

The Peculiar Portal

By Breakout Room Escape Inc.

Preparation Document

The Story: (also presented in video format on the first page of the website):

It feels like you have been stuck inside forever! You are so bored, you can't find anything good to watch on TV so you switch to your device. After browsing around the internet for the last half hour, unable to find anything to break your boredom, you come across something peculiar - a new "App" option comes up on your screen. You don't remember ever seeing an App called "**Peculiar Portal**" before. You decide to check it out because, well, what else do you have to do. After clicking on the App, a strange image appears on your screen.

The dark black hole in the middle of the spinning image appears to be growing larger and larger by the second. Suddenly, the black hole takes up your whole screen and everything turns to darkness. Did you fall asleep? Are you inside a dream? You try to jump up off your seat but you can't move. You feel wind whirling all around you. Then, all of a sudden, it stops. You are in your livingroom But it seems strange. You yell for your family but the rest of the house is eerily silent. You realize you are now able to move so you run to the doorway, but there appears to be a strange force stopping you from leaving the room!! What in the world happened? You look back at your device and notice it is on a new screen.

Item List:

In order to play "Peculiar Portal", you will need:

- A device with access to the internet, preferably a portable device that can move from room to room as you play, like a phone or tablet/iPad, but a computer works too.
- A printer and paper to print the 12 page "Printables" document. We have prepared all images to be in black and white to avoid the use of colour ink.
- Scissors to cut out the puzzles
- Tape. You will need a small amount of see-through tape and the other tape can be any type. We recommend painters tape so you do not damage paint.
- A see-through glass
- Roll of toilet paper with at least 6 squares remaining (having more is fine)
- Four plates (nice-to-have but not absolutely necessary)
- A phone with a dialpad

To start preparation:

- Print the “Printables” document. The Puzzle # is identified on the page with the pictures that are needed to solve that puzzle (ex: the page that says “Puzzle #1” has the images that go with the first puzzle.)
- Fold anywhere that is indicated
- Cut along any dotted lines.

Set up in the Livingroom:

- The images from Puzzles 1 and 2 are to be cut out and taped up around your living room, which will be the starting room for the game. They can be taped in no particular order.
- The light switch in Puzzle#1 does not need to be taped up but can be. If it is not taped up, it should be somewhere very noticeable, so it is noticed right away. If it is taped up, make sure it is easily reachable as the players will need to remove it from the wall to solve Puzzle #1.
- All images on the page labelled “Puzzle #3” (the clocks, clock hands and the 3-day schedule) should be placed by the TV (if possible) or somewhere else easily visible.
- Ensure you have a phone with a dialpad in this room as well. The phone will be used for Puzzle #4. There is no printed image needed for this puzzle.

Set up in the Kitchen:

- Images for Puzzles 5 and 6 are for the kitchen. A glass is needed as well. It is best to make sure the kitchen table is cleaned off and clear of any items that are not part of the game, unless you want to set out some “red herrings” to make it a bit harder for your kids to notice the glass.
- The octagon images for Puzzle#6 should be taped onto four plates and placed in the centre of the table. This can be done without plates but plates makes it a bit easier to keep them in place as then they are heavier.
- The Placemat image (which is the image in the “Printables” document that looks like a child’s menu at a restaurant) is not labelled but is for Puzzle#5 and should be set out where placemats normally would be in front of chairs. If you have more than one child, multiples of the placemat can be printed so each player can solve it at the same time; therefore the number of placemats printed depends on your number of players.
- You will also need to cut out then tape the small image of lines that is labelled as “Puzzle #5” to the middle of the bottom of a see-through glass and leave that glass near the place mats on the table. Make sure to tape the image upside down so if you look down through the glass, you can see the image.

This is best done by placing see-through tape over the back of the cut out image with some hanging over the edges. Then, get the placemat that you printed from the printables document and place the glass inside the circle on the placement, lining it up properly where it goes, then place your glass over it and push the glass down so the tape sticks to it. . (**Spoiler – the lines should be lined up and taped to the bottom of the glass so that when the glass is placed onto the circle on the placemat, the lines connect with the lines on the placemat to spell “Pasta”.)

Set up in Bedroom:

- Images from Puzzle #7, 8 and 9a (the sheep) are for a bedroom.
- Puzzle 7 consists of 1 larger image and 4 small squares that need to be placed on or around a pillow.
- The five images for Puzzle #8 can go on any surface in the room (on a bedside table, dresser, etc).
- The sheep for Puzzle #9a can be taped over the bed (like jumping sheep from a dream). We suggest left to right in numerical order.

Set up in Bathroom:

- The letter in Puzzle #9b is placed in the washroom somewhere easily visible.
- The Poo emojis in Puzzle #10 are to be cut out and taped onto the toilet seat. Tape them in numerical order starting at the back left of the seat and going around the front and ending at the back of the right side (see image to the right). If you have a toilet seat cover, close it to hide them.
- Finally, tape the five other images from Puzzle #10 onto five different squares of toilet paper on the inside of the roll. Without removing the squares from the toilet paper, roll it up so the images are hidden.



