

ESCAPE ROOM & CRYPTIC CIPHERS

50 Print-and-Play Room Escape Challenges, Ciphers & Deduction Games

Publisher: PuzzlePoutTalon Studio • Escape Labs Imprint

Commercial Rights: Full Commercial & PLR Resale License Included

Print Specification: 8.5 x 11 Inches (US Letter) • Standard Amazon KDP No-Bleed

Interior Type: Premium Black & White on White Paper

All escape room scenarios, cryptographic puzzles, and deductive room matrices in this volume are original deductive challenges created for party game nights, solo solvers, and puzzle enthusiasts.

© 2026 PuzzlePoutTalon Studio. All rights reserved.

support@puzzlepouttalon.com • <https://quanlywp.pages.dev>

HOW TO HOST & SOLVE ESCAPE ROOM MISSIONS

Welcome to the Tactical Escape & Cryptanalysis Division. Every mission in this book drops you into a locked environment—an ancient pharaonic tomb, a rogue submarine, an alchemical lab, or an art heist vault. Your objective: unlock the master exit mechanism before time runs out!

THREE WAYS TO PLAY:

1. **Solo Escape Operative:** Set a 15-minute stopwatch on your phone for each mission. Solve the room clues, decode the cipher, and test your escape time.
2. **Co-Op Game Night (2-6 Players):** Gather friends around the table. Pass the mission briefing, divide the clues, and crack the ciphers together.
3. **Print-and-Play Party Host:** Print each mission page single-sided, place it inside a sealed manila envelope labeled 'TOP SECRET', and hide clue cards around the party room.

ESCAPE PROTOCOL:

- **Room Dossier & Lock Type:** Identify whether the exit requires a 4-Digit PIN, a Cryptic Password, or an Alphabetical Key.
- **Evidence Artifacts:** Read the 3 room clues carefully. Cross-reference them with the Cipher Clue box.
- **Deduction Matrix:** Use the logic grid to eliminate false leads and pair objects with locations.
- **Host Hint Box:** Stuck for more than 5 minutes? Check the Hint box at the bottom of the page (+2 minute penalty).

MISSION #01: THE ALCHEMIST'S SEALED LABORATORY

LOCATION: Alchemical Vault | **LOCK MECHANISM:** 4-Digit Brass Combination Lock | **CIPHER TYPE:** Elemental Substitution & Math Riddle

ROOM BRIEFING: You are trapped in the underground laboratory of Master Nicholas Flamel. The furnace is heating up, and noxious green vapor fills the chamber. A massive iron door blocks your escape, secured with a four-wheel brass tumblers lock.

ROOM CLUES & EVIDENCE:

- *Clue 1:* A scorched scroll reads: 'Lead transmutes to Silver at 14, Silver to Gold at 28. The first two digits are the atomic count of Quick-Silver minus two.'
- *Clue 2:* On the workbench sit 3 labeled flasks: Flask A (Hydra Blood, 40ml), Flask B (Vitriol, 70ml), Flask C (Aqua Regia, 90ml).
- *Clue 3:* A wall carving says: 'Third digit equals the tens digit of Flask B; Fourth digit equals Flask C volume divided by 30.'

ENCRYPTED ROOM DATA:
CIPHER SCROLL: [FLASK B TENS] • [FLASK C / 30] • [FIRST TWO DIGITS: QUICK-SILVER PAIR = 78]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #02: BLACKBEARD'S SUNKEN GALLEON

LOCATION: Flooded Captain's Cabin | **LOCK MECHANISM:** Compass Rose Cipher Lock | **CIPHER TYPE:** Nautical Cardinal Coordinate Cipher

ROOM BRIEFING: The Queen Anne's Revenge lies 60 feet below sea level. Your diving tank holds only 12 minutes of oxygen. The captain's heavy mahogany sea chest holds the emergency ascent beacon, locked by an 8-point compass mechanism.

ROOM CLUES & EVIDENCE:

- *Clue 1:* A maritime logbook is open on the desk: 'Sail North 3 leagues, turn East 6 leagues, steer South 2 leagues, and rest West 4 leagues.'
- *Clue 2:* The captain's brass sextant has 4 notches scratched on the arm: N, E, S, W corresponding to numbers [3, 6, 2, 4].
- *Clue 3:* The lock requires a 4-digit code formed by multiplying the coordinates in cardinal order: (N) x (E-2) x (S+1) x (W/2).

ENCRYPTED ROOM DATA:
CARDINAL MATRIX: N=3, E=6, S=2, W=4 -> Formula: [3] [6-2] [2+1] [4/2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #03: MIDNIGHT EXPRESS TRAIN HIJACK

LOCATION: Locomotive Control Engine | **LOCK MECHANISM:** Brake Valve Electronic Keypad | **CIPHER TYPE:** Morse Telegraph Audio Translation

ROOM BRIEFING: The Orient Express is hurtling toward an unfinished trestle bridge at 80 mph. The driver's cabin has been deserted, and the emergency air brakes are locked behind an armored security terminal requiring a 4-digit override.

ROOM CLUES & EVIDENCE:

- *Clue 1:* A telegraph paper tape ticks out in Morse Code: '-.-. . .-. ---' then '..-.- .' then '..---' then '----.'
- *Clue 2:* A conductor's schedule board shows train stops: Station 1 (0 min), Station 2 (5 min), Station 3 (2 min), Station 4 (9 min).
- *Clue 3:* The Morse tape translates directly to English number words.

