

Artificial Elevation

For Escape This Podcast

Game Master Notes

Please note, the following has been copied from the Consume This Media site for the purpose of being used by Escape This Podcast fans as Dani's rooms would be in her standalone rooms. These are not original words.

“The notes below are a guide for game masters. They contain all required information to run the specified room, including:

- All room items
- All puzzles and solutions
- All correct (and some incorrect) player actions
- Full room introduction and conclusion
- Additional notes and tips

Do not read these notes if you intend to play the escape room; there are spoilers everywhere.

These notes are for people playing the rooms with friends, family, enemies or strangers. These notes are not to be used to create recordings, videos, or other media featuring the escape room. If you want to use these notes to make something cool or creative, please send us an email at escapethispod@gmail.com to let us know. These notes are free. If you paid money to obtain these notes, someone was being very rude to you. I'm so sorry.”

-Consume This Media, Escape This Podcast

The following from this point on are original words by the game designer written in the format as Dani's original standalone rooms for the purpose of free play or free will donation play by the fans of Escape This Podcast.

Thank you to Bill and Dani for trusting me to run my first room design and enter the wonderful space of Escape This Podcast! Please enjoy!

Introduction

Opening your car door to go home from an after work happy hour, you immediately slam it back shut with a frown. Your work bag – which your boss just reminded everyone today to bring home – is sitting on your desk. Taking a look back towards the front door you sigh and begin your walk. Sure it'd be annoying to make the trek back to any work space, but here at Imitation Creative Point, it's a challenge for the building to hold you captive all night.

You've been working since 2018 here at Imitation Creative Point and there's plenty of things you've learned over the years; not about technology nor artificial intelligence, not with your position in human resources, but more about the people there themselves. Humans do enjoy giant jig saw puzzles. Employees love trying to solve for x which annoys the accountants to no end. But what you fear most now, is the executive's persistence of AI Mobility Security – that is ensuring all physical moves within the office are made by a person, not a program. The Chief Information Officer genuinely believes the robots on floor 18 will one day take over the office and then the world - before his team figures out a way to implement a failsafe. As you scan your **badge** for the elevator, you find yourself hoping beyond all hope it's just that – an elevator. The **elevator doors** open and you step in on the **carpet**, turn around, and press floor 20 on the **car operating panel** to the right of the doors. The doors shut and the elevator begins its ascent. You lean your back against **the railing** on the right **wall** covering up the **notice board**. You look at the **company logo** across from you and think, "So far so good." But just as you're about to pass floor 18, the elevator stops. The lights turn off leaving just the control panel buttons lightly glowing. Then you hear, "Artificial Intruder Protocol Activated." You close your eyes and purse your lips in annoyance. What are you supposed to do now?

Observable Objects

Badge: You hold your badge up to the light of the control panel and can see it clearly enough. On the front of your badge, Imitation Creative Point reads above your picture and name. On the back is your employee ID – a long series of numbers no employee could ever remember. Your grateful you and your coworkers pushed to include the ID on the badge, but yours seems to have rubbed off. Did they know the ink was bad? Is that why the executives finally agreed to printing it? (View Badge)

Car Operating Panel (COP): It's a standard control panel in a 4 row, 6 column grid with 20 floor selection buttons, door closed and open buttons as well as one alarm and one fire button. They are all glowing in the dark, but you can't see anything around you from this dim light.

Attempting to see anything else: The control panel buttons are lit up, but very dimly. You can't see as much as your hand in front of your face without sticking it right in front of the panel.

GAME MASTER, PLEASE NOTE:

Nothing else is lit well enough to see until the room is open.

Car Operating Panel (COP): It's a standard control panel in a 4 row, 6 column grid with 20 floor selection buttons, door closed and open buttons as well as one alarm and one fire button. Beneath is a speaker from which the voice came as well as two key switch controls in which a small key would seem to fit. The first key switch control is labeled fan. Although it's turned on, you don't feel any air moving. The second key switch control is labeled stop/start which is turned to start. There is also a warning sign with bullet points listening "Warning: alarm will sound. Sounds will vary by input. Never utilize alarm for emergency purposes." (View COP)

Carpet: There is nothing remarkable about this carpet, except you do notice a rather large rip at the edge of the carpet against one of the walls. That's interesting – usually the maintenance team takes a lot of pride in their work.

