not in a position to turn down the opportunity to make more money, so you agree.

Nothing really out of the ordinary happens on your first day there. The store manager seems like kind of a schmock, but beyond that, you don't see any hard evidence you can take with you. It is, however, very clear to you that the employees find him to be insufferable. When you are done on the **sales floor** for the day, you go talk to the store manager and hope that he leaves soon so you can properly snoop. You casually mention that you're planning to stick around this evening a little longer so you can finish up some sales reports for an upcoming regional meeting. He doesn't seem fazed by this at all (you imagine he's taking the opportunity to foist all of his closing duties onto you) and tells you to go ahead and that he has a spare key you can borrow in his locker in the **tailor's workroom**, and to just make sure you lock up on your way out, and then he practically runs out of there. So he suspects nothing of you? Cool...this is going to be easier than you thought.

Once he leaves, you head through the **hallway** facing east to the workroom door, grab the handle, and...it won't budge. Uh-oh. You're going to have to find a way in so you can get the store key, locate any evidence, and get out. The workroom door is directly in front of you. Behind you is the open doorway that leads back to the **sales floor** where you just came from. On the wall to your left is a large bulletin board.

NOTE FOR GAMEMASTERS: While players are free to move between the hallway, sales floor, and (once they open it) the workroom, these are *technically* separate spaces. Therefore, upon

the first entry of each room, it is important to share a distinct room description. The hallway description is built into the introduction, but here are the descriptions of the other two:

Sales Floor

You walk out of the **hallway** and onto the **sales floor**, entering from the east wall. Directly to your left in the southeast corner of the room is the fitting area, where tailors can mark suits for alterations. There is a large, three-paneled mirror jutting out from the wall, and on the wall next to it, a circuit breaker box. Ahead of you on the west wall is a large wedding and formal wear rental display, consisting of one mannequin. To the left of it it is a desk. On the wall behind the desk, there are framed wedding photographs. The part of the room to your right is the main sales area, which consists of various clothing displays with items that customers can buy. Next to this, in the northeast corner of the room, is the cash register. The door to the parking lot is on the north wall, and there is a shoe display to the left of it.

Tailor's Workroom

You enter this room from the west side. The northwest corner is completely taken up by a large industrial steam press. In the northeast corner, there is a tailor workspace, and to the right of that on the east wall, there are several rolling clothing racks with alterations orders on them. It seems like a cramped work area that you suspect was once just for the tailor, who has since been made to share with everyone else as this is really the only place to hang out during breaks and keep coats and bags. For this purpose, there is a locker bank along the south wall where employees can keep their stuff locked up during their shifts.

Observable Items

Alteration Order Clothing Racks: You see multiple clothing racks full of alteration orders. Some of them must be completed orders, as they appear to be nicely pressed, and others must be orders that still need work, as these ones have chalk marks and pins all over them. What the finished and unfinished garments have in common is the presence of alteration cards looped on their hangers: this is where the information is for what work needs to be done and when the completed work is promised to the customer. The tailor must be really busy because the clothes are packed in here like sardines. You'd really have to know where to look for something or else you'd never find it...but you assume she has a system figured out.

Alteration Order Promise Date Sign: It's a large poster that states the promise date for alteration completion, presumably so the customer can get a realistic expectation of when they'll get their stuff back, with a rotating wheel where you can change what the current promise date is. It says "Alterations are guaranteed to be completed on or before 10 days from the date your order is placed. Orders placed today will be ready by June 11th."

Alteration Price List: It's a piece of paper that lists all of the alterations that the tailor can do on different garments and the price per seam altered. Exciting stuff. **[SHOW PLAYERS DOC 3]**

Bulletin Board: A large cork board hangs up in the hallway. It includes the usual boring stuff that nobody cares about like government labor regulations posters, emergency procedures, a really corny motivational poster, blah blah. It also includes an employee schedule for the week and a list of employee rules.

Cash Register: The register sits at the table at the front of the store. The monitor displays a dialog box that says "ENTER REFUND AMOUNT" and a space to enter numbers. You aren't able to minimize or click away from the dialogue box, looks like you'll have to enter the refund amount if you want to get to anything on the register. **[IF USING ALTERNATE OPTIONAL PUZZLE:]** Next to the register, there is a stack of clearance shoes that someone must have returned.