ENCRYPTED ROOM DATA:
TELEGRAPH TAPE: [- - . . - - -] (0) / [. . - -] (5) / [. . - - -] (2) / [- - - - .] (9)

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #04: THE PHARAOH'S OBSIDIAN VAULT

LOCATION: Underground Pyramid Chamber | **LOCK MECHANISM:** Stone Scarab Sliding Glyph Lock | **CIPHER TYPE:** Egyptian Hieroglyphic Value Transposition

ROOM BRIEFING: You have entered the burial chamber of Pharaoh Hor-Aha. As the stone slab crashes shut behind you, sand begins pouring from the ceiling. A gold pedestal presents 4 carved animal icons: Falcon, Anubis, Cobra, Scarab.

ROOM CLUES & EVIDENCE:

- *Clue 1:* Hieroglyph tablet on wall: 'The Falcon flies above all (value = 9). Anubis weighs the heart against truth (value = 4).'
- *Clue 2:* The Cobra strikes with three fangs (value = 3). The Scarab rolls the sun across the horizon (value = 8).
- *Clue 3:* Order of activation on the lock plate: Anubis, Scarab, Falcon, Cobra.

ENCRYPTED ROOM DATA:
PEDESTAL SEQUENCE: [Anubis] - [Scarab] - [Falcon] - [Cobra] -> Values: Anubis=4, Scarab=8, Falcon=9, Cobra=3

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #05: SECTOR 7 BIOHAZARD QUARANTINE

LOCATION: High-Containment Viral Lab | LOCK MECHANISM: Decontamination Airlock Keypad | CIPHER TYPE: Biochemical Molecular Bond Cipher

ROOM BRIEFING: A containment failure has triggered Level 4 lockdown. Airborne pathogen filters will flush the room with sterilizing gas in 10 minutes. The airlock door requires a 4-digit biochemical clearance code.

ROOM CLUES & EVIDENCE:

- Clue 1: A DNA sequencing monitor displays base pairs: Adenine (A), Thymine (T), Cytosine (C), Guanine (G).
- Clue 2: Lab memo: 'Code uses the numerical count of hydrogen bonds: A-T pair = 2 bonds; G-C pair = 3 bonds.'
- Clue 3: The clearance sequence on the clipboard reads: [G-C], [A-T], [G-C], [G-C] plus an offset of +3 on the last digit.

ENCRYPTED ROOM DATA:
LAB TERMINAL: Bond counts: GC=3, AT=2. Target: [GC] [AT] [GC] [GC+3]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #06: THE PHANTOM OF VENICE CARNIVAL

LOCATION: Masquerade Ballroom | LOCK MECHANISM: 4-Digit Golden Mask Lock | CIPHER TYPE: Carnival Mask Cipher

ROOM BRIEFING: You are locked inside Masquerade Ballroom. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Golden Mask Lock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- Clue 1: An engraved brass plate on Venetian Gondola reveals: 'The first digit is 6; the second digit equals 3 minus 2.'
- Clue 2: A notebook found in the drawer provides clue #2: 'The third digit is 4, representing the serial code prefix.'
- Clue 3: The wall inscription confirms: 'The final digit is 2. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [VENETIAN GONDOLA] • LOCK SPEC: [4-DIGIT GOLDEN MASK LOCK] •
DECRYPTION FORMULA: [D1=6, D2=1, D3=4, D4=2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #07: COLD WAR NUCLEAR BUNKER

LOCATION: Subterranean Command Center | **LOCK MECHANISM:** 4-Digit DEFCON Switch | **CIPHER TYPE:** Teletype Frequency Shift

ROOM BRIEFING: You are locked inside Subterranean Command Center. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit DEFCON Switch. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Red Telephone reveals: 'The first digit is 1; the second digit equals 11 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 8, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 3. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [RED TELEPHONE] • **LOCK SPEC:** [4-DIGIT DEFCON SWITCH] • **DECRYPTION FORMULA:** [D1=1, D2=9, D3=8, D4=3]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #08: THE DRACULA CASTLE DUNGEON

LOCATION: Vampiric Crypt | LOCK MECHANISM: 4-Digit Iron Maiden Dial | CIPHER TYPE: Gargoyle Shadow-Clock

ROOM BRIEFING: You are locked inside Vampiric Crypt. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Iron Maiden Dial. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- Clue 1: An engraved brass plate on Silver Stake reveals: 'The first digit is 4; the second digit equals 9 minus 2.'
- Clue 2: A notebook found in the drawer provides clue #2: 'The third digit is 2, representing the serial code prefix.'
- Clue 3: The wall inscription confirms: 'The final digit is 1. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:

ARTIFACT EVIDENCE: [SILVER STAKE] • LOCK SPEC: [4-DIGIT IRON MAIDEN DIAL] • DECRYPTION FORMULA: [D1=4, D2=7, D3=2, D4=1]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #09: CYBERPUNK NEON DATA BREACH

LOCATION: Virtual Server Core | LOCK MECHANISM: 4-Digit Port Access Code | CIPHER TYPE: Hexadecimal Proxy Dump

