

# Weekend Challenges

## Objective...

Have a long, fun weekend with friends, but put a spin on it with some friendly competition during the lull moments.

## Contents...

- [Website](#) that comprises of a score board and puzzles of its own explained later
  - The website also has an admin page to add scores
- A plethora a trivia cards from a Trivial Pursuit game and another trivia game called Totally Trivia
- Lock and key
- Double zipper back pack to contain everything as the weekend ensued
- Clear fanny pack to carry cards and dice for lulls
- Dungeons and Dragons dice
- Cheap deck of cards
- A [card story](#) written by ChatGPT that lists specific cards
- Invisible ink pens and mini-UV lights
- Bingo cards
- Two 3D printed 3-digit cryptexes
- A 6-letter metal cryptex
- School supplies storage box that has a lock and key with sharks on it
- Two pop open plastic balls (like easter eggs)
- Miscellaneous papers and such for clues and hints
- Some predetermined ways to score points

## The start...

For pretext, this is for a group four friends, myself and three others, coming together for a long weekend to watch some baseball, attend a festival, and just hang out together. We all were in a bracket challenge for March Madness together and declared the loser had to wear a lemon costume to a Cleveland Guardians game. The lemon keeps the theme from the [previous year's punishment](#). A few weeks before the trip, I decided to come up with a weekend challenge because I made an impulse buy on Etsy for the prize.

When I was picked up at the airport, I gave my sister the first part to start it all in the form of returning to her a jewelry holder she left with me. I also had my double zipped backpack prepared with the zippers locked and all of the necessary contents for the weekend in it. Inside the jewelry holder was the QR code directing to the info page of the website I built for that weekend:

## Here's some info!

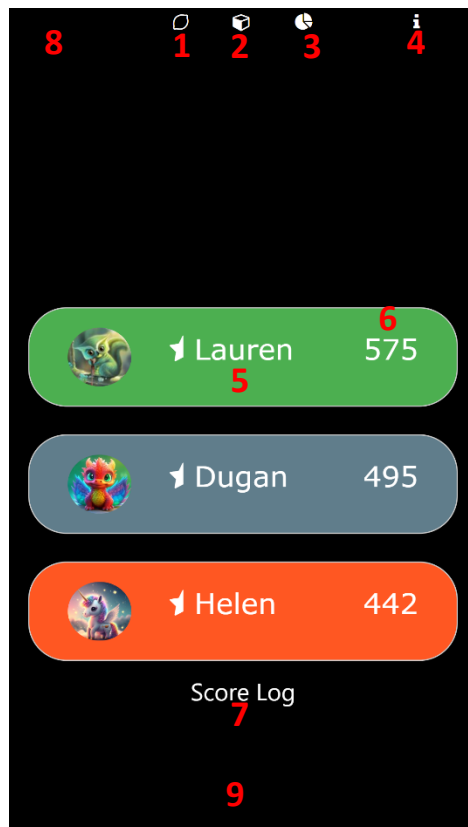


So I got carried away... I bought something and couldn't return it and now I am going to make one of you earn it. 100% participation is not mandatory, however, the highest score gets the prize and I am divvying out the points. How does one score points? Some of it obvious, some of it not so much. Remember that escape room at 803? Some of it will be like that. I won't push too heavy on 'activities', but will offer them up when we're hanging around. Here are some ideas...

- Trivia
- Click Around
- On A Whim
- Cornhole
- Perhaps more...

Whatever is fun! If we say bump this, then I shall be okay, but something tells me you all will enjoy this. You may notice my name is not on the board, because that would not be too fair! That being said, I am the score keeper. I can add and deduct points. The points shall be finalized by Monday August 5, 10 am EST. Anything is up for discussion, but again, I make the final decisions.

