



VIRTUAL ESCAPE ROOM FOR TEENS

INSTRUCTIONS

Complete this virtual escape room at your own pace. Grab a pen or pencil to work out the puzzles.

You can complete this escape room on your own or with some friends or family. There are six puzzles in this escape room.

You may need to use some online tools to figure out some of these puzzles.

Need a hint?

First, try solving the puzzle without a hint. If you need help, read the hints listed at the end of each puzzle.

Spoiler alert! Only look at one page at a time.

The answer to each puzzle is on the page after the hints.

Special Thanks

Thank you to the members of the NOLS Teen Advisory Board, who collaborated to create this puzzle.

Find out how you can join at [nols.org/teen-advisory-board](https://www.nols.org/teen-advisory-board).

Puzzle 1:

You watch helplessly from your window as the pirate spaceship you are imprisoned on descends toward a strange planet.

After the pirate spaceship lands, three space pirate cats open your cell door, seize you by your arms and lead you out of the ship. They take you to a tall yellow building. Above the purple doors, big green letters spell, "The Library of Doom." You shiver. They open a tall, metal, creaking door and throw you inside.



Puzzle I, continued:

As they shut the door, you hear one of the cats behind you say, “You better flip things over soon, or your gravity will flip over. One minute is all you’ve got!”

The pirate space cats lock the door.

You hear muffled voices and can barely make out the words, “No way anyone would get that clue.” So it’s a clue? You look up and see the ceiling high above you. If gravity changed and you fell all the way to the ceiling, *that* would hurt. You look around you. The room is small. A desk with a book on it sits next to a door with a keypad on it.

You walk to the book and read its title: iPNM0. What language is that?

An electronic voice above you says “Thirty seconds left.”

You run over to the door and look at the keypad. You’d better put in the code fast!

What code do you put in?

- A: 0MnP!
- B: iPNM0
- C: 0WNd!
- D: Z3o-b

Hints for Puzzle I:

- Read the cat’s clue carefully.
- Gravity will flip over. What do you think that means?
- What happens if you turn yourself upside down, as if you are on the ceiling?

See the answer on the next page.

Answer for Puzzle 1:

C: 0WNd!

Puzzle 2:

The code worked! The door opens and you rush through. A crash sounds behind you and you see the items in the other room fall to the ceiling as the door closes. Phew! That was close. You are now in a long hallway. Torches flicker as you creep through the halls. The flickering, while annoying, almost seems consistent. You pause, and focus on the flashes.

Flash flaaaaash flash flash. Flash. Flash flash flaaaaash flash. Flaaaaash.

It keeps repeating. You continue down the hallway, and see a fork in corridor. Which way do you go?

Straight

Left

Right

Hints for Puzzle 2:

- Something here has a pattern. What is the pattern? What is it similar to?
- The lights are flashing in a pattern of longs and shorts. Can you think of another communication system that uses longs and shorts? You may need to look it up to translate!
- Have you ever seen the International Morse Code? Take a look online and see if you can translate the long and short lights flashing.

See the answer on the next page.

Answer for Puzzle 2:

Left

Puzzle 3:

You go left. This hallway is better lit, electronic lights are humming on the ceiling. The corridor reminds you of a hospital, but without the trademark hospital smell. The smell is sweet and slightly reminds you of ... breakfast? Bananas! You sniff, and your stomach grumbles in response. You continue down the hall.

Suddenly, a cat with an orange pirate hat comes out of one of the doors lining the hall. You gasp, and start running. The pirate cat sees you and meows. It is a very scary meow. You run faster. The cat keeps meowing, and more cats start appearing out of various doors. There is a sea of fur with pirate hats coming toward you, slowly, as if they know you are trapped. Your heart pounds. Suddenly, the hallway ends. You skid to a stop, and look at the massive wave of sharp claws behind you. There are doors everywhere, but only four doors that you think you can reach. Which one do you go in?

- A. The blue door
- B. The yellow door
- C. The red door
- D. The orange door

Hints for Puzzle 3:

- What else was in the hallway? Are there any clues?
- Use your senses to help you figure it out!
- What did the hallway smell like? Use this as your hint!

See the answer on the next page.

Answer for Puzzle 3:

B. The yellow door

Puzzle 4:

Bananas! You yank open the yellow door and force your way through, slamming the door behind you and pushing a very heavy bookshelf up against it. When you are done, your muscles scream and you are out of breath, but you do not hear anything on the other side of the door. You look around while you catch your breath.

