

BEGINNING-

[Before starting, ask players for their shoe sizes. Fill in the blanks in the “Skate Rental Kiosk” portion.]

After having a nice dinner out, you decide the perfect end to the evening would be to go ice skating. You head over to your local rink called The Spirit of Skating. As soon as you get there you decide to wash your hands. When you come out of the bathroom, it seems very quiet. You quickly realize that no one else is there. You check your watch; they must have closed early today. You head to the front door, but it seems to be locked. You do not want to be stuck in here all night; you’d better find a way out of here.

(Pause for map.)

You look around the building. You’re currently standing in front of the main door. To your right is a kiosk where you can rent skates. To the left is the bathroom you just came out of. In front of you on the left wall is a row of lockers. Opposite the lockers on the right is the entrance to the skating rink. Between the lockers and the rink, there’s a seating area with tables and chairs. On the far wall is the rink’s snack bar. To its left on the wall is a widescreen TV. Near it is a vending machine. In the far left corner is a small closed door labeled “Supply Closet”.

THE MAIN DOOR

The door is locked. Next to the door is a numeric keypad. The light on it is glowing red.

The door itself looks pretty sturdy. Near the floor, you see a closed mail slot.

Trying the keypad randomly: It looks like you need a 6-digit code.

Trying the Zamboni code 657825: The light turns green! You push the door, and it opens easily. You rush home and resolve to check the rink’s website before you come again. Congratulations!

Pushing the mail slot: It swings inward, and you can’t get underneath it with your fingers.

Using a skate to open the slot: The skate is too bulky to use that way.

Using the tip of the skate blade to open the mail slot: Peering through the slot, you can see someone dropped a note outside. “My locker: #59. Hint for combination: church sign”

THE RINK DOORS

The rink has two heavy double doors. You try opening them, but find that they are locked. To the left of the doors is a card reader. Oh, right; you remember you need a swipe card. You reach in your pocket but it looks like you left yours at home. You are going to have to find one somewhere else if you want to get into the rink.

THE RINK

Looking around you see bleachers surrounding the ice. At the top of the bleachers, you see signs labeling the sections. All you can see from the bottom where you are standing are the big

letters A, B, C, and D. The ice is surrounded by an opaque glass wall; there's an opening you can go through if you want to skate.

Looking at the signs - You get a closer look at the sign.

Underneath the large letter A someone has written 1:X.

Underneath the large letter B someone has written 2:R.

Underneath the large letter C someone has written 3: 6.

Underneath the large letter D someone has written the following (share document)

[BED HEAD = B, first letter in BED.

ST& = STAND

RECYCLING CENTER = C, middle letter of RECYCLING

Since STAND is in the middle, you have STAND BETWEEN B AND C]

Looking at ice (between B and C) without Zamboni run: You can see the whole ice from here.

Looking at the ice from spot between B and C after Zamboni writes in ice: You can see all of the lines that the Zamboni drew. As you squint your eyes, you realize they are numbers! They are 657825.

Looking at the ice from another vantage point after Zamboni: The Zamboni has made a ton of scratches in the ice. From here, they look like nonsense.

Going on the ice without skates- You walk out onto the ice, then remember you forgot something important, your skates! You start to wobble and fall feeling the cold ice seep into your clothing. You are not going on the ice again without skates.

Going onto the ice with skates- You slide out and do a quick lap around the ice. Looking around now, you see a large opening on the left. A Zamboni is parked there.

Zamboni-

Hopping into the cab of the Zamboni, on the console, you see a small pinhole labeled ACTIVATE. Underneath it are two dials labeled A-Z and one labeled 0-9.

Zamboni turned on with a thumbtack and put in random programming- The Zamboni turns on sliding across the ice. Once it stops you get off to see your work. The ice seems to be as good as new. It didn't seem to help much either.

