

Tim's Toys

By Joshua Yang

Warning: Spoilers Ahead!

COMMENTS

This document is a rough write-up of the GM notes I have for this room. It is by no means exhaustive, and if you plan on running this room yourself, I highly recommend listening to the episode to get a good feel of both the puzzle flow and the necessary improvisation.

This is a *very long room*, with many different items and interactions, so familiarity is key to running it smoothly. Feel free to reach out to me in the Discord server if you have any questions, and I'd also be more than happy to share the slides I personally use when running the room.

I would also like to express my gratitude to all the friends who play-tested this room and to Dani and Bill for introducing me to this incredibly fun escape-room TTRPG format.

Anyways, I hope you find this document useful!

INTRODUCTION

Well, this is it. Your last shot. You've been in the paranormal investigation business for quite some time now, but things... haven't been going so well. Years of prank calls, useless leads, and completely *normal* happenings, it seemed like your childhood dreams of discovering the supernatural would have to wait and take a backseat to other needs... like paying the bills.

However, on the night that you [two] began to close shop for good, you got a call. An anonymous tip. It was late, the call was muffled, and the line kept breaking up, but you got the information you needed. Something about a renowned toymaker's workshop in the woods. A mysterious disappearance, a recent storm, and a piercing scream.

With nothing to lose, you decided to go for it, and a plane flight and taxi ride later, you arrive at your destination. As the setting sun peeks through the dark clouds and dense forest surrounding you, you take in the view of the property: it's a small, unassuming, one-story building, looking almost like a cabin you might see in the woods. In rather faded letters at the front are the words, **Tim's Toys**. However, what really catches your eye is the yellow police tape surrounding the perimeter of the workshop, and you notice a lone, rather young-looking, police officer standing near the entrance of the place.

Your eyes meet, and he starts approaching you [two].

"Officer Jones. This area is off limits to the public. What business do you have here?"

Having been in this field for quite some time, you feel it's best not to let him know the truth. How do you reply?

You quickly fib and say that *[insert excuse]*. His eyes, however, drop immediately to the jacket [Bill] is wearing, particularly the logo on it.

"[Expel this Phantom Investigation Team] huh? You know that lying to the police is an arrestable offence, right?" And before you can react, he grabs your equipment and bags, throws them into his police car trunk, and **click** locks it tight. *"Just to make sure that you don't try anything fishy. You're staying in the nearby town, right? I'll have your stuff sent there to the only hotel in the morning, *quietly* hmph, this place will be gone by then. Anyways, consider yourselves lucky."*

Wait... what? Is this even legal? As you start to protest, he tears a form from his notebook and hands it to you, "If you have complaints, you can write them down here and drop them off at the local department. We are done talking." And with that he walks away.

You're shocked... speechless... and it isn't until you've started to leave and are already out of sight that you realize the absurdness of the situation. Who does he think he is, just taking all your equipment? And did he say this place would be gone tomorrow? There's something off about this. You [two] look at each other and start to devise a plan. A stakeout. The officer seems to be by himself, and he can't be here all night. And if he is here all night, he can't be attentive all night either. You [two] are professionals, and you're going to get your equipment back, open up the workshop, and figure out exactly what's going on.

So, you hide amongst the trees... and wait. Hours pass, night falls, and the sky starts to pour. You keep watch, and after what feels like forever, you start to see the fatigue in the officer's eyes, and hey, it looks like he's dozed off! Good timing too, since the storm's started to get stronger, and the cover of trees was barely keeping you dry.

In your view, you can see the **building**, the **officer**, and off to the side, his **police car and trunk**.

Police car:

Looks like an ordinary police car to you. The windows are heavily tinted, so you can't see inside. Naturally, the doors are locked.

Police trunk:

It's also locked tight. Seems a bit old fashioned, you see a keyhole that Officer Jones used to lock the trunk.

Trying the key on the trunk: Hmm, doesn't seem to fit.

Officer Jones:

You can hear him lightly snoring. You suppose he doesn't look as intimidating while asleep. Currently, his hands are on his waist, with one on his holster, and the other on his belt near, ooh, a ring of keys. He doesn't appear to be in deep sleep so you should be careful not to wake him up, but you could try to go for it, if you feel confident in your dexterity.

Reaching for the keys: You carefully reach for the set of keys, but as you get close, you then hear a clap of thunder off in the distance! Officer Jones stirs, but *whew*, thankfully doesn't wake up. Unfortunately, he's moved his hand slightly so that it blocks access to nearly every key on the strap, save for one. Gingerly, with extreme caution, you're able to grab it and slide it off the ring. Hopefully this opens something.

Workshop front: Aside from the name Tim's Toys and the front door, nothing notable. Not even any windows or other entrances that you can see.

Front door: A sturdy, if old, wooden front door. It appears to be locked right now, although the right key should be able to open it up.

