

Mystery Escape (Team Adventures)

By Jen “Cute Mage” McTeague

Warning: This document contains spoilers for this room. Do not read past this point if you wish to play this room!

INTRODUCTION & CONTENTS

Thanks for downloading and reading this escape room. This is a complicated escape room, but hopefully this document is organized enough to help you run the game.

At the time this introduction has been written, this game has been run 22 times. Every time it is run, I learn something new about it. I learn about a new accidental red herring that needs to get covered, or a new way to phrase something to make the picture clearer, or just some other tip to make the room smoother. What you are reading isn't the best version of this room, it's the version when I finally decided to stop and make it available to all of you. Because of this, I'm sure that there are details that you can change, either to make this better or to make it more personal for your group. Take some time to understand the structure, and then adjust it to be better for your run. There is only one detail I please ask that you not change - please leave Ren as nonbinary. I recognize that using they/them pronouns may not feel natural to you, but use this as an opportunity to practice.

Given that this room is actually 6 different rooms, rather than try to mix all of their items together in one big section, I've split each of the rooms into their own sections. Each of the sections is color-coded to help you know which section you're in. In addition, the tracking page is probably the most important tool in the whole document. I have made a copy of that every time I've run one of these rooms and used it to keep track of what had been solved and what was yet to be tackled. It uses the same color coding system so you can see how the puzzles are related to each other. Hopefully between how the pdf is laid out and the tracking sheet, this will be easier to run.

If you didn't know, this was an episode on Escape this Podcast - listening to it can help you prepare for how you want to run it. And if you do run it, feel free to contact me and let me know how it went! My email is iammars21@gmail.com, and my Twitter handle is [@mersiamnot](https://twitter.com/mersiamnot). I'm interested in hearing your stories!

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M. E. T. A.

Level 0

Intro

One day, when you have some time to kill, you decide to go on a walk downtown, seeing where your feet will take you. After some time taking in the sights and eating amazing food, you find yourself in front of a strange storefront. The building proclaims itself “Mystery Escape Team Adventures”, which you find weird. You’ve done a lot of escape rooms in this town, and if this is an escape room you haven’t heard of before, then either they’re brand new, or they suck at advertising. On a lark, you decide to stop in and see if it’s worth trying out in the future.

Inside you find yourself in a nice enough waiting room. It’s got couches, coffee tables, tablets for waivers, all the normal escape room stuff. A short woman greets you “Welcome to Mystery Escape Team Adventures! I’m Colleen! Have you ever done an escape room before?”

Before you even get a chance to nod, Colleen continues. “Well, we happen to have an open slot right now, so if you want to give one of our rooms a shot we can get you in now if you’d like?” Looking at the group, the general attitude seems to be “why not?” Soon you find yourselves filling out waivers and paying a reasonable amount of money, and then you follow Colleen over to one of the doors.

“Before you go in, there’s a couple things you should know,” Colleen says in a very cheerful voice. “First, there’s a bit of controlled breaking in the room. Don’t worry - you’ll hear from us if you’re about to break something that you shouldn’t. Second, you’ll never be locked in for safety reasons. Feel free to come out whenever you need to. Lastly to complete the room, you’ll need five objects and a phrase that adequately describes your experience in the room. I’ll tell you that the object I am looking for is something to drink.” With that, she opens the door and in you go.

NPC notes

Name - Colleen

Pronouns - She/Her

Personality Traits - Forward, Enigmatic

Things she knows/believes - She is a fae who has created this room and everything inside of it by magic. She knows what is going on in each of the rooms, although she tries not to admit it. She does know if the players have successfully delivered all 5 objects.

Box Text

Her opening text is part of the introduction

When the players hand her the NORWEGIAN FLAG - Colleen cracks open the drink and takes a big swig. “Ah! That hit the spot. This was exactly it!” (*Hand players the Body Slam card*)

ESCAPE THE MALL

Level 1

Intro

You walk into this room, and it looks nice and cozy. There's a comfy couch and a table. On that table, you see a small cylindrical box, a rope and ring puzzle, and a small card. Next to the table, there is a filing cabinet with three locked drawers. Next to that, there is a really old vending machine.

But perhaps stranger than any of those things, is the door on the other side of the room. In front of the door, there is a desk with a young woman sitting at it. Above her head is a banner that says "Escape the Mall". Wait a moment. Is this escape room the lobby of another escape room?

Descriptions

Cylindrical Box

This small box seems to be split in half to form a top section and a bottom section. Theoretically, you could just pull it off, but there seems to be two points of resistance inside the box that are stopping the top from being pulled off.

Filing Cabinet

This filing cabinet has three locked drawers. The top one is locked with a directional lock. The middle one is locked with a four letter combination lock. The bottom one is locked with a four digit combination lock. On top of the filing cabinet, there is a series of arrow stickers, pointing up, down, up, down.

