

# Christmas Escape Explained

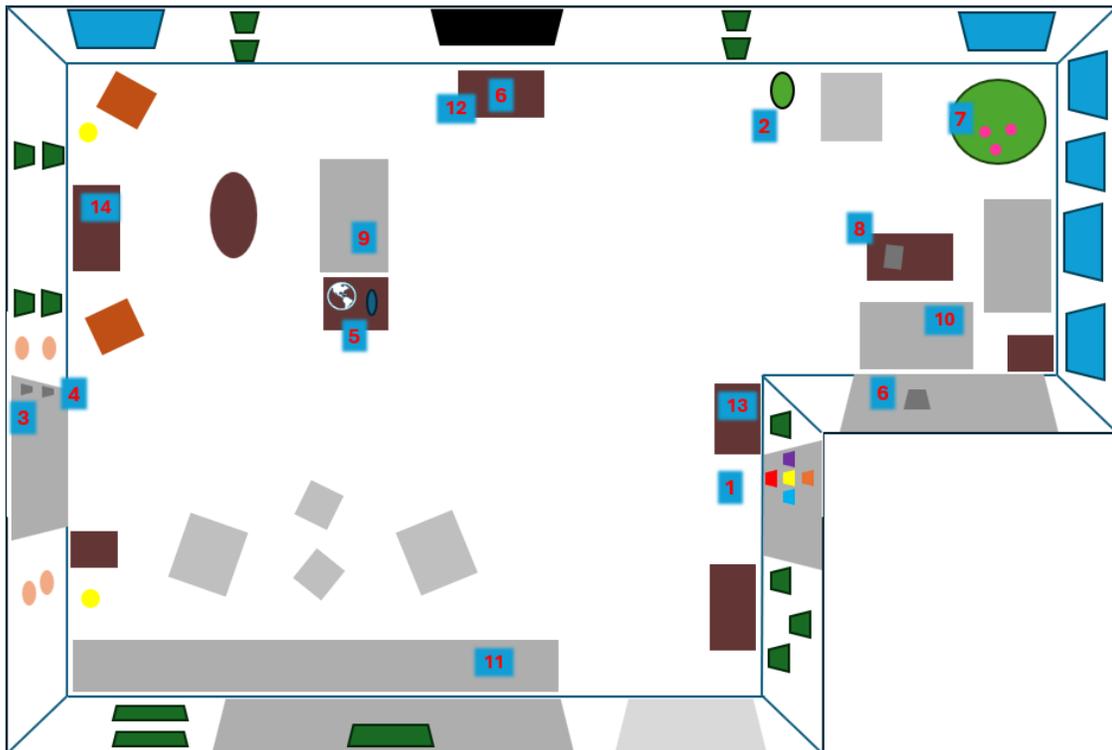
## Objective...

I did this before with roommates; but I recreated it for the family while we were all together for Christmas. The gist of the main game is that there is a Lego figure hidden in plain sight around the house. I added this side quest because this Lego minifigure that is being used has a dog accessory which I hid away for them to find...

## Contents...

- 3 brain teaser puzzle sets
- 8 3-digit combination locks
- A lock and key
- Jaw steel lockout hasp
- Toolbox with a lock hasp
- 6 letter cryptex
- Inflatable globe
- Two double zipper bags
- Four pull-close-pouches
- Several printouts...
- Colored pieces of paper
- 3 decks of cards
- Two colors of plastic chips
- Wooden puzzle box
- DVD with video
- 3 pink plastic balls
- A hammer with a hollow handle
- Rubber elf slingers
- DIY cypher wheel
- Website

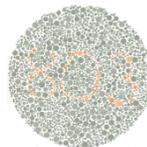
## The room setup...



1. Colored paper on the windows of a door. The four corners are locked in a bag hidden in the room.
2. Turtle shell backpack with a 3-combo lock on it. This bag contains the toolbox which has two combination locks and one padlock securing the lock hasp. The toolbox then contains more clues and the cryptex which contains the dog.
3. Movie still with *Princess Diaries* with the Disney+ logo:



4. Cut out of three card suits ----->
5. On a table is an inflatable globe, which is just a red herring. There is also a Christmas decoration which is a snowman container that typically holds chocolate, but I replaced the chocolate with six blue plastic chips and six pink plastic chips.
6. A laminated paper with nothing written on it taped under the table. The laminated paper has seemingly random cutouts but when held up against a wanted poster taped to another wall, there is a message: THE L'S MATCH!
7. Three pink plastic balls with a number in each were hidden in the Christmas tree.
8. A sheet of paper with an outline of 16 three-line blanks and 8 lock icons next to random lines. The first line is filled with 143.
9. A double zippered bag is tucked in the couch with a lock on it. Inside the bag is a comic strip, half a cipher wheel, and a locked black pouch which has the rest of the comics and the other half of the cipher wheel. There is also another locked pouch in the bag containing a key.
10. A double-locked pouch is tucked in the other couch. The pouch contains four colored papers for the windows at (1).
11. The stockings hanging on the mantle had little cutouts of patterned stockings in each of them to be used for a clue on the website.
12. A DVD tucked under a Christmas decoration with a video made with a hint in it to go with the three colored lines on the DVD itself.
13. A mini picture frame with a pebbled layout with colors to test color blindness that reads 803.



14. Decks of cards stacked together with each having an additional card that does not match. These three cards correspond with (4).

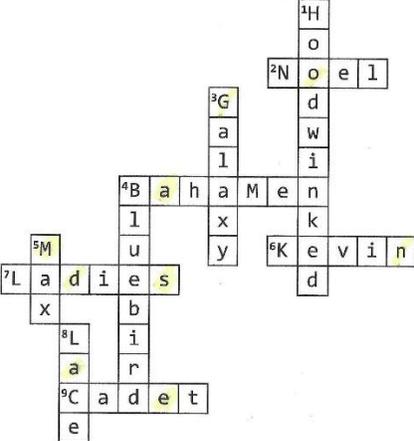
## The start...

For some pretext, there is a household game involving a Space Heroine Lego mini figure where you can where you can hide her in plain sight and whoever finds her, hides her next. This Lego mini figure came with a dog, so I built the game around it and adapted the one I made for roommates years before...

To start, I had them all go into another room so that I could set up the living room. When I was finished setting up, I walked into the room where the players were sitting and handed them a wooden puzzle box and three numbered Ziploc bags that contained brainteaser puzzles to be put back together. Once opened, the puzzle box contained a QR code with hints and two copies of the same crossword puzzle so more players could solve it:



### Christmas



**Across**

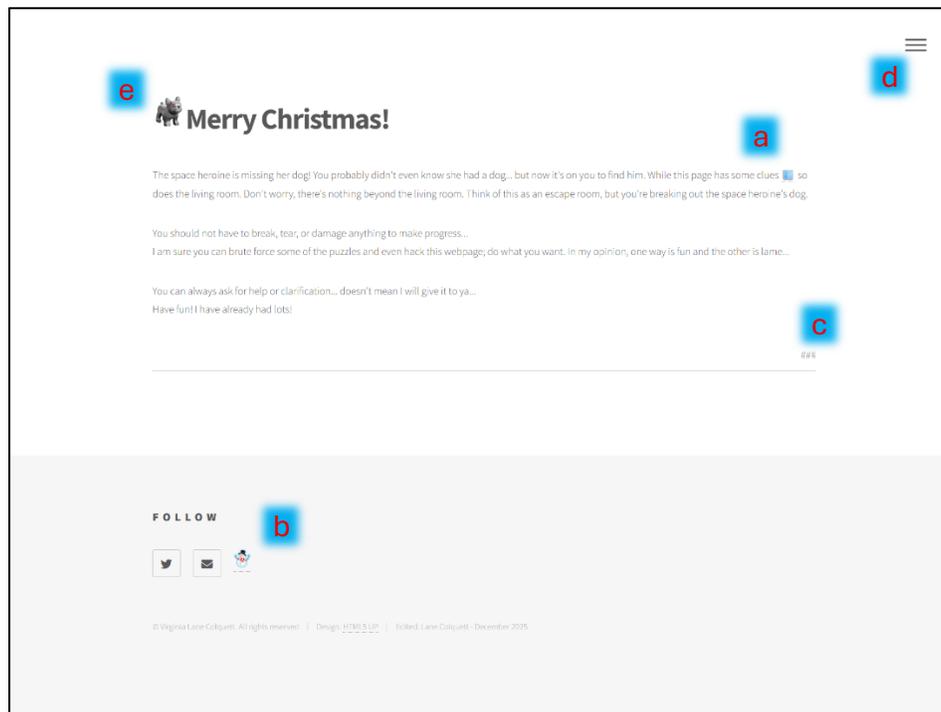
2. derived from French word meaning birthday
4. Who let the dogs out?
6. left home alone
7. Nine \_\_\_ Dancing
9. space heroine's rank

**Down**

1. last year's finale movie
3. in a \_\_\_ far, far away
4. Idaho state bird
5. Grinch's dog
8. Santa loves \_\_\_ cookies

The QR code takes the players to a starting page that just has a single input field. To figure out what the code is, the players need to piece together the three puzzles and solve the crossword. The crossword has letters highlighted and the puzzles have symbols, or nothing. The numbers on each bag are where each puzzle's character goes which then helps unscramble the rest of the letters to get the phrase: a dog's name. The players quickly realized they would not need to solve two of the puzzles since they were the spaces. As soon as the phrase is typed out, the page is redirected to the main website...