Circuit Breaker Box: You open the cover of the box to reveal eight columns of 7 switches each. Across the top, the label reads "ENERGY SUPPLY" which is kind of a weird way of phrasing it...but technically true? **[SHOW PLAYERS CIRCUIT BREAKER]**

Clothing Sale Displays: There is a large stack of 'deal of the day' sales laying on a table but not displayed, except for one displayed next to the dress shirts directly in front of you. It reads "Deal of the Day: Keep your shirt on, it's only Tuesday! Buy one get one free dress shirt." Ugh...are they all like that? Who in marketing allowed this to happen? To the right are six long shelves built into the wall displaying a large array of shoes. There is a space to put a sale sign next to the shoes, but the slot is currently empty.

Employee Rules: You look at the rules list. It isn't so much a list of rules as it is someone's personal 95 theses of meaningless sales-related adages and passive-aggressive "helpful reminders." Don't worry, there aren't actually 95 of them. Some of them make sense, and some are kind of specific and weird.

[If they ask to read the document:] **[If they need to see the rules, you can show them RULES]**
Hey Formalwear Fam!

It's come to my attention that not everyone is being a team player! Going forward, these are the rules you need to remember if you wanna keep killing it on the sales floor!

1. The best defence to shoplifting is great customer service.
2. Your key card should be kept on you at all times - you're responsible for it.
3. The time to upsell is always.
4. You can find success in the moments you least expect.
4. Our clothing expertise is why the customers trust us.
5. "Later" is code for "never" - don't let customers walk away without having made a sale.
7. Good managers always have their teammates' back.
6. When processing damaged items, write down all the information you have.

Kit

Employee Schedule: You take a closer look at the schedule. It's printed out onto a grid with each employee's name, job title, and when they are scheduled to work this week. You aren't on it, but that makes sense, because you are only helping out temporarily. **[SHOW PLAYERS SCHEDULE]**

Fitting Room: You walk into the fitting room. There is a built-in bench on the inside, but there doesn't appear to be anything on it.

Industrial Steam Press: It's a large contraption with an attached handheld iron for pressing clothes. You can imagine it gets pretty warm in this room with it on, but you notice it isn't really warm at all...because it's off? You go to switch the press on, but the lever that turns it on is held in the "off" position by a chain with a lock on it. The lock isn't like anything you've ever seen before - it has five wheels that you turn so that one facet is displayed on each of them at a time. You've seen numbers and letters locks like this, but this one has different colors and each facet is a different color. The options are red, blue, white, black, green, and yellow.

Locker Bank: The locker bank consists of two rows, one stacked on top of the other, of four lockers each. Each locker has a built-in keypad. Based on the number of blank spaces in the tiny screen above it, it looks like they take ten digits each. You'll want to be careful about making sure you have the right combination - there's a sign next to the lockers that says "Due to a recent increase in thefts, three wrong attempts will automatically alert the police." Uh oh. You're not exactly *supposed* to be here unattended, so this should probably be avoided.

What's really interesting about these lockers is that they aren't numbered, nor do they have the names of the employees they belong to on them. They do, however, each have a picture of an animal on them. The pictures are, from left to right, on the top row: a donkey, a kangaroo, a cat, a turkey. From left to right, on the bottom row: a wolverine, a goat, a fox, a duck.

Mirror: A large mirror is built into a platform, jutting out significantly from the wall. It is one of those mirrors that you have to step *into*, with three different panels so you can see many angles. The mirror is covered in handprints at about shoulder level.

Shoe Shelves: There are six shelves stacked vertically and built into the wall. They contain dress shoes in a large variety of different colors and styles. There is an open metal frame mounted on the wall next to them for a sale sign to be slid into, but it is empty.