Trying the key on the door: Ahah. It fits and works like a charm. Maybe there's something in here that can help you get your equipment back? You [two] slowly open the front door and head inside. You hear the floorboards creak and are immediately hit with the smell of wood, sawdust... *Achoo!* Oh, and just regular dust too.

Looking around, well... It's *really dark* in here. Your phones are dead from the stakeout, but you have a portable charger in your bag, if only you could get to it. With the moon blocked by the stormy clouds outside, and the remaining light only coming in from the entrance, it's so dark that all you can see is what looks to be a **long table** extending from the left side of the room, and parallel to it on the back wall, huh, you see a **window**.

Looking for a light switch: That's odd... there's no light switch anywhere to be found, none that you can see at least.

Window: Peering through the window, it doesn't lead outside, but it looks like there's a back room, and in the darkness, you can faintly make out an outline of something on the floor. You feel a chill crawl up your spine: is that... a body? You really can't tell in this lighting.

Long table (before window): You don't see anything out of the ordinary, it's even hard to tell if there's anything on the table, but that might just be due to the darkness. Maybe you could look at something else as your eyes adjust?

Long table (after looking at window): With your eyes better adjusted, oh, you can make out some grooves and indentations on the table. You can't tell exactly what they are though, at least **not just by sight alone**.

Feeling the table: (Continue to “cutscene” below!)

You rub your hands over the table blindly; the surface seems empty, but quite dusty. As you feel the grooves and indentations, you realize... they're words! You start deciphering the letters and... *oh shoot!* your elbow accidentally bumps into something on the edge of the table. [Dani] you instinctively rush to catch it, but you, ah, barely miss it, and you hear it fall and shatter on the floor.

Immediately, the front door slams shut! In the darkness, you hear a whirring of gears and then a **loud metallic clang**. A single light turns on above your heads, and you now see that two steel doors have slid shut in front of the entrance, completely barricading you [two] in. To make matters worse, you hear a pounding from outside and then a muffled voice.

“Hey, is it you [two] in there?! Did you *really* steal my key?! And did you *seriously* trigger the security system?! God, you're kidding me, I said you can't be in there!! I-I- It's not safe!!!”

After hearing several strings of expletives from, presumably, Officer Jones, you soon hear the sound of a car driving away, sirens blaring.

Well, you're a little uneasy about what was so unsafe in this workshop, but if you're stuck in here, you might as well get to work. In fact, this could be the perfect chance to figure out what went down here, and find a way out while you're at it! The room is dimly lit by a **single bulb** hanging from the center of the ceiling. Glancing around, you first take note of the long table and window you saw earlier. The long table appears to be a **work bench**, and next to it, in the top left corner of the room, is a **small desk**, with **various items** on it. Lying in pieces on the floor by the workbench, is a small **hourglass**. The **window** is at the back wall, and to the right of it lies a **control panel**. Along the right wall near the back is a **bookshelf**, and towards the front of the room on the same wall lies a **glass display case**. In the center of the room beneath the light bulb, there's a **large rug**. In the bottom left corner lies a **large chest**, and nearby on the left wall hang several **frames**. Finally, there's the **entrance** you came in, at the bottom of the room, which is now blocked off by two steel doors. For a toymaker's workshop, there admittedly aren't many toys that you can see. You don't know how long it'll be until Officer Jones gets back, so you better get to work quick!

ITEMS AND ACTIONS

Red text is only for after the blood lights have been turned on!

Back Room – You carefully walk into the back room and take a look around. The mannequins are still hanging, very eerily, and there appear to be panels of lights similar to the ones outside, but they're also off. And the table in the corner seems to be a **power tool workbench!** There's a lot of rather sophisticated equipment here. Saws of all kinds, lots of drills, clamps for securing and **pulling things apart...** even a **hydraulic press.** There's a large pile of **wooden blocks** next to the power tools. There doesn't seem to be anything else in this room but... there is a **bad smell** in the air.

After lights turn on: The lights are also on in this room. It's hard to believe, but it looks like there's even more blood than the other room, splattered literally everywhere. It's hard to make out with all the splotches of red, but there appears to be **writing on the mannequins, some sentences on the back wall,** and again some **patterns on the lights.** Of course, this isn't the mentioning the most obvious change in the room. The whole left wall has completely opened up, revealing a **breaker box,** and a **large doorway.**

Back Wall

Examine writing: You can barely decipher the writing, but it seems to be as follows. "All were met with an untimely end. Ills added up: a broken heart with a separation of mind and body. But please, take away this crushing sorrow!" [**Send Writing - Wall Image**]

Basement – The basement is actually rather well lit. But there's not too much to see. On one wall, there seems to be **two large breaker boxes/electrical panels.** And on the floor, you find a **journal.** However, occupying a significant portion of the basement, is a huge pile of **broken toys.**

Blueprint – It's absolutely huge, and ridiculously complicated. You're not exactly sure what kind of toy or machine it even is. There are so many notes scribbled down in almost incomprehensible handwriting that you're not sure all of it is English. It resembles the Vitruvian man, except with 6 arms and 6 legs, instead of the usual 4 and 4. At the top right is a smaller, simplified diagram that's more understandable. [**Send Blueprint Image**]

Board Games – Just a regular assortment of board games and tabletop games. There are cards, a backgammon set, even battleship! There's a lot, but if you had something in mind to look for, you're pretty sure you could find it.

