

**Tip #1:** It is recommended to complete the in-game tutorial level even if you are familiar with VR games. This is because specific game controls such as "Use" are required to complete the adventure. The in-game menu is also explained and demonstrated including saving and loading games.

**Tip #2**: If you are deaf or hearing-impaired, turn on closed-captions using the in-game menu.

**Tip #3**: Save your game progress each time you complete a logical portion of the game (a puzzle, for example).

Main Room Keypad #1 (with note above):

- <u>Subtle Hints</u>
- <u>Hints</u>
- More Hints
- <u>Spoilers</u>

Main Room Keypad #2:

- <u>Subtle Hints</u>
- <u>Hints</u>
- <u>Spoilers</u>

### Main Room General:

- <u>Subtle Hints</u>
- <u>Hints</u>
- <u>Spoilers</u>

### Wheel Room:

- <u>Subtle Hints</u>
- <u>Hints</u>
- <u>Spoilers</u>

## Elevator Puzzle:

- <u>Subtle Hints</u>
- <u>Hints</u>

### Game Room Mayan Puzzle:

- <u>Subtle Hints</u>
- <u>Hints</u>
- <u>Spoilers</u>

### Game Room Dart Game:

- <u>Hints</u>
- <u>Spoilers</u>

### Game Room Maze:

- <u>Hints</u>
- <u>Spoilers</u>

### Game Room General:

- <u>Subtle Hints</u>
- <u>Hints</u>
- <u>Spoilers</u>

### Game Room Photo Keypad:

- <u>Subtle Hints</u>
- <u>Hints</u>
- <u>Spoilers</u>

## Completing the Game:

• <u>Hints</u>

### Main Room Keypad #1 (with note above) Subtle Hints:

- The keypad code requires investigating some of the other objects in the room.
- Read the note above the keypad and find the items.
- Something else must be "used" before you can discover the answer.

### Main Room Keypad #1 (with note above) Hints:

- The keypad code requires investigating some of the books in the room.
- There is one book that corresponds to each word on the note.
- "When you are in need of answers, always look to the light."

Main Room Keypad #1 (with note above) More Hints:

• The candle and matches are required to discover this code.

Continue to next page for spoiler hints.

### Main Room Keypad #1 (with note above) Spoiler Hints:

- Light the candle with one of the matches. If all matches have been lit, the magic wand can be "used" to light the candle.
- The corresponding books are: *Time Machine, Treasure Island, Gulliver's Travels,* and *Houdini on Magic* (hidden in the desk drawer). Each book has a number on one of its edges, written in "invisible ink." Each book should be held near the candle flame to reveal its number.
- The corresponding numbers are: 9,4,5, and 7.

## Main Room Keypad #2 Subtle Hints:

- The code is hidden in or on another object in the room.
- Something must be manipulated before the keypad cover is lifted.

### Main Room Keypad #2 Hints:

- Investigate the hat and wand.
- The item that must be manipulated to remove the keypad cover is on a wall.
- Read the red writing on the wall once you find the code.

### Main Room Keypad #2 Spoilers:

- "Use" the wand with one hand while holding the hat in the other hand. Swirl the wand inside the hat to reveal the code.
- Grab and pull down on the rightmost coat hanger on the wall. This will move the keypad cover.
- Use the code 3471, keying in the numbers in reverse order via the hint, *Adventures don't always start at the beginning*, thus requiring 1743.

### Main Room General Subtle Hints:

- A puzzle piece is hidden inside another object in this room.
- You must "use" the object to reveal the puzzle piece inside.

## Main Room General Hints:

• One of the books is not actually a book.

## Main Room General Spoiler Hints:

• The book, *The Art of Deception*," has a puzzle piece inside it. You must "Use" the book while it is held to open the cover.

### Wheel Room Subtle Hints:

- The note on each wall contains the clues for each set of wheels.
- Spin the wheels to spell each answer.

### Wheel Room Hints:

#### 6-letter Set:

- Pain??????
- Serial-?????
- ?????? Whale

#### 4-letter Set:

- Tender????
- ????hold
- ????locker

#### 5-letter Set:

- ????board
- ????? Magic
- ????? Death

# Wheel Room Spoiler Hints:

#### 6-letter Set:

- Painkiller
- Serial-killer
- Killer Whale

#### 4-letter Set:

- Tenderfoot
- Foothold
- Footlocker

#### 5-letter Set:

- Blackboard
- Black Magic
- Black Death

### Elevator Puzzle Subtle Hints:

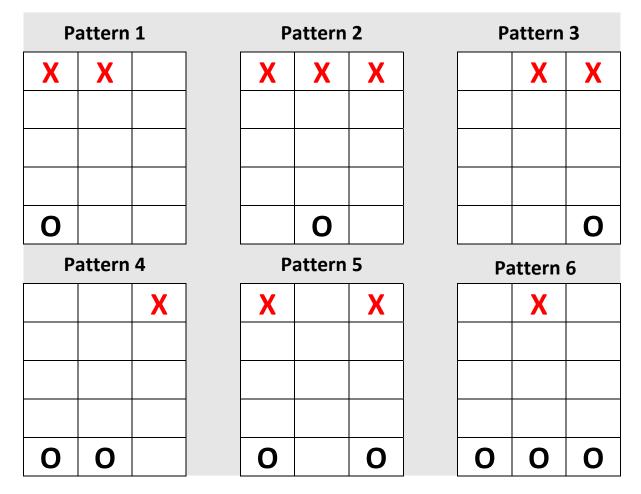
• Touching a button will toggle each button above, below, right, and left of the button.

