

Casework 2: Overwhelming Evidence

A Text Adventure

Operational Details and Summary of Puzzles

- Players learn from the sticky note in the **West Wing** that the code to the **IT Office** is the reigning ping pong champ.
- Players can discover in the **Cafeteria** that the champ is the koala.
- In the **IT Office**, they learn the target sum for the lock to the **Executive Office** is 35
- The lock to the **Executive Office** takes arithmetic operations, $3 - 9 \div 3 + 7 \times 5 = 35$
- In the **Executive Office**, players learn they must enter the word **math** to unlock the **Warehouse**.
- The **Warehouse** lock consists of an *ADD* button that appends an "A" to the current code, a *ROTATE* button that shifts all letters in the current code by a value the player enters, and a *RESET* button.
- A valid sequence to complete the lock is ADD, ROT 12, ADD, ROT 7, ADD, ROT 12, ADD, ROT 7. The final step goes from "FTMA" to "MATH".

Intro

Two years after a close shave with a man in a sweatshirt and sunglasses, you're back in San Diego at a new office building to investigate a tip about a stolen shipment of compasses and straightedges.

There are two main suspects:

- Squaring Circles Schemers
- Angle Trisection Tacticians

You are tasked with both recovering the stolen materials and determining who perpetrated such a heinous crime.

Be on the lookout for clues as you build up your *overwhelming evidence* in this new case.

Lobby

> You are alone in the lobby of the office building. There's a desk with a computer and some potted plants.

> (If after panda leaves) You see a notebook near the door that must have been dropped by... the panda?

EXITS ARE: North, East, West, and Up

Inspect Desk/computer: > The desk has some pictures and trinkets on it. Very tasteful and fun. The computer is locked.

Inspect Plants: > You poke around the potted plants. Aha! There's a key card among the fronds of a fern. You now have a key card.

Inspect Key card: > The key card is a simple plastic card with a magnetic stripe on it. You wonder what it can access.

Inspect Self: > You are wearing an excellent brown coat and a cool hat, and you have an empty notebook with you to write down any evidence you come across.

Inspect notebook: > The notebook is largely empty, but there are a few pages with drawings of circles and squares.

Move North: > You attempt to move North to a room whose door is labeled "Warehouse". However, there is a lock on the door.

Inspect Lock: > The lock is unusual. There are four empty slots above a button labeled "ADD". There is a place to type in a number using a keypad above a button labeled "ROTATE". Finally, there is a button labeled "RESET".

East Wing (Engineering)

> You enter a large room with desks arranged in blocks across the floor. A large glass neon sign glows with the word "Engineering", and you can't ignore the large number of panda-based decorations.

EXITS ARE: North and West

Inspect desks: > The desks all have stations for employees to put their laptops, but there are no computers to be seen. They vary in their decorations, but there's at least one panda element at each spot.

Inspect pandas: > There are stuffed pandas, patterned weaves of pandas, panda stress balls, and some bamboo. It's a little weird, but definitely cute.

Cafeteria

> You enter a large cafeteria with several refrigerators, ample counter space with snacks in wicker baskets, and picnic-style tables scattered throughout. A large stuffed panda sits in one corner.

> (If after thermostat raised) You enter a large cafeteria with several refrigerators, ample counter space with snacks in wicker baskets, and bench picnic-style tables scattered throughout. There is no longer a stuffed panda in the corner.

EXITS ARE: South

Inspect refrigerators: > There are some leftovers in boxes, some refrigerated snacks like yogurt, and a set of car keys.

Inspect counters/snacks/baskets: > You look over the counters and poke through the baskets of snacks. Fig bars, pretzels... and a stuffed koala wearing a shirt with a "1" on it. Neat!

Inspect large stuffed panda: > You approach the large stuffed panda. It's nearly as large as you! It has a shirt with a nametag that says "Budget Kurt". Strange.

Inspect tables: > There's plenty of seating for dozens of people. You also notice two pies sitting on a table: one is circular and one is square. You guess they're roughly the same size.

West Wing (Academics)

> You enter a large room with desks arranged in blocks across the floor. A large glass neon sign glows with the word "Academics", and the whole area is beautifully adorned with paintings of various flowers.

EXITS ARE: North and East

Inspect desks: > The desks all have stations for employees to put their laptops, but there are no computers to be seen. They vary in their decorations: unfinished Rubiks cubes, scratch paper... Aha! You find a sticky note that reads: "IT key ping pong champ".

Inspect paintings: > They all appear roughly in the same style of close-ups of bunches of flowers. They add a certain pop to the area. You notice that a few of the more angular parts of each painting have pencil marks on them, splitting them roughly into thirds.