Tailor's Work Area: There is a note on the table from the tailor. Maybe this is a clue as to why the press is locked up! The note reads:

"Kit,

I am but a humble tailor, and by ‘humble,’ I mean that this store would fall apart without me. I know you never want to tell a customer ‘no’, but if I’ve told you this once, I’ve told you this a million times! We *cannot* alter and press clothing for a customer if the clothing isn’t clean. It’s not that hard to tell them that they need to get their garments dry-cleaned before they bring them in, rather than all this back-and-forth that has to happen every time. Just explain to the customer that if they bring in clothes with stains or other stuff on them, and those clothes are pressed, they will be pressed in there forever. And then whose fault is it? Mine! Besides, having to work on dirty clothes like that isn’t fair to me. It happened again this week with one of your customers, the gentleman who brought his pants in four days ago - there are stains all over them!! You think giving customers whatever they ask for is good for the store, but it’s *not*! You have *got* to think about HOW MUCH MONEY we’re losing from this - it just keeps getting WORSE AND WORSE! Since you refuse to take this seriously, I won’t be pressing anything until you sort it out. And if you think any of your minions will do it, I’ve locked the press up, so don’t get any ideas. Let me know when you’re ready to step up and be a leader.

Jenny”

Tailor’s Workroom Door: The door won’t open. The locking mechanism consists of a place to swipe a card, with a red light that remains on when it’s locked, and a green light that comes on when access is granted. Currently, both of the lights are off.

Tuxedo Desk: Next to the wedding display is the desk where formal occasion consultants can work their magic. Behind the desk on the wall are eight photographs of wedding parties looking positively gleeful. Below the surface of the desk is a cabinet. Inlaid in the desk is a sizing chart, which shows the range of jacket and pant sizes offered, and size conversions for shirts and shoes. **[If they ask, show SIZING CHART]**

On top of the desk is a handwritten note from the formal events manager to her team.

[They will inevitably ask to read the note right away.] It says:

“Billy,

I had to leave early today, so before you can even think about getting out of here tomorrow, you need to dress the mannequin. It needs to reflect one of the most popular wedding looks that our real-life customers love to wear, as depicted in the photographs on the wall. We love our customers, but they can be very “creative” sometimes, and we want to stick to some rules when it comes to dressing our display. Please adhere to the following criteria when making your selection:

1. Black tuxedos look great, but they’re a little too formal for an outdoor summer wedding, which is what we want to show right now.
2. Dress shirts shouldn’t be darker in color than suit jackets.
3. All leather items should match.
4. More than 5 colors in one look is a little too busy for our display.

5. As much as we want to upsell more accessories, they only need one thing holding up their trousers.
6. If the tie and vest match in color, that should be paired with a tuxedo, not a suit.
7. No bow ties - ours have all mysteriously disappeared!

To make sure you actually do it, I'm holding your key card hostage. You'll get it back when you complete your work. And stop leaving it laying around! That is super unsafe, just anyone could find it.

- Molly."

Tuxedo Desk Cabinet: A locked door (of course). There is a teeny tiny keyhole that must take a teeny tiny key.

Tuxedo Rental Display: The wedding display is in disarray: the mannequin doesn't even have any clothes on. Next to the mannequin is a rack of display rental dress clothes and accessories in nearly every color imaginable.

Wedding Photographs: On the wall are eight photographs from real weddings that have gotten their outfits from this store (you know this because your store does a similar thing). They tend to be the most popular looks and they show how dapper and joyous the couples look on their special day! Each photograph depicts a different scene from a different wedding:

1. A couple in front of a window. One of them is wearing a black tuxedo, a white dress shirt, a black bow tie, black patent leather shoes, black suspenders, and gold cufflinks.
2. A couple waving sparklers. They are both dressed in navy suits, light pink dress shirts, tan ties, light grey vests, brown shoes, and gold cufflinks.
3. A group photo of a whole wedding party with the couple standing in the foreground. They are wearing charcoal grey tuxedos, ivory dress shirts, black bow ties, charcoal grey vests, black shoes, and black matte cufflinks.
4. A couple and their parents. One of the people getting married is sporting a navy suit, a white dress shirt, a pink polka dot tie, a brown belt, brown shoes, and navy suspenders.
5. A couple on the dance floor. They are both wearing steel grey suits, light blue dress shirts, burgundy striped ties, burgundy belts, steel grey vests, and tan shoes.
6. A couple on the beach. They are both wearing steel grey suits, light pink dress shirts, blue striped ties, tan shoes, steel grey vests, and tan belts.
7. A couple outside of a church. One of them is wearing a light grey suit, an ivory dress shirt, a purple satin tie, black shoes, a black belt, and a purple satin vest.
8. A wedding party with the couple in the foreground. One of them is wearing a tan suit, a black shirt, a tan tie, black shoes, tan suspenders, and a cowboy hat. Most of the wedding party in the background is wearing denim.

