



Escape the Dungeon or Die!

A Text Adventure

Don't worry, there probably isn't any death.

Operational Details and Summary of Puzzles

- This is a very linear adventure, more akin to a series of escape rooms with puzzles.
- The ultimate goal is to get to Room 6, recognize the room represents the map of a die, and select the correct *opposite* face of their initial roll.
- In room 5, they need to press the blue buttons to draw each each letter N, S, E, W using the corners of the square and its center.
- In room 4, they can immediately proceed to room 2, which they need to solve to get to room 3. Room 3 passively contains the coded information (3, 13, 5) they need to solve room 4 and get the orange key to room 6.
- Buttons in Room 4 are TOP-LEFT 1, TOP-RIGHT 2, BOTTOM-LEFT 4, BOTTOM-RIGHT 8
- In room 2, they play Nim. The green button lights 1 bulb, the red button lights 2. The player goes first; if they pick a 1 they can always win. If you can get them to be stuck with 1, 4, 7, 10 on their turn, you win.

Room 1

> You are alone in a square room. The floors, walls, and ceiling are all bright white marble. There is a single round, black table in the center of the room.

EXITS ARE: North and West

Move to room: > Before they find a key, both doors are locked. With the green key, they can exit WEST to 5. With the red key, they can exit NORTH to 4.

Inspect table: > The table is circular, black, and about 4 feet high. In the middle of the table is a green six-sided die covered by a glass dome. There is a screen with a large green button displayed on it that says "PLAY".

Inspect die: > The die is currently set to "1".

Interact with dome/table: > I do not understand that command.

Push Play button: > You press the "PLAY" button on the screen. A spring mechanism launches the die within the dome, where it lands on... (randomly choose number 1 to 6.) The screen now says, "Please remember what you just rolled. Let the game commence." The die drops through a hole that opens up in the dome. A few seconds later, a green key pops into the dome, and the dome flips open.

Inspect key: > It is a plain, green key with no clear markings on it.

Room 2

> You are alone in a square room. The floors, walls, and ceiling are all bright white marble. There are round, black tables in the bottom-left and top-right corners of the room. There is a line of thirteen light bulbs arranged horizontally on the wall.

EXITS ARE: East and West

Move to room: > The yellow key lets them exit EAST to 3.

Inspect tables: > Each table is identical to the ones you've seen before. On top of the bottom-left table is a green button. On top of the top-right table is a red button.

Press green button: > You press the green button. It momentarily lights up, then you see one of the wall lights turn on. (Suddenly, without touching anything, you see the red button light up and go dark. Two more wall lights turn on. There are now XX lights on.)

Press red button: > You press the red button. It momentarily lights up, then you see two of the wall lights turn on. (Suddenly, without touching anything, you see the green button light up and go dark. One more wall light turns on. There are now XX lights on.)

If computer wins: > With all 13 wall lights turned on, they suddenly flash red and go dark.

If player wins: > With all 13 wall lights turned on, they suddenly flash green. The middle light opens up to reveal a yellow key.

Room 3

> You are alone in a square room. The floors, walls, and ceiling are all bright white marble. There are round, black tables in the bottom-left, middle, and top-right of the room. Each table has an open-top cube on them.

EXITS ARE: West and North

Move North: > The orange key allows them to exit NORTH to room 6.

Inspect tables: > (In general) Each table looks like what you've seen before, except for the open-top boxes.

Inspect bottom-left table: > You look into the box on the bottom-left table. It has five miniature tables set up, one in each corner and another in the middle. Each table has a blue button. The top-left, top-right, middle, bottom-right, and bottom-left buttons are glowing, and a beam of light connects them in that order.

Inspect middle table: > You look into the box on the middle table. It has four miniature tables set up, one in each corner. Each table has a clear button. The top-left, bottom-left, and bottom-right are glowing white.

Inspect top-right table: > You look into the box on the top-right table. It has two miniature tables in the bottom-left and top-right corners. The bottom-left table has a green button, while the top-right table has a red button. They are flashing in some sequence.

Inspect light sequence: > The lights flash a sequence, then go dark for several seconds. The sequence you see is Red, Red, Green.

Touch any box: > You reach your hand into the box. Everything is carefully secured, and nothing interacts with you.

Room 4

> You are alone in a square room. The floors, walls, and ceiling are all bright white marble. There are round, black tables in each corner of the room. There are three screens on the wall, with a green button underneath each of them.

EXITS ARE: South and East

Move to room: > They can exit EAST to 2 immediately if desired.

Inspect tables: > Each table is round, black, and about as tall as your waist. They each have a clear button in the center.

Inspect wall: > The wall has three screens, aligned left to right. Beneath each screen is a green button.

Press clear button (no screen activated): > You press the LOCATION button. It (glows white)/(is no longer glowing.)

Press clear button (screen activated): > You press the LOCATION button. It lights glows white. The GREEN SCREEN now shows NUMBER.

Press green button (no active screens): > You press the LOCATION green button. It glows and the screen above it shows 0.

Press green button (active screen): > You press the LOCATION green button. The other green button turns off, and the screen above your green button shows 0.

Once screens show 3, 13, 5 in order: > Suddenly, all the screens flash green, then go blank. An orange key drops from the ceiling to the center of the room.

Room 5

> You are alone in a square room. The floors, walls, and ceiling are all bright white marble. There is a round, black table in the center of the room, and round, black tables in each corner of the room. There is an image of a directional compass on the wall, and a small red button beneath the compass.

EXITS ARE: East

Inspect tables: > Each table is identical. They are black, round, and about as tall as your waist. They each have a large blue button on top of them.

Inspect compass: > It is a standard four-point compass, with the cardinal directions labeled with "N", "E", "S", and "W".

Inspect red button: > It is a small red button. The word "RESET" is faintly painted in white on top of it.

Press red button: > (If no blue buttons) Nothing happens. (If blue buttons) The blue buttons on the tables go dark.

Press blue button: > You press the LOCATION blue button. It is now glowing.

Press blue button after others: > You press LOCATION blue button. It is now glowing bright blue and a beam of light moves from the blue button you just pressed.

Once they make an N, S, E, W: > You notice the LETTER on the compass is now glowing green.

Completed compass: > The small red button on the wall flips open, revealing a red key.

Room 6

> You are alone in a square room. The floors, walls, and ceiling are all bright white marble. There are three round, black tables along the left wall, and three more along the right wall, each with a button on top. A seventh table is in the center upon which is a piece of paper.

EXITS ARE: South

Inspect paper: > You pick up the paper. A note reads: "Your roll at the start is your floor. Choose its ceiling. You have one chance."

Inspect side tables: > Each table has a large button with a numeral painted on it. The tables are labeled 1, 4, and 2 along the left wall, and 5, 6, and 3 along the right wall.

Press correct button: > You press the NUMBER button. It glows green and a door opens to the North, where blue skies and green grass await.

Press incorrect button: > You press the button on table NUMBER. It lights up red, and a trap door suddenly opens up beneath you. You fall into a seat, where you find yourself in the middle of math class, being reprimanded for playing games while the teacher was talking.

Relevant Diagrams

