



# THE ESCAPE ROOM

## Answer Sheet



Try out the new Interactive Code Sheet!

Welcome to Puzzled Pint!

### Tonight

- We're here to help! This is not a competitive event. Ask the Game Control volunteers (GC) for hints as often as you'd like. The goal is to have fun, not to be frustrated!

### The Puzzles

- Each puzzle's solution is a short name or phrase. How do you find it? That's for you to discover!
- Need a code sheet or solving resources? Check out the Resources page on the Puzzled Pint website or scan the QR code at the top right.
- You can use anything to help solve: Use your phone: the internet is fair game! Think your brother might have an insight? Give him a call!
- While each month has a theme, you need no special knowledge of the theme to solve the puzzles.

### About Puzzled Pint

- We're an all-volunteer organization. Talk with GC about volunteering to help us run locally, or help us run globally.

Donate and get an additional themed puzzle each month:



Become a GC and/or write a puzzle set for a future month:



Team Name:

Start Time:

Team Size:

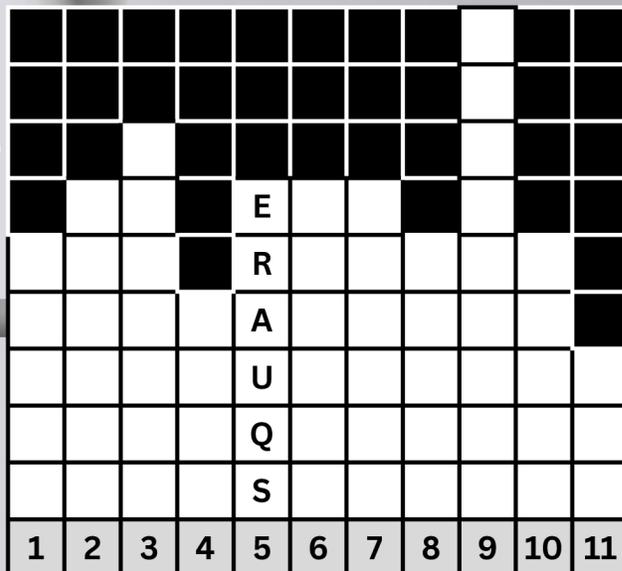
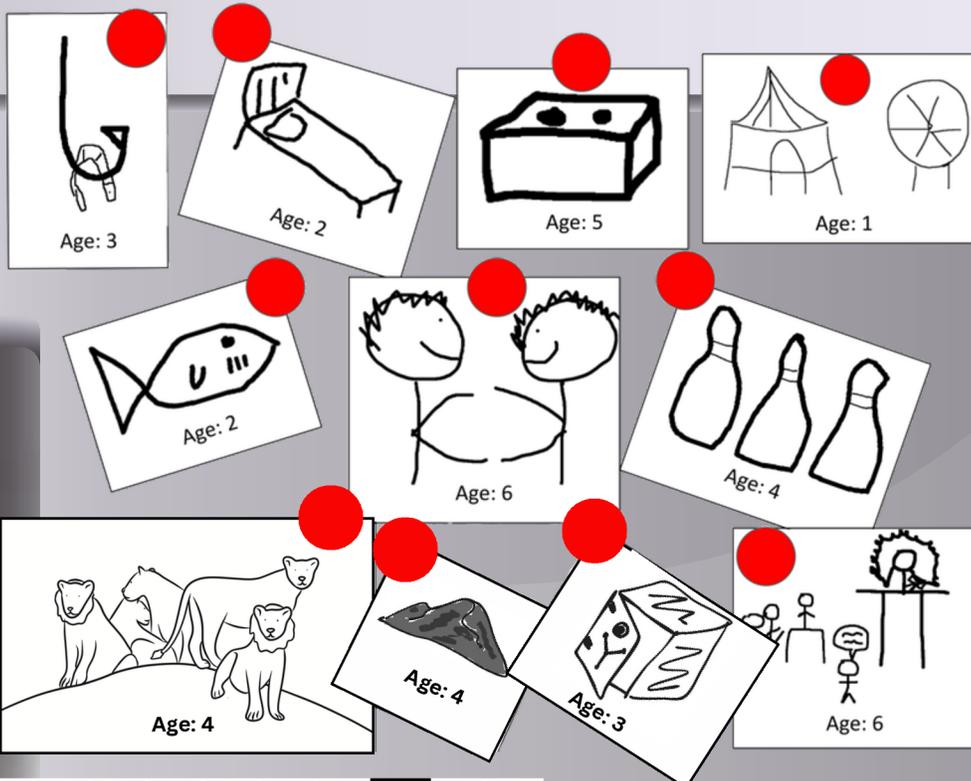
End Time:

Puzzle Answers	
Wall 1	
Wall 2	
Wall 3	
Wall 4	
Checkpoint! Have GC verify your answers to receive the Meta and Bonus puzzles.	
Meta: The Escape Room	
Bonus: Lobby	

How did tonight go? Email [feedback@puzzledpint.com](mailto:feedback@puzzledpint.com).



