R: Regular **C**: Cylinder **M**: Mobius Strip **T**: Torus **K**: Klein Bottle

N
W ← → E
S

1	2	3
4	5	6
7	8	9

Scoring *Coffee and Donuts*
(5 pts) Get pen and paper
(10 pts) Unlock computer
(10 pts) Access switch
(10 pts) Get metal pen
(5 pts) Get wax paper
(5 pts) Get paper towels
(10 pts) Access server
(10 pts) Fix coffee maker
(10 pts) Make coffee correctly
(5 pts) Get donuts
(10 pts) Get snacks to Board
(5 pts) Un-fired
(5 pts) No saves

Coffee and Donuts
A Text Adventure

You're an intern at *Pen and Paper Co.*, a new, hip game company. Aspiring to impress The Board, the think-tank of 9 people who run the company, you arrive with gumption and gusto on your first day. Sitting at your cubicle, you prepare to start a new adventure, full of inspiration and excitement. Whatever the task, you are up to the challenge. Welcome to **Coffee and Donuts**.

Operational Details and Summary of Puzzles
● The player begins their day unable to log in to their computer. They must find their username (*intern3*) in the IT room, and guess their password (*password*).
● Players are only allowed to use pen and paper in life once they retrieve it in game. They need it to copy orders later.
● Once logged in, they will find their first task is to retrieve coffee and donuts for The Board. Their orders live on the company server.
● The server is only opened by Dan the Developer Manager after beating him in a game of Tic-Tac-Toe. (For the mathematically inclined GM, the type of game can depend on the setting of the dial.)
● The orders live at /home/snacks/snacks3.txt.
● The coffee maker is missing filters (need paper towels) and the power cord is broken. It can be bridged using the metal pen, and tape from the IT room. The metal pen is retrieved by using the sandpaper to sand the lock away.
● A cardboard box from the pen room is needed to carry the coffee and donuts.
● Wax paper from the paper room is needed to get the donuts successfully.
● The game is over if the player is fired. This occurs if they enter Room 9 before having coffee and/or donuts, or have the wrong order.
● The player has 15 moves after they get coffee before it goes cold.
● In room 2 there is a dial. Depending on the setting of the dial, the map changes as shown above. Faded numbers "outside" the map represent loops. We recommend having some token/marker to keep track of which map you're on. It begins on **R**.
● The player has a watch. Use it as you wish. 1 move is 1 minute; it's only beneficial near the end.
● At the end: *>As you log back into your computer, another email pops up. The subject line is empty. You click on it, and it says "Congratulations on your excellent work today. We'll be seeing more of you, I'm sure." You've won!*

Room 1 (Cubicles)
>You're at your first ever cubicle. Exciting!
EXITS ARE:
If **R**: SOUTH
If **C**: SOUTH
If **M**: NORTH, SOUTH
If **T**: EAST, WEST
If **K**: NORTH, SOUTH, EAST, WEST

Inspect self: *>You're wearing jeans, a nice button-up, a sleek watch, and some fresh kicks. You feel eager and ready.*
Inspect cubicle: *>Your computer is sitting on your desk. Your set of keys is next to the keyboard, along with a large coffee mug with **Pen and Paper Co.** on the side.*
Inspect computer: *>It's a boring office computer. You click on the mouse and are prompted to enter your username. Uh-oh.*
Enter username intern3: *>You type* intern3 *and are prompted for a password.*
Enter incorrect username: *>No such user exists!*
Enter password password: *>Showing a stunning lack of faith in the company's cyber-security, you type* password*. You're immediately greeted with a Windows XP desktop. Wonderful. An email flashes up, reading "Coffee and donuts to the board room. Orders on server. Get it right. Sincerely, The Board."*
Enter incorrect password: *>Guessed wrong!*
Inspect keys: *>There's your car key, your apartment key, and a couple boring-looking keys handed to you this morning.*

Room 2 (Switch Room)
>You're in a room with nothing but a small table in the middle. There's a drawer in the table, and the entire room is illuminated by a single spotlight centered on the table. Did I mention the table?
EXITS ARE:
If **R**: EAST
If **C**: NORTH, EAST
If **M**: NORTH, SOUTH
If **T**: WEST, NORTH
If **K**: NORTH, SOUTH, WEST

Inspect table: *>It's a beautiful oak table, about three feet wide and two feet deep. It's illuminated by a bright spotlight, and there's a drawer in the table with a lock on it.*
Inspect drawer: *>It's a locked drawer. That means if you pull on the handle, it won't move, unless you unlock it first.*
Unlock drawer: *>One of your new keys opens the drawer. You pull it out to reveal a circular dial embedded in the drawer.*
Inspect dial: *>It's a circular dial with 5 equally spaced points, labeled **C**, **K**, **M**, **R**, and **T**. It is currently set to [letter].*
Set dial to [letter]: *>You twist the dial to [letter], and hear loud, purposeful mechanical noises. Something must have changed.*