ROOM BRIEFING: You are locked inside Virtual Server Core. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Port Access Code. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- Clue 1: An engraved brass plate on Encrypted USB reveals: 'The first digit is 8; the second digit equals 2 minus 2.'
- Clue 2: A notebook found in the drawer provides clue #2: 'The third digit is 4, representing the serial code prefix.'
- Clue 3: The wall inscription confirms: 'The final digit is 2. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [ENCRYPTED USB] • LOCK SPEC: [4-DIGIT PORT ACCESS CODE] •
DECRYPTION FORMULA: [D1=8, D2=0, D3=4, D4=2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #10: THE BAKER STREET STUDY

LOCATION: Victorian Consulting Parlor | **LOCK MECHANISM:** 4-Digit Cigar Humidor Lock | **CIPHER TYPE:** Dancing Men Cipher

ROOM BRIEFING: You are locked inside Victorian Consulting Parlor. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Cigar Humidor Lock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Violin Bow reveals: 'The first digit is 2; the second digit equals 4 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 8. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [VIOLIN BOW] • **LOCK SPEC:** [4-DIGIT CIGAR HUMIDOR LOCK] • **DECRYPTION FORMULA:** [D1=2, D2=2, D3=1, D4=8]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #11: APOLLO 13 RE-ENTRY SIMULATOR

LOCATION: Lunar Module Cockpit | LOCK MECHANISM: 4-Digit Burn Vector Pad | CIPHER TYPE: Orbital Telemetry Vector

ROOM BRIEFING: You are locked inside Lunar Module Cockpit. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Burn Vector Pad. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- Clue 1: An engraved brass plate on Flight Computer reveals: 'The first digit is 1; the second digit equals 5 minus 2.'
- Clue 2: A notebook found in the drawer provides clue #2: 'The third digit is 0, representing the serial code prefix.'
- Clue 3: The wall inscription confirms: 'The final digit is 7. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:

ARTIFACT EVIDENCE: [FLIGHT COMPUTER] • LOCK SPEC: [4-DIGIT BURN VECTOR PAD] •
DECRYPTION FORMULA: [D1=1, D2=3, D3=0, D4=7]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #12: BANK OF ENGLAND GOLD VAULT

LOCATION: Subterranean Strongroom | LOCK MECHANISM: 4-Digit Vault Dial | CIPHER TYPE: Dual-Key Tumbler Sequence

ROOM BRIEFING: You are locked inside Subterranean Strongroom. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Vault Dial. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- Clue 1: An engraved brass plate on Bullion Scales reveals: 'The first digit is 5; the second digit equals 11 minus 2.'
- Clue 2: A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- Clue 3: The wall inscription confirms: 'The final digit is 4. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [BULLION SCALES] • LOCK SPEC: [4-DIGIT VAULT DIAL] • DECRYPTION
FORMULA: [D1=5, D2=9, D3=1, D4=4]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #13: THE HAUNTED MARITIME LIGHTHOUSE

LOCATION: Stormy Beacon Tower | **LOCK MECHANISM:** 4-Digit Brass Lantern Lock | **CIPHER TYPE:** Foghorn Acoustic Interval

ROOM BRIEFING: You are locked inside Stormy Beacon Tower. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Brass Lantern Lock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Fresnel Lens reveals: 'The first digit is 3; the second digit equals 9 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 5, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 1. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [FRESNEL LENS] • **LOCK SPEC:** [4-DIGIT BRASS LANTERN LOCK] •
DECRYPTION FORMULA: [D1=3, D2=7, D3=5, D4=1]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #14: MONA LISA LOUVRE HEIST

LOCATION: Curator Underground Storage | **LOCK MECHANISM:** 4-Digit Security Laser Disabler | **CIPHER TYPE:** Ultraviolet Pigment Cipher

ROOM BRIEFING: You are locked inside Curator Underground Storage. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Security Laser Disabler. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Palette Knife reveals: 'The first digit is 7; the second digit equals 4 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 9, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 4. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [PALETTE KNIFE] • **LOCK SPEC:** [4-DIGIT SECURITY LASER DISABLER] •
DECRYPTION FORMULA: [D1=7, D2=2, D3=9, D4=4]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #15: BERMUDA TRIANGLE GHOST YACHT

LOCATION: Drifting Luxury Stateroom | **LOCK MECHANISM:** 4-Digit Cabin Safe Lock | **CIPHER TYPE:** Barometric Pressure Drop

ROOM BRIEFING: You are locked inside Drifting Luxury Stateroom. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Cabin Safe Lock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Navigational Chart reveals: 'The first digit is 1; the second digit equals 2 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 3. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [NAVIGATIONAL CHART] • **LOCK SPEC:** [4-DIGIT CABIN SAFE LOCK] •
DECRYPTION FORMULA: [D1=1, D2=0, D3=1, D4=3]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #16: MAYAN TEMPLE OF THE JAGUAR

LOCATION: Step Pyramid Altar | LOCK MECHANISM: 4-Digit Stone Plinth Code | CIPHER TYPE: Calendrical Wheel Count

ROOM BRIEFING: You are locked inside Step Pyramid Altar. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Stone Plinth Code. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- Clue 1: An engraved brass plate on Jade Mask reveals: 'The first digit is 2; the second digit equals 2 minus 2.'
- Clue 2: A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- Clue 3: The wall inscription confirms: 'The final digit is 2. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [JADE MASK] • LOCK SPEC: [4-DIGIT STONE PLINTH CODE] • DECRYPTION
FORMULA: [D1=2, D2=0, D3=1, D4=2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #17: THE ORIENT EXPRESS DINING CAR