Look for chess: You fish around and... ah! A chess set. It's a nice box that functions both as the chessboard and as a container for the pieces, which are all there and look pretty ordinary to you. There is a message marked on the box: **"From start to finish, here's the fool's mate. g4, e6, f3, Qh4#"**.

If your players are quite good at chess, you could even omit the last move and have them figure it out. Do this at your own risk though!

Bookshelf – A small light brown bookshelf. Clearly, the owner enjoyed reading books. There are all sorts of books here, from books on various **toys and games** to self-help and improvement guides and even **yearbooks!** The top appears to be **quite dusty**, although **some areas seem to be cleaner than others**.

Examining the top of the bookshelf: It's tough to see at first glance, but there are definitely four spots in a row that have noticeably less dust on them. They appear to be square shaped.

Picking up the yearbooks: Looks like there's three yearbooks. One high school and two colleges. Hidalgo HS, Preston College, and Brighton University. Seems ordinary enough, mostly just a collection of photos of students, clubs, and events.

Looking for mascots: It's pretty easy to find the mascot. Hidalgo Hippos, Preston Falcons, and Brighton Bears.

Looking for a book on chess: There are several, in fact. In the first one you pick up and open, you read the rules along with the basic notation. **[Send Chess Guide Image]**

Looking after books have fallen off: Now that the bookshelf has many empty spaces from all the fallen books, you see that the back of the bookshelf has a picture. Removing all the books to get a look, you take it all in and are a little bit unsettled... it's a painting of a red demonic face, with large horns, and its arms are reaching up towards the top of the bookshelf. Odd choice of decoration for a bookshelf indeed.

Placing L I F E blocks on the bookshelf: As soon as you place the last block down, the entire bookshelf swivels around, revealing a large, rusty, lever switch. It's completely red, although again, you're certain that it doesn't look like paint to you.

Pull the switch on the bookshelf: With your combined strength, you [two] are able to pull down the red rusty lever. You hear a crackling of electricity, and then all the panels of lights above you turn on. Indeed, these aren't any ordinary lights, instead they cast a sickly blood red glow over the entire workshop. And soon, words start appearing on the walls. In what you can only assume is in blood, are the words HELP, scrawled over and over again on the walls and surfaces around. Even **the lights now appear to have certain patterns** on them. You then hear a loud slam in the back room.

Breaker Box (Back Room) – It's a large breaker box, similar to the one you found in the basement, except this one is labeled External Generator 2. But it has a strange electronic lock on it. At the top are the words "Killer of All", then there's an odd symbol, with a 7x7 keypad. And below that is a four-letter input code. Looks like you'll need both the keypad and letter code to unlock it. **[Send Keypad Image]**

Inputting Correct Keypad Code: The keypad flashes, and the unpressed buttons all turn off, leaving you with the following pattern. **[Send Keypad Solution Image]**

With Both Codes: After inputting the hourglass and TIME, the electronic lock beeps and, huh it's the steel doorway next to you that opens up. And behind it, is a thick frosted glass panel.

{read only if MAIN was turned off!!} It looks a little cracked, but not on your side.

In fact, you can faintly make out a large shadowy figure behind it, but... the stench, it's terrible... so much worse than before.

You hear another beep and this time it's the breaker box that opens. A photograph falls out... It's a much more recent photo of Tim and his family. And there's writing at the bottom: **To a better time, when we were together.** Inside the breaker box, is another large lever switch. It is labeled External Generator 2, and is currently on.

Pull Generator 2 Switch: Together, you pull the lever down with all your might, and you hear the sound of the generator powering down. But then, the glass panel slides open, and you see an absolutely horrifying sight. It's obviously what the blueprint detailed, but more the stuff of nightmares. Part mechanical and part decaying human flesh, it's a humanoid with six arms and six legs, currently pinned tightly to the wall by piles of chains and shackles, which is odd because it can't be alive. It's put together with a combination of bolts, screws, stitches, and some sort of fleshy residue, and where its face should be is just the strange symbol from before. And it's so tall, with the combined height of not one, not two, but three torsos, all stitched together in gruesome fashion. You decide it's best to not look at it any longer than you must, and immediately walk back into the main area. In fact, it's probably best to **leave as soon as possible**... maybe you're just being paranoid but, you really feel like you need to get out of here.

PROMPT PLAYERS TO GO TO BASEMENT, AND THEN READ CONCLUSION!

