

Flatpack Misfortune

Notes

The room is very obviously meant to be IKEA and you can, if you prefer, make clear reference to that, although you may need to change some descriptions slightly.

This room is specifically written for one character, so if you have more than one player they'll have to get along and inhabit the same body in this escape room.

To keep track of things more easily the images the players get are also included, but should be given to the player separately.

To keep this (hopefully) easy to run I've added some hints and explanations to the puzzles as GM notes. *These notes are written in blue italics and shouldn't be read aloud.*

Finally, the doorknobs that play a big part in the room are highlighted to more easily keep track of where they are.

Enjoy!

Introduction

You slowly drift awake from a deep and comfortable sleep, but something feels distinctly off. It takes you a long moment to realise that you're still fully dressed and as soon as that knowledge makes itself known in your head, you also realise that this is not your bed.

Your eyes fly open and you're greeted not by your bedroom, but by a vaguely familiar showroom bedroom. As you sit up in the dimly lit room you remember how you got there. It'd been an exhausting moving day already and to top it all off, you'd discovered your flatpack bed was missing a very essential bolt.

Frustrated, you'd driven to the Scandinavian flatpack furniture store to get this one single bolt. After acquiring it, the smells of the restaurant had enticed you and a good portion of chips and veggie meatballs later, it didn't feel all that bad anymore. You felt like you might as well have a look at getting a new mattress while you were there.

Wandering through the store you'd come across this show bedroom and tried the bed. You lay down to try it properly and.. Well, you must have drifted off....

Instinctively you reach for your phone. You turn on the screen on to- crap. Dead battery. Like today couldn't get any worse. Better find a way out. You reach for your bag. And you can't find it. Wasn't it next to you when you fell asleep?

The bedroom

The bed you're in is in the center of the room with the headboard on the west wall. Above the headboard are a bunch of album covers. On the north wall hang a pair of curtains and in front of that is a vanity. On the east wall is a nice big clothes closet. In the south west corner is a nice chair with, aw that's cute, a plushie. In the south east corner on the south wall is the doorway you came into. Oh, which is now covered by a white plastic sheet.

The album covers

There's four album covers in a row, nicely centered above the bed.

[picture 1]



The album covers say, from left to right:

For our unloved road

Only new engines

Eagles in government, hero troubles

Troubled writer overpass

The first letters of each album cover spell out the code for the closet.

The bed

It's a standard double bed from the store you're in and the mattress is really comfortable. Exactly what you want from a mattress. But.. wasn't your bag here somewhere? Maybe it's fallen off?

The bed - looking under it

Whatever you expected there, a black square plastic closet door knob wasn't it.

The chair/plushie

It's a comfy looking chair with a cute looking octopus sitting on it. The employees of the store seem to have taken a real liking to this plush. They tend to put them in funny poses. Actually, a lot of customers do too. I mean, who wouldn't want an eight armed hug?

The chair/plushie - having a closer look

Oh! That's adorable. He's got a name badge and everything. Although, who would name an octopus Kai? And why is he holding a white round wooden door knob?

Make sure you keep track of what the players do with the octopus, they may want to carry him with them. This changes things slightly later on.

The chair/plushie - after leaving the oat bar in the closet

Coming back into the room, you can see the octopus holding your bag.

if the player(s) decided to carry the octopus with them, it's on the chair

It definitely wasn't there before. You check your bag. Good, everything is still in it. Although..... You didn't have a red wooden oblong closet door knob in your bag before.....

The closet

It's a simple wooden closet with two outward swinging doors and huh, a four digit lock on it.

The closet - 4182

Opening the door you're greeted by a bunch of clothes hanging in front of you. But. That's weird. There's a bit of light leaking from.. The back of the closet? Almost like.. There's something behind the clothes?

The closet - 4182, pushing the clothes aside

Instead of the back of the closet like you'd expect you find, what you can only describe as a saloon door.

go to room 2 description if they go in.

The curtains/fake window

There hangs a pair of nice dark blue blackout curtains.

The curtains [when opening them]

There's a very basic and generic city skyline painted in a window frame. Stuck on it is a pink sticky note.

The pink sticky note

The note says:

Please remember to be polite to the nightshift. They hold grudges. If you lose something in the store, leave them an oat bar and they'll find it for you.
Charlie

The doorway

The doorway is covered with a strong white plastic sheet that's too sturdy to remove.

Your players may want to try to remove this, maybe even by force. This is impossible. You could use the words 'as if by magic' if they're stubborn.