Zamboni turned on, correct programming (XR6 from A,B,C signs)- The Zamboni comes to life and zooms out of its parking space. You hang on for dear life. It slides across the ice. Your partner(s) wave at you from the sidelines. Eventually the Zamboni returns. Getting off the Zamboni you see that lines have appeared on the ice.

THE BATHROOM

The bathroom door seems to have locked behind you. You were just in there and don't remember seeing anything interesting so you won't have to go in again. There is a poster thumbtacked to the door [share poster]

Taking a thumbtack: The top of the tack is a small red cylinder; the metal part is about an inch long.

SKATE RENTAL KIOSK

The kiosk has a touchscreen - fancy! Fortunately, they must have forgotten to shut it off when they left for the evening. The screen shows a bunch of skates with the heading "Pick Your Skate Style! Credits remaining: 1". Underneath the screen is a slot where skates would be dispensed. A piece of paper sits on top of the kiosk. It reads "Mel - I like the new system where skates of the same size have a unique look to them. Anyways, there's only one pair of size __ left [and none of size ____]. We need to order more! Abby"

Checking the skate dispenser before picking the skate: It's empty.

Choosing the incorrect skate: You hover over the button, but you're not sure you're making the right choice. Something tells you to look at the picture again. You don't want to waste the credit.

Choosing the correct skate (G): The machine whirrs and a single pair of skates fall into the slot. You retrieve them; they look like a perfect fit.

[

1(G)- Original Skate

2(P, S)- Orange Boot

3(O,X)- Removed a lace crossing at the top

4(A,I) - Removed butterfly

5(E,R)- White Rose

6(C,Y)- Blue Butterfly

7(F,W)- Front of the skate blade pointy instead of dull.

8(H,T)- EZ SKATE written on the skate blade.

9(K,M)- Extra attachment from the sole of the boot to the blade.

10(J,L)- removed the two empty lace holes at the top.

11(D,Q) striped pattern to the boot of the skate.

12(N,U) Added flames to the back of the boot.

13(B,V) 1 tiny flower instead of two.(The ones that are above the big rose.)]

LOCKERS

The back wall has an array of small lockers numbered from 1 to 200. Each of them is locked with a 4-digit combination lock except for locker 173. That one has a lock with letters on it.

Using combination 8633 on locker 59: The locker opens! You find a swipe card labeled Rink Entry.

Using combination CAMEL on lock 173: You find a TV remote control.

SEATING AREA

There are several chairs and tables scattered about. One of the tables has a paper on it. You happen to glance upwards and notice the ceiling is made up of 25 large tiles about 3 feet by 3 feet each in a 5x5 grid. You notice a line of blue paint diagonally crossing one of the outer corners of the grid.

The paper: share the level checklist [This is a Mastermind puzzle. The level tells you how many letters the five-letter word shares with the final word. The last is 5 since it has all 5 letters.]

Searching under the chairs or tables: [if they didn't look in the vending machine] You find a single skate blade. You gingerly pick it up, avoiding its sharp curved tip.

Trying to push a tile without the ladder: The ceiling is too high to reach, even if you stand on a table.

Trying to push an incorrect tile with the ladder: You drag the ladder underneath the tile, moving some chairs out of the way. [As you do, you find a single skate blade. You gingerly pick it up, avoiding its sharp curved tip.] Unfortunately, the tile does not budge.

Trying to brute force it: The ladder is really hard to move; you want to move this ladder as little as possible.

Trying to push the correct tile (row 4, column 2 assuming blue-striped corner is row 1, column 1) with the ladder: You drag the ladder underneath the tile, moving some chairs out of the way.

You push up on the tile and it gives! You shove it up a little to see a duct with rungs built into the walls.

DUCT AND ROOF

You climb up the short ladder to find another tile blocking your way. You push it up and find yourself on the roof. It's pretty nice up here; you have a clear view into town. Unfortunately, you're too high up to be able to get off the roof safely. You call out and wave your arms, but no one is around to see or hear you. Sigh. The roof itself is pretty barren. The only thing you see are the back of the letters that make up the name of the rink. Each is made of metal; they stick up partially over the edge of the roof. The closest building is the local church across the street. It has a large sign in its front yard.