Breaker Boxes (Basement) – There are two large boxes. The one on the left is labeled External Generator One. Perfect! You try to open it and then soon realize there's an electronic lock holding it shut. There's no keypad, or keyhole on it, it just has the label Ext. Gen. 2. Is there a second generator you have to shut down before you can open the box? You move your eyes to the smaller box on the right. This must be for the standard electrical power for the building. Opening it, you only find two switches. One labeled **MAIN**, which is currently on, and one labeled **CONTROLS**, which is currently off.

Turn off MAIN: As soon as you turn off MAIN, all the lights go out, and the trapdoor shuts. You swear you feel some thuds and vibrations throughout the building, and quickly flip it back on. Probably best to leave this on.

Turn on CONTROL: You flip on the CONTROLS switch, and you hear a beeping back upstairs, and the rattle of chains.

Broken Toys – Could this be where the workshops’ toys all went? And why are they all broken, destroyed, crushed, and even melted? It’s like both a mountain and graveyard of toys.

Search through the pile: It’s huge pile, but after sifting through it for some time, you find something that stands out. It’s a **toy phone** that seems to be completely undamaged and has a note with a simple message written on it: Get Well Soon!

Play the toy phone: You press buttons on the toy phone to see if anything happens, but you don’t hear any sounds at all. You check the back and... oh well that makes sense, the battery cover’s missing and you see there aren’t any batteries inside!

Put the batteries in and play the phone: It works! Although, it makes an odd series of sounds, tones, and static. **[Send Toy Phone Audio]**

Chest – It’s a very long chest, almost like a coffin even. It’s locked with a three-digit combo. Inscribed on it is the following: “For our livelihoods. For me, my wife, and my son.”

Enter combo 924: The combo works, and the chest opens up. Inside, you can see why it was so long. Thankfully, there’s no body inside, but there are three separate compartments in here: one completely full of different **board games**, another full of **animal figurines**, and the last one is... well, you’re not quite sure. It looks like an assortment of toys, but they all seem to be a bit old and worn, maybe **used or returned items**?

Coaster – It’s a square coaster made from ceramic. At the center, there’s an outline of a small circle with an engraved pattern of a lumberjack inside.

Push on center pattern: You push hard, but nothing happens. It seems to give a little bit though. Maybe you need to apply more force somehow?

Using a tool [say, the hammer]: [You position the hammer and give the coaster a good whack.] And it pops right out! It’s not broken or anything, it seems like it was meant to be separable. You now have a small circle of ceramic, with a lumberjack engraved on it.

Control Panel – There are many buttons on this control panel. It currently seems to be unpowered though. Pressing the buttons don't do anything. Maybe if you could power it back on first?

With power: The control panel appears to have power now. There are five small bulbs lit up at the top, and there are three columns of buttons. Each column has a similar display of buttons. **[Send Control Panel Image]**

How it operates: The columns of buttons correspond to the columns of mannequins. The arrows move the mannequin(s) left/right, and curved arrows flip the top/bottom half of the mannequin(s). If there are multiple mannequins in the column, ALL of them will perform the action. Likewise, if there are no mannequins, nothing will happen (but it will still count as a turn). After each button press, one of the lights will dim. When all five lights dim, and the answer is incorrect, the mannequins and control panel reset.

The trick is to rotate multiple mannequins at the same time, and there are two ways to accomplish this:

You can either:

1. Rotate the tops of the father and son mannequins, move them all into the third column (ie. first column right, second column right), then rotate the bottom of all mannequins.
2. Rotate the top of the mother mannequin, move them all into the third column, then rotate both the top and bottom halves of all mannequins.

With correct solution: The lights flash, and a part of the wall next to the control panel opens up, revealing a hidden entrance to the backroom! In fact, it opens with such force, that the whole building shakes, and several books fall off the nearby bookshelf.

Display Case – It's a delicate glass display case. There are ten large dolls in here, all in pristine condition. Each one is dressed in a different outfit that seems to correspond to a specific profession.

Look at doll professions: In no particular order, there's a fire fighter, artist, doctor, police officer, waiter, scientist, astronaut, basketball player, soldier, and ah this one looks like a carpenter or toy maker (likely a self-insert by the

owner of the workshop). They also seem to have some kind of markings on their shoes.

Examine the shoes: Hmm, the angle makes it difficult to see the shoes. Maybe if you could hold the dolls in your hand?

Shatter the glass with [hammer]: It completely shatters. The dolls seem to be fine though.

Dolls – With the dolls in your hand, you can really see the effort and artistry that went into them. They're beautifully made, with **skin made from soft fabric**, and incredibly detailed designs for each of their outfits. Looking at the feet, there appears to be some sort of marking on the bottom, but they seem to have rubbed off. However, you can still feel the sticky resin from where the markings have faded. **Fingerprint powder** would be perfect for this, but you don't have your equipment with you... maybe there's something else you could use instead?

Sprinkle sand onto the shoes: It works perfectly, and you see that there's a code of some sort on each of the dolls' shoes! Seems to be just for ID purposes, with each doll having a unique number ranging from 0 to 9. (artist = 4, waiter = 2, and toy maker = 9)

Skin the dolls: it feels incredibly wrong, but you grab the pocketknife and try to skin the dolls to the best of your ability. You start at the head, and by making a light incision are able to slowly peel off the skin, leaving a wooden doll with some markings on it. In fact, each of the three dolls have the same markings. A ring around the neck, and a dotted line through part of the torso.

