CODES

Briefcase: 559
Phone: Key, no code required.

Locker 1: 111SL

Locker 2: 4925 (MIKE) (M = 13th letter in alphabet = 1+3 = 4)

Locker 3: PICS

Seward Chest: EWS

Lock Box: Key, no code required.

ITEMS HIDDEN THOUGHOUT ROOM AT BEGINNING OF GAME. NOT BEHIND LOCKS:

On Table Surfaces

Crossword Puzzle

Peeks Underboard Character Sheet

E. T. Phone Home drawing with phone number on back (256-386-4366)

Back of D&D Board

May the Warlock Guide You number/letter paper

Bill and Ted’s VHS

Piece of Paper which states “Plus the Next Letter in the Alphabet”

Cat 3D Puzzle Contents

Paper Two Briefcase Clue

Xylophone Contents

Paper One Briefcase Clue

Alvin and the Chipmunks Album Contents

Morse Code Sheet

Coke Machine Contents

Paper Three Briefcase Clue
LOCKS MUST BE SOLVED IN THIS ORDER. THIS SECTION ALSO TELLS YOU WHAT IS HIDDEN BEHIND EACH LOCK:

1) Briefcase Contents

Pay phone key

Piece of paper which states “Follow the red glow”

Piece of paper which states “Minus the Movies”

Picture with the letter S in Morse Code

2) Phone Contents

Quarter

Batteries

Piece of paper which states “The Cowboy Songs”

Picture with the letter I in Morse Code

3) Locker 1 Contents

Written in invisible ink there is the letter “E”

Piece of paper which states “DECODING KEY 15 = 6 27 = 9 6=6”

Picture with the letter P in Morse Code

4) Locker 2 Contents

Written in invisible ink there is the letter “W”

Picture with the letter C in Morse Code

5) Locker 3 Contents

Written in invisible ink there is the letter “S”

Flashlight

6) Seward Chest Contents

80’s Stuffed animals

Key to Lock Box in Popple’s Pouch

7) Lock Box Contents

Key to exit room
CLUES TO EACH LOCK:

Briefcase Clues

Three sheets of paper hidden throughout the room have sentences from books. (Xylophone, Cat Puzzle, & Coke Machine)

Paper 1: “She unzipped a side pocket and extracted the pistol”  (The Thief of Time pg 5)

Paper 2 “It wasn’t until she stepped out that they all saw the blood running down her leg” (Carrie pg 5)

Paper 3 “I think you’ll be all right‘ he says, not knowing whether or not she will, wanting to comfort her” (Stealing Home pg 9)

Page numbers of highlighted sentences correspond to briefcase code.

Phone Clues

Player is led to phone via “E. T. Phone Home” picture and mix tape with phone songs. They must use key from briefcase to open the drawer containing a quarter. On back of E. T. picture is the phone number 256-386-4366. Players dial number and listen to recording with the clue “So the Demogorgon got you too, huh? Don’t worry, there’s a key. May the Warlock guide you.” *Get Disconnected*

Locker 1 Clues

Pieces of paper with clues which, when put together correctly, add to 11. Found in Briefcase, Phone, & Bill and Ted’s Excellent Adventures.

Paper 1 “The Cowboy Songs” (Walt Disney’s Pardners Record: 14 Songs)

Paper 2 “Minus the Movies” (Three VHS’s)

Paper 3 “Plus the singular form of Are” (Is)

Paper 4 “Plus the second letter in Alphabet” (L)

Locker 2 Clues

On the back of D&D Board Next to Warlock Character Sheet (Warlocks name is Peeks Underboard):

M A Y T H E W A R L O C K G U I D E Y O U
13 1 25 20 8 5 23 1 18 12 15 3 11 7 21 9 4 5 25 15 21

An alphabet is on the wall. Xmas lights are strung over the letters and red bulbs are above M, J, K, and E in the alphabet.
Piece of paper which states “Follow the Red Glow”

Piece of paper which states “DECODING KEY 15 = 6  27 = 9  6=6”

**Locker 3 Clues**

Morse Code sheet in Chipmunks record.

Pictures with letters in Morse Code are in the Briefcase, the phone, and lockers 1 and 2.

**Seward Chest Clues**

Letters are written in invisible ink in lockers. Visible with black light flashlight found in locker 3. Batteries are in the phone drawer.

**Lock Box Clues**

A crossword puzzle is on the table. Unsolved clues are Look, Under, The & Couch