Rope and Ring Puzzle

You've seen this rope and ring puzzle before. You're supposed to manipulate the ropes and wooden pieces around so that you can take the ring off. However, this one is hopelessly tangled, so there's no way that you're going to be able to take this ring off normally.

Small Card

This small card says "Learn how to read morse code!" on it, and has a morse code decoding tree. (*Show players morse code decoding tree handout.*)

Vending Machine

This old vending machine only has one drink that isn't sold out. Unfortunately, all the names of the different drinks are missing. There are two coin slots in this machine - one of which that looks that it fits a normal coin, and one that looks like it takes something significantly bigger and thicker than a normal coin.

Actions

Cylindrical Box

Spinning the box - The top slides off, and you can see that inside is a small silver key.

Filing Cabinet

Putting up-right-left-down-down into the directional lock - The drawer opens up, and it reveals an empty drawer. On the bottom of the drawer there are stickers stuck to it that say "Discover ruse, open new enigma."

Putting FOOD into the word lock - The drawer opens up, and once again the drawer is empty with the exception of some stickers on the bottom. This time, the stickers say "Double this combination."

Putting 1123 into the number lock - The drawer opens up, and it is empty except for a single quarter.

Rope and Ring Puzzle

Cutting the rope with the giant scissors - This action is kind of awkward given the size of the scissors compared to the size of the rope, but they easily cut through, and the ring falls off of the

Vending Machine

Putting either the ring or the quarter into the slot - The slot lights up as the machine accepts your payment.

Pressing the only working button once the ring and the quarter have been inserted - The machine may be old but it still seems to work. It dispenses a small can of what appears to be an energy drink. The branding on it calls it "BODY SLAM".

NPC notes

Name - Amanda

Pronouns - She/Her

Personality Traits - Energetic, excitable, slightly unsure of herself

Things she knows/believes - She is working in an escape room called "Escape the Mall." She just started here recently, and is still getting used to the job. She does not know that she is in another escape room, and doesn't know that people entering the door to her escape room go into another escape room lobby. The players have a reservation for the room.

Box Text

When the players decide to go into the next room - "Okay, let me get my clipboard with the text I'm supposed to read you. Let's see... Welcome to Escape the Mall. You need to go into the room, and escape back out of it all within the allotted time limit. Now for safety reasons, I have to make sure you know that we're not actually locking you in. You can come back out whenever you want and go back in after you come out. You're going to be looking for 4 objects in the room, and I'll tell you that the one I'm looking for is a national flag."

When the players hand her the NORWEGIAN FLAG - "Uh..., let me look at my clipboard... yeah, congrats! That's what I'm looking for!" (*Hand players the Norwegian card*)

BANK VAULT ESCAPES

Level 2

Intro

You walk through the door to the next room, and it looks like you're in some kind of vault. Hundreds of safety deposit boxes line the walls, most of them flush against the wall, but one is slightly out of the wall. Hanging off that box is a blackboard with a bunch of writing on it. Turning back around, it seems that the door you have come through has turned into a giant bank vault door.

Looking across the room, there is another door, and a person sitting at a desk in front of it. Above them is a banner that says "Bank Vault Escapes" Ah. It's another escape room lobby.

Descriptions

Bank Vault Door

This looks like a stereotypical bank vault door, with a giant wheel on the back. The door has been welded so that it can't be locked, although the different wheels can be turned.

Blackboard

(Show players the blackboard handout)

Open Box

Inside the box is a series of thin plastic triangles. *(Show players the banners handout)*

Safety Deposit Boxes

The walls are lined with identical safety deposit boxes, which differ only by their serial number. It seems like the numbers go up to 1000, but every number smaller than that is present. Each of the boxes are locked with a small silver lock.

Actions

Bank Vault Door

They try to do anything, especially to the big wheel - The wheel falls off the door. It looks like it was only loosely screwed on in the first place. You could screw it back on if you wanted.

Safety Deposit Boxes

Go to a random box without a key - You can slide the box out, but there doesn't seem to be any weight inside, and you can't get it open.

Go to a random box with the key - You try the key, and it goes in, but it doesn't open the lock. This key probably goes to one of these boxes, but with possibly 1000 to try, you should probably figure out which one some other way.

Go to box 215 with the key - You put the key in and turn it, and it opens! Inside is a small Norwegian flag.

NPC Notes

Name - Ren

Pronouns - They/Them

Personality Traits - Apathetic, tech wizard

Things they know/believe - They are working in an escape room called "Bank Vault Escapes." They've been working here a while - they mostly deal with fixing the technology in the room and they're only covering the front because someone else couldn't make it.

They do not know that they are in another escape room, and doesn't know that people entering the door to their escape room go into another escape room lobby. The players have a reservation for the room.

Box Text

When the players decide to go into the next room - "Right, let's see. You're going into an escape room. Don't break things. Don't do anything dumb like put your hands in electrical sockets. Oh yeah, and you're not actually locked in for liability reasons. Uh, for this one, you need to find three objects. I'm looking for a toy that crashed. Although if you find electronics that crashed, that's not what I'm talking about, but tell me anyway, because then I'll actually have to do something."

