

Welcome to Podland, the place where podcasts are the mainstream form of entertainment. More popular than the cinema. More popular than going bowling. However, over the past few months, the underground market of illegally selling unbroadcast podcast material has become an ever-growing problem. You decided to join this market, predominantly for the thrill of it. However, you have both been caught by the local police, whilst you were on a backstreet deal. Luckily, since you're new to the job, you'll only end up in a holding cell, and not full-blown prison.

A few minutes after you get put in your cell, two lunch boxes appear through the food hatch in the door. Inside one of these lunch boxes, you find the following note:

"You guys... of course you ended up here. I'm surprised it took you so little time since joining the gang. Luckily, the gang has me on the inside. I do have some good news for you. I've managed to hide an escape route throughout the police station, so you can get out. Once you get out, I'll be waiting for you. Black car, of course. On the far side of the street, exactly in front of the front door to the station. Look after yourselves. I'm watching you."

In the other lunchbox, is prison-quality food.

Cell

This cell is quite atypical. It's not the sort of cell you might see on TV. This one seems quite accommodating.

The first corner of the room has the door you came through, with a food hatch. The next corner anticlockwise has a desk with a wooden chair. Another corner anticlockwise, diagonal from the door, you find a bunkbed. On the top bunk is laying a guy staring blankly at the ceiling, with his arms folded behind his head. On the wall between the desk and bunkbed a dining table with 2 chairs, underneath a window with steel bars. The last corner,

directly in front of you, is your shower, toilet and sink. High up on the wall between the bunkbed and your toiletry area, is a vent.

Cell Puzzle Order

Picture & box (3-digit code and padlock) under bed. Window (Key). Desk (Fun fact) Dave (Tags). Shower (Key). Opens box (Screwdriver). Vent (Switch). Cupboard (Uniforms and 3x3 button grid). Toilet swings open.

Observable items in the cell.

Window: This is quite a rectangular window looking out the back of the police station. There are 5 vertical bars stopping you from trying to squeeze out of the window.

Desk: This desk is everything you'd expect for a desk. Four legs, and a thick piece of wood for the top. To go with the desk, is a pretty cheaply-assembled wooden chair. You notice in the side of the desk, is a keyhole which looks like it will open a drawer.

Bunkbed: This bunkbed is a pretty standard bed for prison. The mattresses are thin, but not uncomfortable. Luckily, there's a ladder at the foot of the bed, so you don't have to jump up. Laying on the top bunk, is a guy looking blankly up at the wall, with his arms folded behind his head.

Dining Table (4): Contrary to the wooden desk, this table is made out of metal. Though the two chairs are still wooden. Under the table, you find a 3x3 grid. The top row, and the middle column are marked with an 'X'. The remaining spaces are regular dots.

Toilet / sink / shower: When you turn the shower on, a small but steady stream of lukewarm water comes out. The sink emits a strong flow of cold water. Perhaps they're

trying to save on heating water up. When you attempt to flush the toilet, nothing happens, except a small groan is let down out.

Vent: This black vent is a big contrast to the white walls. You notice it's screwed quite tightly into place.

Box under the bed: This box seems to have a three digit combination engrained into the front. Blocking the 3 digit combination is a padlock holding together a chain around the box. When opened

Tags given to you by Dave: These three tags have patterns which look like dots engrained into them. Underneath these patterns seem to be three dates.

Wardrobe: This is a tall, narrow wardrobe, just narrow enough to only need one door. There seems to be no handle on this wardrobe, nor any way to open it. On the front is a top-to-bottom mirror. On the inside of the wardrobe, once open, has a police uniform. Behind these, is a 3x3 grid of buttons. When these buttons are pressed, they light up for 5 seconds, then turn off automatically.

Under the bunkbed, you find two items. Firstly, a picture of a forest with 4 strips missing. Secondly, a wooden box, locked with a three-digit lock, like you would find on a briefcase. Surrounding this box, are chains, kept together by a key padlock.

Upon using the picture by the window, you find a key behind one of the bars. This opens the padlock to the box, releasing the chains.

By unscrewing the shower head, you find a key. This opens the drawer under the desk. Opening the desk, you find a note which says this:

"Fun fact. Each gang has its own identity. In some 75% of gangs, this identity is shown through tags which they give to members when they reach certain roles."

Dave has his own tags, which have dates on them, and braille numbers. This numbers, in order of the dates, are 945. This opens the box found under the table.

Opening this, is a screwdriver which unscrews the vent. Inside the vent is a toggle switch, like you might find on a control panel. Flicking this opens the wardrobe.

Inside the wardrobe, you find a couple of spare police uniforms. Pushing these aside, you find a 3x3 grid of buttons. When you press these buttons, they light up for 5 seconds, and then turn off again.

When the top row and middle column of buttons pressed, the toilet unhinges from the wall, revealing a low tunnel. As you crawl through the tunnel, it starts to get slightly taller and wider, meaning you can just about stand up. After about 30 seconds of walking through the pitch black tunnel, you reach the end of the tunnel. Pushing at the end of the tunnel, you tumble through quite a big vent, into the staffroom!

