

Escape Explained



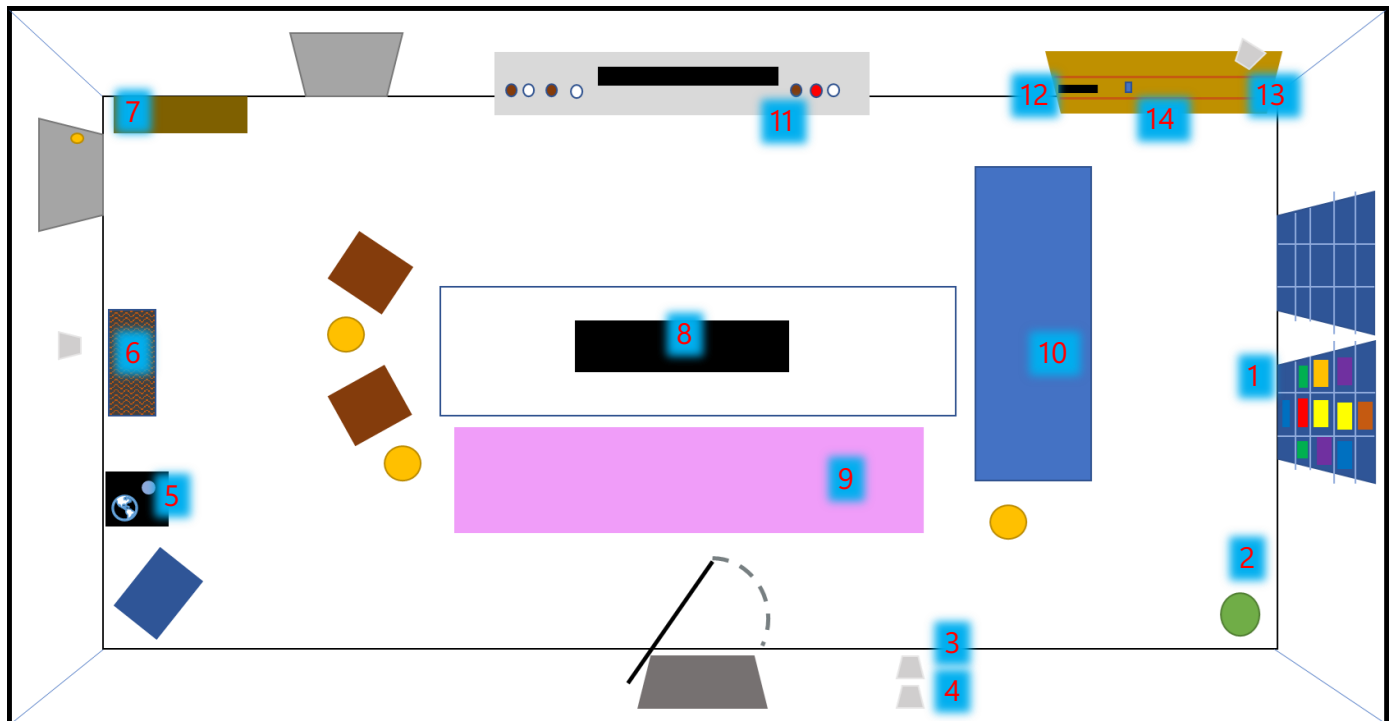
Objective...

Find the warrior princess which I hid in a place breaking the rules. On a personal note, nobody was really playing the [original game](#) so I thought I would make some fun with it on my visit back.

Contents...

- [brain teaser puzzle set](#) for the number of participants
- 8 3-digit combination locks
- A lock and key
- Jaw steel lockout hasp
- Tool box with a lock hatch
- 5 letter cryptex
- Inflatable globe
- Two double zipper bags
- Four pull-to-close pouches
- Several printouts...
- Colored pieces of paper
- Marked bottle caps
- [DIY cipher wheel](#)
- Website

The room setup...



the room

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 tool box which has two combination locks and one pad lock securing the lock hasp. The tool box then contains more clues and the cryptex which contains the warrior princess.