LOCATION: Art Deco Passenger Train | **LOCK MECHANISM:** 4-Digit Luggage Locker | **CIPHER TYPE:** Wine Bottle Vintage Math

ROOM BRIEFING: You are locked inside Art Deco Passenger Train. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Luggage Locker. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Silver Corkscrew reveals: 'The first digit is 1; the second digit equals 11 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 3, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 4. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [SILVER CORKSCREW] • **LOCK SPEC:** [4-DIGIT LUGGAGE LOCKER] •
DECRYPTION FORMULA: [D1=1, D2=9, D3=3, D4=4]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #18: HOGWARTS POTION DUNGEON

LOCATION: Castle Underbelly | **LOCK MECHANISM:** 4-Digit Rune Lock | **CIPHER TYPE:** Cauldron Boiling Temperature

ROOM BRIEFING: You are locked inside Castle Underbelly. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Rune Lock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Dragon Blood Flask reveals: 'The first digit is 7; the second digit equals 5 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 9. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:

ARTIFACT EVIDENCE: [DRAGON BLOOD FLASK] • **LOCK SPEC:** [4-DIGIT RUNE LOCK] • **DECRYPTION FORMULA:** [D1=7, D2=3, D3=1, D4=9]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #19: CHERNOBYL REACTOR CONTROL 4

LOCATION: Abandoned Turbine Hall | **LOCK MECHANISM:** 4-Digit Control Rod Switch | **CIPHER TYPE:** Geiger Counter Radiation Spike

ROOM BRIEFING: You are locked inside Abandoned Turbine Hall. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Control Rod Switch. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Dosimeter Badge reveals: 'The first digit is 3; the second digit equals 10 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 2, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 6. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [DOSIMETER BADGE] • **LOCK SPEC:** [4-DIGIT CONTROL ROD SWITCH] •
DECRYPTION FORMULA: [D1=3, D2=8, D3=2, D4=6]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #20: THE GRAND CASINO VAULT

LOCATION: Monte Carlo Underground | **LOCK MECHANISM:** 4-Digit Cashier Box Lock | **CIPHER TYPE:** Roulette Wheel Color Cycle

ROOM BRIEFING: You are locked inside Monte Carlo Underground. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Cashier Box Lock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on High-Roller Chip reveals: 'The first digit is 3; the second digit equals 8 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 7. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [HIGH-ROLLER CHIP] • **LOCK SPEC:** [4-DIGIT CASHIER BOX LOCK] •
DECRYPTION FORMULA: [D1=3, D2=6, D3=1, D4=7]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #21: DEEP SEA MARIANA TRENCH BASE

LOCATION: Abyssal Pressure Dome | **LOCK MECHANISM:** 4-Digit Bulkhead Keypad | **CIPHER TYPE:** Sonar Echo Interval Code

ROOM BRIEFING: You are locked inside Abyssal Pressure Dome. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Bulkhead Keypad. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Titanium Hull reveals: 'The first digit is 9; the second digit equals 3 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 0, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 2. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [TITANIUM HULL] • **LOCK SPEC:** [4-DIGIT BULKHEAD KEYPAD] • **DECRYPTION FORMULA:** [D1=9, D2=1, D3=0, D4=2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #22: THE WINCHESTER MYSTERY MANSION

LOCATION: Staircase to Nowhere | LOCK MECHANISM: 4-Digit Parlor Cabinet | CIPHER TYPE: Hidden Wall Cavity Compass

ROOM BRIEFING: You are locked inside Staircase to Nowhere. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Parlor Cabinet. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- Clue 1: An engraved brass plate on Skeleton Key reveals: 'The first digit is 1; the second digit equals 5 minus 2.'
- Clue 2: A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- Clue 3: The wall inscription confirms: 'The final digit is 3. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [SKELETON KEY] • LOCK SPEC: [4-DIGIT PARLOR CABINET] • DECRYPTION
FORMULA: [D1=1, D2=3, D3=1, D4=3]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #23: AREA 51 HANGAR 18

LOCATION: *Classified Alien Research Facility* | **LOCK MECHANISM:** *4-Digit Cryo-Pod Keypad* | **CIPHER TYPE:** *Reverse-Engineered Alloy Cipher*

ROOM BRIEFING: You are locked inside Classified Alien Research Facility. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Cryo-Pod Keypad. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Meteorite Shard reveals: 'The first digit is 5; the second digit equals 3 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 9, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 9. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [METEORITE SHARD] • **LOCK SPEC:** [4-DIGIT CRYO-POD KEYPAD] •
DECRYPTION FORMULA: [D1=5, D2=1, D3=9, D4=9]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #24: THE SAMURAI CLAN FORTRESS

LOCATION: Sengoku Shogun Keep | **LOCK MECHANISM:** 4-Digit Rice Paper Screen | **CIPHER TYPE:** Katana Guard Kanji Code

ROOM BRIEFING: You are locked inside Sengoku Shogun Keep. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Rice Paper Screen. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Cherry Blossom Fan reveals: 'The first digit is 4; the second digit equals 10 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 2, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 0. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [CHERRY BLOSSOM FAN] • **LOCK SPEC:** [4-DIGIT RICE PAPER SCREEN] •
DECRYPTION FORMULA: [D1=4, D2=8, D3=2, D4=0]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #25: ALCATRAZ CELLBLOCK D

LOCATION: Maximum Security Cell | **LOCK MECHANISM:** 4-Digit Warden Passcode | **CIPHER TYPE:** Chiseled Wall Tally Marks

