

GET A ROOM!

Answers to "Full Experience" clues can be made by combining two equal length sub-words. These sub-words are clued by the "Discount Codes" and the "Remainder" clues (both ordered alphabetically by answer)

DISCOUNT CODES

- BORN** • ____ and raised
- BROW** • Something that you furrow
- DON** • Mafia boss
- GENE** • Parental DNA contribution
- GYROS** • Greek wraps
- RANT** • Aggressively complain
- ROOM** • You might escape from one
- SURE** • "I agree"

REMAINDER

(Difficulty Rating)

- COPE** • Manages (****)
- FLAG** • Fabric atop a pole (*)
- KEY** • One of 88 on a piano (**)
- MUSH** • Consistency of baby food (*)
- PLEA** • Urgent request (***)
- RATE** • Give a thumbs up or down (*)
- SING** • Be part of a chorus (**)
- STUB** • Part of a ticket (**)

FULL EXPERIENCE

- {FLAG}{RANT} = **F** • Glaring, obvious (8)
- {GENE}{RATE} = **R** • Give rise to (8)
- {PLEA}{SURE} = **E** • Enjoyment (8)
- {DON}{KEY} = **E** • Beast of burden (6)
- {STUB}{BORN} = **T** • Like one described by the above answer (8)
- {BROW}{SING} = **I** • Window shopping (8)
- {MUSH}{ROOM} = **M** • Shiitake, or expand (8)
- {GYROS}{COPE} = **E** • Devices for measuring angular velocity (10)

FOR SOLVING OUR PUZZLE, YOU'VE EARNED ...

Indexing (or counting into) the "Remainder" answers by their associated discount rating and sorting into the given order of "Full Experience" gives the final answer.

Each image corresponds to a word that is commonly combined with a word in one of the grid columns (the tumblers) with the word AND. The pairs in order are listed below. Raising each tumbler by the age listed on the matching word's drawing and looking between the arrows spells out the final answer.

Bait & Switch



Age: 3

Bed & Breakfast



Age: 2

Brick & Mortar



Age: 5

Fair & Square



Age: 1

Fish & Chips



Age: 2

Hugs & Kisses



Age: 6

Pins & Needles



Age: 4

Pride & Joy



Age: 4

Rock & Roll



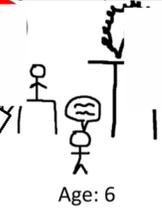
Age: 4

Safe & Sound



Age: 3

Trial & Error



Age: 6

| | | | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| | | | | | | | | | T | |
| | | | | | | | | | S | |
| | | S | | | | | | | A | |
| | S | E | | E | H | R | | | F | |
| S | E | L | | R | C | A | D | K | R | |
| P | S | D | L | A | T | T | N | A | O | |
| I | S | E | L | U | I | R | U | E | R | Y |
| H | I | E | O | Q | W | O | O | R | R | O |
| C | K | N | R | S | S | M | S | B | E | J |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |

1. POTATO **CHIPS**
2. HERSHEY'S **KISSES**
3. KNITTING **NEEDLES**
4. DINNER **ROLL**
5. MAGIC **SQUARE**
6. TOGGLE **SWITCH**
7. **MORTAR** AND PESTLE
8. **SOUND** EFFECT
9. **BREAKFAST** NOOK
10. **ERROR** PRONE
11. **JOY** STICK

S K E L E T O N K E Y

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!