## The website...



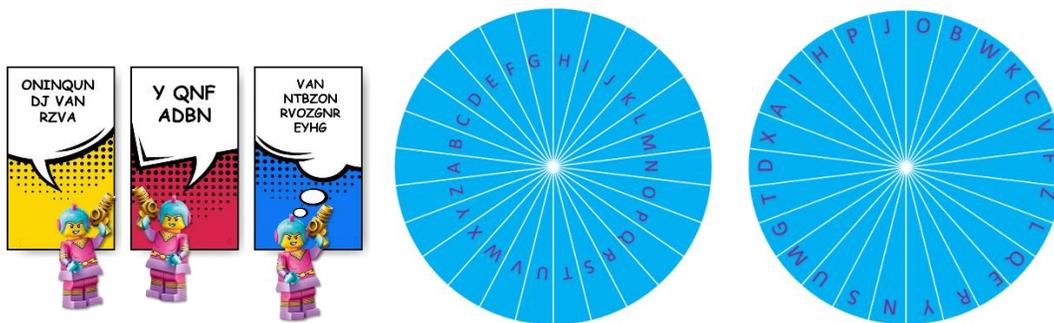
landing page upon entering correct phrase

- The window icon in the paragraph is a link to a webpage that is a grid. Every time you click a block in the grid it changes color. The correct sequence of colors matches the papers taped to the windows (1).
- This clearly does not match the other two icons! When the snow man is clicked, a new tab opens with a picture of three colored dots, like the plastic chips I hid in a certain snowman(5)...
- I left the value for this input field as `###` so that they would catch on and click it. This input field takes three numbers and if the number is correct, an image will appear. More on that later...
- This hamburger menu only has two options:

- a. A banana peel, which when clicked, unlocks a picture in the grid on the webpage.
- b. A dinosaur which redirects to a makeshift dino game like Google’s dino game. The twist is that once a player gets past ~420 and dies, confetti rains down and a three-digit number appears.
- e) The dog of the space heroine photoshopped and used as an icon. When it is clicked, the picture will change to a nutcracker then clicked again redirects to a new tab. This tab has pictures of patterned stockings which can be found in the actual stockings hanging on the mantle (11). These pictures can be dragged to a box and if in the right order, will have confetti rain down the page with another three-digit number appearing on the screen. (the combination is red stripes, rainbow, red stripes, rainbow, red stripes, tree, rainbow)

## A process...

One of the “codes” to unlock the toolbox is a longwinded process with one of the bags (9) and the hidden message (6). When the bag is unlocked there is a third of a comic, one wheel for the cipher wheel, and a pouch that is locked. The combination to the locked black pouch is hidden in the windows puzzle (a). The missing pieces to the windows puzzle (a) is hidden in the double locked purple pouch. The “codes” to unlock the purple pouch are in the picture frame (13) and the DVD (12). When all is revealed, you get a message that reads: “THE L’S MATCH!” from (6) and the following graphics:

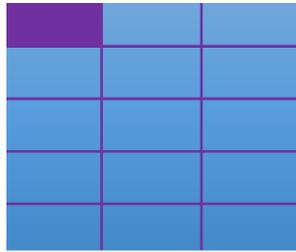


When you line up the wheels, you get “Revenge of the Sith”, “A New Hope”, and “The Empire Strikes Back”. When you look at each panel closer, there are numbers in the bottom-colored corners. Putting the panels in order of the movie episode titles gives you 3-4-5.

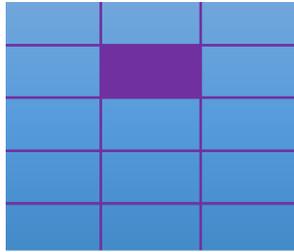
By the way, the hammer in the toolbox has a fun fact with another number: “Did you know, the farthest a hammer throw by a male athlete is ~284 feet, by Yuri Sedykh (USR) at the European Athletics Championships in Stuttgart, Germany?”