ROOM BRIEFING: You are locked inside Maximum Security Cell. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Warden Passcode. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Corroded Spoon reveals: 'The first digit is 1; the second digit equals 11 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 6, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 2. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [CORRODED SPOON] • **LOCK SPEC:** [4-DIGIT WARDEN PASSCODE] •
DECRYPTION FORMULA: [D1=1, D2=9, D3=6, D4=2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #26: THE SECRET SOCIETY SPEAKEASY

LOCATION: Roaring 20s Jazz Cellar | **LOCK MECHANISM:** 4-Digit Piano Key Mechanism | **CIPHER TYPE:** Gramophone Needle Reversal

ROOM BRIEFING: You are locked inside Roaring 20s Jazz Cellar. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Piano Key Mechanism. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Brass Trombone reveals: 'The first digit is 1; the second digit equals 11 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 2, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 8. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [BRASS TROMBONE] • **LOCK SPEC:** [4-DIGIT PIANO KEY MECHANISM] •
DECRYPTION FORMULA: [D1=1, D2=9, D3=2, D4=8]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #27: THE ANTARCTIC RESEARCH STATION

LOCATION: *Blizzard-Bound Outpost* | **LOCK MECHANISM:** *4-Digit Generator Terminal* | **CIPHER TYPE:** *Ice Core Layer Chronology*

ROOM BRIEFING: You are locked inside Blizzard-Bound Outpost. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Generator Terminal. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Thermal Beacon reveals: 'The first digit is 4; the second digit equals 7 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 9, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 0. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [THERMAL BEACON] • **LOCK SPEC:** [4-DIGIT GENERATOR TERMINAL] •
DECRYPTION FORMULA: [D1=4, D2=5, D3=9, D4=0]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #28: THE DA VINCI WORKSHOP

LOCATION: Florentine Invention Studio | **LOCK MECHANISM:** 4-Digit Cryptex Barrel | **CIPHER TYPE:** Mirror-Writing Mechanical Gear

ROOM BRIEFING: You are locked inside Florentine Invention Studio. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Cryptex Barrel. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Wooden Glider Wing reveals: 'The first digit is 1; the second digit equals 6 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 9, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 2. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [WOODEN GLIDER WING] • **LOCK SPEC:** [4-DIGIT CRYPTEX BARREL] •
DECRYPTION FORMULA: [D1=1, D2=4, D3=9, D4=2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #29: SPACE STATION ZERO GRAVITY AIRLOCK

LOCATION: Orbital Habitat Ring | **LOCK MECHANISM:** 4-Digit Emergency EVA Hatch | **CIPHER TYPE:** Solar Flare Radiation Shield

ROOM BRIEFING: You are locked inside Orbital Habitat Ring. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Emergency EVA Hatch. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Oxygen Hose reveals: 'The first digit is 8; the second digit equals 10 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 2, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 1. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [OXYGEN HOSE] • **LOCK SPEC:** [4-DIGIT EMERGENCY EVA HATCH] •
DECRYPTION FORMULA: [D1=8, D2=8, D3=2, D4=1]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #30: THE SALEM WITCH TRIAL ATTIC

LOCATION: Colonial Homestead Loft | **LOCK MECHANISM:** 4-Digit Cedar Chest Lock | **CIPHER TYPE:** Herbal Almanac Acrostic

ROOM BRIEFING: You are locked inside Colonial Homestead Loft. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Cedar Chest Lock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Dried Belladonna reveals: 'The first digit is 1; the second digit equals 8 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 9, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 2. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [DRIED BELLADONNA] • **LOCK SPEC:** [4-DIGIT CEDAR CHEST LOCK] •
DECRYPTION FORMULA: [D1=1, D2=6, D3=9, D4=2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #31: THE SWISS CLOCKMAKER TOWER

LOCATION: Zurich Clockwork Chamber | **LOCK MECHANISM:** 4-Digit Chime Sequencer | **CIPHER TYPE:** Escapement Gear Ratio

ROOM BRIEFING: You are locked inside Zurich Clockwork Chamber. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Chime Sequencer. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Pendulum Weight reveals: 'The first digit is 1; the second digit equals 4 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 4, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 8. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [PENDULUM WEIGHT] • **LOCK SPEC:** [4-DIGIT CHIME SEQUENCER] •
DECRYPTION FORMULA: [D1=1, D2=2, D3=4, D4=8]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #32: THE GRAND HOTEL ELEVATOR DROP

LOCATION: Stuck Shaft Between Floors | **LOCK MECHANISM:** 4-Digit Trapdoor Keypad | **CIPHER TYPE:** Emergency Cable Tension Dial

ROOM BRIEFING: You are locked inside Stuck Shaft Between Floors. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Trapdoor Keypad. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Brass Call Button reveals: 'The first digit is 6; the second digit equals 2 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 4, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 1. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [BRASS CALL BUTTON] • **LOCK SPEC:** [4-DIGIT TRAPDOOR KEYPAD] •
DECRYPTION FORMULA: [D1=6, D2=0, D3=4, D4=1]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #33: THE PIRATE ISLAND SMUGGLER COVE

LOCATION: Hidden Sea Cave | LOCK MECHANISM: 4-Digit Iron-Bound Trunk | CIPHER TYPE: Tide Marker Waterline Math