Ceiling: You look up. Perhaps there is a trap door you can reach. Oh. Disappointment strikes when you only see a vent.

Company Logo: A slightly raised, carpet like textured, large logo covers the whole wall, almost reaching all the way to the top. However, there is space for a capital N above the logo. You just noticed it there last week. You've been meaning to ask your boss about why that N doesn't appear with the logo anywhere else. The logo itself has never made much sense to you for an AI company. Although, logos often don't always match their companies – it just needs to be easily recognizable. (View Company Logo Wall).

Elevator Door: It's a single door the slides out. There is a short, thin strip of light shining through on the bottom, though the crack is not big enough for you to look out of it. On it is a very long poster of tall lilies that says in all caps, "CREATING THE FUTURE TO PROTECT THE LILIES FROM BEFORE." (View Poster)

Flashlight: The flashlight is dangling from the railing with a note attached. It reads, “Sam – You never cut anything short so why you can’t put your tools away baffles me. If you want your flashlight back, you’ll have to break your rule. – All in good fun, Za! Knock, Knock. Who’s there? Interrupting Cow. Interrupting” then the note abruptly stops short. The three letter mini bike lock that holds it to the railing is just as odd. The first ring of letters is all the consonants while the second and third have only vowels.

Notice Board: The notice board is enclosed into the wall with a frame. On display is the company’s value of the month: Opportunity. A close up photo of a business shoe in a doorframe backdrops the phrase “The key to advancing is getting a foot in the door.” On the bottom of the frame is a six letter lock. Sometimes going from meeting to meeting, you know idly spin them.

Railings: Firmly screwed into the wall are six silver rod railings, two on each wall, line the elevator. The space between them and the wall really should be decreased. Your coffee spilled when you tried to set it against the railing and it slipped right through the space between it and the wall. On the back wall top railing, you see a flashlight clipped with what seems to be a mini-bike lock.

Walls: The wall in front of you with the door hosts the car operating panel to the right of it. The other three walls each have two railings. The wall to the left of the door has the company logo and above it an N. There is a vertical line of circular divots going up the wall. The wall to the right of the door hosts the notice board. There is a matching set of circular divots on this wall too. The back wall is bare – with the exception of a flashlight hanging from its top railing.

Actions

GAME MASTER, PLEASE NOTE:

The player must complete this section prior to continuing the room

Car Operating Panel (COP)– Pressing Anything Before Entering Employee ID: “Employee protocol activation required.” Says the voice. “Please enter the last four digits of your employee ID.”

COP – Entering random numbers: After entering six digits you hear, “Inaccurate Imitation Creative Point employee ID entry.”

COP – Entering 2108: “Employee protocol activated.” The dim lighting turns off and then normal lighting turns on. You’re able to clearly see around you, but the elevator is still not moving.

GAME MASTER: The rest of the room is now open.

Carpet – Trying to pull it up: You can slide your fingers under the rip and grip it well enough, but when you pull, it’s clear this is strongly stitched to the sides. You cannot rip this carpet up, but you’re sure there is something here.

Carpet – Cutting the carpet with the box cutter and pulling it up: You cut the carpet carefully along the side so that you’re able to put it back in place and leave no trail behind once you get out of here. Although you don’t know the other two, you do know Eliza and you really don’t want to give her any trouble: she takes pride in her work. You roll the carpet to one side of the elevator. Underneath is a five by five grid of boxes with a single letter in each one. The five words are Glads, Sound, Enjoy, Faith, and Night. Below them is another row of five boxes with massive letter dials, but they are currently randomly set. Above the grid reads the words “Correct letter” written in yellow ink, and “Correct position” written in green ink.

