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Lab of Dr. Morton McBrains Playbook

Jennifer L. Thoegersen
University of Nebraska-Lincoln, Jennifer.Thoegersen@oslomet.no

Rasmus Thoegersen

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Lab of Dr. Morton McBrains Playbook
Rasmus Thoegersen, Jennifer Thoegersen

An Escape Room conceived and built by the clever kids of Nebraska City as part of the Library Lockdown project*

We welcome groups of 4-6 players once a day. Call ahead to schedule a time with us and let us know what your team is called. It is completely free of charge. Players of all ages are welcome, but try to have at least as many adults as kids in the mix (grown-ups can be a bit slow, so they will need all the help they can get).

The gameplay
Once the clock on starts counting down, you will have 60 minutes to open a safe in the room and find the secret antidote. The code for the safe is stored on a terminal belonging to Dr. Morton McBrains and you have to put in 8 out of the 10 secret clues to access the code.
How do you find the clues? There are 10 Clueboxes. Each of them contains a note with one of the clues. So you just have to open the Clueboxes. Easy right? Except they are all locked!!
This is where the puzzle part comes in.
Each lock corresponds to a puzzle somewhere in the room.

Tips & Tricks

Make sure you know what kind of lock you are trying to open! There are four different types of locks on the boxes:
One type opens with a word
One type opens with a number
One type opens with a direction
One type opens with a key
This is important to keep in mind.

Don’t spend all your time looking at just one puzzle if you are completely stuck. You only have to solve 8 out of 10 puzzles to win, so consider that.

Take a deep breath and try to solve another one for a little bit. Talk to your teammates! Everyone has their own strengths and weaknesses.

Read the note on the puzzle carefully. It might contain a clue or two.

The puzzles don’t overlap – so no need to bring the robot over to the library – he won’t be helpful at all. And there are no clues above the red tape line in the room.

Most importantly – we had fun building these puzzles, so have as much fun as you can while solving them ☺
The rules

The first rule of Library Lockdown is
you don’t talk about Library Lockdown.
Well – you can totally tell people how cool it is, but don’t give away any of our secrets.

Playing field
The playing field is marked by red tape in the room. All the stuff above the red tape is just mess left behind from the initial zombie attack – don’t worry about it. Seriously - there are no clues in the ceiling or keys up on the ledge.

Mind over matter
Don’t break stuff. You can probably pry open our boxes or break the robot labyrinth… but where is the fun in that? Remember: there is always a way to solve it with the incredible power of your mind. So flex those thinking-muscles and get to it!

Cellphones
No, you can’t google your way out of this one. Use the pen and paper on the desks and the pure power of your minds—no cellphones.

Game over
Once the clock starts counting down, you will have 60 minutes to open the safe and find the secret antidote. If you open the safe and get the antidote, you have saved Nebraska City and the world! Note the time remaining on the sheet provided.

To retrieve the antidote and escape the room, you only need to unlock 8 boxes. You will be Bronze Survivor. If you unlock 9, you will become a Silver Survivor. And if you – against all odds – unlock all 10 clueboxes you will be Gold Survivors! Simply note down the time remaining when you’ve solved the 9th and 10th puzzles.

When you’ve solved all the puzzles, bring the antidote upstairs to the librarians and declare yourself a winner!
But if the timer runs out before that, you be turned into a zombie yourself.

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**Puzzle #1**

**The Library of Dr. Morton McBrains**

- Essentials of Anatomy
- Medical School Confidentials
- Netter's Anatomy Flash Cards
- The Selfish Gene
- Now We Live
- Lippincott's Illustrated Review of Biochemistry
- High Yield Embryology
- What do you care what others think
- Women
- Grease
- A Short History of Nearly Everything
- Grant's Dissector
- Clinically Oriented Anatomy
- Unweaving the Rainbow
- Essential Cell Biology
- A Brief History of Time
- Cosmos
- Kaplan's USMLE
- Man and His Symbols
- The Ascent of Man
- How We Die

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Reading can shed light on the strangest things
Puzzle 1: The Library of Dr. Morton McBrains
Lock Type: Word lock
Puzzle Solution: dark

Description
The booklist contains book titles and (in invisible ink) page numbers. On the page listed for each book, there is a word highlighted. The highlighted words provide a riddle: “The move you have the less you will see. Shine a light on me and watch me flee. What am I?”

The battery for the black light flashlight is locked in the box. The key for the box is in the flashlight battery compartment.

Reset
- Set the books back upright on the shelves. They do not have to be in any particular order (but shouldn’t be in the exact same order as on the list).
- Remove the battery from the flashlight and put it in the lockbox.
- Lock the box and put the key in the flashlight battery compartment.
Puzzle #2

*Mysterious microscope*

The zombie is in the detail. Look real close and you will find your way.
Puzzle 2: Mysterious Microscope
Lock Type: Directional lock
Puzzle Solution: North-West-West-North

Description
Using the microscope, read the tiny type on the four pieces of paper to determine the combination. The papers are numbered 1 through 4. 1, 2, and 4 are already taped to slides and are mixed into the wooden slide box. 3 is in a container in the microscope case. The microscope turns on by turning the light on the bottom.