Looking at the church sign without the i's:

Sloth reeks of sin - Be active! (3)

Honesty is the key to your relationship with God (1)
Use devout words at all times (2)
Reach the heights of heaven(8)
Saints listen to their consciences (10)
All of our prayers will be answered (4)
Bless even the most evil among us (7)

Looking at the i's: The dots in the i's seem to have glass in them like lenses.

Looking through the dots in the i's:

Through the leftmost i (in Skating): A x is on the glass. When you look through, the x seems to appear between the second and third lines of the sign.

Through the next i (in second i of Spirit): There seems to be an x between the fourth and fifth lines.

(You see just "devout words")

Through the first i in Spirit: You see a dash between the fifth and sixth lines.

[Each line hides a number as given above. Looking through the i's gives the formula
31x28x10-47.]

SNACK BAR

The snack bar is, of course, closed. There is a gate covering the entire front of it. The lights inside it are dark, so you can't make out much detail. What you can see is a menu board on the counter.

[Solving the menu: Caesar->Salad \$16 indicates that if you shift C 16 places in the alphabet, you get S. This is an example of a Caesar shift. Do the same shifting for the first letter of each other item based on its price to spell SKITTLES.]

SUPPLY CLOSET

The door has a plaque that says "Supply Closet". It's locked with a purple directional lock; there is a lever on it that you can push in any of the four cardinal directions. There are no labels or other markings on the lock.

Pushing the code up, right, up, down, left, left, up [based on the movements of the skater on the TV]: The lock opens. You open the door to find a tall ladder. It almost goes up to the ceiling. It has wheels so you can push it around. Surprisingly, you find nothing else in the closet. That must be why it's not a "supplies" closet.

VENDING MACHINE

The front of the machine is glass. It contains various types of chips and candy. There are 5 rows. The first row has items labeled A1 to A5. Then B1 to B5 for the second row, and so on ending in E5. On the right side are buttons to enter a letter and number, a coin slot, and a coin return button. The bottom of the machine has a panel you push up to get the item purchased. It's all fairly standard except there is a blue piece of duct tape going diagonally across the upper left corner of the glass.

If they look in the slot and haven't found the skate blade yet: Ouch! You look a little more closely and find a single skate blade. You retrieve it, being careful to not get stuck again by its sharp hooked tip.

Skittles are in D2 (4th row second space.)

Asking what snacks there are in the machine:

Lays Plain, Baked Lays (Plain), Lays BBQ, Lays Sour Cream and Onion, Lays Salt & Vinegar Cheetos, Doritos, Ruffles, Fritos, Bugles

3 Musketeers, Mounds, Almond Joy, Snickers, Milky Way

M&Ms, Skittles, Reeses Pieces, Starburst, Swedish Fish

Pop-Tarts, Famous Amos Chocolate Chip Cookies, Famous Amos Sugar Cookie, Sara Lee Pound Cake, Sara Lee Chocolate Cupcake

(No prices are listed which is kind of weird.)

TV-

The television appears to be a TV-VCR combo. Do they still make those? Anyway, the TV is currently off. There appears to be no way to turn it on.

Pushing the power button on the remote: The TV shows gray static.

Push the play button on the remote: The screen shows a figure skater in a purple tutu. Music starts, and she does a routine. First, the skater leaps up into the air and does a spin. When she lands, she skates to the right; the camera follows her. She then leaps up into the air again. When she lands, she kneels down, sticks out her leg and does another spin. She stands and skates to the left. She stops then skates to the left again. She jumps up and does a quadruple spin. When she lands, she spreads her arms wide. The screen then goes back to static.

Push the rewind button: The machine makes a whirring sound followed by a clunk.