| | | | |
|---|--|---|---|
| <p>WIND->WAND (letter change)</p> <p>MAGIC STAGE With help from the performer <u>I changed into a</u> frog. Next she'll transform a breeze into her hand-sized staff. Looking for 3 to 4 magician's assistants.</p> | <p>AC Pint->CATNIP (reversal)</p> <p>FELINE ROOM The whiskered critters in this room roll <u>around front to back</u> 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.</p> | <p>LEGO (alternating letters)</p> <p>As a creepy rocking horse <u>alternates</u> back and forth, you must find the ghost's favorite toy. The walls bleed goop as bedtime approaches. Playable by 3 to 4 psychics.</p> | <p>CHICKPEAS (spoonerism)</p> <p>CHEF'S KITCHEN <u>Spooners</u> and other restaurant staff have a secret ingredient. You might pick cheese, pepper, onions, or tuna. Intended for 2 to 9 sous chefs.</p> |
| <p>VAULT (initial letters)</p> <p>BANK HEIST Perfect for beginners, players of this room <u>lead</u> a team of robbers. Valuable assets ultimately lose themselves. Perfect for exactly 5 thieves.</p> | <p>FLU (homophone)</p> <p>VIRUS QUARANTINE <u>By the sound</u> 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.</p> | <p>EXPERIMENT (anagram)</p> <p>SCIENTIST'S LAB The resident 12 year old chemist has accidentally combined two unstable chemicals! Can you <u>unscramble</u> this messy preteen mix? Best for 6 to 10 alchemists.</p> | <p>ROGER (NATO alphabet)</p> <p>Players must confirm receipt of an important <u>phonetic message</u>. 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.</p> |
| | <p>THESAURUS (remove last letters)</p> <p>LIBRARY OF OGRESS An <u>endless</u> amount of books awaits your team in the swamp. They saw us run, so... make haste! Suitable for 2 to 9 accelerated readers.</p> | <p>TREASURE (hidden word)</p> <p>PIRATE SHIP The sneaky pirates have <u>hidden</u> away their loot. In the centre a surefire way to get started. Perfect for 1 to 8 mateys.</p> | <p>The number of recommended players for each game gives an index and the full length of the thematic answers.</p> |

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

Solvers are provided with four mini-meta puzzles and a collection of feeders. They must determine which mini-meta gets each feeder and how to solve each mini-meta.

Calendar Dates - Relevant feeders include 3 letter month abbreviations (ie JANUary = JANE AUSTEN). The given day for each month can be used as an index to obtain the clue phrase: UNIT OF SOUND. The answer is DECIBEL which uses the missing month abbreviation for DECember.

Carbon Offset - Carbon Dioxide consists of one carbon molecule and two oxygen molecules oriented like the circles in this puzzle. Relevant feeders have the substring OCO and can be placed on the spaces given. Letters on the ? spaces spell the answer ARGON.

Sounds Like - As the text suggests, relevant feeders to this puzzle are all homophones (HOLE, URN, EYES, NEED). Initial letters for the feeders are given and their homophones can be written on the given spaces. The highlighted letters spell WEAK which can be homophoned once more to the answer WEEK.

How many - Relevant answers relate to the clue words and have a common number associated with them. Converting these numbers to letters with A=1 Z=26, the answer NUMBER is spelled.

Below are the dates for c
monthly meeting, but whe
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

Unit of Sound =
DECIBEL

JANE A[U]STEN
K[N]IFE BLADE
PR[I]MARY
TAPROO[T]
MAY[O]NNAISE
JUNK [F]OOD
JULIU[S]
INAUGRATI[O]M
HO[U]SEPLANT
DOCTRI[N]E
INNOVATE[D]

Days: FORNITE = 14 = N
Cards: BLACKJACK = 21 = U
Pastries: BAKER'S DOZEN = 13 = M
Base: BINARY = 2 = B
Hand: FINGERS = 5 = E
Holes: GOLF COURSE = 18 = R

N U M B E R

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

COCO[A]

C[R]OCODILE

KAN[G]AROO COURT

PR[O]TOCOL

COCO[N]UT

A R G O N

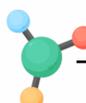
Sounds like this could take a while.

H → W H O L E
U → E A R N
E → A Y E S
N → K N E E D

W E A K → W E E K

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

 → W K (1,8)  → N O (7,2)

 → A R (6,3)  → D B (4,5)

W O R D B A N K

Each mini-puzzle answer can be abbreviated to a 2 letter abbreviation

WALL 4

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.

