

Lifeguards Locked In: Verbal Escape Room Written Walk-Through
By Maddie Littlepage

Intro: You are lifeguards tasked with getting the pool ready for use this summer. However, no one can seem to find the keys, so you guys jump the high fence and hope that the keys are somewhere in the pool area. So, your goal is to get the pool up and running and unlock the front gate as you can't imagine your parents jumping the fence as you did.

Landscape: A eight-foot-tall fence surrounds the entire pool area. You guys jumped the fence near the baby pool. The baby pool itself has a second smaller fence surrounding it with a small square pool in the middle. Outside the baby pool area and to the right is a giant sign. Next to the sign is the pool chemical and pump room. Across from the pump room and taking up the majority of the deck is the main pool. It is your standard-size 25-meter outdoor pool, ranging from a depth of 3-5 feet. It has two lifeguard stations overlooking it (one in the shallow end and the other in the deep end). There is currently one lap lane set up at the furthest side of the pool and the rest of the lanes are on the lane line reel in the back right corner. Surrounding the pool are a bunch of in ground skimmers. However, the grossest thing about this pool is the water, it is so murky that you cannot see the bottom of the pool. In between the main pool and the Pump Room is one of those yellow "Caution, Slippery when Wet" Sign is propped up. There is the Family Changing Room in the upper right-hand corner, on one of the walls of the changing room is another big sign. Next is the Lifeguard Closet that has a backboard stationed outside of it. Finally sandwiched between the family changing room and the lifeguard closet is the pool entry/exit gate.

Investigate Baby Pool: Alright so the baby pool is situated in back corner where it is surrounded by a fence about three feet tall, you assume that this is so small children don't try to get into the pool without an adult. You approach the gate and it is a simple latch to enter. Inside the pool is a couple of deck chairs for adults to watch their kids and a 5-meter square pool that is only a foot deep. However, it does look like there are stuff in the pool. You see a bunch of kids diving torpedoes in the pool.

*Investigate torpedoes: You easily grab the torpedoes off the bottom. There's four and they each have a different color and number, presumably they are a part of a set. The red torpedo is labeled 1. The blue green one is labeled 2. The purple one is numbered 3. And the orange one is numbered 4.

Investigate Sign: This sign is a list of the Pool's rules.

****Send Pool Rules jpeg***

**Hints: guide them to find the colors, best way is for them to read it aloud and then have them focus on the oddness of the phrasing*

Investigate Main Pool: So, this pool is designed to hold summer swim competitions so it's a typical 25-meter pool capable of holding 6 lanes, however, there is currently just one lane in the pool for patrons to swim laps in while the rest of the pool is available for free play.

Surrounding the pool is in ground skimmers. However, the pool water is so murky its insane. You do not want to swim in that water, that's for sure.

*Investigate Lifeguard Chairs: There are two lifeguard chairs set up across from each other, one in the deep end and the other in the shallow. At Shallow end one there is a rescue tube; however, it is spelt wrong.

*Investigate Skimmers: These are built in ground next to the pool so that the top of the water feeds into it and a basket catches everything for you to clean. There are about 8 surrounding the pool (1 at each corner and 1 along each side). You go around checking them and see some dead insects, globs of hair, mostly afraid to reach your hand in them. However, in one of them you see a spray can floating. Spray can is a can of "Neverwet spray paint" (It is invisible until it gets wet).

*Investigate lane lines: The lane line doughnuts are in an abnormal order than they normally are. And there's only two colors instead of three or four! (Orange and White).

Investigate the Chemical Pump Room: Pretty solid size shed situated in the front right corner of the deck. You examine the doors which are made of a pretty solid metal and there's a sign on it that says, "Authorized Personnel Only" and it is locked with a four-digit combination lock.

Investigate Lifeguard Closet: So, this is a single big door locked by a four-digit combination lock. Right outside of the closet is a rescue backboard.

*Backboard description: It looks pretty standard to you, white with a bunch of Velcro straps.

Investigate Family Changing Room: You jiggle the handle of the door to the family changing room, but it is locked. (needs a key)

*Investigate Sign outside of Changing room: The sign is titled "Otter Champs!" and you know that this is your pool's swim team records of who has the best time in each event. There's a lot of neighborhood kids that you recognize, but there are also some names of people who haven't been kids in a long time.

Investigate Entry/Exit Gate: The gate is chained closed with a thick metal chain and a simple padlock.

Lifeguard Closet

Unlock Lifeguard Closet using Torpedoes and pool rules

***Solution: 4925**

Further Investigate Closet: You open the door and find the lifeguards supplies such as a blue box, an overturned bucket, and a stereo system on the back shelves. Taped to the inside of the door is a lifeguard scheduling list.