When the players hand them the SPACESHIP - "Yup, that crashed." (*Hand players the Spaceship card*)

ESCAPE THE PARK

Level 3

Intro

You find yourself stepping through a small archway into a park. How are you possibly outside? And how is it warmer than when you entered the room in the first place?

Nevertheless, taking a look around you see a statue standing right in front of you. Apparently it must be brand new, as you see a ribbon on the ground, cut by a pair of nearby giant scissors. Running around the base of the statue appears to be a hyperactive squirrel. Next to the statue is a small fountain, which isn't spouting water. Next to that is a small bulletin board with a park map.

Lastly, you spot a man dressed up in a park ranger's uniform. He's calling out to anyone who passes by "Come try our new escape room! Escape the Park! Learn more about our town's founder!" Of course... this is yet another escape room lobby.

Descriptions

Giant Scissors

The giant scissors on the ground are a little heavy and possibly awkward to use, but definitely possible. Also, they seem much sharper than you would expect for just cutting ribbon.

Hyperactive Squirrel

This squirrel is just running loops around the statue. It's hard to even get your eyes to focus on it.

Park Map

This map shows the different trails available in this park. It appears that there are five different trails, and each one crosses each other one once. There is a red trail, an orange trail, a yellow trail, a violet trail, and a salmon trail. Looking around, you can see the entrances to the trails off in the distance exactly where the map says that they are.

Small Fountain

This small fountain is currently off. You don't see a way to turn it on, but the very top has a threaded hole, like something could screw into it.

Statue

The statue is of a man standing up, holding a can of whipped cream in his right hand. The left hand is open in front of the can, as if directing attention to it. A plaque at the bottom says "Arthur Higgenstrom III, Town Founder".

Actions

Hyperactive Squirrel

Feeding it a nut from the party - The squirrel stops for a moment to enjoy the nuts you've provided it, and you notice something weird about its tail. Instead of a solid color, the tail is a combination of yellow, orange, salmon, and violet. That's weird.

Small Fountain

Screwing the vault door handle on it - The fountain starts spurting water from the middle of the handle, and given the heat in this room, you feel instantly refreshed. Stepping back, you notice that there were some subtle carvings in the stone that now makes the word ROSY appear.

Trails

Going down a random trail - These trails look pretty long. You probably should figure out where you're going before you do it.

Going to the intersection between the red and violet trails - On the ground where the two trails cross, you see what remains of someone's toy rocket. They must have launched it from the field and it landed here. It's not in the best condition from its reentry, but you can still make out the word "SPACESHIP" painted on its side.

NPC notes

Name - Ranger Jack

Pronouns - He/Him

Personality Traits - Enthusiastic about nature, Salesman

Things he knows/believes - He is working as a park ranger for Higgenstrom Memorial Park. He just helped out with a statue unveiling ceremony, and now he is trying to get people to do this little escape room as a promotional gig for the park. He does not know that he is in another escape room, and doesn't know that people entering the door to his escape room go into another escape room lobby. The players don't have a reservation for the room, but the room is empty.

Box Text

When the players decide to go into the next room - "Excellent. Go ahead in and explore the room. The door will stay open so that you can come back out in case you need to do so. For example, you might need some information from the statue. Wink. You're looking for two objects in there. I'm looking for some books."

When the players hand him the DIARIES - "Those are the books I'm looking for. A person's diaries have a lot of great history, and you can see Higgenstrom's diaries on display at the museum!" (*Hand players the Diaries card*)

BIRTHDAY PARTY

Level 4

Intro

You step through the door, and you find yourself in a house. You're in a hallway which continues to an intersection. Walking forwards, left of you is a door to another room - it's slightly open and you can see that it's some kind of bedroom. To your right, the hallway continues to a big room that looks like a party. Ahead of you, the hallway continues for a small time until it gets to another door, and in front of that door is a little girl. If you had to guess, she probably has an escape room for you.

Descriptions

Bedroom

This bedroom has turned into a makeshift coat room - there is a giant pile of coats on the bed. In addition, there is a box on the dresser that is locked with a combination lock - the kind you would find on someone's locker that you would turn back and forth to three different numbers.

Bowl of Mixed Nuts

There is a bowl filled with mixed nuts. The exact composition of nuts is unimportant.

Decorations

(Show players the wall decorations handout)

Party

The party must have moved to a different room of the house, but this room seems all set up for them to come back. There are some decorations on the wall and a table of food in front them.

Pile of Coats

It looks like everyone here for the party just piled their coats on top of the bed when they entered. Looking through, you can find a piece of paper with "3L04" on it.

Sheet Cake

(Show players the cake handout)

Table of Food

This table of food contains a giant bowl of mixed nuts and a sheet cake that has already been cut into slices.