Room 3 (Coffee Room)
>You are in a small break room. There's a coffee maker on a counter, with some coffee grounds, cream, and sugar next to it.
EXITS ARE:
If **R**: WEST, SOUTH
If **C**: NORTH, SOUTH, WEST
If **M**: SOUTH
If **T**: NORTH, SOUTH, EAST
If **K**: NULL

Inspect coffee maker: *>It's an unassuming black coffee maker, with a couple buttons on top, and a glass pot. The power cord is dangling off to the side.*
Inspect power cord: *>You bend down to take a closer look at the cord, only to find it cut. The plug is plugged in, but the cord itself is severed a few inches from the wall.*
Inspect grounds: *>Maxwell house black coffee grounds. An inspired choice, reflecting the variety present in the company.*
Inspect cream/sugar: *>Little packets of sugar and little ramekins of cream are in a bowl near the coffee maker.*
Make Coffee: *>(If cord fixed) You pour some grounds directly into the coffee maker, and press start. You quickly realize something has gone terribly wrong... don't coffee makers need filters? You're fired! (Else) You press a button and nothing happens.*
Fix power cord with pen: *>(Need metal pen and tape) You remove the plug from the outlet. You then proceed to bridge the gap with the metal pen and some electrician's tape. Good as gently used!*
Make coffee with paper towels: *>You wad up paper towels to create a makeshift filter. Maybe The Board will appreciate the nuance in flavor.*
Prepare coffee using orders: *>Keeping careful track of the orders as you move down the list, you manage to prepare nine coffees.*
Take prepared coffees: *>Like an enthusiastic jester who's never worked in a restaurant, you attempt to pick up nine full cups of coffee and spill them all. You're fired!*
Put coffees in box: *>You carefully place all nine coffees in the box. (Begin counter for 15 moves until coffee goes cold.)*

Room 4 (Paper Room)
>You are in a large, dimly-lit room. There are reams of paper scattered across the floor and lining dozens of shelves. All sorts of paper is around, as well as a workbench with a few logs and sandpaper. Strange.
EXITS ARE:
If **R**: NORTH, EAST
If **C**: NORTH, EAST
If **M**: NORTH, EAST

If **T**: EAST, WEST
If **K**: NORTH, SOUTH, EAST, WEST

Inspect paper: *>So many kinds! There's regular copy paper (in both letter and A4); poster-board; even wax paper, paper towels and paper straws!*
Inspect workbench: *>Next to the bench is a paper shredder. You see several logs, about two feet long, atop the bench. Next to them are squares of sandpaper with varying grits.*

Room 5 (Pen Room)
>You are in a small room. There are dozens of microwave-sized cardboard boxes arranged in a circle. In the center of the circle is a glass case, somehow illuminated from the inside. It contains a single pen, gold in color, lying on a bed of velvet and silk.
EXITS ARE:
If **R**: EAST, WEST
If **C**: EAST, WEST
If **M**: NORTH, EAST, WEST
If **T**: WEST
If **K**: NORTH, EAST, WEST

Inspect box: *>It's just a small, unlabeled box.*
Open box: *>You tear off the tape of a box and open the lid, revealing thousands of pens, like those hospital ones. They are your classic seen-everywhere top-click ballpoint pens, with black plastic casing and **Pen and Paper Co.** printed on the side. You are unimpressed.*
Inspect glass case: *>It's a small glass case as long as your arm. The glass is supremely clean, nearly invisible. At the base is a small wooden lock with a key-hole.*
Inspect lock: *>It's a wooden padlock, looping through a clasp on the front of the case.*
Unlock lock: *>None of your keys work.*
Break glass case: *>Alarms immediately go off and a metal cage drops around you. You're fired!*
Sand wooden lock: *>With your carefully selected high-grit sandpaper, you make quick work of the lock. The glass case lifts off easily without alarm.*
Inspect pen: *>It's a hefty pen, weighted perfectly. Feels like gold to you!*

Room 6 (IT Room)
>You are in a warm room with a server cabinet along one wall. Along the opposite wall is a corkboard with post-its and scraps of paper on it. Beneath the corkboard is a messy desk.
EXITS ARE:
If **R**: NORTH, WEST
If **C**: NORTH, WEST
If **M**: NORTH, WEST
If **T**: NORTH, EAST
If **K**: NORTH, SOUTH