Interactions

Alteration Order Clothing Racks - looking for alterations promised June 7th: You look in that date, and you find a single pair of pants that haven't been completed yet. They have stains all over them...without touching the stains, you lie them down on the table and take a look while trying to not think too hard about what the stains are or how they got there. The slacks are tan, so the stains are *very* obvious, and you can't imagine how someone could even pretend to have missed them. There are grass stains on the hemlines of the pant legs, and *someone* must have had an office mishap, since there's what looks like an ink stain on the waistband and something that has that texture of liquid white-out on one of the pockets. There is something red smeared on the hip of the pants, and you really don't want to investigate further in case it's a biohazard. This poor person must've *sat* in something too, since there's a blue stain all over the seat of the trousers.

Cash Register - inputting \$174.99 for refund: You're in! The cash register drawer springs open, and you can finally see what's on the computer screen. **The screen:** It's...well...disappointing, to say the least. Nothing scandalous at all. The only program on here is the point of sale system, and everything there looks totally normal. **The drawer:** There isn't any cash in it, but there is a folded up note. It's an order form, and it has Kit's name written at the top under "customer". The sizes for the garments read as follows: "Jacket - 42, Pants - 36, Shirt - Medium." Huh. That's interesting. You're pretty good at your job, and you can eyeball sizes pretty well. You've also spent all day with Kit, and there is absolutely *no way* that those are his sizes. It's interesting that he'd write them down for himself.

Circuit Breaker Box - switching the "R" column to on, off, off, off, on, on, on: You flip the switches, and you hear a hum coming from the hallway!

Circuit Breaker Box - switching the "P" column (the one that corresponds to Jenny's space in the schedule if you don't rearrange them) to on, off, off, off, on, on, on: You feel like you're on the right track, and it definitely did...something. The lights in the formalwear rental area turn off.

Circuit Breaker Box - doing anything else: [Be creative about what happens depending on whose column it is. Generally, I've been picking an area in the store that corresponds with where the person's job is. For the store manager and assistant manager, either the whole store or the exterior lights would work. If they flip all switches off, they all turn off, and if they flip all on, the lights surge for a moment and then everything shorts and turns off.]

Fitting Rooms - looking at the back of the door: You look at the back of the door and find an informative sign! It's an Alterations Promise Date poster! It's a large poster that states the promise date for alteration completion, presumably so the customer can get a realistic expectation of when they'll get their stuff back, with a rotating wheel where you can change what the current promise date is. It says "Alterations are guaranteed to be completed on or

before 10 days from the date your order is placed. Orders placed today will be ready by June 11th.”

Industrial Steam Press Lock - inputting WHITE, GREEN, BLACK, BLUE, RED: The lock opens, and you are able to switch on the press. It heats up fairly quickly. You press the very wrinkled jacket, and when you do, something strange happens. At first, you think you’ve water stained it by mistake, because something appears on the sleeve of the jacket. But no, it’s definitely distinctly numbers...oh no, there must have been a tag or something inside the jacket sleeve for some reason because it bled through when you applied heat! At least you have a price now - \$174.99.

Industrial Steam Press Lock - inputting the correct colors, wrong order: You’re sure you have the colors right, they *are* the pants that were referred to in the note, but maybe the order is wrong? There must be a certain order they go in. [Can also clue more directly if they really aren’t thinking anywhere in the neighborhood of ordering them by price.]

Locker Bank - inputting 4236163435 into the fox locker: You hear a click as the locker pops open! [When they inevitably want to search it:] You scrounge around for a bit and manage to produce a metal key on a lanyard! This must be the store key Kit mentioned earlier. You don’t find much else, as all of the other stuff in the locker is a bunch of loose papers that were maybe important, but you can’t really tell because they have coffee spilled all over them. And not just coffee, but coffee that someone definitely put cream or milk in, so it has that curdled dairy odor and texture, so you don’t want to look much longer. You *do* also find, though, a sales sign for a Tuesday ‘Deal of the Day’. It reads: “#ShoesdayTuesday, Shoes Half Off.” Kind of weird to just be in the locker. Kit has stuck a post-it note on the sign. It reads: “Note to self: remember to find a different sign for tomorrow so this one doesn’t get put out!”