Actions

Combination Lock

Putting L17-R23-L04 into the lock - The lock opens, and you can get inside the box it's attached to. Inside are a series of books that are tied together with string. The word "DIARIES" is written on the side in permanent marker.

NPC notes

Name - Patricia

Pronouns - She/Her

Personality Traits - A age-ambiguous young girl who is excited for adults to take her seriously.

Things she knows/believes - This is her birthday party. She turned her bedroom into an escape room because she likes puzzles.

This is the first time she's done something like this and she's hopeful it works. She does not know that she is in another escape room, and doesn't know that people entering the door to her escape room go into another escape room lobby.

Box Text

When the players decide to go into the next room - "Yay! Thanks for trying my room! I'm sososososososo excited that you're doing it. I put a bunch of puzzles in there, and all you need to do is find the baseball card and get out of there. I told my mom that the door wasn't going to actually be locked, and she made me put little red stickers on anything that wasn't part of the game. There's one on Mr. Snuffydoodles, even if it kinda blends in. Oh yeah, and please make sure not to break the skateboard inside. It's my brother's, and he doesn't know I'm borrowing it."

When the players hand her the YOUKILIS CARD - "That's it! Congrats! Yaaaaaaaaaaaaaay!" (*Hand players the Youkilis Card card*)

MATT'S ADVENTURE

Level 5

Intro

You enter the room, and you find yourself in one of those blank white rooms that commercials use. Was it too much to hope that you were actually going into a child's bedroom? In front of you is a table with a man sitting on the other side of the table. He motions for you to sit down on the chairs close to you.

"Hi, I'm Matt. Are you familiar with the concept of audio based escape rooms? They're like a combination of table top role playing games and escape rooms. Basically, I'm going to describe a room, you're going to tell me your actions, and I'll tell you what the results of those actions are.

"Let's get started. The # of you find yourselves in your boss' office. You had been doing some investigating, and you were pretty sure that your boss was involved in doing some shady business, but you needed to find some details. Inside his office, you find a desk with a computer on top of it. The top of his desk is weirdly empty otherwise, with the exception of a small wooden mannequin. Next to the desk is a filing cabinet.

"So, what would you like to do?"

Descriptions

Computer

This looks like your typical PC. It's waiting for a password.

Desk

The drawers of the desk are unlocked, and mostly bare. The one thing you do find is an account book. Most of the book is filled with different transactions, all ones you would recognize are valid. The last page is a little different though. Written in a different handwriting are three transactions: "SR for \$25.40", "SMD for \$21.35", and "SSAP for \$19.15". There's also a note at the bottom: "Time remaining is money saved."

Filing Cabinet

This filing cabinet has three locked drawers. The top one is locked with a directional lock. The middle one is locked with a five letter combination lock. The bottom one is locked with a four digit combination lock. On top of the filing cabinet, there is a series of arrow stickers, pointing up, right, left, down, down.

Small Wooden Mannequin

The mannequin looks like one of those bendable ones that artists pose as reference. This one has a small canister of compressed air superglued to its right hand.

Actions

Computer

Putting in anything other than TOUCAN - The computer flashes "Wrong password" and the entry bar clears. In small text underneath, it says "Password hint: animal".

Putting in TOUCAN - The computer unlocks, and you're able to take a look through your boss' stuff. There's not a ton on here, but you find something on his desktop that says "Safe Entry". You click on that, and part of the wall opens up! Inside you can see your boss' records about how he was bribing baseball players to fix games. You take some evidence to prove to everyone what he was doing! Congrats! You've succeeded at this room. And as a gift for completing the room, take this baseball card of Kevin Youkilis, as a souvenir!

Filing Cabinet

Putting up, down, up, down in the directional lock - The lock comes off, and you're able to open the top drawer. The only thing inside it are a bunch of stickers stuck to the bottom of the drawer. The stickers say "Find out our differences".

Putting DRONE into the word lock - It unlocks, and you're able to open the middle drawer. Once again, it's empty, and there are stickers stuck to the bottom that say "This combination minus 1123."

Putting 2246 into the number lock - It unlocks, but the drawer is empty. There's nothing here.

Small Wooden Mannequin

Bending it to be in the same position as the statue - When you reposition the mannequin, its left hand now covers up most of the canned air. All that can be seen is the letters "CAN".

NPC Notes

There are less notes here for Matt than for the other NPC for a simple reason. Matt, more than any other NPC, should be a natural extension of you. The best thing you can do is make this NPC a fit for whatever different voice you can do naturally. Matt is going to say a lot more than other NPCs, and you need to be able to do his voice a lot. He's also a lot of different than the other NPCs in that he's a more active participant than the other NPCs but he's also not looking for one of the meta objects. Take Matt, and adjust him to whatever feels best for you.