The phone

It's one of those, I mean, they're not 'old fashioned' but they kinda are. Matt black plastic with a horn held on with a curly cord. It doesn't even look like it's got built in memory, considering there's some sort of card you can twist out from underneath. So you can write down phone numbers. Ugh. How old. And what's that blinking light on it?

The phone - card

The card only has a couple of things on it:

Internal calls only

voicemail :123

Voicemail password: [this is crossed out]

The phone - entering a random number

'Please enter a valid extension number'

Use your best automated voice here.

The phone - voicemail

'Please enter voicemail password to continue'

You may want to give them the optional picture if they are struggling to remember which letter is where, they need a hint towards that or they don't want to look at their own phone.

If they're having trouble with this, cut them off after 6 numbers.

The answer is either 55244 or 524. It spells out Kai according to the letters on a phone.

The phone - voicemail - entering 552444 or 524

'You have. One. New message'

Charlie, I'm done with your riddles. You seem to get away with everything cause the night shift likes you and I'm fricking SICK of it. See how you like it. You want your key back? The doors hold it. And why did I find a doorknob in my department? You know what, I don't want to know. I put it in a purple and white pillow.

You can throw in a few more colourful curse words here, if that's appropriate for your players.

The vanity

It's a simple white wooden vanity with a drawer to one side. The drawer is locked with a key lock. On top of the vanity is an office phone. That's so out of date. Who even uses those kinds of phones anymore?

The vanity - locked drawer - when opening with the key

The drawer is packed absolutely full with some brand of oat bars you're unfamiliar with.

If they've already found the wrapper in the second room then you can mention it's the same.

Room 2

You hesitantly push against the wooden panels and they soundlessly flip open... to reveal the inside of another closet. This time you're facing the doors. Coming out of the closet (pun intended) you're faced with the familiar layout of the store, only it's more softly lit.

On the north wall, almost immediately to your left, is a doorway that turns into a hallway that you know should lead you to the bathroom section. A soft red glow emanates from it. Further along the wall is a display with a bunch of doorknobs. On the east wall is a display of closet doors and in front of that is one of those kids' computers meant to entertain them while their parents are busy. Against the south wall is a wire bin full of brightly coloured pillows. And almost against the room you came out of is another hallway. You know that one leads back to the couches. It's also lit with a soft red. The wall right behind you is lined with closets.

Before you can do anything you see something move from the corner of your eye. The whole wire bin is lifting up.. what? It takes you a second to see the source. A.. well. Tiny human? They look like they barely come up to your knees, and that's including the hat. And they are lifting the bin like it's no big deal. You can't lift those. You didn't think they were movable with anything but forklifts. This tiny... well, Person? Must be really strong. They seem vaguely familiar to you and for a long moment you try to figure out how. And then it strikes you. The store always has figures like this around Christmas. What were they called again? Nisse?

Apart from the woolly pointy hat they seem to have a fairly standard uniform. And the hat matches the store colours. You take a step closer to have a better look. The Nisse freezes, drops whatever they'd just picked up from underneath the wire bin, sets the bin down and flees to the closet just next to the hallway on

your right. The bottom part of the doors open inward for them. In less than five seconds from seeing you this nisse has left.

Bin of pillows

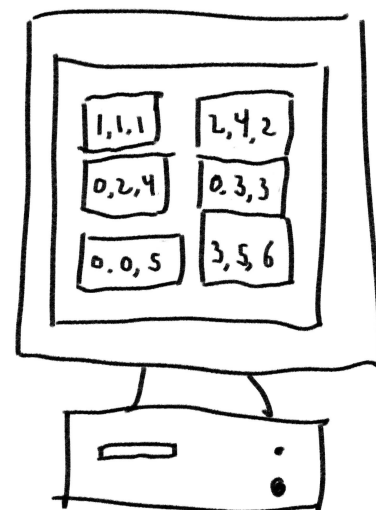
On the floor just in front of it you find a round black metal door knob where the nisse dropped it. In the bin are decorative pillows of all sorts of colours and patterns.

Bin of pillows, looking specifically for a purple and white pillow

Inside the the purple and white pillow there's a red plastic round door knob.

Computer

It's one of those kids computers with a friendly coloured frame around it. You have to crouch down to have a good view of the screen. Huh. It doesn't display the usual kid activities, instead it looks to be a normal shop computer interface, open on a mail program. It is, however, slightly greyed out and overlaid is an inlog box with the message 'session timed out, re-enter password to continue'. It's got a grid of dots of two by three dots and a box with three stars in it above.



Let them toy around with the system.

The touch screen lets you draw lines between dots, but only in one line from dot to dot and not diagonal.