Game Room

> You enter a slightly chaotic room with shelves of board games and puzzles. There are a few basic tables set up for them, along with an area off to the side with a ping pong table.

EXITS ARE: South

Inspect shelves: > There are a good assortment of trademarked board games you've definitely heard of and many you haven't, along with a handful of jigsaw puzzles.

Inspect tables: > Most of the tables are empty. However, one has an in-progress chess game.

Inspect chess game: > Do you have time to investigate a chess game when there's a thief on the loose? Sure! You see the following arrangement of pieces. (SEE DIAGRAM SECTION. Note that completing the chess game has no mechanic, it's just for vibes.)

Inspect ping pong table: > There's a ping pong table with a few paddles and balls strewn about. There's also a podium holding a stuffed shark wearing a shirt with a "2" on it, and tiger wearing a shirt with a "3" on it. The top podium spot is empty.

Warehouse

> You enter a large warehouse. To one side is several tables with packing materials. There are pallets of boxes wrapped up all over, some dolly carts, and a stuffed boxer dog.

EXITS ARE: South

Inspect packing materials: > There are rolls of packaging tapes, flattened boxes, and a label maker.

Inspect stuffed dog: > It's extremely cute.

Inspect pallets: > The pallets are large with wrapped stacks of brown boxes. As you roam around the open area you come across one that is partially torn.

Inspect torn pallet: > You see boxes labeled "Compasses" and "Straightedges". It's time to call this in!

Report crime: > Not wanting to get caught off-guard again, you immediately share your findings with the department and tell them you suspect the culprit is...

Upstairs Hallway

> You enter a long hallway with seating scattered about. There is also a table to the side with some candy dispensers.

EXITS ARE: East, West, South, Down

Inspect seating: > There is a variety of colorful chairs and benches about. You don't find anything of note, and there's no time to sit down on the job.

Inspect candy dispensers: > There's a variety of chocolate and sugar candy available with the simple twist of a dial. Convenient!

Take candy: > You grab some candy. Yum! Nothing like a little snack on a tough assignment to keep spirits up.

Move South: > The door to the south has a scanner flashing next to the door. However, it appears open.

Move West: > The door to the west has a sign outside of it that says "IT Office". The door is locked, although there is a small keyboard to type in a password.

Move East: > The door to the east is unlabeled and has a strange lock. It has the digits 3, 9, 3, 7, and 5 in order with gaps between them. The only buttons are +, −, ×, and ÷.

Conference Room

> You enter a room with a long conference table in the middle surrounded by seating for at least fifteen. There's a large screen at the end of the table, a whiteboard on the adjacent wall, and a thermostat next to the door.

EXITS ARE: South

Inspect table: > The table is sturdy and quite large, perfect for a big group to meet.

Inspect screen: > The screen is turned off. You expect it's seen its fair share of corporate presentations and online meetings.

Inspect whiteboard: > The whiteboard has some erased scribbles. You see lines involving π and notes about solving cubic polynomials.

Inspect thermostat: > (If no key card) The thermostat is locked behind a plastic door. It's currently set to a very comfortable 70 degrees Fahrenheit.

(If key card) The thermostat has a plastic housing that is now open. It's currently set to a very comfortable 70 degrees Fahrenheit. (Players can raise or lower temp now.)

Adjust thermostat: > You adjust the thermostat (up/down). (If up): A few seconds later, you hear the lobby door downstairs slam open and shut. You look out the window and see someone in a panda costume running away. Guess it got too hot for them!

IT Office

> You enter an office with a few desks covered with cables, laptops under repair, cameras, and other technology. A large glass neon sign says "IT".

EXITS ARE: East

Inspect technology: > You poke around the piles of electronics. The only thing you find is a sticky note with the number "35" circled several times.

Executive Office

> You enter an office with one fairly large desk on which is a nameplate showing it belongs to the CEO. There isn't much in the way of decoration, but there is a notepad on the desk.

EXITS ARE: West

Inspect Notepad: > There are a few notes that appear to be a meeting schedule from last week with lines like "noon marketing". At the bottom it says, "warehouse key math". In the top corner you see a scribbled angle diagram split in 3.

Scoring

Main Elements, 50 pts

- Inspect self (5 pts)
- Find koala (5 pts)
- Unlock IT Office (5 pts)
- Unlock Executive office (10 pts)
- Unlock Warehouse (10 pts)
- Identify pallet (5 pts)
- Report crime (and argue position) (10 pts)

Optional Elements, 40+ pts

- Find key card (5 pts)
- Use key card (5 pts)
- Win chess game (10 pts)
- Raise temperature (10 pts)
- Find panda notebook (10 pts)
- Unlock a lock on first try (10 pts each)