One thing I recommend for you to do is to ask your players that if they would like to ask Matt something to start with "Matt, ...". This makes it much clearer what they want to do (especially during the filing cabinet puzzle), and it helps to emphasize that it's not a "real" room that they can take objects from. (Also, if anyone in the group's name is Matt, go change it.)

There is no box text section, as this entire section is his box text section.

CONCLUSION

You tell Colleen “YO DAWG, I HEARD YOU LIKE ESCAPE ROOMS”, and she laughs. “Oh dearies, you’re so smart. I do like escape rooms. And it seems you do too!” And with that, she waves her hand, and the room dematerializes around you. You’re left standing in an alleyway, with no sign of Colleen, no sign of Mystery Escape Team Adventures.

Days later, you’re lounging in the park, having a lovely picnic when one of your friends comes over to you. “Hey, it looks like the park is having a celebration for this new statue they put up, and it looks like they have an escape room to celebrate it.” You look at each other and wonder how you can possibly explain that you have already done that one.

GM EXPLANATION

It’s hard to represent a typical solving experience with this room because of its extreme nonlinear nature. There are some trends in how groups solve it, but they could solve any of the first ten puzzles in any order. Therefore, instead of attempting to imitate a typical solving order, this section will organize by how to get each of the five objects.

In order to get the drink out of the vending machine, the players need to get the ring off of the rope and ring puzzle and get the quarter out of the filing cabinet in the escape the mall lobby. The ring can’t come off in the normal way, so they will need to use the scissors in the park to cut the rope. The filing cabinet in the mall lobby pairs with the one in the audio escape room, where each set of stickers tell you how to unlock the lock on the other one. The first level involves just inputting the directional lock, the second level is acrostics of cryptic-sounding phrases, and the third level is an extremely simple system of equations.

In order to get the Norwegian flag out of the safety deposit box, the players need to find the key and the number of the correct box. The key is in the wooden box back in the mall room. The box opens by spinning it, and then the key is easily accessible. The number can be figured out by a combination of the blackboard and the account book in the audio room. Each of the monetary amounts in the book is very close to one of the times remaining for one of the teams, but they’re off by a number of seconds. The extra seconds is 2, 1, and 5, which gives box #215.

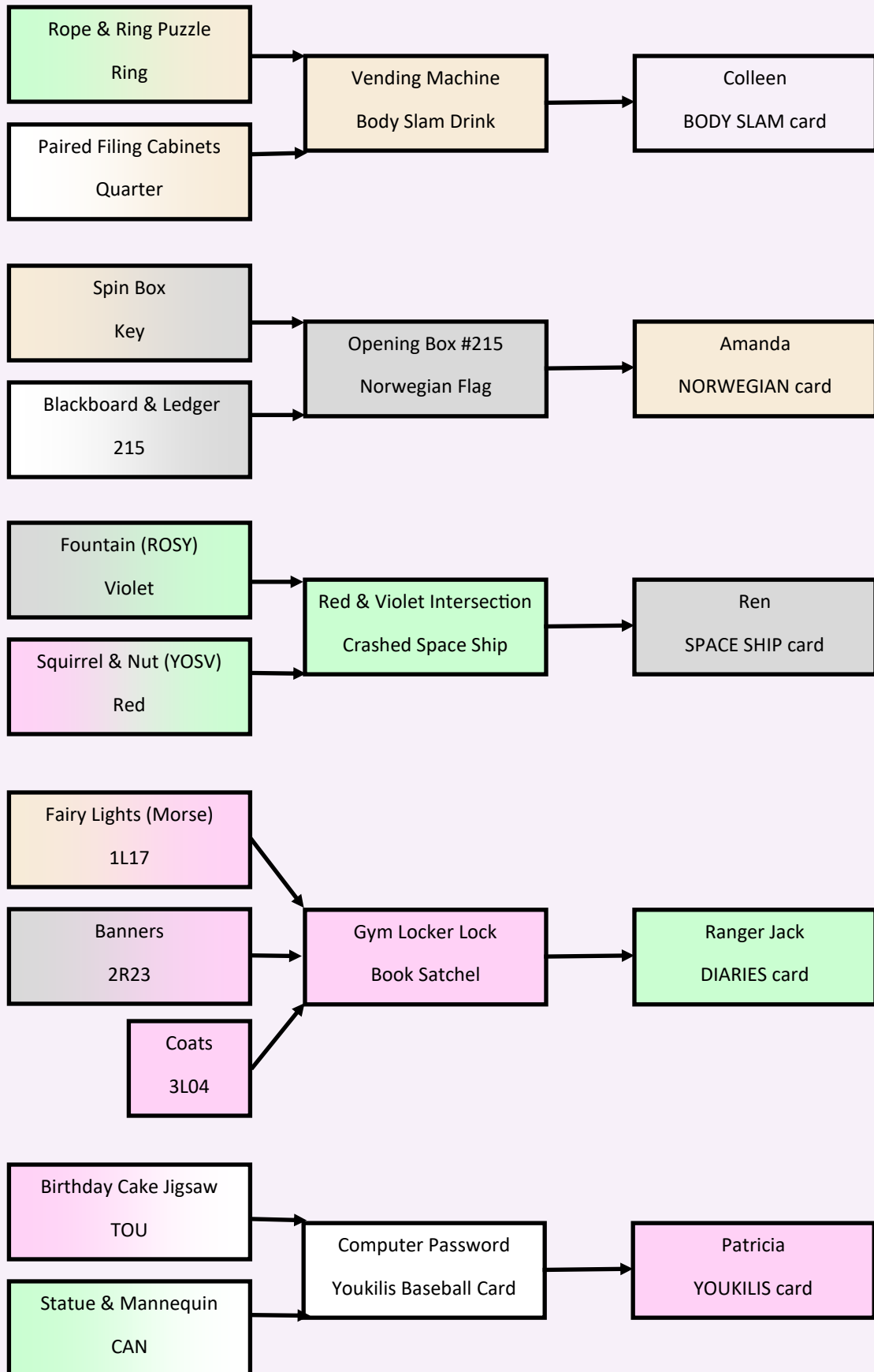
In order to find the crashed toy rocket, the players have to figure out that they need the intersection of the red and violet trails. The red trail comes from the squirrel, which the players can examine by feeding it some nuts from the party room. The violet trail comes from the fountain, which the players can activate by screwing in the door handle from the bank vault door. In both these cases, solving the puzzle actually gives you a set of four colors, and the color you actually need is the one not given to you.