F

| | | | | |
|--|---|---|---|---|
| | 1 | 2 | 1 | |
| | | | | |
| | | | | 7 |
| | | | | |
| | | | | 6 |

→

F

| | | | | |
|---|---|---|---|---|
| | 1 | 2 | 1 | |
| | | . | | |
| | . | | | 7 |
| | . | . | . | . |
| | . | . | . | . |
| . | . | . | . | 6 |

C

| | | | | |
|---|---|---|---|---|
| 4 | . | | | 1 |
| . | | | . | 2 |
| . | | 1 | | |
| | | | 3 | . |
| 1 | 1 | | . | |
| | | | | 1 |

E

| | | | | |
|---|---|---|---|---|
| 3 | | . | 3 | |
| . | | . | | 3 |
| . | | | | . |
| | 3 | . | | . |
| . | | | | |
| | | | | 3 |

H

| | | | | |
|---|---|---|---|---|
| 2 | | | | 1 |
| . | . | . | | |
| | | | | 1 |
| . | 3 | | 4 | |
| . | | 1 | | 1 |
| | | | | |

A

| | | | | |
|---|---|---|---|---|
| 1 | | | | |
| | . | | 1 | |
| . | 3 | | | 1 |
| | | 1 | | |
| . | 2 | | 1 | |
| | | | | 1 |

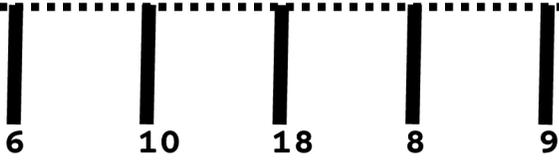
Solutions to the individual Nurikabe grids are above. Once each grid is filled, the labeled rows can be transferred to the solution grid to the right.

"Feeling" in the flavor text clues that the solution grid can be read as braille to get the final answer.

| | | | | | | |
|---|---|---|---|---|---|--|
| A | | . | | | . | |
| B | . | | . | . | | |
| C | . | . | | | . | |
| D | | . | | | | |
| E | | . | . | | . | |
| F | | . | . | . | . | |
| G | | . | . | | . | |
| H | . | . | | | . | |
| I | | . | . | . | . | |

E X T R A F U S E

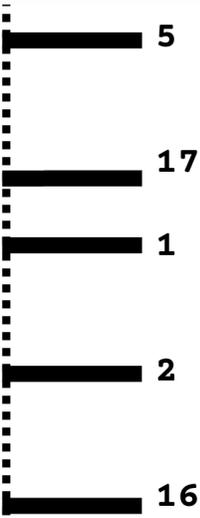
NIGHTLIGHT



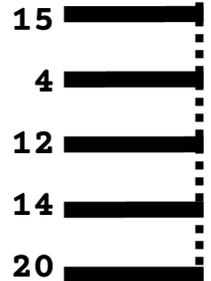
META: THE ESCAPE ROOM

The four feeder puzzles can be arranged into the walls of a room with the meta puzzle as the square floor. Solvers can tape together their own escape room, but this is not required to finish the puzzle. The initial letters of the feeder answers NSEW corresponding to the given compass directions, this disambiguates which wall goes on which side of the meta. Once placed, the numbered lined on the meta point to answer letters at the bottom of the each feeder page. Ordering the letters by number gives the final answer.

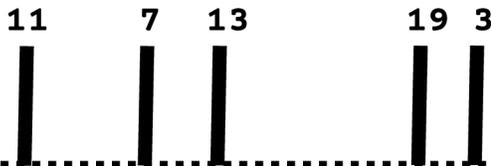
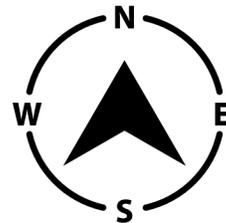
W
O
R
D
B
A
N
K



| | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|
| <u>B</u> | <u>R</u> | <u>E</u> | <u>A</u> | <u>K</u> | <u>I</u> | <u>N</u> | <u>G</u> |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| <u>T</u> | <u>H</u> | <u>E</u> | | <u>F</u> | <u>O</u> | <u>U</u> | <u>R</u> |
| 9 | 10 | 11 | | 12 | 13 | 14 | 15 |
| | | | <u>W</u> | <u>A</u> | <u>L</u> | <u>L</u> | <u>S</u> |
| | | | 16 | 17 | 18 | 19 | 20 |



E
X
T
R
A
F
U
S
E



S
K
E
L
E
T
O
N
K
E
Y

Answers to the clues in the center of each grid will give a single letter. The hexagon grids represent the keys of a keyboard surrounding the clued letter. Taking the letters on the numbered spaces in order spells the final answer: **PRESS THE ESCAPE KEY**