Staff Room

This staff room is everything you'd expect it to be. You crawl through the vent on the east wall. On the north wall, is a noticeboard, with a police officer sitting underneath, fast asleep with a half-read newspaper covering his face. To the right of the noticeboard is the door. The centre of the room is filled with a gigantic table, with chairs all around. On this table, are a gazillion files, and a few dozen half-drunken mugs of stone-cold coffee. On the south side of the staff room, are five lockers. To the west, are the kitchen, and the toilets, divided by a wall. Between the table and the wall which divides the kitchen and toilets, is a water fountain. Lastly, in the south-east corner, is a coat stand.

The kitchen is very standard. It has the usual appliances, such as the oven and kettle etc. The cupboards are half empty with mugs, and whatnot.

The toilet corridor has eight cubicles, four on each side. At the end of the corridor,

Staff room puzzle order.

Coat Hanger – Kitchen Kettle – File on the table – Noticeboard & Police officer's newspaper – 1st locker [Letter from Gregson & black light] – toilets (Blacklight on cubicles – cubicle 3 on the left side gives a key) – 2nd locker (Crowbar)– Toilet cleaning cupboard locked box (Directional lock) – Passes to get out.

Observable items in the staff room.

Coat stand: This coat stand only has two coats on it – one is a grey trench coat, and the other is a navy sport-like jacket. Upon searching the trench coat, you find a note in the pocket, which says the following.

"I see you made it out of the cell. Good job. Bad news – that's only half the struggle... Luckily, I've also managed to hide an escape route in the staff room. Good luck. I'll be waiting."

Table: This table is cluttered with a mountain-high pile of files – they're clearly slow at processing... Scattered around the table are half-drunken cups of stone-cold coffee, they're evidently too busy to finish their coffee...

Noticeboard: This noticeboard has a few dozen of the more important cases. These take the form of mugshots, as well as general info about the people in the mugshots.

Police officer & Newspaper: This quite stout, slow-moving-looking police officer is snoring quite loudly, in front of the noticeboard. Going through his newspaper, a small strip piece of paper, with one side looking like it's been torn off another.

Lockers: There are four lockers, which seems surprisingly few for an entire police station.

The furthest left locker has a five-digit lock. The middle two lockers are unlocked – and have each contain a new, clean, ready-to-go police uniform. The furthest right locker has a lock.

Cleaning cupboard: This cupboard is locked by a key padlock (*Though opened by crowbar*).

Once opened, you see the following (Open image 3). At the bottom, you find a box locked by directional lock. When opened, this gives you both fake ID cards and swipe cards.

Looking around the kitchen, you notice that the kettle is the only appliance which is plugged into the wall. Trying to use the sink, a dribble of water comes out, then completely stops. Opening the fridge, the light comes on, it feels cold, and contains a bottle of milk, and people's lunches.

Filling the kettle up, with water from the sink, you turn it on. Just as it's getting going, it short-circuits all the lights. As this happens, you head into the main room, and you notice one of the files on top of the pile has a been glow-in-dark 'X' across the front. Looking inside this file, you see it's completely empty, other than a small piece of paper with the name "Tim Toddson".

In the file, "Tim Toddson" looks like part has been ripped off. From what you can gather. However, you notice that there are some weird letters at the bottom of his page. This reads: F__ E, S __, E__ H _ (Five, Six, Eight). Combine this with the _W_, F_U_, (Two, Four) of the ripped piece from the noticeboard, opens the far-left locker.

Inside this locker, you find a used uniform, as well as a blacklight, and another letter which says the following:

"If you've gotten this far without being caught, I'm impressed. Though, you're only halfway through. I would wish you luck, but I'm not worried."

Using the blacklight in the bathroom, you find a big X on one of the cubicles. *This cubicle has a key taped to the underside of the toilet seat.*

Opening the far right locker, you find yet another uniform, a crowbar, yet no note. This crowbar opens the cleaning cupboard, which has a box with a directional lock, which when opened, reveals fake ID cards, and swipe cards, to let you out of the staffroom.

In your police uniforms and with your swipe cards from the cleaning cupboard, you get out of the staff room! Navigating the unknown-to-you corridors and making sure to not look suspicious and run into anyone who might recognise you, you manage to find your way to the lobby and the front door. Leaving through the front door, you see that black car promised to you in the letter in the lunchbox.

Once you get into the passenger seats, you recognise an oddly familiar face in the driver seat. None other, than Dave Himself!

"I see you got all my clues – and yes, I am the inside man. Count yourselves lucky that I managed to get onto your case the moment you got into the police station. I told the other officers I wanted to pose as another inmate to "prevent you from trying sell more material" whereas I really just wanted you to get out the cell... Now go do more backstreet deals!"

Congratulations! You've done it.