In order to find the diaries, the players need to assemble the combination to the combination lock in the bedroom. The first part of the combination comes from using Morse code to decode the fairy lights in the decorations. The second part of the combination comes from using the banners found in the open safety deposit box with the partial banner in the decorations. The last part of the combination comes from the pile of coats.

In order to get the baseball card, the players need to find the password to the computer in the audio room. The first half comes from reassembling the cake at the party, where the letters “TOU” are written in red in the middle. The second half comes from posing the mannequin in the same pose as the statue from the park, where the letters “CAN” are now visible. These two trigrams together give “TOUCAN”, which is the password to the computer.

Once the players have gotten all 5 objects and turned them in for their cards, they can solve the final puzzle. Each of the numbers on the card can be used as an index into the word on the card. (An index into a word is taking the nth letter of the word. For example, indexing 2 into QUASAR would give U.) The cards can be stacked on top of each other and then read down to give YO DAWG I HEARD YOU LIKE ESCAPE ROOMS.

TRACKING SHEET



HANDOUTS

Below are the links to the 11 different handouts. These handouts are recreated in the upcoming pages. If you are running these via an online medium, these links are the easiest way that you can get these handouts available to your players. For 9 of the links, you can send these links no problem. For the two links with asterisks, you should make a copy of those handouts in Google Drawings and share that link to your players so that they can edit them. If you're running this face-to-face, these handouts are available in this document so that you can print them out and show them to your players. If you're doing this, you should cut out the cake pieces and the different answer cards. (If you have access to card stock, these would be good handouts to print on card stock.)

Puzzle Handouts

Banners - <https://drive.google.com/file/d/10n5USqR1pgJa2B-Y-1n09HulmDcN5uP/view?usp=sharing>

Blackboard - <https://docs.google.com/drawings/d/1dvFb3wjr9B1pcHCwWq4vgKMzE1EblrBNomWpfWw02iQ/edit?usp=sharing>

Cake Pieces * - https://docs.google.com/drawings/d/1qL_PWnDEWCpDcG5ciAfidfv9Vb0Q0ITKeFhh6MJuneM/edit?usp=sharing

Decorations - https://drive.google.com/file/d/1uaHf-CA3Rar9E6FWJsHEn1ijeOKxhVl_/view?usp=sharing

Morse Code Tree - <https://docs.google.com/drawings/d/1D6AmcpcotQpieXLaXOmNLhBKFwBdejvCYMhrawwHNd4/edit?usp=sharing>

Answer Cards

BODYSLAM - <https://drive.google.com/file/d/1z0xbTGXpzDDpgsFOMy2SXo34aBBFo5BS/view?usp=sharing>

DIARIES - <https://drive.google.com/file/d/1MyiKBw3aul37wK3OZKNTkzMCgXVkbpeF/view?usp=sharing>