On this wall you find a refrigerator showcasing several of a child's drawings AND a lock. Inside the fridge are several food items, Meat and Potatoes, Rise and Shine, and Cause and Effect! There are several lock picks nearby, but which one fits the lock? If only you knew how much to raise each of the lock's tumblers.



1. POTATO \_\_\_\_\_
2. HERSHEY'S \_\_\_\_\_
3. KNITTING \_\_\_\_\_
4. DINNER \_\_\_\_\_
5. MAGIC \_\_\_\_\_
6. TOGGLE \_\_\_\_\_
7. \_\_\_\_\_ AND PESTLE
8. \_\_\_\_\_ EFFECT
9. \_\_\_\_\_ NOOK
10. \_\_\_\_\_ PRONE
11. \_\_\_\_\_ STICK



**WALL 2**

On this wall you find an advertisement for the other themed rooms that this establishment has to offer. Does the room that you're in right now even have a theme? If only you could see better in this dim lighting!



**MAGIC STAGE**  
With help from the performer I changed into a frog. Next she'll **transform a breeze into her hand-sized staff**. Looking for 3 to 4 magician's assistants.



**FELINE ROOM**  
The whiskered critters in this room roll around front to back for their favorite food. You can chill out with these furry friends thanks to the comfort of our Puzzled **Pint AC** system. Purrfect for 5 to 6 humans.



**THE TOY BOX**  
As a creepy rocking horse alternates back and forth, you must find the ghost's favorite toy. The walls **bleed goop** as bedtime approaches. Playable by 3 to 4 psychics.



**CHEF'S KITCHEN**  
Spooners and other restaurant staff have a secret ingredient. You might **pick cheese**, pepper, onions, or tuna. Intended for 2 to 9 sous chefs.



**BANK HEIST**  
Perfect for beginners, players of this room lead a team of robbers. **Valuable assets ultimately lose themselves**. Perfect for exactly 5 thieves.



**VIRUS QUARANTINE**  
By the sound of it, your world was plagued with disease. You **flew** to patient zero to find a cure. Great for 2 to 3 socially distanced players.



**SCIENTIST'S LAB**  
The resident 12-year-old chemist has accidentally combined two unstable chemicals! Can you unscramble this messy **preteen mix**? Best for 6 to 10 alchemists.



**RADIO TOWER**  
Players must confirm receipt of an important phonetic message. **Team up with Romeo and Oscar, take a break over some golf, and beware the feedback echo as you help Romeo save the world**. Recommended for 3 to 5 listeners.



**LIBRARY OF OGRESS**  
An endless amount of books awaits your team in the swamp. **They saw us run, so... make haste!** Suitable for 2 to 9 accelerated readers.

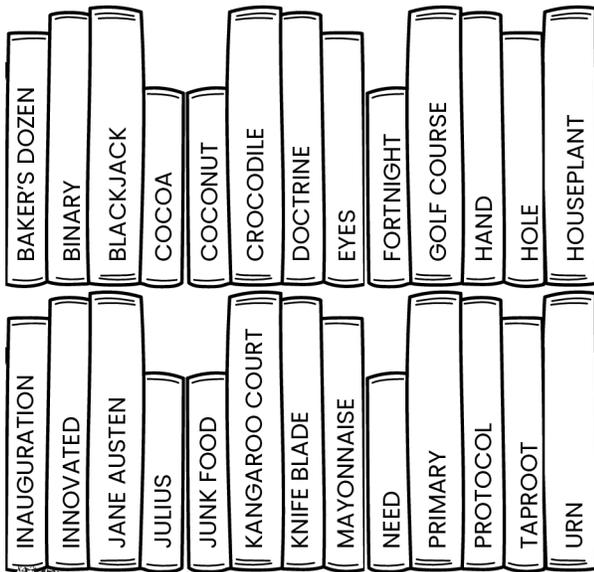


**PIRATE SHIP**  
The sneaky pirates have hidden away their loot. In the **centre, a surefire** way to get started. Perfect for 1 to 8 mateys.





On this wall you find a bookshelf and several scraps of puzzles that seem incomplete somehow.



Below are the dates (mm/dd) for our monthly meeting, but where is the final date?

- 1/6
- 2/2
- 3/3
- 4/7
- 5/4
- 6/5
- 7/6
- 8/11
- 9/3
- 10/7
- 11/9

There are many things that need to get done, but how many?

To do:

- Days
- Cards
- Pastries
- Base
- Fingers
- Holes

Sounds like this could take a while.