3. Movie still from *Princess Diaries* with the Disney+ logo:



4. Cut out of three card suits ----->
5. On top of the mini refrigerator is an inflatable globe, which is just a red herring, and a jar of bottle caps. I put three matching bottle caps that I knew would not match the others and marked numbers on them.
6. A laminated paper with nothing written on it was taped under the bench. The laminated paper had seemingly random cutouts but when held up against the original game poster, has a message: "She is here, find her, U is to G"
7. A message taped on the back of the banjo that stays in the corner.
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 out with 143.
9. A double zippered lunchbox is tucked in the couch with a lock on it. Inside the lunch box 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 front pocket with a key.
10. A double-locked purple pouch is tucked in the other couch. The pouch contains four colored papers for the windows at (1)
11. The bobble heads around the TV were already there but they are used for a clue on the website.
12. A DVD is in the player with a video made with a hint in it.
13. A letter board with a typical message also has the numbers 803 that was added in the bottom corner of the board.
14. Next to the DVD player are decks of cards. I put three numbered cards that do not match the other decks among them. Their suits correspond with (4)

The start...

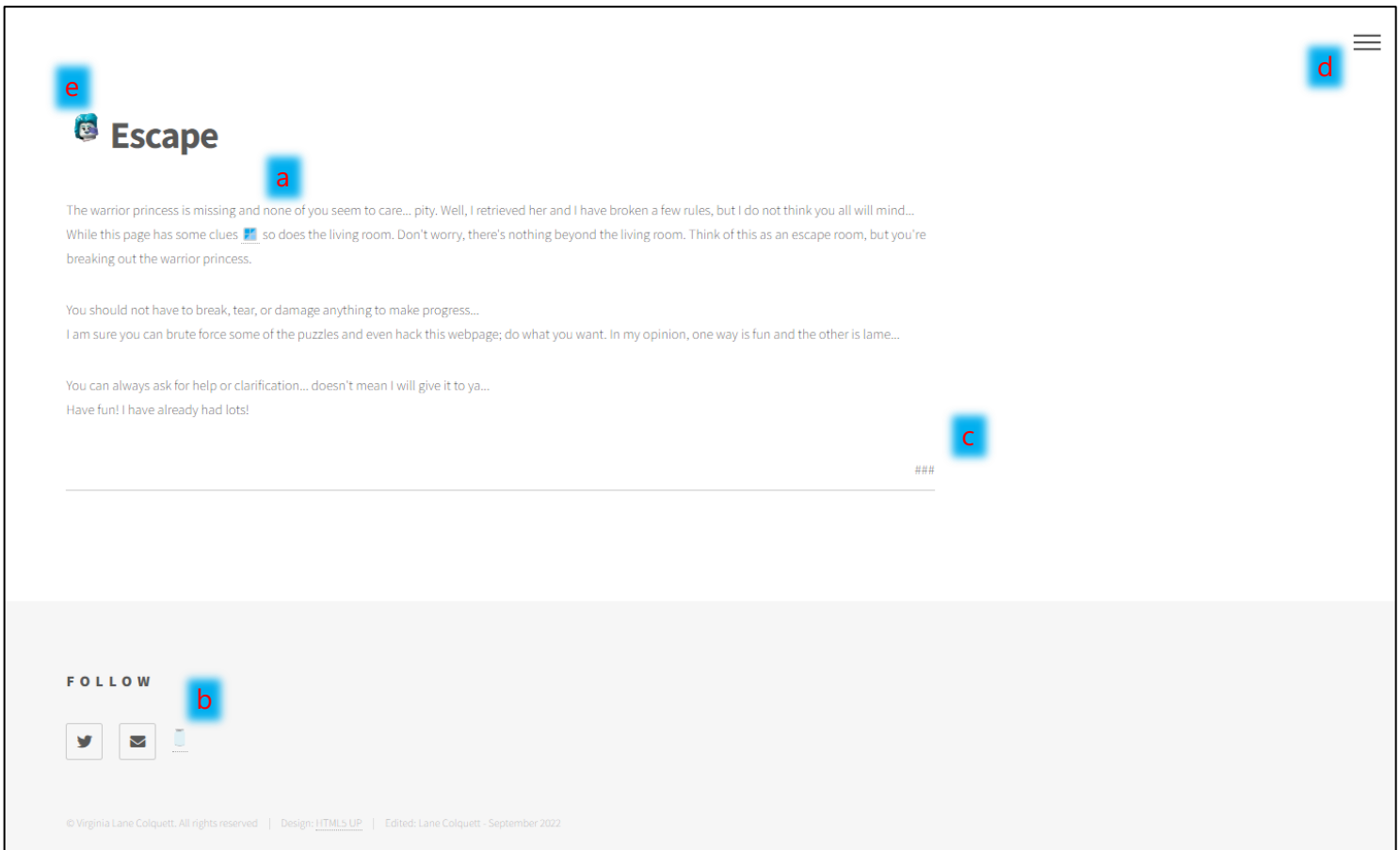
For some pretext, there is a house-hold involving a Warrior Princess Lego character where you can hide her in plain sight and whoever finds her, hides her next. I was told that she had not been found for a while and so when I visited my former roommates, I decided to make a game of it...