For added context, the group of friends were part of my other game 'Escape' which I explain [here](#). Because they are used to my shenanigans, the first trick was uncovered quickly, which is that when you click the bullet point 'Click Around', a pop-up appears to tell me "The prompt is Kipling". The reference is from *Mission Impossible: Rogue Nation*. This prompt meant that I can now unlock the backpack and the homepage, found by clicking the house in the upper right, can make a little more sense for the group:



*Scores are the final score from the weekend fun. Everything else was reset for demo purposes.*

1. When the lemon icon is clicked, a modal will appear with a single input field and nothing else. The group does not have context on this, yet.
2. When the cube icon is clicked, a modal labeled "Dice Battle" will appear with a set of rules:
  - a. declare dice battle - "Lane, I want to dice battle"
  - b. if Lane is prepared, she will allow it
  - c. choose your opponent
  - d. challenger draws first
  - e. challengee draws and both roll
  - f. higher number gets added to roller's score; difference gets added to loser's score
  - g. same score: no points
  - h. challenging Lane gets the roller either the higher score added or difference subtracted
  - i. lose a die, and you die. JK but imma take 100 points off your score
3. When the pie chart icon is clicked, a modal will appear denoting categories and their corresponding colors for trivia questions.

People and Places

Arts and Entertainment &  
TV and Film

History & Past and Present

Science and Nature

Sports and Leisure & Fun  
and Games

Wild Card & Rock and Pop

Since two trivia game cards were used, some colors have more than one category.

4. When the “i” icon is clicked, the page redirects to the initial help page with the information that the QR Code directed to as well.
5. When any of the names are clicked, a modal to the corresponding player will appear. The modal will have two pie charts that allow players to know which categories they need to complete a pie chart. The players get 2 points for guessing the correct answer to the question and when they complete a pie from the Totally Trivia cards, they receive an extra 25 points; completing Trivial Pursuit pie chart gets them 45 points. I kept cards in my bag throughout the weekend so any of them could ask for a question at any time.
6. When any of the scores are clicked, a modal with a quote corresponding to the player, will appear. The quotes were gathered by asking each player to give me a random quote. I then assigned it to another player, who had to say the quote to me out loud and then tell me the source. I did not explicitly explain it, but with the experience from my other shenanigans, they caught on quickly.
7. When the “Score Log” is clicked, a modal with what a table of what points players have scored is shown. This updated automatically and helped with potential disputes.
8. This area of the screen is hinted at the same time as the lemon icon.
9. This area of the screen is hinted at the same time as the lemon icon and number eight.

At this point, the backpack has been unlocked from the prompt and the Trivia cards can be played as well as the dice battle.

## The Car Ride...

The weekend comprised of a 90-minute car ride to our Airbnb, and I wanted to try something new with that opportunity. In the spirit of past escape games this group has participated in, I set the car ride up to something similar. The car we used was clean so it was easy to make it obvious that there were hidden items in the car and more puzzles to be solved. I also offered to drive so that they could all participate and let them know that there weren't any individual points to be scored with solving anything and to work as a team for a more fun experience.

The first hint of something afoot was a school supply box with sharks thrown on the floor of the backseat that was locked. The passengers began looking digging through the car at this point...

- a. The sunglasses bin contained a folded paper with a [typed story about cards](#). I used ChatGPT for the story with the prompt “write a short story where you reference at least half a deck of cards. When I mean reference, I mean the face and suit of the card.” It only referenced 12 cards, but I was satisfied with it nonetheless.
- b. A deck of cards was placed in a back seat pocket. The passengers need to pick out the referenced cards from the deck and will figure out their purpose upon further searching.
- c. A pink ball, much like a plastic easter egg, was haphazardly put on the back dash of the car. A note inside read “What is not necessary in order to dance?” with this picture:  
(it's a glove in a box)
- d. In the glovebox is a 6-letter cryptex. The answer is “lights”
  - i. One of the passengers is a fan of the band Bastille who has a song with lyrics “shut off the lights, we don't need them to dance”



- ii. The cryptex contains a small cutout of the score page and an LED light.
- e. The LED light can be used to see clues on the cards separated from the rest of the deck. When the cards are put in the order referenced in the story instructions say “follow instructions exactly. go to the info page and click the blank space 9 times”
  - i. When a player clicks the blank space at the top 9 times, a modal will appear that says “Enter password” and an input field with a submit button.
  - ii. The player must enter the word “password” into the field. This will prompt the next question: Password is incorrect.
  - iii. When the player enters the word “incorrect” another prompt appears: Try again
  - iv. Type “again” and the prompt says “Please try again later”
  - v. Type “again later” and an image appears:

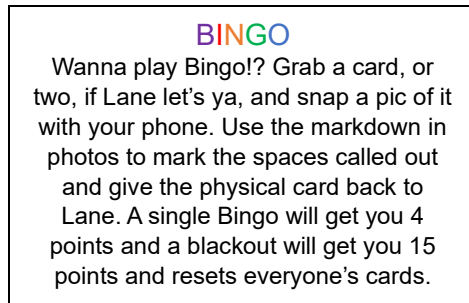


- vi. When a passenger reads this out loud, I give them a 3-digit cryptex that I was holding onto. This one did not get figured out until another clue was later found.
- f. Another pink ball is hidden in the backseat middle console’s cupholder. This one has the Loser’s Lemonade logo that was created the previous year for the lemonade stand. When the LED light is shined on the paper, a crude drawing of Gary the snail from SpongeBob can be seen. This is the word that unlocks the modal when the lemon is clicked! The SpongeBob reference is because that [Loser’s Lemonade web page](#) has a portion referring to the secret formula that is really just a Rick Roll.
  - i. “gary” unlocks a series of questions about lemonade. Each question refers to the Loser’s Lemonade web page trivia section.
  - ii. When all of the answers are correct, a new prompt will appear with three lines:
    - i. Pray You Catch Me
    - ii. Sorry
    - iii. Don’t Hurt Yourself
  - iii. Another passenger is a big Beyonce fan and immediately recognized the song titles. When you check, all three are from the album *Lemonade* and are numbers 1-4-3 on the track list.
- g. These numbers unlocked the **second** 3-digit cryptex that was found in the front seat cup holder. A piece of paper reads “Have you tried tapping the bottom of the page? Tap it a lot..”
- h. When a player taps the bottom of the page, referenced as the 9 above, a life ring appears and changes colors with each tap. Spam tap the life ring and another modal appears.
  - i. This modal has several questions referencing sharks. When all answers are correct, an image is shown: “my hands are clean in this.”



he was only figuratively speaking ...

- ii. I had a backup clue because I figured this one was hard where I showed them a video from an X account -> [https://x.com/Natural\\_habitok/status/1664298847730913280](https://x.com/Natural_habitok/status/1664298847730913280)
- iii. This video is random, but makes me laugh and is relevant so I went with it.
- i. With these hints they looked at me with the LED light. I had written the number 559 on the back of my hand in invisible ink which unlocks the 3-digit cryptex I had given them earlier.
- j. This cryptex contains the key for the shark box. Inside contained bingo cards, instructions for the bingo cards, and a piece of plastic with the Lego Warrior Princess in the top left corner of it.



- k. I used a [Bingo Caller App](#) for when everyone wanted to play Bingo to pass the time.
  - i. This is where the half star comes into play for each player. If they caught on to the quotes when clicking on their score and guessed the origin of the quote correctly, I updated the star to a full one which indicated the allowance of 2 Bingo cards per play.
- l. When the plastic is lined up with the piece of paper with the homepage, the head lines up with the upper left corner. When a player taps the corner 5 times, her head appears, and clicking her head shows a modal with another mini game.
  - i. This mini game is Where's Warrior Princess and I created 6 images with the Lego Warrior Princess hidden throughout the images. Each player was able to get points by finding her and showing me where she was found.

## Conclusion...

This concluded the car fun. All other mini-games continued throughout the weekend and some added for fun. I created an admin page for easy control so that I was not consumed by the mini-games and could still have fun. This included a form for inputting scores for anything I deemed score worthy, a separate form for controlling the trivia scoring to automate the pie slice counts and streamline the rapid-fire questions. A pre-determined score table so that some of the events I knew would happen would not appear as biased when the points were added and then some shared controls of the homepage so that I could check the functionality while staying on the admin page. While the [page is still live](#), I updated it to reflect Lauren as the winner!