COP – Pressing Doors Open: When you press doors open, they do indeed open! But to your horror, all you see is a dark wall with some writing. Light streams in from the bottom of the opening onto your feet. The opening has a view onto the next floor, though you’re feet are at the top of its door frame. Even if you were weirdly skinny enough to fit through the space, you wouldn’t risk your life for that. Worst case scenario, you’re stuck here until 8am tomorrow. From the light you can read the writing. It says, “#2. All maintenance tool box passwords must be visible within the elevator. #3. Each maintenance employee tool box shape and maintenance employee name must share the same number of letters.”

COP – Using the key from the carpet to restart the fan: You restart the fan and feels air blowing on your neck from the vent above you.

COP – On the Black & White/Piano Function – Pressing 1, 3, 5 together; then 1, 4, 6 together; then 3, 5, 7 together; then 1, 4, 6 together : The alarm sings out A minor, D minor, C, and D minor. The raised logo on the wall begins to light up. You see a shadow on the top of the triangle. You look closer: it's a shadow of small key.

COP – Using the key from the logo on the stop/start switch key to restart the elevator: Go to conclusion!

Elevator Doors – Peering onto the open floor while doors are open: : You can see onto floor 18. It's pretty standard for an office hallway. However, on the floor is a giant floor piano. Employees play tunes as they walk across it. It starts with note C which has a number 3 painted on it. The D has a 4 painted on it up to the 7 on the G and then back to 1 on the A. The floor doesn't seem too far away, but there is no way you're attempting to fit through that space.

Elevator Door – Searching the elevator door with a flashlight: You look around, stick your foot in the door, but it's too dim to really see anything.

Elevator Door – Searching the elevator door cracks with the flashlight: You scan the door with your flashlight and you do see something shimmer! Tucked securely on the bottom of the elevator door, you find a small silver key.

Logo – Cutting out the section of the shadowed key: You use the box cutter to cut the logo. Eliza will surely be talking to you about this, but you have another silver key!

Notice Board – Entering “neuron” into the dial: The notice board dial swings downward on its hinges and the frame pops out a bit. You pull it forward and, it's a drawer! Almost like a filing cabinet. There's an open slit for someone to change the value of the month poster, a bulky folder, and three tool boxes, each about the size of a pencil case, all similar except one has a square with a four number lock, another has an heart with a four number lock, and the last has a circle with a six number lock.

Notice Board – Opening the folder: Inside the folder are two birthday cards, and – oh this why it was bulky – a simple calculator with the buttons turned upside down. It still seems to work correctly. That would have been helpful earlier, but it doesn't quite seem to serve a purpose right now. || *Game Master Note – 0:O, 1:I, 2:Z, 3:E, 4:H, 5:S, 6:g; 7:L, 8:B, 9:G*

Notice Board – Reading the birthday cards: The first says, Happy birthday Fitzgerald! I'm glad you're here. Sincerely, Samuel. P.S. The first rule is, and always will be, the longer the better for me! || *Game Master – pause a bit* || The second says, Happy birthday! Ever since you joined the team, I've been so impressed at your ease and confidence. You truly have a talent of simplicity. My favorite memory of you so far is when you figured out how to ensure you never have to change your tool box password as the posters change every month- genius! It'll serve you well in the maintenance field. Have a great day Gerald! In all sincerity, Eliza

Notice Board – Entering 531717 (LILIES) into the Circle case: Inside is a book titled, “Musical Chords for Dummies.” and a box cutter. On the box cutter handle is the branding for “Sydney Flooring.”

Notice Board – Entering 3045 (SHOE) into the Heart case: It opens and you find a screwdriver.

Notice Board – Entering 0907 or 0607 (LOGO or LOGO) into the Square case: Inside is a small toy model robot. Along the model’s back in bold capital letters in a vertical line are A as in Alpha, D as in Delta, C as in Charlie, and D as in Delta

Notice Board – Searching Music Chords for Dummies: There is a lot in here about major and minor chords as well as an extensive index. If you were looking for something specific, you’d be sure to find it.