If the thing they draw out isn't a number, or until the line gets stuck:

It seems to be waiting for more input

If they draw out a number that isn't the right number or the line gets stuck:

The box with the three stars in it briefly turns red and the first (***second/third if they do get the first number***) star shakes briefly.

Once they get the link with the picture, encourage the players to use the numbers as coordinates when drawing.

Tracing the first number in each box in ascending order (excluding the 0's) will draw a 7. The second numbers will draw a 4 and the third will draw a 2.

Computer - putting in 742

There is an email window open:

From: charlie.oliver@manager

To: tom.te@nightshift

Had to change the password for the voicemail. The new hint is: something with eight legs.

Some toddler hid a bunch of door knobs from the display all over and we were too swamped to even go and find them, sorry. Could you fix it please?

Display of doorknobs

[picture 3]

<i>red metal ooblong</i>	<i>firote</i>	
<i>black wood square</i>		<i>tanino</i>
<i>red wood round</i>	<i>finika</i>	
<i>black plastic ooblong</i>	<i>tarate</i>	
<i>White metal square</i>	<i>larono</i>	



They found these:

<i>Under the bed</i>	<i>Black plastic square</i>	<i>tarano</i>
<i>kai</i>	<i>White wooden round</i>	<i>lanika</i>
<i>bag</i>	<i>red wooden oblong</i>	<i>finite</i>
<i>pillows</i>	<i>red plastic round</i>	<i>firaka</i>
<i>bin</i>	<i>black metal round</i>	<i>taroka</i>

Display of doorknobs, having put everything into the right order

Right order:

Black plastic square tarano

White wooden round lanika

red wooden oblong finite

black metal round taroka

red plastic round firaka

Go to ending.

Door display

Going from left to right there are eight doors. They've all got a handwritten label on them with a name and what looks like a code. But, what's this? Some parts are scratched out. Ugh rude.

code	name
4964-4	nalid
4968-15	nadlo
4966-15	narivo
4963[unreadable]	natalir
4967[unreadable]	narrif
4962-15	[unreadable]
4965-21	[unreadable]
4961-18	natour

The numbers after the dash link to the letters at the end of every name and spell out 'door four'.

Door display - looking closer at the first door (door number 4)

Giving it a closer inspection, you find a key taped to the door.

They may look at the fourth door. Suggest something like 'you do feel like you got the right answer, but is this really door four?'

Hallways

Good. a way out. Or towards a phone charger. Whatever comes first. You walk through the hallway towards it... and come out into the same room from the other side.

Wall of closets

A bunch of different clothes closets line the wall that's adjacent to the room you woke up in.

Wall of closets - looking specifically at the one you came in to

On the swinging door you came out of is a note taped to the door.

[picture 2]

Wall of closets - looking specifically at the last one/the one the nisse went into

The bottom half of the closet has no shelves. For a moment you're completely lost as to where the nisse must've gone, but on a second look there seems to be some sort of hatch in the bottom of the closet. You can't see how it would open, not that it would matter much, you couldn't possibly fit. There looks to be some sort of paper in one corner and looking closer at it it seems to be some sort of wrapper for an oat bar.

If they already found the oat bars in the vanity, mention that it's the same as those.

Wall of closets - looking specifically at the last one/the one the nisse went into - leaving an oat bar

As soon as you close the door there is some noise inside. Opening it again shows the oat bar gone. As you lean in to have a closer look you hear a noise in the other room.

Players will get creative with this. They might put a lot in there, or try to check. When working around this, imagine that the Nisse will know exactly

what's going on and is very fast. It's pretty impossible to see them when they don't want to be seen.

Ending

The lights in the hallways turn from the red to a soft green. Curious about it, you walk through one and indeed find your way into the next part of the store. You hurry through the store and to the door. Surprisingly, it's unlocked. You give one look back and think you see someone wave from around a corner of a chair, but when you look again, there's no one there. You head out to your car and home.

If your players were nice to the Nisse, you could add that they feel they'll be lucky at ikea in the future. Or if they were rude, unlucky.

Your players may want to take Kai (the octopus) home. In this case mention specifically that they buckle him safely in the passenger seat.

Extra background:

In this version of IKEA it's entirely run by nisse in an attempt by them to modernise. Upper management is entirely Nisse. They like to keep this quiet, however, so all customer facing stuff is done by humans (most of the day employees don't know this either). The night shift is entirely Nisse.

According to Folklore Nisse (who are also known as tomte) are incredibly strong and can be a little short tempered. They can be mischievous at times, especially when not properly thanked. It was tradition to leave them a bowl of oatmeal or porridge as thanks. They're often associated with christmas.