Drawer – Inside the large drawer, you find a medical bill and a small toolbox.

Small Toolbox: Opening the toolbox, you find some basic tools, including the usual, like screwdrivers, a hammer, a wrench, and also, a pocket knife.

Medical Bill: This is probably an invasion of privacy, but you closely examine the medical bill and... Wow! The total bill comes out to a staggering six figure sum! The charges seem to be for several surgical procedures, anesthetic, general care etc., all under a single category: acute cardiac arrest. Any personal information about the patient, however, seems to have been marked out.

Looking for hidden compartment after message: Looking and feeling carefully around the drawer, you find something you didn't notice before. At the very back of the drawer is a small keyhole.

Putting in the key: You put in the key, and oh, it looks like this drawer had a false bottom! Removing it and looking inside, you find a **newspaper article**.

Entrance – Two solid steel doors. You give a knock on them, and they sound quite thick as well. What's the purpose for having such heavy security? Are workshops even common places of theft? Inscribed on the doors are the words "Ext. Gen. 1". Could this be what's powering these doors?

Figurines – These animal figurines are so pretty! They all look expertly crafted, and each animal is affixed to a small circular base or stand. There are all sorts of birds, mammals, and even reptiles in here.

Look for lumberjack figurine: Nope. No lumberjack, no humans at all. Just animal figurines.

Frames – There are four frames on the wall, and they all seem to be diplomas! Clearly, the owner Tim must have been a well-learned man; capable of tinkering with inventions beyond the realm of just toys. From left to right, it's a HS diploma, a Bachelor's in Design, a Technical Certificate in Woodworking, and a Master's in Robotics, all from different schools and universities. On the frame of the bachelor's degree is written two words: **Go Falcons!**

Names of diploma schools: Hidalgo HS, Preston College, Williams College of the Trades, and Brighton University.

Hourglass – So this must've been what fell to the ground. It was an hourglass, but now it's been shattered to pieces. You can see the sand inside has spilled on to the floor.

Journal – It's a rather meticulously kept journal belonging to a Timothy Saunders. Flipping through it, you see it's full of information on toy designs, plans, and materials. However, closer to the end you notice that the contents change. The last few pages seem to be a diary, of sorts.

In order, the entries are as follows:

- **Entry #1:** It was so odd, I just *had* to write it down. I've been receiving unsolicited packages as of late. Mostly random objects, some junk, a toy phone, but today was different. Inside the package was an hourglass with a strange symbol marked on it and a note that said, "To a better time". I wasn't sure if this was some sick joke, but then I noticed the symbol was... flashing, pulsating. And before I took my eyes away, it got so bright that I was temporarily blinded. But when my vision returned, the symbol was gone. I didn't know what to do, so... I went about my day. But I swear I could still vaguely see the flashing symbol. The crushing anguish from the loss of my family may just be causing me to see things...
- **Entry #2:** Today, I woke up in the workshop. My home is quite far away, and my car isn't parked outside, so how did I get here? I see some sketches of a blueprint as well, did I do this? I certainly have no recollection of doing so. Maybe I'm just getting old. I miss my family dearly. Time is no friend to anyone, and mortality is just the way of life, but I feel so frustrated and helpless. I'm tired. So tired. I think, I may just stay here tonight.
- **Entry #3:** Something's wrong. Very, very wrong. It's definitely me, but I don't understand. Am I working during my sleep? I pass out more and more frequently, and each time I wake up, I'm in the middle of building and designing something... Something absurd... something horrible. My workshop has been trashed; all the toys I put my heart and soul into, completely destroyed. And there's cuts, gashes, and wounds all over my body. I tried calling 911, but the line was disconnected. I can't even leave, every time I try, I find myself back here. It's like, I'm not even in control of myself anymore. What is happening?
- **Entry #4** (and you notice the handwriting looks a little different): I had a dream last night. A method of hidden writing. (and the next three words are underlined) Blood reveals blood. And blood lights illuminate all. I cant. I cant I cant I cant. I miss my family. I miss the time we spent together. That time. That time that time that time! We have to be together. We have to be together. We have to be – *The writing becomes illegible at this point, and the entries end there.*

Landline Phone – A black landline phone; it still seems to have power. When you pick up the phone and punch in numbers, all you hear is an empty tone though... it's likely been disconnected for a while now. You also see that you can access some voicemail messages.