Notice Board – Searching Music Chords for Dummies for Chords/Minor Chords: In the index you find the page for chords/minor chords and flip to it. It’s pretty standard except, the A minor and D minor chords are highlighted.

Notice Board – Searching Music Chords for Dummies for A, D, and C: Using the index, you look up A, D, and C chords. An A chord is made up of the notes A, C#, and E played together. D is D, F sharp, and A played together. C are the notes C, E, and G played together.

Notice Board – Searching Music Chords for Dummies for A minor, D minor, and C: Using the index, you look up A minor, D minor, and C. A minor are the notes A, C, and E played together. D minor are the notes D, F, and A played together. C are the notes C, E, and G played together.

Railing – Entering “Moo” into the flashlight lock: You enter “Moo” with a chuckle and free the flashlight. Yes! You have always wanted to be part of an inside joke! You push the button on the back and it works! Well, it’s not a key, but at least you have something!

Railings – Feeling around: As you feel around the railings, you notice a small button against the wall behind the middle each railing set. There are also screws securely holding all of the railings into place.

Railings – Pulling on the bar: They are screwed in really tight.

Railings – Unscrewing them from the wall with the screwdriver: You unscrew a railing. As you pull it off, it tilts to one side and a secondary piece slides out. It reminds you of your curtain tension rod, but it seems heavy and sturdy. You continue unscrewing each railing, ending up with six. As you remove them from the wall you notice each one has an indentation. They are: ocean breeze, dashing through the snow, flowy bee, endless timeline, Ava’s A, and ellipses. {If the trap door is not yet open} You notice the small buttons against the wall; they’re so tiny and cute, yet they seem a bit ominous as well – as if they are trying to give you a warning.

Railing – Putting them in the indents on the wall aimlessly: You thought all these rods were the same, but it seems their diameters are slightly different from each other. The wall indents also seem to have their own diameters as well.

Railings – Pressing the West, South, and North wall buttons based on the warning alarm will sound sign: You hear a little “pop” above you. When you look up, you sigh in relief. There’s the trap door you were hoping to see earlier!

Railings – Putting them in order given by the logo in the wall indents (Bottom to top: Dashing through the snow, ellipses, ocean breeze, endless timeline, Ava’s A, and flowy bee)
– You put the dashing through the snow rod in the bottom indent and it fits! You smile and work your way up the wall, using the bottom rungs to support you as you put the others in place. They are a bit heavy, and it take effort, but you can reach the top!

Top Trap Door – Climbing up the ladder and pushing up the trap door: You climb the ladder all the way to the top and push up the...push up the... ugh! This door will not open all the way. It only cracks open enough for your arm to go through it. You look and see two buttons: yellow, and blue. (Go to wordle if carpet is cut open.)

Top Trap Door – Pushing any combination of buttons if carpet is not cut open: You desperately try to push buttons as you scan the elevator, but you just don’t see anything changing or lighting up differently.

Wordle – Pushing the yellow button: Below you, you see the O in sound, the I in faith, and the Ns in Sound, Enjoy, and Night light up yellow.

Wordle – Stretching to push the yellow and blue buttons together: Below you, you see the O in enjoy and the I in night light up green.

Wordle – Scrolling the last five letters to “MINOR”: You turn the last dial to the letter R and something above your line of sight catches your attention. You look up and see the control panel is changing colors. It’s now lit up in long white stripes and a few short black stripes. In this new lighting, words appear on the floor right underneath the control panel. It looks like a haiku which reads:

Play along with bell
Simultaneously four
Light up and set free

Vent – Looking at the vent after turning the fan on with the switch key:

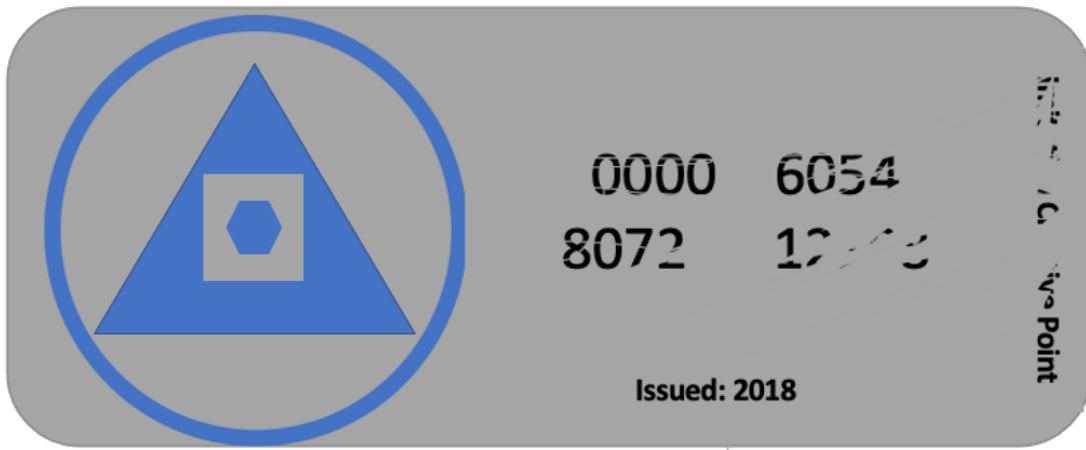
You look up and see a line of streamers blowing out of the vent. In order they are,

A single navy	Two red	Five Turquoise
Two brown	Five yellow	Three pink

Conclusion

“The distant future. The year 2000.” You breathe a sigh of relief as a song rings out over the speaker. Of course, the anthem of the executives: Robots by Flight of the Conchords. A warning to us all to ensure our work never gets ahead of us. The elevator begins to move upward again. At floor 20, its doors open. You pause for a moment, hesitant to walk out in fear that when you grab your bag and try to leave, you may need to do a whole new sequence now that the program has learned how you solved this one – it is an AI company after all. A small red light blinks and catches your eye. It’s above a sign that says “Stairs.” You sigh in relief and feel your shoulders fall in release. Funny, you didn’t realize how tense you were until just now. Perhaps you’ll skip the screens tonight and just read a book instead.

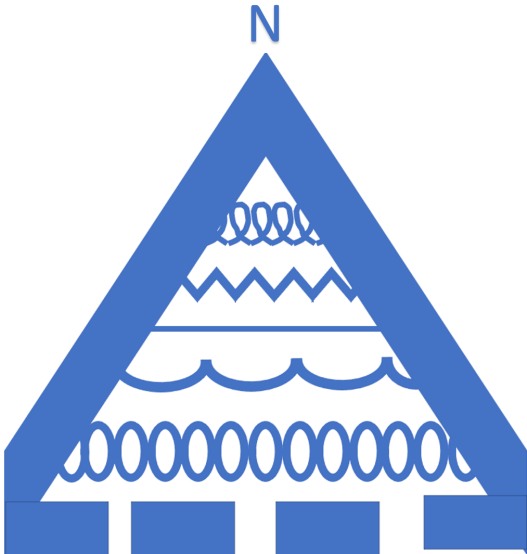
Badge



COP



Company Logo Wall



Poster



Game Master Explanation

What do you do? You push doors open, or floor 20, or some button! You hear a request for the last four digits of your employee ID. Where do you get that? Your badge – which you scanned at the beginning of the room to get on the elevator – has your sequence on the back along with some spaces. The text is also scratched off with the exception of point and the issued year. So, you count the points of the four shapes and realize there is the issued year multiplied by the number of points on the four shapes giving the five sequenced numbers on the employee ID. The issue year is multiplied by 0 (points on a circle), 3 (points on a triangle), 4, and 6. The last four numbers would then be 2108.

Now there are two main things to do: press doors open and search the room.

You press doors open and while there is no chance of getting onto the floor below, you see two logic puzzle rules written on the wall. Looking out of the door, you see a giant piano giving you the note to number notation utilized at the end of the room.