To start, I had them all go into the other room so that I could set up the living room. I would like to note that when formulating this game, I had it set up for 5 possibly 6 people, but happily had enough and could have 9 people participate. When I was finished setting, I walked into the other room and gave each participant a bag with a brain teaser puzzle and the group a written message of my [landing page](#). The Escape tile redirects to a fairly [bland page](#) with nine spaces. Each participant has to complete their puzzle where I marked a character on each one and enter it in the order I marked on their bags:


* G @ ? 2 & # 9 K

The correct code unlocks the webpage as pictured above. The participants rush to the living room to investigate. At this point I work to disable the webpage lock so that the participants do not have to keep putting in the code.

The website...













landing page upon entering correct code

- 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).
- Clearly does not match the other two icons! When the mason jar is clicked, a new tab opens with a picture of a red bottlecap with a lizard, similar to three that I hid in a certain jar (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 banana peel, which when clicked, unlocks a picture in the grid on the webpage.
 - A dinosaur which redirects to a make-shift 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.
- The head of the warrior princess photoshopped and used as an icon. When it is clicked, the picture will change to a squirrel suit and then clicked again redirects to a new tab. This tab has pictures of items on the mantle (11) which need to be dragged to the correct spot to have confetti rain on the page and another 3-digit number appear.

Three-digit numbers (8)...

The following is the printout for a clue. Blue is added for explanation:

Refresh can be a pain... perhaps use this as help:

	<u>1</u> <u>4</u> <u>3</u>	Unlocks black pouch in the lunch box (9) 	<u>3</u> <u>4</u> <u>3</u>	The number that appears with the right colors for the windows (a)	
	<u>8</u> <u>0</u> <u>3</u>	Found on bulletin (13)	<u>4</u> <u>2</u> <u>5</u>	Get above 420 in the dino game (d)	
Unlocks purple pouch (10)					
	<u>8</u> <u>0</u> <u>0</u>	On graphic found in toolbox (2)			
	<u>9</u> <u>1</u> <u>1</u>	Comes from watched movie scene (3)	Unlocks purple pouch (10)		
Unlocks pouch with key hidden in lunchbox (9)				<u>4</u> <u>3</u> <u>9</u>	DVD with clues to get number (12)
	<u>2</u> <u>8</u> <u>4</u>	Comes from a piece of paper hidden in a hammer in the toolbox (2)		<u>3</u> <u>4</u> <u>5</u>	Long process with clues in lunchbox (9) {See A process...}
			Unlocks toolbox (2)		
	<u>6</u> <u>8</u> <u>8</u>	Matching the three cards (14) with the clue (4)			
Unlocks lunchbox (9)					
	<u>7</u> <u>8</u> <u>7</u>	A botched clue on the banjo (7)		<u>6</u> <u>6</u> <u>2</u>	Matching (11) with page when click on (e)
			Unlocks toolbox (2)		
	<u>0</u> <u>6</u> <u>6</u>	Numbers from the bottle caps (5),(b)			
Unlocks the turtle bag (2)					

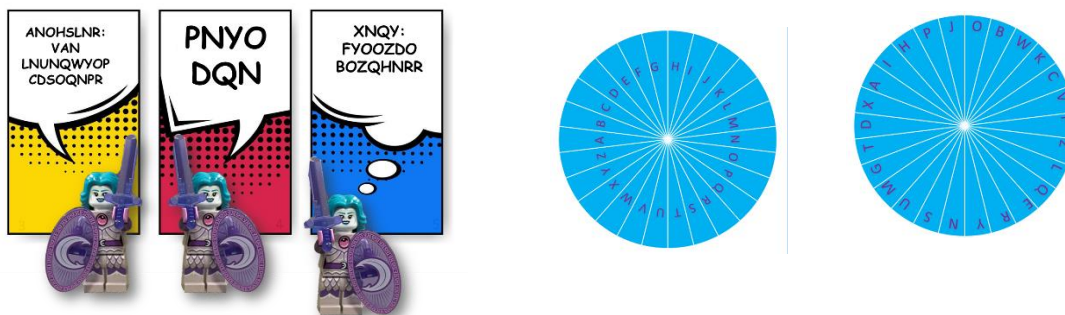
Help you to help me



If the webpage was refreshed, the pictures that were unlocked by the “codes” would disappear since it is a simple webpage... The page also gives a hint with 143 given and there are 8 locks giving the clue that there are 8 combination locks hidden.