H	→	_____
U	→	_____
E	→	_____
N	→	_____

\_\_\_\_\_ → \_\_\_\_\_

We should try to offset our carbon dioxide emissions with this new room.

— ○ ○ ○ ?

— ? ○ ○ ○ \_\_\_\_\_

\_\_\_\_\_ ? \_\_\_\_\_ ○ ○ ○ \_\_\_\_\_

\_\_\_\_\_ ? \_\_\_\_\_ ○ ○ ○ \_\_\_\_\_

— ○ ○ ○ ? \_\_\_\_\_

\_\_\_\_\_

I think this calls for a trip to our favorite location:

→ \_\_\_ (1,8)      → \_\_\_ (7,2)

→ \_\_\_ (6,3)      → \_\_\_ (4,5)

\_\_\_\_\_



On this wall you find a collection of Nurikabe puzzles and a note that reads: "We need a way to prevent players from burnout towards the end of the room. I can't see how to do it, but I have a **feeling** that you can figure it out."

The rules to a Nurikabe puzzle are:

1. Shade some cells in the grid so that all of the shaded cells are connected edgewise and there are no 2x2 sections of shaded cells.
2. Numbers are unshaded and indicate how many cells are left unshaded in that edgewise connected cluster. Every unshaded cluster has exactly one number.

One grid has already been completed as an example.

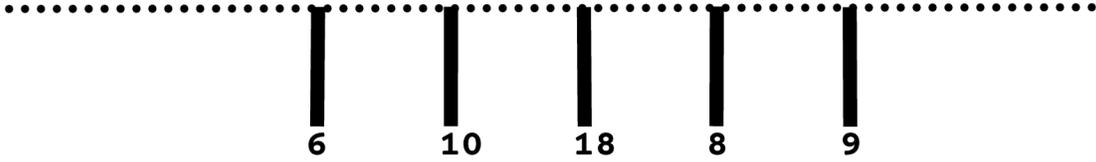
The image shows a collection of Nurikabe puzzles on a brick wall background. One puzzle, labeled 'F', is shown in two states: an empty grid and a completed grid with shaded cells. The completed grid for 'F' has a shaded path that starts at the top-left corner, goes right to the second cell, down to the third cell, right to the fourth cell, down to the fifth cell, right to the sixth cell, down to the seventh cell, right to the eighth cell, down to the ninth cell, right to the tenth cell, down to the eleventh cell, right to the twelfth cell, down to the thirteenth cell, right to the fourteenth cell, down to the fifteenth cell, right to the sixteenth cell, down to the seventeenth cell, right to the eighteenth cell, down to the nineteenth cell, right to the twentieth cell, down to the twenty-first cell, right to the twenty-second cell, down to the twenty-third cell, right to the twenty-fourth cell, down to the twenty-fifth cell, right to the twenty-sixth cell, down to the twenty-seventh cell, right to the twenty-eighth cell, down to the twenty-ninth cell, right to the thirtieth cell, down to the thirty-first cell, right to the thirty-second cell, down to the thirty-third cell, right to the thirty-fourth cell, down to the thirty-fifth cell, right to the thirty-sixth cell, down to the thirty-seventh cell, right to the thirty-eighth cell, down to the thirty-ninth cell, right to the fortieth cell, down to the forty-first cell, right to the forty-second cell, down to the forty-third cell, right to the forty-fourth cell, down to the forty-fifth cell, right to the forty-sixth cell, down to the forty-seventh cell, right to the forty-eighth cell, down to the forty-ninth cell, right to the fiftieth cell, down to the fifty-first cell, right to the fifty-second cell, down to the fifty-third cell, right to the fifty-fourth cell, down to the fifty-fifth cell, right to the fifty-sixth cell, down to the fifty-seventh cell, right to the fifty-eighth cell, down to the fifty-ninth cell, right to the sixtieth cell, down to the sixty-first cell, right to the sixty-second cell, down to the sixty-third cell, right to the sixty-fourth cell, down to the sixty-fifth cell, right to the sixty-sixth cell, down to the sixty-seventh cell, right to the sixty-eighth cell, down to the sixty-ninth cell, right to the seventieth cell, down to the seventy-first cell, right to the seventy-second cell, down to the seventy-third cell, right to the seventy-fourth cell, down to the seventy-fifth cell, right to the seventy-sixth cell, down to the seventy-seventh cell, right to the seventy-eighth cell, down to the seventy-ninth cell, right to the eightieth cell, down to the eighty-first cell, right to the eighty-second cell, down to the eighty-third cell, right to the eighty-fourth cell, down to the eighty-fifth cell, right to the eighty-sixth cell, down to the eighty-seventh cell, right to the eighty-eighth cell, down to the eighty-ninth cell, right to the ninetieth cell, down to the ninety-first cell, right to the ninety-second cell, down to the ninety-third cell, right to the ninety-fourth cell, down to the ninety-fifth cell, right to the ninety-sixth cell, down to the ninety-seventh cell, right to the ninety-eighth cell, down to the ninety-ninth cell, right to the one-hundredth cell.