Inspect servers: *>It's a metal cabinet with a piece of printer paper taped onto the door reading "SERVERS". The door is locked.*
Inspect corkboard: *>Several post-it notes and scraps of paper are on it, largely with bits of code and nonsense reminders you doubt were of any use. One scrap catches your attention though: it says* USERNAMES *at the top, and below it lists* admin, intern3, intern11, dan.
Inspect desk: *>It's more of a shoddy table than a desk, but there are some folders and papers strewn about it, with a laptop in the middle. There's a roll of electrical tape on one side, and some push-pins on the other.*
Inspect laptop: *>You open it up, but it's dead. No sign of a charger either.*
Unlock server: *>(Alone) None of your keys work. (With Dan) Dan unlocks the server cabinet and leaves with a nod.*
Use server: *>The server is on and logged in. You're greeted with a terminal window in the directory /home/snacks.*
Check files: *>You type* ls *and hit return. You're greeted with the list of files* snacks1.md, snacks2.docx, snacks3.txt, snacks3NEW.md, snacks4.sh.
Open snacks1: *>You open the file and see a list of 7 coffee and donut orders. (If no paper/pen: Too bad you have no way to remember them.) (Note: If these are the orders they take, they'll be fired later.)*
Open snacks2: *>You open the file and see a list of 8 coffee and donut orders. (If no paper/pen: Too bad you have no way to remember them.) (Note: If these are the orders they take, they'll be fired later.)*
Open snacks3: *>You open the file and see a list of 9 coffee and donut orders. (If no paper/pen: Too bad you have no way to remember them.) (Note: If these are the orders they take, they'll be fired later.)*
Open snacks3NEW: *>You open the file and see a list of 10 coffee and donut orders. (If no paper/pen: Too bad you have no way to remember them.) (Note: If these are the orders they take, they'll be fired later.)*
Open snacks4.sh: *>You open the file and see the command "rm -rf /" flash on the screen and then it goes black. You're fired!*

Room 7 (Donut Room)
>You are in a room that smells like a bakery; warm scents of bread make their way to your nose. You see many indistinguishable white boxes scattered across many tables, as well as clear plastic bags.
EXITS ARE
If **K**: NORTH, SOUTH

Inspect boxes: *>You open up a box and see a dozen glazed donuts. You open up another and see a dozen cinnamon rolls. Jackpot!*
Inspect bags: *>They are clear plastic bags, about a foot long and half a foot wide.*
Put donuts in bags: *>You look over your order and grab the relevant donuts, putting them into the clear bags you find. (If no wax paper, will get fired later.)*
Use wax paper: *>You carefully tear pieces of wax paper to pick up the donuts with, then place them into the plastic bags. Such attention to detail!*

Room 8 (Developer Room)
>You walk in a musty room with no lights on. There is only one guy crouched over a laptop in the corner; a few mountain dew bottles and a pizza box are on the floor next to him.
EXITS ARE:
If **R**: NULL
If **C**: SOUTH, EAST
If **M**: SOUTH, EAST
If **T**: SOUTH
If **K**: SOUTH

Inspect person: *>From the safety of the doorway, you don't notice anything interesting about the guy. He has some keys on his belt, and is typing furiously.*
Approach person: *>You cough and walk into the room. The man turns around and gets up, then excitedly approaches you to shake hands. He says "I'm Dan, the developer manager. My friends call me "Danager the Manager". He chuckles. "You must be the new intern! Anything you need?"*
Ask for server help: *>Oh sure thing! But first, you have to show you belong here! Let's play some Tic-Tac-Toe. I hope you have pen and paper! (Play Tic-Tac-Toe. If player wins, they go to server room. Otherwise, they're fired. If no pen/paper, no game.)*
Ask for anything else: *>I can't help you with that, sorry bud!*

Room 9 (Boardroom)
>You walk into an incredibly well-appointed room with a triangular wooden table in the middle. There are three people seated on each side of the table. (If no snacks.) They look up in unison, disgust pasted over their faces. "You're fired!" the closest one exclaims!
(If snacks, but with error: cold coffee, no wax paper.) The closest one gets up to retrieve the snacks from your arms. The man turns around and peers at the donuts. Disgust grows across his face. "You're fired!" he exclaims.
(If snacks, correct) The closest one gets up to retrieve the snacks from your arms. A smile grows across his face. "You'll do" he states. "Now, begone, back to your desk. I expect you there in 5 minutes." (Player has 5 moves to get back to Room 1, at which point they win, and have an email with a hire offer. If they get back after, they're fired, with the hire offer followed by a termination.)