Access Voicemail Messages: Clicking on the voicemail icon, you see that there's **one new message**. However, it also displays **two read messages**, and **two additional ones that have been filtered as spam**. The new message seems to be from the same caller as the two read messages, so it's probably best to listen to them chronologically. [**Send Voicemail Audio Folder**]

Play Toy Phone and Spam 2 together: Interestingly, when you play both together, the static and noise almost seem to filter out words from the spam call, and you hear the following. [**Send Combined Audio**]

Large Doorway (Back Room) – Another pair of steel doors, except this one's enormous, reaching all the way to the ceiling. There's a foul smell coming from behind it. At the top is a strange symbol, then an inscription Ext. Gen. 2.

Lights – Currently, only one bulb is dimly providing light to the entire workshop. However, looking at the ceiling above, you see panels upon panels of other lights that are currently off right now. And you're not sure exactly why, but they look a bit odd to you. Like there's **some kind of coating** over them with **dark patterns** every now and then. You'll have to turn them on to get a better look though.

Front Room: With the lights on, it's unmistakable, the coating you saw earlier must've been a thick layer of blood. As the lights cast a red glow across the entire workshop, you can see that the patterns from before are actually **handprints**, in different numbers and clusters around the room. And it looks like there's **streaks of blood** connecting them, crisscrossing all over the ceiling.

Asking about handprints in front room: There is **one** handprint in the center of the front room, **two** in the top right, **three** in bottom right, **four** in bottom left, and **five** in the top right of the front room.

Back Room: The lights look similar to the ones out front. There are **six handprints** in the center of the ceiling.

Mannequins – The mannequins just hang there creepily.

Lights on: You can now see writing on the mannequins. There appear to be **symbols** scattered around, with **streaks of blood** connecting some of them.
[Send Writing - Mannequins Image]

Newspaper Clippings – There seems to be two short articles in the newspaper.

The first one reads as follows: Trion Manufacturing Under Fire!

- After the horrible accident that occurred a month ago at the recently opened facility, public investigators have begun probing into the safety protocols of the plant. Due to malfunctioning equipment, a young man was decapitated by heavy machinery, horrifying and shocking all employees and townspeople. An anonymous witness recounts his memory: “I can’t sleep at night because of it. There was blood everywhere. He was a new hire, I think, and ah... **he was literally pulled apart**”. The family of the victim in question refused to make any comments, but it seems likely that they and the city will pursue legal action.

The second article reads: Mysterious grave robbing!

- The local cemetery has been desecrated by some thief. Officials arrived on the scene earlier today to discover two graves, both from the same family, had been completely dug up and are missing. No valuables were buried with the bodies, so the motive appears to be unknown. Please contact the local police department for any information or tips on potential suspects.

Picture Frame – It looks like an old family photo. Or at least, that’s what you presume it is. There are two adults, who are likely the parents, and a child, who’s probably the son. However, both the mother and the son have their faces **blotted out with dark ink**. Aside from that, you suppose it’s a nice photo: they’re sitting down having a picnic, and their **colorful** outfits complement the warm sunshine and lush grass around them.

Examining outfits in picture: The son is wearing an olive-colored jacket along with a pair of denim jeans, the mother has a burgundy dress on, and the father is wearing a navy-blue polo (his pants are covered by the tall green grass).

Power Tool Table – There’s a lot of rather sophisticated equipment here. Saws of all kinds, lots of drills, polishers, table clamps... even a hydraulic press.

Cut the heart of the Mom doll: You haven’t used a bandsaw before, so you carefully turn it on and position the doll. Thankfully, it cuts very smoothly. Immediately after cutting on the lines, the chest area comes apart, revealing an odd heart shaped piece that has been cut in half. **[Send Innards - Heart Image]**

Pull off the head of the Son doll: You clamp the head tight and pull as hard as you can. You all pull and pull until you hear a crackling noise, and then pop! The head comes right off. Out falls an oddly crafted piece that almost looks like a spine. **[Send Innards - Spine Image]**

Crush the Father doll: Well, here goes nothing. You place the doll in the hydraulic press, and it crushes the doll slowly, and slowly, and until boom! It literally shatters into splinters, and pieces inside fly everywhere. On the floor, you find another weird object, with pieces clearly broken off, only leaving the sturdiest parts. **[Send Innards - Broken Image]**

With all three doll pieces, you can go to <ETP-S10E6.github.io> to arrange them together

It runs better on **non-Chrome browsers**, and an unlisted controls option is **holding SHIFT to move the pieces slower**.

Rug – It’s a large square shaped rug. Looks a bit old, but pretty soft. It has a **checkerboard** pattern, with red and white squares.

Flip the rug over: You flip the rug over and find a strange floorboard underneath. You also find letters written on the back of the rug! **[Send Rug Image]**

Small Desk – It’s a small wooden desk that appears to have been handcrafted, like most of the furniture in this workshop. On its surface, you see a drink **coaster**, a **landline phone**, and a **picture frame**. There’s also a **drawer** on the side, and a **wastebin** beneath it.

Strange Board – Embedded in the board are two large metallic rings, one inside the other, and at the center is an arrow. [**Send Strange Board Image**]

Rotate rings to 1:55: Using the top arrow as the number 12 on a clock, you rotate the rings to the time 1:55, and lo and behold, a trapdoor on the floor opens up, revealing a set of stairs to a small basement!