ROOM BRIEFING: You are locked inside Hidden Sea Cave. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Iron-Bound Trunk. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- Clue 1: An engraved brass plate on Cutlass Hilt reveals: 'The first digit is 7; the second digit equals 9 minus 2.'
- Clue 2: A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- Clue 3: The wall inscription confirms: 'The final digit is 4. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:

ARTIFACT EVIDENCE: [CUTLASS HILT] • LOCK SPEC: [4-DIGIT IRON-BOUND TRUNK] • DECRYPTION FORMULA: [D1=7, D2=7, D3=1, D4=4]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #34: THE COLD STORAGE MEAT LOCKER

LOCATION: Industrial Packing Facility | **LOCK MECHANISM:** 4-Digit Freezer Door Latches | **CIPHER TYPE:** Temperature Gauge Differential

ROOM BRIEFING: You are locked inside Industrial Packing Facility. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Freezer Door Latches. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Frozen Meat Hook reveals: 'The first digit is 2; the second digit equals 10 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 0, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 4. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [FROZEN MEAT HOOK] • **LOCK SPEC:** [4-DIGIT FREEZER DOOR LATCHES] •
DECRYPTION FORMULA: [D1=2, D2=8, D3=0, D4=4]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #35: THE MUSEUM MUMMY TOMB

LOCATION: Egyptian Antiquities Wing | **LOCK MECHANISM:** 4-Digit Display Case Lock | **CIPHER TYPE:** Ankh Coordinate Geometry

ROOM BRIEFING: You are locked inside Egyptian Antiquities Wing. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Display Case Lock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Lapis Lazuli Bead reveals: 'The first digit is 3; the second digit equals 5 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 0. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [LAPIS LAZULI BEAD] • **LOCK SPEC:** [4-DIGIT DISPLAY CASE LOCK] •
DECRYPTION FORMULA: [D1=3, D2=3, D3=1, D4=0]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #36: THE DARK WEB HACKER BUNKER

LOCATION: Underground Data Farm | **LOCK MECHANISM:** 4-Digit Master Node Terminal | **CIPHER TYPE:** Binary ASCII Conversion

ROOM BRIEFING: You are locked inside Underground Data Farm. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Master Node Terminal. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Fiber Optic Hub reveals: 'The first digit is 1; the second digit equals 3 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 0, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 1. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [FIBER OPTIC HUB] • **LOCK SPEC:** [4-DIGIT MASTER NODE TERMINAL] •
DECRYPTION FORMULA: [D1=1, D2=1, D3=0, D4=1]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #37: THE ROYAL CROWN JEWELS TOWER

LOCATION: Tower of London Jewel House | **LOCK MECHANISM:** 4-Digit Armored Portcullis | **CIPHER TYPE:** Crown Velvet Weight Balance

ROOM BRIEFING: You are locked inside Tower of London Jewel House. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Armored Portcullis. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Scepter Diamond reveals: 'The first digit is 8; the second digit equals 6 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 2, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 6. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [SCEPTER DIAMOND] • **LOCK SPEC:** [4-DIGIT ARMORED PORTCULLIS] •
DECRYPTION FORMULA: [D1=8, D2=4, D3=2, D4=6]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #38: THE SUBTERRANEAN METRO CATACOMBS

LOCATION: Abandoned Paris Subway | **LOCK MECHANISM:** 4-Digit Service Ladder Gate | **CIPHER TYPE:** Tunnel Junction Mileage Code

ROOM BRIEFING: You are locked inside Abandoned Paris Subway. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Service Ladder Gate. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Lantern Battery reveals: 'The first digit is 5; the second digit equals 6 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 1, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 2. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [LANTERN BATTERY] • **LOCK SPEC:** [4-DIGIT SERVICE LADDER GRATE] •
DECRYPTION FORMULA: [D1=5, D2=4, D3=1, D4=2]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #39: THE ZEPPELIN AIRSHIP DISASTER

LOCATION: Hydrogen Gasbag Gondola | **LOCK MECHANISM:** 4-Digit Parachute Locker | **CIPHER TYPE:** Altimeter Pressure Barometer

ROOM BRIEFING: You are locked inside Hydrogen Gasbag Gondola. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Parachute Locker. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Rudder Cable reveals: 'The first digit is 3; the second digit equals 7 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 0, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 8. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [RUDDER CABLE] • **LOCK SPEC:** [4-DIGIT PARACHUTE LOCKER] • **DECRYPTION FORMULA:** [D1=3, D2=5, D3=0, D4=8]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MISSION #40: THE SECRET AGENT INTERROGATION ROOM

LOCATION: MI6 Safehouse Cell | **LOCK MECHANISM:** 4-Digit Steel Door Interlock | **CIPHER TYPE:** Two-Way Mirror Scratch Code

ROOM BRIEFING: You are locked inside MI6 Safehouse Cell. An automated countdown timer displays 10:00. The only way out is a reinforced door sealed with 4-Digit Steel Door Interlock. You must inspect the room artifacts, calculate the clue formula, and punch in the escape code.

ROOM CLUES & EVIDENCE:

- *Clue 1:* An engraved brass plate on Microdot Ring reveals: 'The first digit is 0; the second digit equals 2 minus 2.'
- *Clue 2:* A notebook found in the drawer provides clue #2: 'The third digit is 7, representing the serial code prefix.'
- *Clue 3:* The wall inscription confirms: 'The final digit is 4. Assemble all four digits in order of room discovery.'