While searching the walls and railings, the player will see a vertical line of slightly varying diameter circular divots going up the wall to the ceiling. Noticing that the space in between the railing and wall is slightly larger than usual, the player will feel around the railing, feeling three small buttons on the wall behind each set of railings. They will also see an N on the top of the logo wall. On the control panel, listing in bullet points which look like buttons, there is a warning sign three sentences long. They start with W S and N – West, South, and North: the three walls that have a small button in the middle). Pressing the buttons in this order pops open the trap door above. They will also notice the railings are screwed into the wall which triggers what to do with the screwdriver later.

While looking at the notice board, players see the phrase ““The key to advancing is getting a foot in the door.” In this phrase is “the key is in the door.” So opening the door and putting your foot in seems like the next logical step, but nothing happens. Once you find and free the flashlight with a knock, knock joke, you get a glimpse into Samuel and Eliza as well as the tool needed to light the doorway and reveal a small silver key. Using that key in the fan switch key, you can turn the fan on and see an array of streamers. Counting the number of streamers tells the player which letter to take from that color of streamers. A single navy (n), two red (e), five turquoise (u), two orange (r), three brown (o), and three pink (n): neuron. This is the six letter words for the notice board.

The notice board reveals to be a drawer with a slot to change the value of the month poster, a bulky folder, and three tools boxes. The folder has two birthday cards and a calculator with buttons turned upside down. The birthday cards reveal the three maintenance employees: Samuel (6 letters), Eliza (5 letters), and Gerald (6 letters). They also reveal the missing first rule from the earlier set outside the elevator – for Samuel, longer is always better. Eliza also tells Gerald she is impressed he will never need to change his password based on the posters in the

room. If your players have not found the poster on the door, that means they have only found one poster – the notice board – and prompts them to keep searching. It also reminds them of the notice board poster with the shoe in the door. Now the tool boxes – they are all the same with exception of their shape and length of password. One is longer than the others which makes it Samuel's tool box – the circle. The heart shape must be Eliza's because they have the same number of letters. Thus, Gerald's is the square. The logic rules said passwords, but the case takes numbers. Odd. How does that work? The calculator with the turned upside down buttons and the poster with LILIES written in upside numbers clue your players in on the rule! So, what other things are in the room that can be made up by these upside down numbers? And what never changes? Take a look at the other poster, based on Eliza's birthday card to Gerald and see the Shoe. That must be her passcode because there is a slot to change out that poster. One passcode was on the elevator door, the other on the notice board wall, and the back wall is bare. So the other passcode must be on the logo wall – but there is nothing there except the N and LOGO – 0907 or 0607. This opens all three toolboxes. There is a screwdriver in Eliza's box. A robot in Fitz's. A box cutter and a chords for dummies book in Samuel's. Now there are a few places to go: the screwdriver path and the box cutter path which will intersect back together and depend on the robot to complete.

The player hears that the railings are screwed into place. The player unscrews the railings and pulls them from the walls, the railings being to extend and slide open like shower rods. They each have an indentation on them which corresponds to one of the six lines on the logo making them fit into the diameters of the circular divots on the walls and make a ladder to the top! If the player has already solved pushing the buttons on the West, South, and North wall, they are able to push the trap door up and see the yellow, and blue buttons to start the Wordle game once found.

Another tool found is the box cutter. With it, the player can cut and carefully remove the carpet to be replaced later. Beneath it is a Wordle puzzle which solves out to MINOR. This lights up the control panel to look like a panel and illuminates a poem telling the player to push the three buttons of a chord as well as the alarm button to ring out the chords. They also can look up minor chords in the book and see A minor and D minor highlighted, but not C. They also read which notes are in these three chords.

Then the players can press 1, 3, 5 (A minor: A, C, E); then 1, 4, 6 (D minor); then C, and finally D minor again along with the alarm button to play the chords.

As they do this the logo on the wall lights up, revealing a shadow of a small key at the top of the thin circle. The player can cut into the raised, carpet textured logo with the box cutter, remove the key, and restart the elevator to complete their ascent.