Used Toys – You take a look at the worn or used toys, and nothing really catches your eye, and while they are quite old, they do seem to be in working condition though.

Search for batteries: It doesn't take long before you find some working batteries!

Wastebin – A basic wire-mesh wastebin, seems to be full of scraps of paper.

Look through wastebin: Digging through the trash, nothing seems very interesting, until you find torn pieces of paper that come together to form a letter. It reads:

Hey Dad,

I'm sorry you had to find out like this, but I just didn't have courage to tell you in-person. Ever since Mom passed away, you've been so stressed out; dealing with the loss of her presence and also the **crushing** financial burden. I know that you must be under so much **pressure** to take care of everything, so I've decided that I can't just sit by idly. Starting this week, I'll be working full-time at the new manufacturing plant that opened in the nearby town. I know you always wanted me to pursue my dreams, but I really haven't been making much **from just selling my paintings**. I'll be sending you as much money as I can so that we can take care of this together, as a family. I love you.

The letter is unsigned.

Window – With the room lit up now, you can really appreciate how big this window is. It spans almost half of the entire back wall, length-wise and height-wise. It doesn't lead outside though, but rather looks into another room. Due to the dim lighting, you still can't see very well into it; however, now you're almost completely sure. It definitely looks like a body on the floor. Three, in fact. And it looks like there are chains around them, hanging from the ceiling. Something about them seem off though... almost fake, even? In the top right corner of the back room, you think you spot another table, but you can't see what's on it.

After power is diverted: With power directed to the control panel, you see a chilling sight. There are three mannequins lifted up into the air by chains. Why would this be in a toy workshop? [**Send Figures Image**]

Wooden Blocks – There's dozens of these wooden blocks lying next to the power tool table. They've all been cut in a cube like fashion, with some blocks having well-sanded edges and surfaces. Must've been some unfinished work in progress. You take a look through them, and don't see anything interesting, except for a single block that has **plotches and splatters of red** over it. It doesn't look like paint to you though...

Using knife to draw blood: It seems crazy, but you use the pocketknife, and cut your finger lightly, until blood starts pooling. Then, you slowly spread it over the wooden block with the splatter. It doesn't even make sense how, but as your smear more and more blood over it you see something appear... the letter A on each face.

Smear blood on all the blocks: You continue coating blood over the different blocks, and they all have different letters on them. It's a bit twisted, but they seem to **alphabet blocks**...

Workbench – It's a dark brown, polished work bench surface. Probably used when sketching designs or for light tool work. At the front of the bench, there's a row of four circular depressions into the wood, almost like cupholders, but smaller and shallower. Above them, is an inscription, **"The way of success is the continuous pursuit of knowledge."**

Placing the hippo, falcon, lumberjack, and bear into the slots: It fits perfectly! All of a sudden, the center of the workbench opens up, revealing an elaborate **blueprint** and a **small key!**

Conclusion

You [two] rush down to the basement, and quickly open the now unlocked breaker box labeled generator one. And in it, is one last lever switch, just like the other two before. You know the drill. You [two] immediately pull it down, and thank goodness, you hear what sounds like the front two metal doors open up! However, you now see a small note that must've been caught behind the switch, freed now that you pulled it down. You pick it up and it reads, "It's too late for me, but at least I've devised a way to trap that horrid monster. It can't be allowed to leave this place. I can't be allowed leave this place." And then in large, scrawled letters, "PLEASE. DON'T TURN OFF THE POWER UNTIL YOU FIND A WAY TO KILL—" But before you finish reading, you hear a loud clap of thunder, and the main power in the house shuts off. The trapdoor above you slams closed, and you hear the rattle of chains falling to the ground. Right, the main power pulls the mannequin's chains tight. But wait, weren't there also chains securing – Suddenly, you hear a monstrous scream. What sounds like a stampede of footsteps rumbles above you, and then you hear the sound of glass shattering, soon followed by the sound of a wooden door being completely torn apart.

You [two] just stand there in the complete darkness, terrified, for who knows how long, when all of sudden, the power comes back on. You're still processing what just happened, but there's no time to hesitate. You have to tell someone about this escaped monstrosity. You [two] rush upstairs, grab the blueprint and step out through the now broken, splintered entrance, when suddenly, you're blinded by spotlights from all directions.

"Hold it right there!"

Your eyes adjust to the bright light, and you see... Officer Jones, standing in front of you. But, he's not in police uniform anymore, it's more like... some kind of high tech military outfit. And there's dozens of other soldiers surrounding the entrance, outfitted with all kinds of gear that you've never seen before.

Jones walks towards you and begins to talk. "Do you even realize how much trouble this town would have been in, had we not gotten here in time?" He radios into a walkie talkie "Amnestics team, this is squad lead, we have [two] individuals in need of processing", and then he snatches the blueprint out of your hand, shoving it into his vest. "You won't be needing this anymore. It's been neutralized, and you're not

going to remember any of this at all.” He signals his men to approach and restrain you, but is then interrupted by a voice from behind:

“Now just hold on a minute here Captain. Let’s slow things down.”