### Elevator Puzzle Hints:

- There are no spoilers since each instance of the puzzle is randomly generated. This classic "light on/off" puzzle can be solved using several different methods including a top-down, two-pass method. There are also generic "light-on/off" solvers on the internet.
- New as of 7/8/21: Use the puzzle bypass button to skip this puzzle.

#### Top-down method:

- 1) Starting from top to bottom, touch each button directly below an unlit button.
- 2) After reaching the bottom, you should have one of the 6 patterns in the bottom-right or bottom-left corners, where the "Os" represent unlit buttons.



- Pick either corner and match the unlit buttons to one of the six patterns above. Once you have located the matching pattern, press the buttons marked with a red "X" (at top)
- 4) Proceed from top to bottom touching each button directly below an unlit button.
- 5) If you have done it correctly, the puzzle will always be solved after two passes. If not, start at step #1 and repeat the process.

## Game Room Mayan Puzzle Subtle Hints:

- Each Mayan block image may not be repeated within each vertical, horizontal, and diagonal axis.
- This puzzle can be deduced using logic.

### Game Room Mayan Puzzle Hints:

- Clear all grabbable puzzle pieces from the frame.
- The top row (row #1) should be: Chief, Bird, God, Calendar.
- Repeat row #1 in row #3, but in reverse order.
- Fill in the rest using logic.

## Game Room Mayan Puzzle Spoiler Hints:

Starting from the top (row #1), the solution is as follows:

- Chief, Bird, God, Calendar
- God, Calendar, Chief, Bird
- Calendar, God, Bird, Chief
- Bird, Chief, Calendar, God

If you prefer a numeric solution where Chief, Bird, God, and Calendar are the numbers 1-4 respectively, use:

- 1234
- 3412
- 4321
- 2143

### Game Room Dart Game Hints:

- Score 18 through a pure 18, a double-9, or a triple-6.
- Once you score an 18, something will be unlocked containing another object you need.

## Game Room Dart Game Spoiler Hints:

- Once you score an 18, the dart stand drawer will unlock and a key is inside.
- Use the key on the chest in the corner. A puzzle piece is inside.

### Game Room Maze Hints:

- Navigate the maze to find a puzzle piece.
- Once you are there, there is no need to retrace your steps to exit the maze. Just manipulate an object near the puzzle piece.

### Game Room Maze Spoiler Hints:

• If you are facing the maze entrance and it is North, you can follow this to get to the top of the maze:

### N E E N E N N E N W W S S W W N N E N N W N N N N

- From there, follow these directions to get to the puzzle piece area:
  W S W N W W S S W S S S S E N N E N E N E S S S W W S S W
- After grabbing the puzzle piece, rotate the wheel on the wall to lower several maze walls, enabling you to exit quickly.

### Game Room General Subtle Hints:

- Combine a couple of items in the room to unlock an ability of one of the objects.
- Once combined, the object must be used.

### Game Room General Hints:

- Investigate the vinyl record and the phonograph.
- Use the phonograph.
- Listen carefully.

### Game Room General Spoiler Hints:

- Add the record to the phonograph.
- Crank the phonograph handle to play a song.
- The played notes must be replicated on the piano. Upon success, it ejects a puzzle piece.
- The piano uses a C major scale.
- CCF CCG CCC(high) GFEC
- Or if you want to consider the leftmost key as key #0, play these keys: 003 004 007 4320

## Game Room Photo Keypad Subtle Hints:

- Combine a couple of items in the game area to activate one of the items.
- Use the combined object while under a special condition that you can control.

## Game Room Photo Keypad Hints:

- Investigate the batteries and flashlight.
- Try using the flashlight in one of the rooms under a special condition.

## Game Room Photo Keypad Spoiler Hints:

- Add the batteries to the flashlight.
- Bring the flashlight into the photo room.
- Push the button on the wall to close the room and turn on the dark-light.
- "Use" on the flashlight and point it at the walls to discover the code.
- Punch in 7893 on the keypad to eject a puzzle piece.

### Completing the Game Hints:

• Once you've collected all nine puzzle pieces, return via the elevator to the first room where you started. In that room will be a 3x3 puzzle frame along with the pieces you collected. Place the puzzle pieces into the frame in the correct order. This will end the adventure with some eye-candy.

## Congratulations and thank-you for playing our game!

