



# THE GREAT GLASS ELEVATOR

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The bugs and the candies can be matched up based on their connections to each room in the factory:

The Chocolate Room: **GIANT** CORKS

Chocolate Candies (Choco, Fudge, Cocoa)

The Inventing Room: **HANG A FLYER**

Wire Candies (Wires, Threads, Strands)

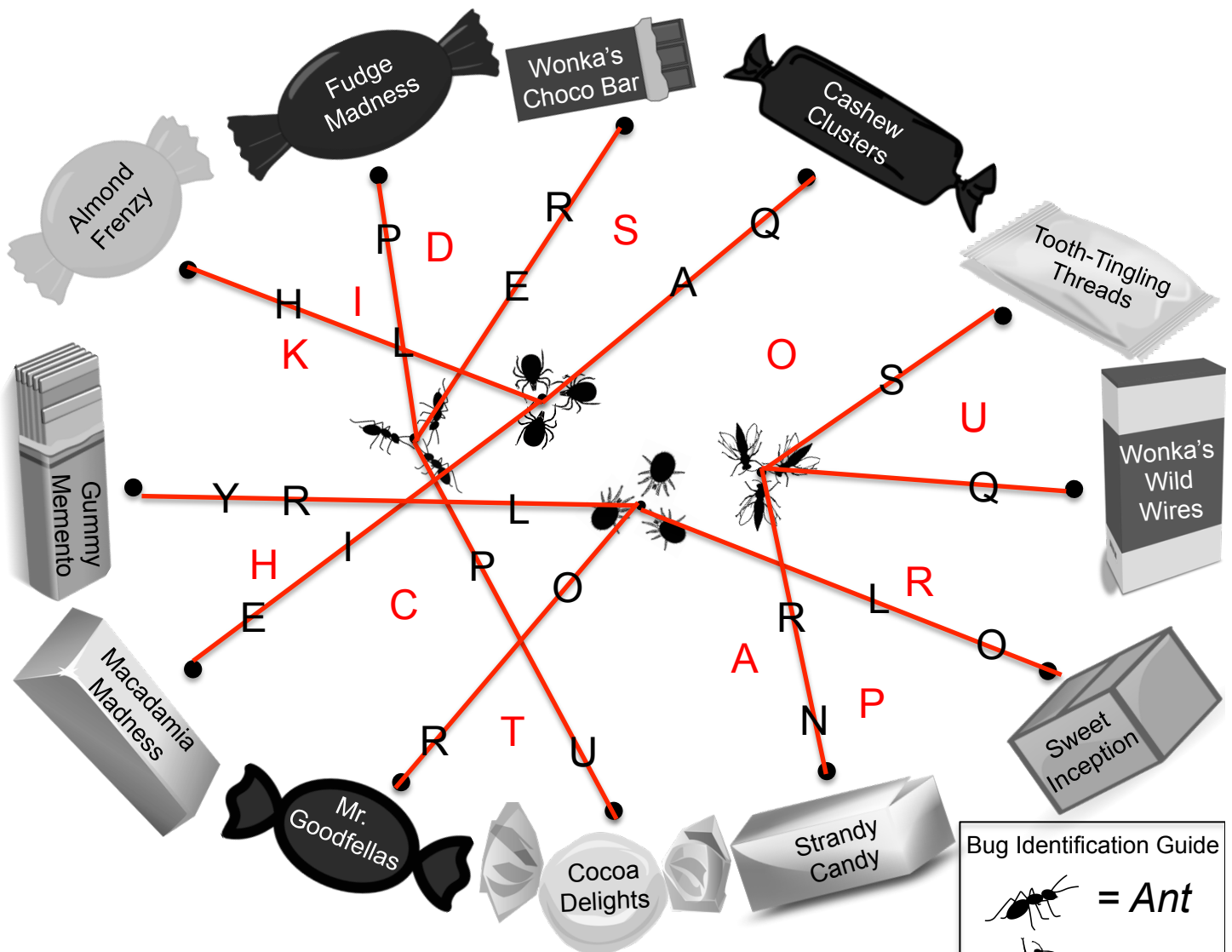
The Nut Room: **LIMITED** TIME OFFERS

Nut Candies (Macadamia, Cashew, Almond)





The Television Room: **TICK** TO CABLE

Movie Candies (Memento, Goodfellas, Inception)

Reading the uncovered letters clockwise reveals who has been responsible for causing all of the chaos in the factory: **SOUR PATCH KID**



**Bug Identification Guide**

-  = Ant
-  = Fly
-  = Mite
-  = Tick

Once we've finished working around the clock to fix the elevator, we should be able to uncover the answer to the final question: Who or what has been responsible for causing all of the chaos in the factory today? **SOUR PATCH KID**