Escape the Experiment
Planning of Puzzles and Rooms

Pinterest: https://pin.it/4T45uqA9K

Room 1: LAB

Setting and objects:
- The player wakes up in a white and sterile lab. There is a bed in the middle of the room.
- Table beside the bed with scattered surgical tools and a journal detailing past and current experiments.
- Medicine cabinet that appears locked, a chemistry table with beakers, a table with a microscope, a periodic table with a chalkboard above, and cabinets and drawers with lab equipment and documents. There is a small locked box on one of the drawers. There is a door to escape the room, but there is a padlock on it with a four-digit code.

1. **Puzzle 1: In the medicine cabinet**
   - ❖ Player MUST be made aware that the cabinet is the first objective- the first page of the scientist's journal beside the bed reads "Trapped behind the glass, the key to your escape awaits."
   - ❖ The medicine cabinet is locked and requires a key (when the player tries to click on the lock, text says "It's locked… I should explore and try to find the key.")
   - ❖ The key can be found under a loose floor tile (when the player is walking around, there is a sound effect of clicking when the player walks on the loose tile)
   - ❖ If the player crouches and investigates, they can pry open the tile.
   - ❖ The player unlocks the cabinet. Note inside reads "Some mixtures hold more than meets the eye."

2. **Puzzle 2: Beaker on the chemistry table**
   - ❖ There are multiple beakers on the chemistry table.
   - ❖ One beaker contains a hidden note that is not visible.
   - ❖ Inscribed on the table says: "Some things cannot be seen by the naked eye."
   - ❖ Player must use a UV light (found in a drawer) to show an invisible message on the inside of the beaker. *"Elements hold the key."*

3. **Puzzle 3: Periodic Table**

❖ A chalkboard above the chemistry table: **C6H12O6 + NaCl + H20=?**
❖ Underneath the equation reads: "The odd numbers count."
❖ Use the periodic table to find the atomic numbers:

C = 6

H = 1

O = 8

Na = 11

Cl = 17

➔ From the numbers, use only the odd numbers:

6, 8, 17.

❖ Player enters 6, 8, 17 code into the small locked box.
❖ Inside the box is a glass slide labeled "Tissue Sample #17" and a sticky note that reads: "What you seek is too small to see."

4. **Puzzle 4: Microscope**
   ❖ There is a microscope that sits on a table.
   ❖ When the player interacts with it before having the sample, below reads "Access requires verification. Please insert sample."
   ❖ Codon chart on wall shows:

   ATG = 7

   CGA = 1

   TTT = 3

   GAA = 4

   CCC = 8

   TAG = STOP

   "Only viable sequences matter. STOP means failure."

   ❖ Player inserts Tissue Sample #17. Displays the DNA strand:
      ➔ **ATG - CGA - TTT - TAG - GAA - CCC**

❖ Sticky note on the microscope reads: "Security insists on four digits. The first is always the sum. The last is always prime."
❖ Ignore TAG because it is a STOP.

❖ 1st digit: Sum of first two > 7 + 1 = **8**
❖ 2nd digit: Third value > **3**
❖ 3rd digit: Fourth value > **4**
❖ 4th digit > Most recent prime number = **3**

FINAL CODE: 8 3 4 3
Enter the code into the keypad, and the door unlocks.
Player enters Room 2.

Room 2: SECURITY ROOM

1. **Puzzle 1: Power on the turned-off monitors**
   ❖ Player enters the room. There are 6 monitors, 2 are turned off. "I wonder how I can turn on these monitors…"
   ❖ There is a circuit board with messy wires
   ❖ The wires must be matched together according to color
   ❖ When the wires are correctly matched, the monitors turn on
   ❖ The monitors power on:
   Monitor 1: Shows a login page- A sticky note above reads "Password hint: Favorite lunch spot, see Johnson's record"
   Monitor 2: Shows a fingerprint scanner, message below reads "Authorized Users: C. Lewis, L. Johnson, W. Smith"

2. **Puzzle 2: Unlock Monitor**
   ❖ In the desk drawers, player discovers a file with the employee records.
   ❖ Johnson's record: Favorite lunch spot is Stable Grill.
   ❖ Enter "Stable" into the login page on monitor
   ❖ Monitor unlocks and disables security system alarms.
3. **Puzzle 3: Fingerprint Scanner**
   ❖ On a table there are 6 fingerprint sample cards from different employees
   ❖ Open file called "Security access logs" from unlocked monitor:
      - "Last user to access vault room: Smith"
      - "Time 2:45"
      - "Action: Fingerprint authentication success"
   ❖ Smith's fingerprint is the right one to use.

- ❖ Scan Smith's fingerprint:
  - Result: door security moved from RED -> GREEN partially unlocked
- ❖ If the wrong fingerprint is scanned:
  - Buzzer noise
4. **Puzzle 4: Color Memory game**
   - ❖ 4 panel color buttons: Red, Green, Yellow, Blue
   - ❖ "Repeat the light sequence to unlock. Failure to do so will reset the system."
   - ❖ Players turns on panel. Three color sequences will play
   - ❖ Repeat the sequences from memory and the door will unlock.

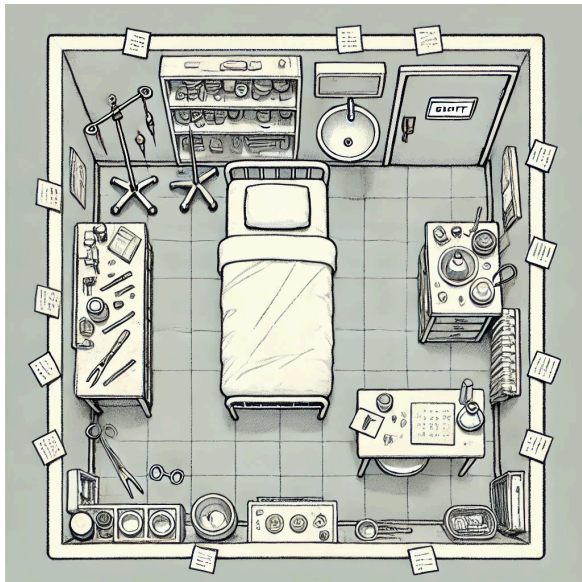## Room 3: SAMPLE PROCESSING ROOM

Puzzle 1: Test tube sorting puzzle
Puzzle 2: Label printer
Puzzle 3: Fridge puzzle (hidden code)
Puzzle 4: Slide ID match

Room 2: DECONTAMINATION

Drawing:
Room 1-

Room 2-