Mirror - pushing on it: It must be one of those push-to-open latches, because the mirror opens up! Inside is a fitting room - oh, so *that’s* where they are.

Shoe Shelves - removing half of the shoes: [Works for either half the pairs or shoe from each pair] You remove half the shoes from the display, and, after a moment, something strange happens. All those shoes must have been weighing the shelves down, because that section of the wall rises up a few feet to reveal a built-in safe! Upon closer examination, the safe has a keypad with four directional arrows marked “back”, “forward”, “up”, and “down”.

Shoe Shelves Safe - entering “FORWARD, UP” or “UP, FORWARD”: Refer to conclusion!

Tailor’s Workroom Door - entering with swipe card and power on: It works! The door beeps and opens. Refer to Tailor’s Workroom Description.

Tailor’s Workroom Door - entering with swipe card but no power: You do have the card of a current employee, but swiping it through the reading mechanism doesn’t seem to do anything. You notice that where it would normally have a red light to show that access is denied (which

would turn to green when you swiped the card), the light is there, but it isn't on. There must not be any power coming to the door. Now that you think about it, there isn't any light coming in from under the door either.

Tailor's Workroom Door - entering with power on but no swipe card: You notice a faint hum emanating from the door, and the red "access denied" light is now lit up! You still need a way to unlock it, though.

Tailor's Workroom Door - looking at the back of it (from inside the room): On the back of the door, you find an alteration price list! It lists what work the tailor can do on garments and how much each job costs. **[SHOW PRICE LIST]**

Tuxedo Desk Cabinet - opening with key: The key works and the cabinet swings open! In it, you find an employee swipe card belonging to a "Billy Lancaster". You also find a suit jacket on a hanger. The jacket is *extremely* wrinkled as though it has been haphazardly shoved into a backpack. There is a note pinned to it with a straight pin, which reads, "Jacket was returned, can be resold once it's been pressed."

Tuxedo Rental Display - dressing the mannequin in the correct outfit (#6): You dress the mannequin in this outfit, which takes *way longer* than you think it should. As you slide the mannequin back onto the magnetic stand that holds him up in his dapper new outfit and step back to admire your work. You hear a metallic *ping* as the magnetic stand yanks a tiny key out of something that the mannequin is wearing and it hits the stand.

[OPTIONAL ALTERNATE PUZZLE] Front counter - looking at shoe boxes: It seems normal, they're in size order, and most of the brands you recognize. Except one - they're called "Animal" brand. Must have been something someone bought online and then returned at the store. It happens sometimes. Actually, all the time.

[OPTIONAL ALTERNATE PUZZLE] Front counter - shoe boxes - looking at the one with the brand name "Animal": The shoes inside seem pretty normal (albeit a little ugly). The exterior of the box has a barcode, with a scannable piece and numbers that read "LKLI PYH SC K USD". There is no price on the shoes, but it does list a size – 9 AUS.

Conclusion

You enter [FORWARD/UP or UP/FORWARD] and the safe door swings open! It's full of folders of paper and bow ties. You reach in and grab one of the file folders and open it up. You skim the documents you found in the safe, realizing that you're holding definitive stacks of proof that Kit, the store manager, has been involved in a nefarious international bow tie trafficking ring. You are so shocked at this revelation, that you don't hear someone approach, until... [you can slow clap for maximum sinister effect here].

“Well done. I see you’ve found the documents. Now hand those over,” says a voice. It’s...the regional manager! The higher-up who sent you here in the first place? “Once these are destroyed, then no one will be able to tie our company to this! Thanks for finding them for us!” He reaches his arm out to grab the evidence from you, but you’re too quick! You shout “I’ll never let you get away with this!” and pull your arm back, and he stumbles forward, sliding several feet across the carpet. You can feel the rugburn in your knees just by looking at him.

You clutch the documents to your chest and start to make a panicked run for the door – you think you can make it before he has time to get up – when all of the lights in the store turn on, temporarily blinding you. “That’s enough,” booms a voice, and several other people enter through the front door, some you recognize from the company and others you don’t recognize at all. They are wearing suits (which isn’t weird because this is a suit store) but also carrying briefcases (which is weird because this is 2021 and briefcases seem like a thing of the past). You narrow your eyes. “Would someone care to tell me what is going on?”