Bucket

*The bucket is one of those big orange five-gallon ones, but it looks like it is getting more use as a makeshift seat.

Use bucket to get the area under the caution slippery when wet sign wet.

*Reveals: QVZCFWBS = UFSSB

DV = PZOGY

Blue Box: Testing Kit + solution

*Investigate Testing Kit: You open up the blue box that is labeled as "pool chemicals testing kit". Inside you find a piece of plastic that has two cylinders attached. The left cylinder is labelled Chlorine and has a scale from various shades of yellow and the right cylinder is labelled as pH and is various shades of orangey pink. You also find a bunch of unlabeled, different colored bottles (red, blue, black, yellow, white, and purple). There is also a note that says "Sam, remember it takes five drops of each!"

Solve Cipher and test chemicals

Decoded message: A=M (from misspelt rescue tube): *Chlorine is green and pH is black.*

*There is no green bottle. Must take yellow and blue bottle to make green. There is a black bottle. Need 5 drops of all three bottles.

In the Chlorine cylinder you carefully add five drops of both the yellow and blue bottle and you color match that to a very light, basically no color yellow and decide the chlorine levels is only at a 0.2! Next you add the five drops into the pH cylinder. Oh, my goodness, the pH level is off the charts at a solid 8.4! Both these readings are clearly outside the ideal range, no wonder the pool water is so murky.

***Chem Cipher solution is 0284**

Lifeguard scheduling:

*The sheet lists the appointed times that each guard is going to be working. Owen works from 3-9, Sam is working from 12-6, Chloe is working from 12-3, and Hallie is working from 6-9.

Stereo system:

*Looks pretty old. You turn it on and its input set to the radio but all you hear is static (I mean who even uses radio anymore). There is an aux cord dangling from the stereo but nothing to play.

Pump Room

Unlock the chemical storage room with 0284.

Inside the pump room you see PVC piping chaos. There are pipes everywhere and at the end of each pipe there seems to be a sort of valve lever. It seems that most of the pipes are flowing through two giant containers. You guess that the pool water comes in through the leftmost pipe and makes its way through to the right and this is where the water gets filtered and cleaned. In the corner of the room there is a first aid kit (needs a key to open it).

****Send Pump Room jpeg***

Solution: Must correlate the pumps to the lifeguarding schedule. Owen=Oxygen, Sam=sodium, Chloe=chlorine, and Hallie=hydrogen. Then the valve lever must be pointing in the direction of the times they are working. **So, the entry side levers should be pointing right, up, up, down. The exit levers should be pointing left, left, right, down.**

*Hint Advice: These levers move all around, what else does that. If they have trouble connecting lifeguard schedule to pump room, point out that those letters look familiar. Or just what have they not used. What TIME do the lifeguards come in!

Once all the levers are in the correct position you hear the filters purr to life. No wonder the pool was so dirty, the filters weren't on.

*If they choose to look at the pool again, after a little bit you notice the water become clearer until, holy sh** is that a body at the bottom of the pool!

Use backboard to get body out of the pool (like a lever)

*Once you get closer to the body you notice that it's not a real body, thank god, but a practice dummy that lifeguards use to practice. It may not be a real body but it sure is heavy like one.

*Investigate dummy: This is a male dummy made of plastic. He has painted face features, but his mouth is puckered open for practicing mouth-to-mouth. He is wearing bright red swim trunks. Inside one of his pockets is a silver key.

Family Changing Room: Silver key unlocks the door into the family changing room. It's pretty sparse, it's got two toilet stalls, a sink station, and two shower stalls. There's a bunch of benches, with a swim bag one of them, and a couple of orange lockers.

*Investigate swim bag: Inside the bag there is some swimsuits, caps, goggles, and a phone.

*Examine Phone: Must also be an old phone because there is surprisingly no password. It opens onto a premade playlist named 'Pool Jams'.

*Investigate lockers: One of these lockers is locked with a 5 Letter word lock

Plug phone in aux and start the playlist. A classic pool song from the beloved children's movie the Little Mermaid, that you recognize to be sung by a Jamaican crab "Under the Sea" rings out.

Pry of the letter C on the Otter Champs Record board to find a small silver key.

The key unlocks the First Aid kit, Inside the First Aid kit is a lane line wrench.

You use the wrench from the swim bag and you guys wheel out all the lane lines and then tighten them up.

*If they get on top of the guard stand from the deep end, they will see that the lane lines make a word. **OASIS.**

Use the word Oasis to unlock the locker. Inside the locker you find a pair of fins, a pull bouy, and a snorkel. However, when you pick up the snorkel, it sounds like there's something stuck in there.

*Blow into the snorkel (preferably in water) to dislodge the key. Out pops a bronze key.

Use the key to unlock the padlock on the chain of the front gate and congrats! You have successfully set up and unlocked the pool!