You are in what appears to be the Library of Doom. Shelves and shelves of books spiral up and out of sight along with a very long spiral staircase. The books are old and full of mildew with titles like, "How to Rule the Planet from a Space Pirate Cat's Perspective." The whole place smells like a litter box. You have to get out of here.

Suddenly, an old newspaper clipping flutters from the spirals of shelves and a disembodied voice whispers from the ceiling, "Read every line from the start." Where did that come from? If you weren't already terrified for your life, that would have done it. You grab it and read it.

Galactic Daily

AUGUST 10, 2015

Marauding pirates take Library

By QUENTIN WHITEPAW

Greywhisker's growing posse of interstellar pirates took Scylla Public Library late last night after a day of threatening librarians with glasses of water poised to tip over on the archives. Outside sources state that library staff left the building carrying whatever materials they could fit in their arms.

"Until yesterday, I thought of the library as a safe place," said Head Librarian Zelda

Merrytail. "Patrons from all over the planet came here to read books, learn about the planet's history in the archives, or call relatives back on Earth using our dispatch room."

This morning, Greywhisker could not be reached for comment. His band of space pirates has been planet-hopping for months, taking over key public buildings at each new location.

"Even without our building, and even with the loss of much of our collection, we hope to keep the spirit of the Library alive from a new location," Merrytail says. Several spaces in the city center have been identified as possible temporary homes for the materials.

To date, Greywhisker and his posse have not occupied a building for longer than a few

months, but already his stay in the library building deviates from his previous patterns of operation. As of last night, he has replaced the public library sign with one reading Library of Doom. In the past, while evidence of gravity-tampering, catnip growing operations, and temporal paradox have been found at Greywhisker's sites, he has never altered the exterior of buildings. Residents of Scylla are cautioned to avoid the area if possible, although the donut shop next door will remain in operation as long as possible. Scylla leaders are already in negotiations with Greywhisker's second in command, Dewclaw, to arrange a mee-

[See **Pirates A5**]

Now what?!

Hints for Puzzle 4:

- What happens if you read each sentence of the newspaper clipping from the start? Do you see any clues?
- What's the first letter of each sentence?
- Take the first letter of each sentence to find your clue!

See the answer on the next page.

Answer for Puzzle 4:

Go up the stairs.

Puzzle 5:

Strange! It seems like someone is trying to send you a message! You decide to follow their advice to go up the stairs and start climbing around and around and around.

You reach the top of the spiral staircase, completely out of breath now. The only things up here are more bookshelves stuffed with old books, a desk with a chair behind it, a rug underneath the desk, and a shelf of office supplies behind the desk. You have no idea what you are going to do if you have to defend yourself after climbing all those stairs—you are completely winded. You look around for something you might be able to use. That's when you see a walkie talkie. You grab it. Should you use it to call for help?

Just then, you hear, as if over a loudspeaker, a screechy but also gruff MRAAAOWWWW. You are running out of time. You mash the button and say, "Hello? Can anyone hear me?"

Moments pass. You try again. Then, there is a crackly sound, followed by this message:

"If it is escape for you, I will give you one more clue. You must find the book, you see, after that, you'll find the key. The key will lead you out the door, the space cats will find you no more. Here it is, the clue you need: **21 14 4 5 18 18 21 7.**"

A book? But which one? There must be hundreds of books in this room! What do those numbers mean?

Hints for Puzzle 5:

- What do those numbers mean? Perhaps they are spelling out some words?
- What if each number represents a letter and its place in the alphabet?

See the answer on the next page.

Answer for Puzzle 5:

Under rug

Puzzle 6:

Under rug! The books are under the rug?! You run to the desk and crawl onto your knees, flipping the rug over messily in your urgency. There! A chart about the Dewey Decimal System? Isn't that ... a bit outdated? Ugh. You never did understand how it worked and always asked a librarian for help ... Guess you'll have to use this to find the book you're looking for on your own.