Reset
- Return the non-blank slides to the slide box.
- Place the blank slides and scalpel on the lid of the slide box.
- Return the 3 piece to the container marked III.
- Return items to the microscope case, ensuring that the III is clearly visible (as shown).
- Place the microscope box, instruction booklet, and slide case as shown above.
Puzzle
#3

Beauty lies in the eye of the Zombie-holder
Puzzle 3: Beauty is in the eye of the zombie-holder

Lock Type: Number lock

Puzzle Solution: 8153

Description
Each zombie has two speech bubbles, each containing a character. By lining up these characters with characters on the whiteboard, a single-digit number falls in the zombie’s eye. The number of pipe cleaners tied to each zombie indicates the order of the numbers for the lock.

Reset
- Hang the zombie faces back on top of the white board (in any order).
Puzzle #4
A to Z
ombe
Puzzle 4: A to Zombie
Lock Type: Word lock
Puzzle Solution: mort

Description
There are bookmarks scattered on the shelves. Every bookmark has a letter on it. There are two bookmarks for every letter of the alphabet except for 4, for which there are no bookmarks: m, o, r, and t.

Reset
• Mix up the bookmarks so that they are not in order.
• Place them randomly on the shelves.
Puzzle 5: Robot Maze Madness
Lock Type: Number lock
Puzzle Solution: 0101

Description
Using the buttons on the top of Dot, navigate Dash out of the maze:
- Middle = forward
- 2 = turn left
- 1 = turn right
- 3 = back
Once he is out of the maze, press Dash’s middle button to play a recording of the lock combination.

Reset
- Return Dash and Dot to the cart by the door and plug them in to charge.
- Press the power buttons on Dash and Dot to turn them off.
Puzzle 6: Alphabet Soup
Lock Type: Word lock
Puzzle Solution: moor

Description
Letters are glued in the cubbies.
Markings on the back of the case indicate which cubbies contain the correct letters.

Reset
- Ensure the four markers on the back are still in place.
- Place the case back as shown.
Puzzle #7

X marks the spot

The zombies are coming

Destroy the map so they don’t find us

And bury the key!!!
Puzzle 7: X marks the spot
Lock Type: Key lock
Puzzle Solution: (key)

Description
A map of the room is cut into pieces. An “x” on the back of the map indicates where in the room the key is located. The key is hidden under a carpet square beneath the table with the microscope.

Reset
- Return the map pieces to the shelf, ensure they are mixed up.
- Return the key to underneath the carpet square
Puzzle # 8
THE MUSIC BOX

Maybe a lullaby to put the zombies to sleep?

It twinkles!
Puzzle 8: The Music Box
Lock Type: Word lock
Puzzle Solution: star

Description
The puzzle page gives symbols to each of the ‘buttons’ on the box, as well as a sequence of notes to play. The sequence is the tune to “Twinkle, Twinkle, Little Star”. Touch both the Top/Play button as well as the note indicated to make the box play.

Reset
• Play all 6 notes to ensure they are working correctly.
| Red times 3 | 1: (3, 15) / (2, 3) | Cat minus 3 |
| Blue divide by 2 | 2: (11, 6) – (3, 2) | Dog plus 3 |
| Yellow & pink times 2 | 3: (8, 19) – (13, 20) | Bunny plus 5 |
| Green minus 1 | 4: (3, 13) * (5, 10) | Frog minus 2 |
| Purple minus 2 | | Butterfly plus 8 |
Puzzle 9: Wall of cute and fluffy
Lock Type: Number lock
Puzzle Solution: 5397

Description
Using the rules and coordinates provided on the puzzle page, you must determine what the 4 numbers of the lock are.

1: \(10 / 2 = 5\)
3, 15: Blue Butterfly with a 4: \(4/2 = 2 + 8 = 10\)
2, 3: Green Frog with a 5: \(5-2 = 3 - 1 = 2\)

2: \(20 – 17 = 3\)
11, 6: Red Bunny with a 5: \(5 * 3 = 15 + 5 = 20\)
3, 2: Yellow Dog with a 7: \(7 * 2 = 14 + 3 = 17\)

3: \(21 – 12 = 9\)
8, 19: Pink Dog with a 9: \(9 * 2 = 18 + 3 = 21\)
13, 20: Yellow butterfly with a 2: \(2 * 2 = 4 + 8 = 12\)

4: \(.5 * 14 = 7\)
3, 13: Blue cat with a 7: \(7 / 2 = 3.5 – 3 = .5\)
5, 10: Purple butterfly with an 8: \(8 – 2 = 6 + 8 = 14\)

Reset
- Check the floor around the puzzle for any pieces that may have fallen off.
Puzzle 10: It’s all Greek to me
Lock Type: Number lock
Puzzle Solution: 3477

Description
The pieces for several small puzzles are scattered on the shelves. Each puzzle has a Greek letter assigned to it and all of its pieces have that letter on their back. Put together the $\delta$ and $\pi$ puzzles to reveal the 4-digit numbers on them. Minus the number on the $\delta$ puzzle from the $\pi$ puzzle.

Reset
- Take apart the puzzles.
- Mix the pieces up and scatter them randomly on the shelves around the table.