ENCRYPTED ROOM DATA:
ARTIFACT EVIDENCE: [MICRODOT RING] • **LOCK SPEC:** [4-DIGIT STEEL DOOR INTERLOCK] •
DECRYPTION FORMULA: [D1=0, D2=0, D3=7, D4=4]

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	STATUS
[]	[]	[]	[]	LOCKED

Host Hint: Check the primary mathematical formulas or coordinates if stuck. Solutions on page 43+.

MASTER ESCAPE CODES & COMPLETE SOLUTIONS

Do not consult this section until you have attempted each room mission or the 15-minute host timer has expired.

#	MISSION TITLE	CODE	DECRYPTION LOGIC & SOLUTION BREAKDOWN
#01	The Alchemist's Sealed Laboratory	7873	1. First two digits: Quick-Silver count reference yields 78. 2. Third digit: Flask B is 70ml, tens digit is 7. 3. Fourth digit: Flask C is 90ml / 30 = 3. Final Master Code: 7873.
#02	Blackbeard's Sunken Galleon	3432	1. Digit 1 = N = 3. 2. Digit 2 = 6 - 2 = 4. 3. Digit 3 = 2 + 1 = 3. 4. Digit 4 = 4 / 2 = 2. Final Chest Code: 3432.
#03	Midnight Express Train Hijack	0529	1. First symbol is ZERO (0). 2. Second symbol is FIVE (5). 3. Third symbol is TWO (2). 4. Fourth symbol is NINE (9). Emergency Override Code: 0529.
#04	The Pharaoh's Obsidian Vault	4893	1. Position 1 is Anubis (4). 2. Position 2 is Scarab (8). 3. Position 3 is Falcon (9). 4. Position 4 is Cobra (3). Tomb Escape Code: 4893.
#05	Sector 7 Biohazard Quarantine	3236	1. Digit 1 = GC pair = 3. 2. Digit 2 = AT pair = 2. 3. Digit 3 = GC pair = 3. 4. Digit 4 = GC (3) + 3 = 6. Airlock Master Code: 3236.
#06	The Phantom of Venice Carnival	6142	1. Digit 1 from Venetian Gondola = 6. 2. Digit 2 calculation yields 1. 3. Digit 3 from notebook = 4. 4. Digit 4 from wall inscription = 2. Final Room Escape Code: 6142.
#07	Cold War Nuclear Bunker	1983	1. Digit 1 from Red Telephone = 1. 2. Digit 2 calculation yields 9. 3. Digit 3 from notebook = 8. 4. Digit 4 from wall inscription = 3. Final Room Escape Code: 1983.
#08	The Dracula Castle Dungeon	4721	1. Digit 1 from Silver Stake = 4. 2. Digit 2 calculation yields 7. 3. Digit 3 from notebook = 2. 4. Digit 4 from wall inscription = 1. Final Room Escape Code: 4721.
#09	Cyberpunk Neon Data Breach	8042	1. Digit 1 from Encrypted USB = 8. 2. Digit 2 calculation yields 0. 3. Digit 3 from notebook = 4. 4. Digit 4 from wall inscription = 2. Final Room Escape Code: 8042.
#10	The Baker Street Study	2218	1. Digit 1 from Violin Bow = 2. 2. Digit 2 calculation yields 2. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 8. Final Room Escape Code: 2218.
#11	Apollo 13 Re-Entry Simulator	1307	1. Digit 1 from Flight Computer = 1. 2. Digit 2 calculation yields 3. 3. Digit 3 from notebook = 0. 4. Digit 4 from wall inscription = 7. Final Room Escape Code: 1307.
#12	Bank of England Gold Vault	5914	1. Digit 1 from Bullion Scales = 5. 2. Digit 2 calculation yields 9. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 4. Final Room Escape Code: 5914.
#13	The Haunted Maritime Lighthouse	3751	1. Digit 1 from Fresnel Lens = 3. 2. Digit 2 calculation yields 7. 3. Digit 3 from notebook = 5. 4. Digit 4 from wall inscription = 1. Final Room Escape Code: 3751.
#14	Mona Lisa Louvre Heist	7294	1. Digit 1 from Palette Knife = 7. 2. Digit 2 calculation yields 2. 3. Digit 3 from notebook = 9. 4. Digit 4 from wall inscription = 4. Final Room Escape Code: 7294.
#15	Bermuda Triangle Ghost Yacht	1013	1. Digit 1 from Navigational Chart = 1. 2. Digit 2 calculation yields 0. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 3. Final Room Escape Code: 1013.
#16	Mayan Temple of the Jaguar	2012	1. Digit 1 from Jade Mask = 2. 2. Digit 2 calculation yields 0. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 2. Final Room Escape Code: 2012.
#17	The Orient Express Dining Car	1934	1. Digit 1 from Silver Corkscrew = 1. 2. Digit 2 calculation yields 9. 3. Digit 3 from notebook = 3. 4. Digit 4 from wall inscription = 4. Final Room Escape Code: 1934.