Other puzzles shown include:

- F**: A 10x10 grid with numbers 1, 2, 1, 7, 6.
- C**: A 5x5 grid with numbers 4, 1, 2, 3, 1.
- D**: A 5x5 grid with numbers 1, 1, 3, 1.
- E**: A 5x5 grid with numbers 3, 3, 3, 3.
- H**: A 5x5 grid with numbers 2, 1, 1, 3, 4, 1, 1.
- A**: A 5x5 grid with numbers 1, 1, 3, 1, 1, 2, 1, 1.
- I**: A 5x5 grid with numbers 3, 3.

A large empty 10x10 grid is also present, labeled with letters A through I on the left side. The letter 'A' is at the top, 'B' is below it, 'C' is below that, 'D' is below that, 'E' is below that, 'F' is below that, 'G' is below that, 'H' is below that, and 'I' is at the bottom. The cell at row F, column 1 is shaded black.



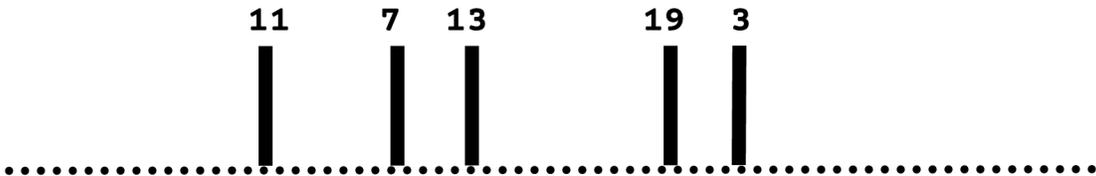
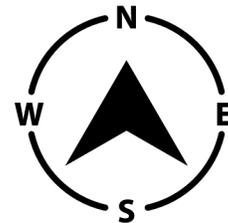
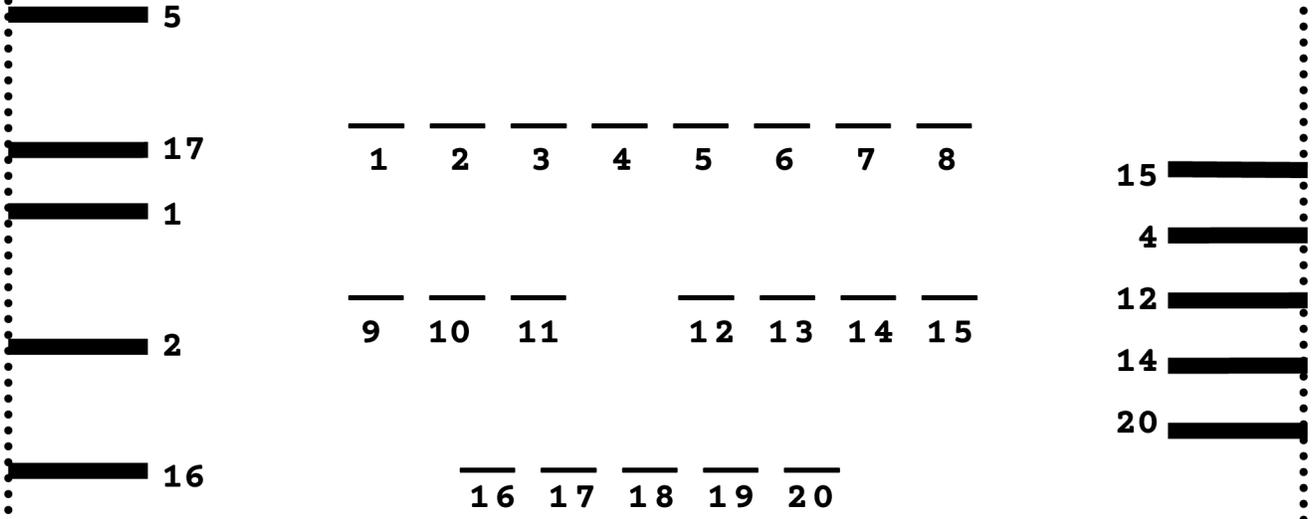


META:



# THE ESCAPE ROOM

Initially you have to get your **bearings**. After examining your surrounding in the room, you notice some strange markings on the floor. Perhaps these will help you to figure out how to get out of this room once and for all.





As you walk through the lobby, you notice that the front desk is unmanned and the computer seems to be frozen. The screen just shows some type of diagram. What can you do to fix this PC?