A man in his forties, wearing a very professional suit and tie, approaches from the back.

“Director? Wait sir, what are you doing here?”

“Captain, I think you’re being a bit too rash here. These [two] have accomplished a very impressive feat, no?”

“Well yes, but they let the target escape!”

“And we took care of it. The important thing is, they got through the security system without any of the fancy tools we had, and they managed to survive. You know, we’re always looking for bright new hires to add to the team.”

“Wait, Director, you can’t be serious.”

Ignoring his remark, the director turns to face you [two].

“I know this is a lot to take in, but we work for the Foundation. We’re a supranational non-governmental organization, whose job is to secure and contain any paranormal or anomalous threats around the globe. And these days, we need as much help as we can get. You’re paranormal investigators, right? We’re very good at our job, so I’m sure business isn’t exactly... thriving. So, I have a proposition to make. As has clearly been shown, you [two] are quite talented, so... how would you like a new job?”

GM Explanation

Before the room even really starts, there's a short intro area where the players can interact with the building, the police car, Officer Jones, and the dark room. There aren't any *real* puzzles here, so do your best to guide players along to keep it brief.

For the actual room, these are the puzzle sequences that need to be solved.

First, the players must open the chest combo by finding the occupations of the other family members. They will get this information from the Read - 1 voicemail and the wastebasket letter. Next, they must break the glass display case to examine the dolls, and then, after sprinkling the hourglass' sand onto the shoes, discover the numbers corresponding to the correct professions.

Next, there are two paths to take:

1. Players can discover the mascots of the diploma schools with Spam - 1 voicemail and yearbooks from the bookshelf. They can then grab the matching animal figurines and use a suitable tool to pop the center of the coaster out. Placing them into the workbench slots reveals a blueprint and small key. The small key can be used on the hidden keyhole in the drawer, revealed by Unread - 1 voicemail, to obtain a newspaper/journal.
2. Players will look under the rug to see letters on a chessboard pattern, and they will also find a strange floorboard that may remind them of a clock. Searching the board games for a chess set, they can then follow the instructions to obtain the words one fifty five. Inputting 1:55 into the strange board will then give access to the basement, where they will find a newspaper/journal.

It is up to the discretion of the GM, but I generally find that the narrative and pacing flows better when the newspaper article is discovered before the journal. To achieve this, I use the "quantum ogre" method, where the players will discover the newspaper first, regardless of whether they take path 1 or 2.

Then, the players will turn on control panel power, and will use the mannequins and buttons to recreate the figure seen in the blueprint. The dark marks on the mannequins' faces should remind the players of the ink blots on the picture frame, which also provides the corresponding colors based on the family members' outfits. This gives access to the backroom and triggers books to fall off the bookshelf.

Simultaneously, players can search the pile of broken toys in the basement to find a toy phone, hinted at in the journal. The toy phone has no batteries, so players can search the used/worn toys in the chest to find some. The toy phone plays a strange sound, which players should then be able to link to the Spam - 2 voicemail, due to the background music and the note "Get Well Soon". Playing the voicemail and toy phone at the same time, players will hear the sentence: "When all else fails, give your life to the devil".

Afterwards, the players will also recall the line, blood reveals blood, in the journal. Seeing the blood splatter on the wood block, along with reading about the cuts and wounds Tim found on himself, should prompt the player to prick themselves with the pocketknife and smear blood over the blocks to reveal that they are actually alphabet blocks. The top of the bookshelf has four square spaces with less dust on them, and with books having fallen off the bookshelf, the player will find a demon painted at the back, reaching upwards to those spots. Spelling LIFE at the top of the bookshelf will reveal a hidden switch, which turns the blood lights on and opens up a new section in the backroom.

The roman numerals and blood streaks on the mannequins will parallel the handprints and blood streaks on the lights. Connecting the handprints based on the roman numerals will spell out SKIN US ALL. The mannequins have no skin, but the dolls do, and skinning them reveal wooden dolls with markings on them. By now, players should know how the son and mother died, from the medical bill, the letter, and the newspaper article. The players should also be aware of all the anguish and pressure the father has been under. This, in combination with the writing on the wall, will prompt players to pull apart the son, cut the mother's heart, and crush the father. The three resulting doll innards can then be arranged to match the strange symbol on the keypad in the back room. From the message on the back wall, adding the mother and son pieces and taking away the father piece will result in an hourglass pattern. With the hourglass pattern and the riddle Killer of All, the answer TIME should then come naturally to the players, revealing the monstrosity in the backroom.

The end sequence is rather straightforward. Players should be prompted, if necessary, to rush down to the basement to turn off the other generator. The previous two lever switches required all players to pull them down, so this third and final one will similarly force all players down to the basement, keeping them safe from the monster above when it breaks loose.