#18	Hogwarts Potion Dungeon	7319	1. Digit 1 from Dragon Blood Flask = 7. 2. Digit 2 calculation yields 3. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 9. Final Room Escape Code: 7319.
#19	Chernobyl Reactor Control 4	3826	1. Digit 1 from Dosimeter Badge = 3. 2. Digit 2 calculation yields 8. 3. Digit 3 from notebook = 2. 4. Digit 4 from wall inscription = 6. Final Room Escape Code: 3826.
#20	The Grand Casino Vault	3617	1. Digit 1 from High-Roller Chip = 3. 2. Digit 2 calculation yields 6. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 7. Final Room Escape Code: 3617.
#21	Deep Sea Mariana Trench Base	9102	1. Digit 1 from Titanium Hull = 9. 2. Digit 2 calculation yields 1. 3. Digit 3 from notebook = 0. 4. Digit 4 from wall inscription = 2. Final Room Escape Code: 9102.
#22	The Winchester Mystery Mansion	1313	1. Digit 1 from Skeleton Key = 1. 2. Digit 2 calculation yields 3. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 3. Final Room Escape Code: 1313.
#23	Area 51 Hangar 18	5199	1. Digit 1 from Meteorite Shard = 5. 2. Digit 2 calculation yields 1. 3. Digit 3 from notebook = 9. 4. Digit 4 from wall inscription = 9. Final Room Escape Code: 5199.
#24	The Samurai Clan Fortress	4820	1. Digit 1 from Cherry Blossom Fan = 4. 2. Digit 2 calculation yields 8. 3. Digit 3 from notebook = 2. 4. Digit 4 from wall inscription = 0. Final Room Escape Code: 4820.
#25	Alcatraz Cellblock D	1962	1. Digit 1 from Corroded Spoon = 1. 2. Digit 2 calculation yields 9. 3. Digit 3 from notebook = 6. 4. Digit 4 from wall inscription = 2. Final Room Escape Code: 1962.
#26	The Secret Society Speakeasy	1928	1. Digit 1 from Brass Trombone = 1. 2. Digit 2 calculation yields 9. 3. Digit 3 from notebook = 2. 4. Digit 4 from wall inscription = 8. Final Room Escape Code: 1928.
#27	The Antarctic Research Station	4590	1. Digit 1 from Thermal Beacon = 4. 2. Digit 2 calculation yields 5. 3. Digit 3 from notebook = 9. 4. Digit 4 from wall inscription = 0. Final Room Escape Code: 4590.
#28	The Da Vinci Workshop	1492	1. Digit 1 from Wooden Glider Wing = 1. 2. Digit 2 calculation yields 4. 3. Digit 3 from notebook = 9. 4. Digit 4 from wall inscription = 2. Final Room Escape Code: 1492.
#29	Space Station Zero Gravity Airlock	8821	1. Digit 1 from Oxygen Hose = 8. 2. Digit 2 calculation yields 8. 3. Digit 3 from notebook = 2. 4. Digit 4 from wall inscription = 1. Final Room Escape Code: 8821.
#30	The Salem Witch Trial Attic	1692	1. Digit 1 from Dried Belladonna = 1. 2. Digit 2 calculation yields 6. 3. Digit 3 from notebook = 9. 4. Digit 4 from wall inscription = 2. Final Room Escape Code: 1692.
#31	The Swiss Clockmaker Tower	1248	1. Digit 1 from Pendulum Weight = 1. 2. Digit 2 calculation yields 2. 3. Digit 3 from notebook = 4. 4. Digit 4 from wall inscription = 8. Final Room Escape Code: 1248.
#32	The Grand Hotel Elevator Drop	6041	1. Digit 1 from Brass Call Button = 6. 2. Digit 2 calculation yields 0. 3. Digit 3 from notebook = 4. 4. Digit 4 from wall inscription = 1. Final Room Escape Code: 6041.
#33	The Pirate Island Smuggler Cove	7714	1. Digit 1 from Cutlass Hilt = 7. 2. Digit 2 calculation yields 7. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 4. Final Room Escape Code: 7714.
#34	The Cold Storage Meat Locker	2804	1. Digit 1 from Frozen Meat Hook = 2. 2. Digit 2 calculation yields 8. 3. Digit 3 from notebook = 0. 4. Digit 4 from wall inscription = 4. Final Room Escape Code: 2804.
#35	The Museum Mummy Tomb	3310	1. Digit 1 from Lapis Lazuli Bead = 3. 2. Digit 2 calculation yields 3. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 0. Final Room Escape Code: 3310.
#36	The Dark Web Hacker Bunker	1101	1. Digit 1 from Fiber Optic Hub = 1. 2. Digit 2 calculation yields 1. 3. Digit 3 from notebook = 0. 4. Digit 4 from wall inscription = 1. Final Room Escape Code: 1101.

#37	The Royal Crown Jewels Tower	8426	1. Digit 1 from Scepter Diamond = 8. 2. Digit 2 calculation yields 4. 3. Digit 3 from notebook = 2. 4. Digit 4 from wall inscription = 6. Final Room Escape Code: 8426.
#38	The Subterranean Metro Catacombs	5412	1. Digit 1 from Lantern Battery = 5. 2. Digit 2 calculation yields 4. 3. Digit 3 from notebook = 1. 4. Digit 4 from wall inscription = 2. Final Room Escape Code: 5412.
#39	The Zeppelin Airship Disaster	3508	1. Digit 1 from Rudder Cable = 3. 2. Digit 2 calculation yields 5. 3. Digit 3 from notebook = 0. 4. Digit 4 from wall inscription = 8. Final Room Escape Code: 3508.
#40	The Secret Agent Interrogation Room	0074	1. Digit 1 from Microdot Ring = 0. 2. Digit 2 calculation yields 0. 3. Digit 3 from notebook = 7. 4. Digit 4 from wall inscription = 4. Final Room Escape Code: 0074.