LIBRARY OF DOOM ~~Seylla Public Library~~ Dewey Decimal Chart

000 - Computer Science, Information, & General Works

000 Computer science, knowledge & systems
010 Bibliographies
020 Library & information sciences
030 Encyclopedias & books of facts
040 [Unassigned]
050 Magazines, journals & serials
060 Associations, organizations & museums
070 News media, journalism & publishing
080 Quotations
090 Manuscripts & rare books

100 - Philosophy and Psychology

100 Philosophy
110 Metaphysics
120 Epistemology
130 Parapsychology & occultism
140 Philosophical schools of thought
150 Psychology
160 Logic
170 Ethics
180 Ancient, medieval & eastern philosophy
190 Modern western philosophy

200 - Religion

200 Religion
210 Philosophy & theory of religion
220 The Bible
230 Christianity & Christian theology
240 Christian practice & observance
250 Christian pastoral practice & religious orders
260 Christian organization, social work & worship
270 History of Christianity
280 Christian denominations
290 Other religions

300 - Social Sciences

300 Social sciences, sociology & anthropology
310 Statistics
320 Political science
330 Economics
340 Law
350 Public administration & military science
360 Social problems & social services
370 Education
380 Commerce, communications & transportation
390 Customs, etiquette & folklore

400 - Language

400 Language
410 Linguistics
420 English & Old English languages
430 German & related languages
440 French & related languages
450 Italian, Romanian & related languages
460 Spanish & Portuguese languages
470 Latin & Italic languages
480 Classical & modern Greek languages
490 Other languages

500 - Science

500 Science
510 Mathematics
520 Astronomy
530 Physics
540 Chemistry
550 Earth sciences & geology
560 Fossils & prehistoric life
570 Life sciences; biology
580 Plants (Botany)
590 Animals (Zoology)

600 - Technology

600 Technology
610 Medicine & health
620 Engineering
630 Agriculture
640 Home & family management
650 Management & public relations
660 Chemical engineering
670 Manufacturing
680 Manufacture for specific uses
690 Building & construction

700 - Arts and Recreation

700 Arts
710 Landscaping & area planning
720 Architecture
730 Sculpture, ceramics & metalwork
740 Drawing & decorative arts
750 Painting
760 Graphic arts
770 Photography & computer art
780 Music
790 Sports, games & entertainment

800 - Literature

800 Literature, rhetoric & criticism
810 American literature in English
820 English & Old English literatures
830 German & related literatures
840 French & related literatures
850 Italian, Romanian & related literatures
860 Spanish & Portuguese literatures
870 Latin & Italic literatures
880 Classical & modern Greek literatures
890 Other literatures

900 - History and Geography

900 History
910 Geography & travel
920 Biography & genealogy
930 History of ancient world (to ca. 499)
940 History of Europe
950 History of Asia
960 History of Africa
970 History of North America
980 History of South America
990 History of other areas

Puzzle 6, continued:

If a book will help you find the key, which call number would you pull off the shelves?

- A. 372.4
- B. 599.744280451
- C. 683.3209
- D. 523.4

Hints:

- Use the chart to see what subject each call number might be about.
- Use LibraryThing to figure out what call number is given to books about keys:
<https://www.librarything.com/mds>

See the answer on the next page.

Answer to Puzzle 6:

C. 683.3209

The End

You begin to search the shelves for the 680s ... you can hear distant meowing and the numbers on the spines begin to blur together as your heartrate picks up. Focus! 683.1... 683.2.... there it is! 683.3209! *Keys: Their History and Collection*—sounds just like what you're looking for. You pull the book off the shelf and hear a mechanism *thunk* into place deep within the bookcase. You step back just as it swings out, revealing a secret door to a hidden room. You step inside the cozy, dark space. It looks like it's barely been touched in years, with a thick layer of dust coating a small lamp and a velvet armchair. This must have been someone's private reading room! And there, on a side table, glinting in the light from the other room shining in, is the key! The cats must not have thought you'd get this far, or maybe they never knew about this room! You snatch it off the table and notice a map, curiously dust-free, underneath it.

When you open the map, you quickly find the secret room you're standing in marked with an X. There are only a few turns down a hallway to make before you'll reach the door labeled "exit." You start to run.

You hear the meowing, growing louder. Not the nice, gentle meowing of your pet cat at home, but the angry, vicious howling of a Pirate Space Cat that has been duped! And then you see them, a crowd of them, racing after you down a long hallway. You will yourself to run faster and after what feels like forever, you reach the door.

Is this the right door? No time to double check your map, you fit in the key and turn. Yes! The door leads outside! You look out. You are on a foreign planet. The surface is bubble gum pink. You lock the door behind you, just in time. The cats all smush against the door, angrily glaring at you. You set off across the strange terrain.