The most serious looking of the strangers steps forward. “You’ve just uncovered evidence of a massive conspiracy. But we needed to make sure you could be trusted, that you wouldn’t just turn the evidence over to anyone.” The regional manager nods solemnly. “It pained me to pretend to be evil, even if only temporarily.” He looks genuinely ashamed of himself. The stranger begins speaking again:

“Well, I think it goes without saying, but I’m going to say it anyway. You did great work, kid. Forget a store management position in this company, we’d like you to join forces with our secret international crime fighting division.” He reaches his hand out for a handshake.

You consider this momentarily. What you just did *was* kind of fun in a twisted way, even the parts that were stressful, and it beat having to deal with some of the less-than-pleasant customers you’ve seen in your time. It *definitely* beat having to work with someone like Kit. But...despite feeling like your potential is underutilized, at the end of the day, you like your job.

“I appreciate the offer,” you say. “But I don’t think I’m ready to be James Bond just yet. I wouldn’t mind styling his outfits though.”

THE END

GM’s Explanation

A NOTE FOR GAMEMASTERS: There is one puzzle in here that technically can be solved with outside knowledge or research (the lockers). There is an optional puzzle if they don’t get it via outside knowledge. Feel free to be creative about how you present this information and when you decide that they might want the additional puzzle.

Players begin in the hallway, and here are a few things to look at here. Technically, they can turn around and go back to the sales floor and find things that will be useful later, but since they know they need to get into the back room, that will hopefully compel them to check out the door and the bulletin board first. Inspection of the door will reveal that it needs a swipe card to unlock but also that the power to the door doesn't seem to be on (even the red light that typically indicates 'access denied' is unlit). If they look at the bulletin board, they'll find an employee schedule for the week and a list of employee rules.

The schedule's purpose isn't clear yet, but if they read the list of rules, they should notice that the list looks a little unusual - why are there two number 4's, and why are 6 and 7 out of order? The number of the rule indicates which word you should pull from that line (e.g. rule 1's first word is "THE") to get the message: THE KEY TO SUCCESS IS NEVER BACK DOWN. There is nothing else to look at in the hallway, so they will want to go back to the sales floor next.

The most obvious thing to see is that the wedding display is in disarray: the mannequin doesn't even have any clothes on. Instructions on the desk let the players know that they have a chance to find a key card, but first, they need to dress the mannequin in one of the most popular wedding looks (pictured on the wall in 8 photos of real happy customers), but, since customers often have questionable taste, according to the rules set out in the note on the desk. If they follow this, they will find that photo number 6 is the only one that works. They should dress the mannequin in this outfit. Once they have dressed the mannequin correctly, the magnetic stand attracts the tiny key that was inside the correct outfit, and the player is able to pick it up and open the cabinet. Inside it are a swipe card and an incredibly wrinkled suit jacket that a customer returned and needs to be put on the sales floor.

Now they need to turn on the power to the tailor workroom. The employee schedule (that they hopefully already saw on the bulletin board) contains the answer. When they open the cover to the circuit breaker box, they will see eight columns of 7 switches each underneath a label reading "ENERGY SUPPLY" at the top. The number of columns corresponds to the number of employees, and if they turn the schedule sideways, they'll see that each switch corresponds to an employee's work that day ("ON" if they're scheduled, "OFF" if they're off). To make it a bit trickier, it doesn't match up exactly as written on the schedule, but the first letter of each employee's last name is one of the bolded letters at the top. Since they are looking for the tailor workroom, they should make sure that the tailor's switches are either on or off according to the schedule (In the "R" column, it should be from top to bottom: on, off, off, off, on, on, on). Once they do this, the door can be opened.

Inside the shop, there are a few starting points, but hopefully they begin with the press (because they have the very wrinkled jacket). The press is chained in the "OFF" position and locked with a lock that takes five colors. If they examine the tailor workspace, they'll find a very angry note taped to the sewing machine from the tailor to the store manager essentially saying she refuses to press more garments until he stops promising customers they can have their dirty clothing altered. She gives a specific example of a pair of dress pants a customer brought in four days ago. To find these trousers, players will need to look on the rack of clothing that

hasn't been altered yet. But it is packed and there is no way to go through them manually, especially since they aren't listed by order date, but by date promised.