A process...

One of the “codes” to unlock the toolbox is a longwinded process with the lunch box (9) and the hidden message (6). When the lunchbox 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 on the bulletin board (13) and in the DVD player (12). When all is revealed, you get a message that reads: “She is here, find her, U is to G” from (6) and the following graphics:

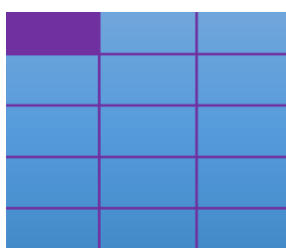


When you line up the wheels you get “Hercules: The Legendary Journeys”, “Year One”, and “Xena: Warrior Princess”. When you look at each panel closer, there are numbers in the bottom-colored corners. Putting the panels in order of publication gives you 3-4-5.

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

These numbers...

What is with all of 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 on the next page. When any of these images are clicked a tab opens up with an image corresponding to the placement of the image on the webpage like so:



800



688



787



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 the plant on the shield as well...

803: The number on the bulletin (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 on the bottle caps... referencing an infamous Order

662: the area code of north Mississippi... The squirrel and coach are what's on the mantle (11)

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 windows puzzle (1) (a)

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

345: the comic numbers of Xena: Warrior Princess in the Hercules comics

787: my lack of understanding with banjos and sheet music had this be a botched hint for any beginner...

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

284: the clue hidden in the hammer

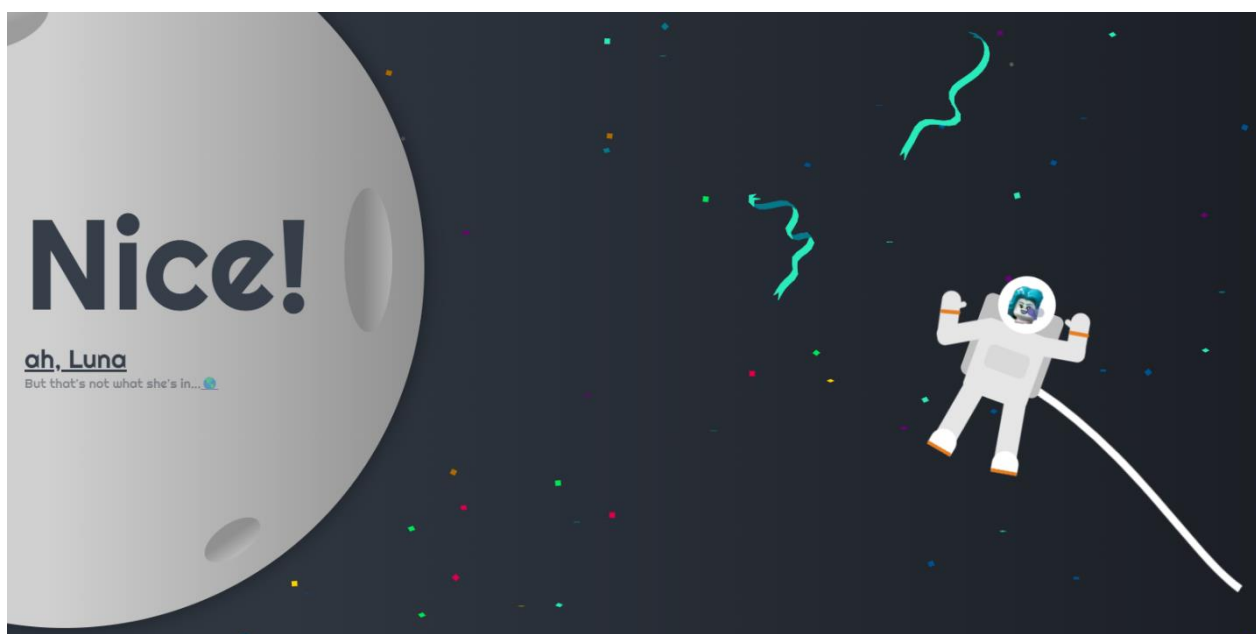
The finale...

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

We are nearing the end and now have a friend:



When this GIF is clicked on the webpage redirects...



“Nice! Ah, Luna But that’s not what she’s in... 🌐”

The players have one final click, and that is the globe. The page will redirect for a final time to the [Etymology section](#) on the Wikipedia page for Earth. Luna is the Latin word for moon and so terra is the Latin word for Earth. The players spin the cryptex, *et voila!*, the cryptex slides open! The Warrior Princess has been found!



Fin