

# **BREAKOUT: An Escape Room Official Guide/Walkthrough**

## **Puzzle #1: The Cells**

- You will start the game inside a cell in an 8-cell block. Press the lever by the toilet to open your cell and advance.
- Run up to the gate of the cell block, and hidden in the wall near the floor on the staircase is another lever (IN THE 7 PLAYER, there is another lever in cell 6, which is an AND gate and must also be pressed to open). Pressing this lever(s) will open Jimmy's (the villager) cell as well as one other. In the other cell there is a chest. Inside the chest there is an iron hoe named "toothbrush". Trade that toothbrush to Jimmy for a wooden shovel called "spoon".
- The spoon can chip away at cracked stone bricks. Go back to the cell you started in, and dig through to the adjacent cell. There is nothing important here, so keep digging one more cell over. In the far corner of their cell, there is a hole in the wall and a hopper inside it. Put the spoon in that hopper to open the main gate of the cell block and make your way up into the courtyard.

## **Puzzle #2: The Keycards**

- Now that you're in the courtyard, you have free access to the gym, basketball court, cafeteria, and restrooms. In the leaves of the tree in the center of the courtyard there is a hidden lever. Flip it and you will be given a lever which can be placed on stone.
- There is one piece of stone in the courtyard. Place the lever there and flip it. This will open a secret passage right next to the lever. Climb up the ladder there and retrieve the maintenance keycard from the tower.
- In the bathrooms, there are working showers. Flip through the levers to activate the showers, or at least until you find the one that dispenses the janitor's keycard.
- The janitor's closet is in the cafeteria behind the glass serving counter on the left. Place the janitor keycard in the dispenser next to the door and it will open. Flip the lever inside the closet to halfway open a secret passage.
- The maintenance closet is in the gym. Repeat the same actions as with the janitor's closet and this will open the passage fully.

## **Puzzle #3: The Sewer**

- The passage that opened is in one of the restrooms, in one of the showers. Go down it and you enter the sewer. This is a maze and I'm not going to say exactly how to beat it. When you reach the end of the maze, you will know because there is a dry section of the sewer, but it is blocked by a caved in tunnel. To the left of this blockage, there is a fountain of water from a grate on the wall. Swim into this grate and the lever is hidden inside. This will clear the blockage and allow you to enter the dry area.

## **Puzzle #4: The Guard**

- Climb up the ladder at the end of the sewer and you'll come up through a toilet. Go through the door into the security room and you will be stopped and told that you must celebrate a loud sound to distract the guard. Take some coal from the chest in that

room. Make sure to grab the “paper” with numbers on it from the chest. This will be important later.

- You'll need to go back through the sewer and return to the cafeteria. Grab some beef from the freezer in the cafeteria. Place the coal and meat in one of the smokers, which will set off the fire alarms. This sound is loud enough to distract the guard, and you can return to the security room and pass through it safely.

#### **Puzzle #5: Outside**

- Go out the door on the left of the security room to enter another hallway. Then take a right and you'll enter a long hallway. Keep going and go through the door at the end. This will lead you outside the prison. But be careful, the police are after you! Either neutralize them or run away.
- **Door Key:** In the forest, there is a brown shulker box in one of the tree trunks. Look for a light source in the forest as this is where that will be.
- **Bus Fuel:** There are several shops on the street. On the second floor of one of the shops on the left side of the road, the bus fuel (redstone block) in one of the barrels.
- **Ignition Key:** In the forest, there is a pressure plate. Stand on it, and a lever will appear next to the first building on the right side of the road next to the forest. Flip that lever, and an elevator will start to appear next to it. Hop on these 4 blocks and ride the elevator to the bottom, or wait for the ladders to appear. You will be met by a combination lock. Remember that code from earlier in the guard room? Well now you need it. Each number of the code is the number of times you rotate the torch, left to right. If the number is 2, right click the torch in the item frame twice. Once the correct combination is entered, the ignition key will be dispensed.
- **The Bus:** the bus is on the left side of the road at the far end by the firehouse. There are actually 2 busses, but only one (the left one) is used. Throw all the items in the hopper underneath the piece of carpet next to the bus (order doesn't matter). Then hop on the bus and onto the pressure plate there.

***Congratulations, you've escaped!***