Players can find out what the promise date is by going back out to the sales floor and seeing where this information is posted (in the fitting room), so they can look at that to find the proper date promised (ten days from four days ago, **calculate in advance depending on what date you choose to use: the current date or one of your choosing**). If they haven't seen it already, they can do so by entering the fitting rooms through the mirror. When they enter the fitting area and look in the three-paneled mirror, they see that the mirror is *covered* in handprints, which should encourage them to try the same. Each panel is a door to a different fitting room, with a push-to-open latch. On the back of each door is a poster with this information, so it doesn't matter which one they go into - they just have to make sure to check the door.

When they look at the orders for that date, they find a single pair of slacks with gross stains of various colors all over them. There are five stains that correspond with the five colors of the lock on the press. To figure out the order, the players should order them from least expensive alteration to most expensive alteration per the alteration price list (found behind the workroom door) since, according to the note, "it just keeps getting worse and worse." Each stain location corresponds to an alteration on the list; you shouldn't need to worry about players having background knowledge on tailoring, since the section of the pants corresponds to the name of the alteration.

The correct order for colors is WHITE, GREEN, BLACK, BLUE, RED. (White - pocket - no charge, green - hem - \$10, black - waist - \$12, blue - seat/crotch - \$15, red - flatten hips - \$20) Once they get the colors in the correct order, they can unlock the press and press the wrinkles out of the jacket. Upon doing so, the tag (that was inexplicably inside the fabric of the sleeve) bleeds through and they get the price \$174.99, to be entered on the 'refund amount?' screen back at the front register.

Once the code is entered, the register door pops open. In it, there is a made-to-measure suit order form with a note written on it. The measurements on the form are wrong because everything is too small for Kit, which should tip them off as being suspicious. Maybe they aren't sizes at all...maybe they are a code? But there are only 4 digits and a letter. Could medium convert to numbers for shirt sizes? Since players don't need to be familiar with menswear sizing, they will recall that there is a size chart with shirt conversions back at the tuxedo desk. They should go look there for the last numbers.

Once these ten numbers (4 2 3 6 1 6 3 4 3 5) are found, that is the proper combination to open Kit's locker. Players can go back to the locker bank, but the lockers aren't labeled with numbers or names, just pictures of animals. The key here is that we know the first names of all employees from the schedule, and all of their first names correspond to either the male or female of an animal (a tom is a male turkey (or cat), a jenny is a female donkey, an angeline is a female wolverine, a joey is a baby kangaroo, a molly is a female cat, a billy is a male goat, a drake is a male duck) A baby fox is called a Kit, so that locker is his (bottom row, third from the

left). Once the combo is entered, his locker pops open. To prevent brute forcing it once they have the correct code, max is 3 attempts before the cops are called! [OPTIONAL PUZZLE: If they don't get the animals from this kind of association, then a shoe box can be found outside the shoe display. It contains the barcode "LKLI PYH SC K USD" and the shoe size (10) - it's a shift cipher using 10 spaces to spell out "BABY FOX IS A KIT" Not my greatest work but I wanted to make an option that didn't require outside knowledge, but wanted to allow the outside knowledge for trivia fans who enjoy that sort of thing]

In it, players find a key on a lanyard, which must be Kit's spare key to the store, and a note that Kit has written to himself to remember to swap the deal of the day sign for tomorrow along with the sign that he doesn't want to be put out.

Hopefully, players realize that this sign is important. If they remember the empty slot for signs next to the shoe display, they can take it out there and put it up. The sign reads "#ShoesdayTuesday: Shoes half off!" Now why wouldn't Kit want this up? So no one takes it literally? They should interpret this as to remove half of the shoes from the shoe display (it doesn't matter if they remove half the pairs or one shoe from each pair). Once this is done, the shoes are no longer weighing the shelves down, and the shelf begins to rise up! It reveals a safe built into the wall, with a keypad of four arrows, labeled "back", "up", "forward", and "down." If players remember to "NEVER BACK DOWN" from the employee rules list and press up and forward or forward and up (I genuinely don't care which order as long as they get the right keys). The safe swings open! Players find the secret documents: evidence that Kit has been embroiled in a nefarious bowtie trafficking ring. Congratulations on escaping!