# These numbers...

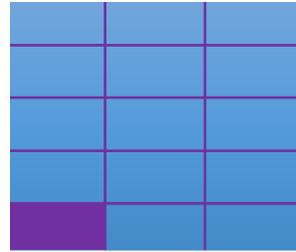
What is with all these three-digit numbers!? Some are the combinations to a lock hidden in the room, but when you put any of them into the input field (c), a picture pops up. Each one has some relevance to the clue or number... the goal is to “unlock” fourteen images, and a fifteenth will appear as shown further down. When any of these images are clicked, a tab opens with an image corresponding to the placement of the image on the webpage like so:



800



688



787



800



click



425



803



688



066



662



439



343



911



345



787



143



284

While the pictures themselves do not actually have clues, they all have meaning...

800: Spells BOO on the calculator held by the ghost. Math is scary!

Click: Click the banana in the menu (d) and this silly picture pops up!

425: 420 is the record and the cactus wants a high five! Peep what the space heroine is holding in her other hand as well...

803: The number in the picture frame (13) is also the house number. Swedish chef is another game elsewhere.

688: the numbers on the cards... what better card game is there!?

066: the number of chips in the snowman.... Referencing an infamous Order

662: the area code of north Mississippi... Space heroine and her dog in the grove at Ole Miss!

439: the video from the DVD is of me in my "office." This is a picture of my desk where I made the game.

343: the number that comes up when solving the colored window puzzle (1) (a)

911: the number from the movie scene hint (3)... Anne Hathaway stars in both movies (*Hoodwinked!*).

345: the episode numbers of *Star Wars* movies

787: the three numbers hidden in the Christmas tree

143: the number on the piece of paper (8) giving the players a "bone" of sorts

284: the clue hidden in the hammer

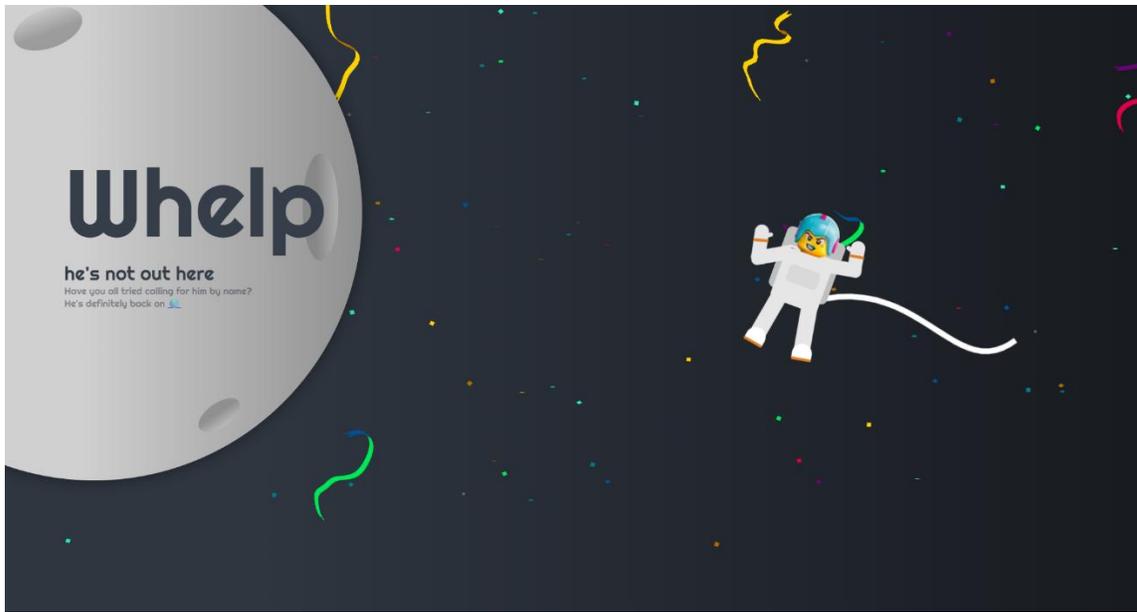
## The finale...

And so, we have all the images, and everything unlocked...

We are nearing the end and now have a friend:



When the GIF is clicked, the webpage redirects...



“Whelp he’s not out here. Have you tried calling him by name? He’s definitely back on 🌍”

The players have one final click, and that is the globe. The page will redirect for a final time to [a webpage for dog names](#). From the missing poster (6) used earlier, there are some characteristics that allude to a Greek name. The cryptex is 6 letters, so when they deduce the list of 6-letter names that are Geek and handsome, the players land on *Adonis*. The cryptex is solved and the dog has been found!



*Fin*