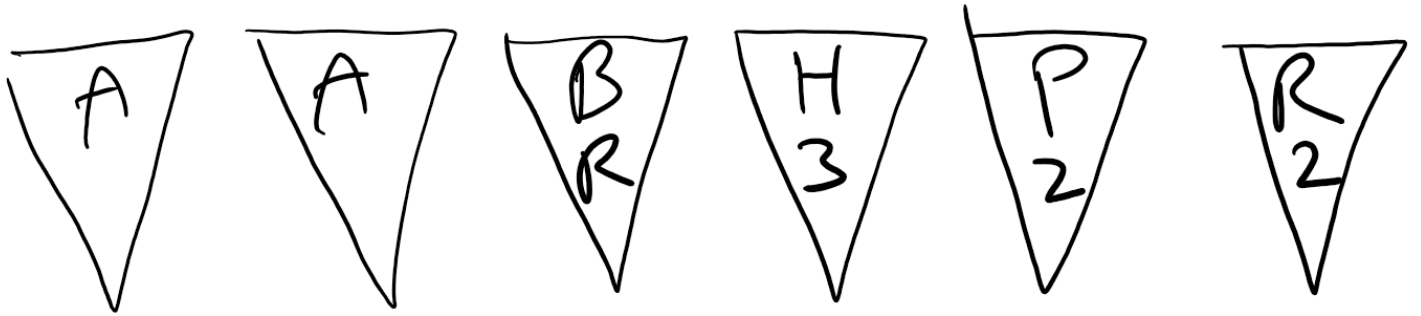
NORWEGIAN - <https://drive.google.com/file/d/1fouHZITjzjHIVnPKFxNiehTUU3SjrE/view?usp=sharing>

SPACESHIP - https://drive.google.com/file/d/1IMYXe_NnXMEiIP_ndkOCPQv_L45_Y3e_/view?usp=sharing

YOUKILIS - <https://drive.google.com/file/d/10zMjTsEwXXZLqCliH5htgt2OxkEHhiqi/view?usp=sharing>

All the Cards * - https://docs.google.com/drawings/d/10v-LDAikLUJcZzgw8VOA3La_Hrgu7nk6okyWZHjuHw0/edit?usp=sharing

Banner Handout



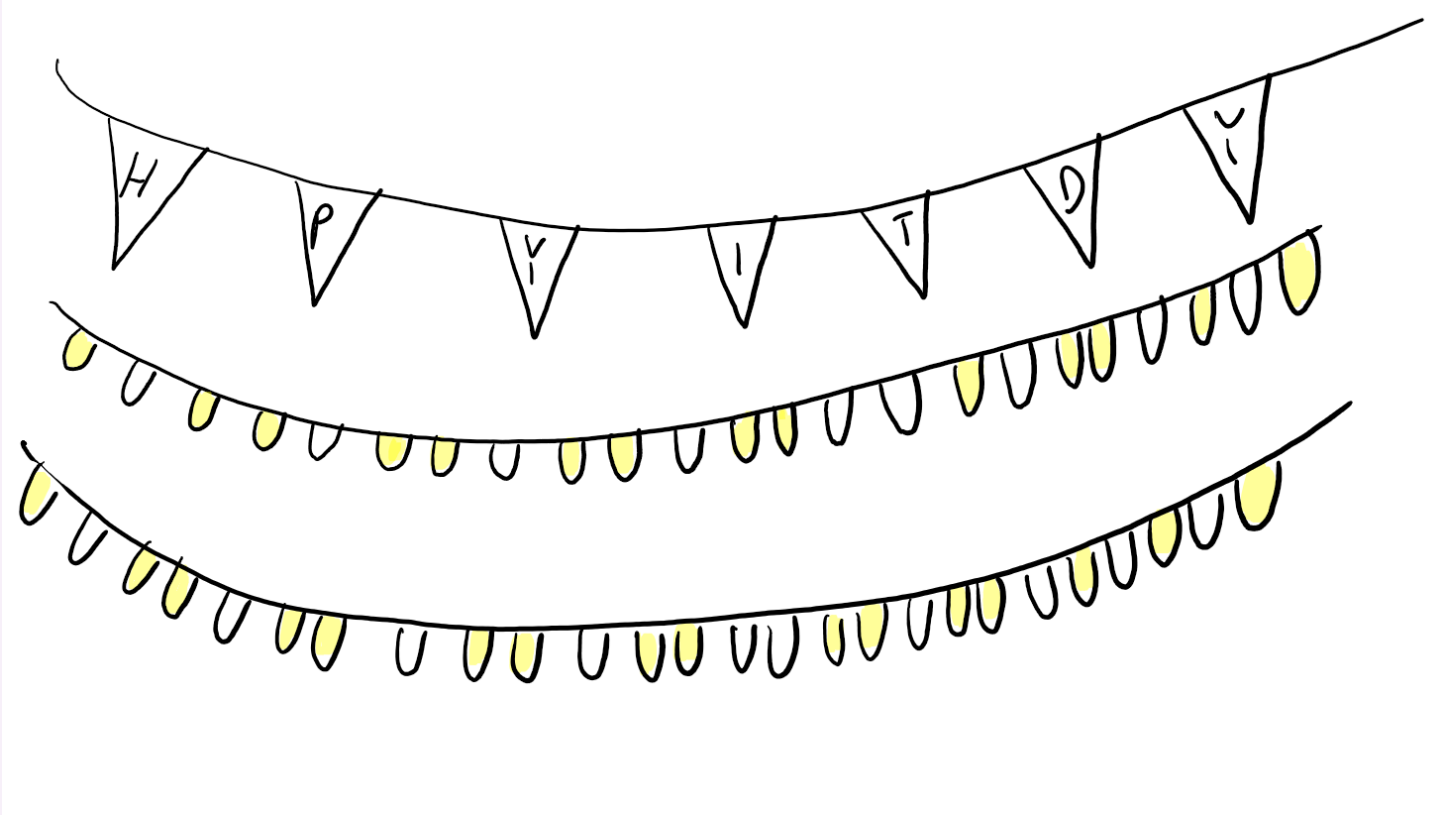
Blackboard Handout

Open the Vault Record Times

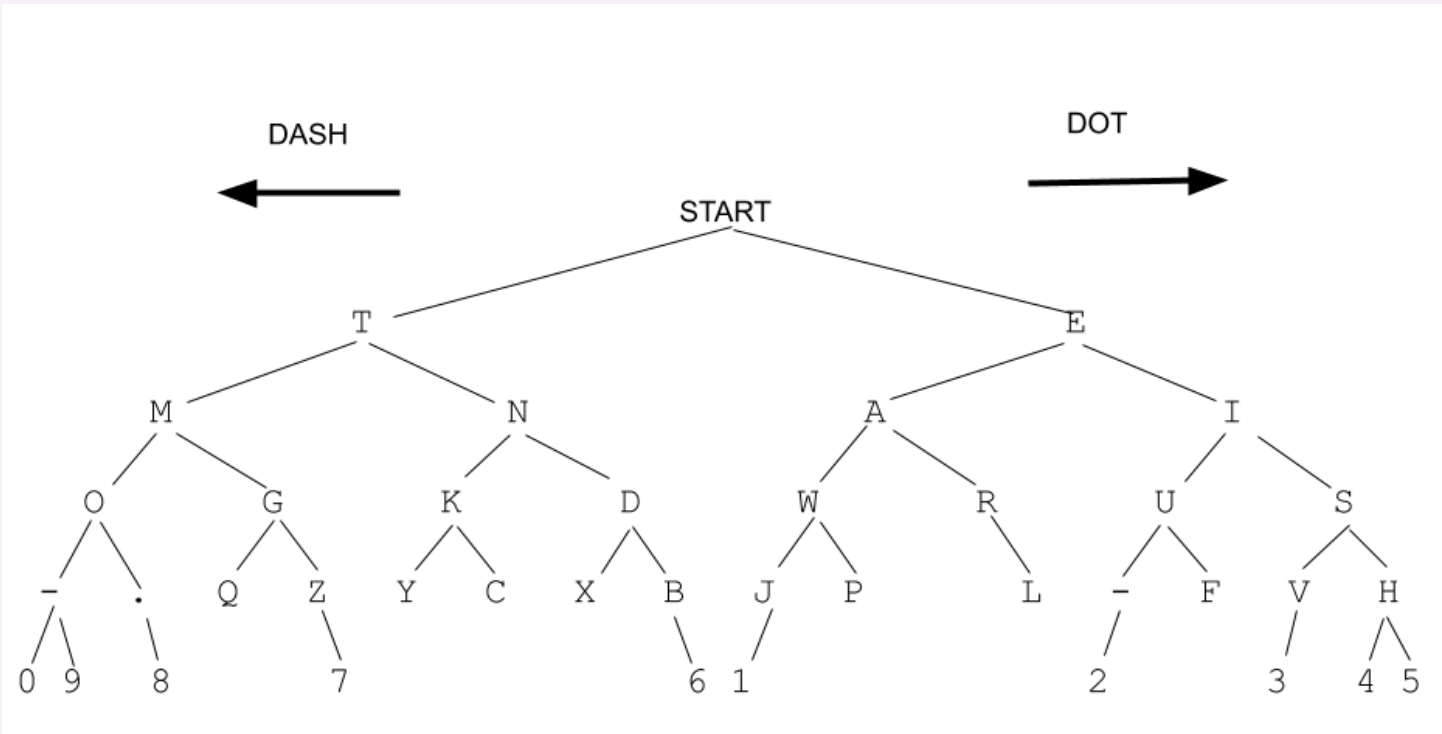
<i>Team Name</i>	<i>Time (MM:SS)</i>
<i>Star Rats</i>	<i>34:18</i>
<i>So Many Dynamos</i>	<i>38:24</i>
<i>Stacy's Super Aware Pussycats</i>	<i>40:40</i>

Want to try to open our boxes? Give it a spin!

Decorations Handout



Morse Code Handout



Cake Pieces Handout

[illegible]

Answer Cards Handout

4

2

3

BODYSLAM

2

8

5

8

4

6

NORWEGIAN

5

3

2

8

7

5

SPACESHIP

4

3

2

3

4

1

DIARIES

6

6

7

1

2

3

YOUKILIS

6

5

4