Final Step:

After cutting out all “Printables” and putting them in the appropriate places around your home, go to the following link on the device that will be used during the game: <https://www.breakoutsaintjohn.ca/peculiarportal/>. Gather the players who will be playing the game and watch the intro video together and then your game will be ready to begin.

Walkthrough

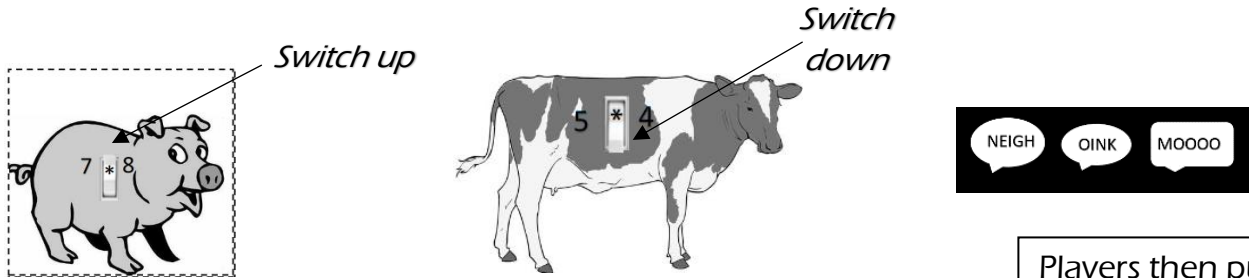
Warning!! Only read below if you are not playing with your kids. The information below tells you the codes and how to solve the puzzles, in case they need more help than the hints give

Answer/Code Guide

Puzzle	Code
Light Switch	274
Family Photo	251
TV Guide	934
Dirty Phone	4920
Placemats	725
Plate Turn	PIE
Line Maze	52436
Logic Order	82305
Counting Sheep	716
Poos	2389

Puzzle #1- Light Switch

Players use the light cover with the hole to cover up the light switches on the animals that were put around the room. The trick with this puzzle is players need to pay attention to the direction of the switch and position the cover with the switch in the same direction.

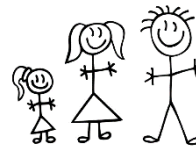


The order of the numbers is according to the animal sound image on the website, so neigh = horse, oink = pig, moooo = cow.

Players then put this code into the website: 274

Puzzle #2 - Family Photo

Players need to find the 3 family photos that were put up around the room. Each family member is holding up a different number of fingers. The numbers are ordered according to the image on the webpage (young girl, older girl, man):



Players then put this code into the website: 251

Puzzle #3 - TV Guide

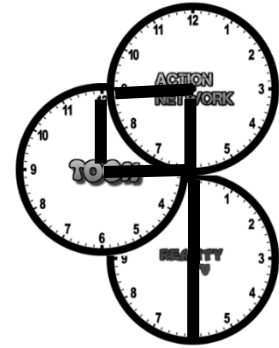
Players need to view the 3-day schedule that was set up with the clocks and the clock hands. They now also have the TV GUIDE that they can now view on the website.

Monday - Silly Billy, Doctor Detective, Secret Boss
Tuesday – Ants in Pants, Doctor Detective, Pet Romance
Wednesday – Silly Billy, Alien Ninja, Whistling Champion

TV GUIDE	
TOON	1:30 – Dog, Cat and Banana 3:00 – Silly Billy 3:15 – Ants in Pants
ACTION NETWORK	6:30 – Alien Ninja 9:30 – Doctor Detective 10:00 – Fast Cars and Zombies
REALITY TV	6:00 – Secret Boss 9:00 – Pet Romance 12:00 – Whistling Champion

Using the clock-hands, players build the times on the clocks for each show on each day. For example: The first show on Monday is Silly Billy which according to the TV Guide is on at 3:00 so players put the clock-hands on the TOON clock to 3:00. Doing this with Doctor Detective and Secret Boss will reveal a 9 made with the hands of the clock. This is continued for Tuesday and Wednesday to give a 3-digit code.

Players then put this code into the website: 934



Puzzle #4 – Dirty Phone

Players need to go look at a phone dial-pad to see what numbers were pushed by viewing the coloured fingerprints on the phone on the website. The order of the digits is found by looking at the fingers. The top finger has a black fingertip, so players notice the black fingerprint on the phone is covering the 4, next one down is blue so 9, etc.

Players then put the code into the website: 4920



Puzzle #5 – Placemats

Players need to solve 3 different puzzles on the Menu Mat to move on.

The first digit is found by solving the word search. Once done, the letters left over spell “CAKE” and the cake on the menu is number 7.

The second digit is found by players placing the glass you prepared over top of the cup ring on the place mat. When positioned properly, players should be able to read the word “PASTA”.

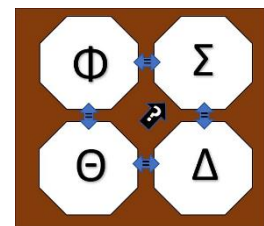
The third digit is found by navigating the maze and spelling the word BURGER as they go through the letters in the maze.

Players then put the code into the website: 725

Puzzle #6 – Plate Turn

The plates on the table might be unorganized so players reorganize them according to the diagram on the website. Each plate has a symbol on it that corresponds to the symbols on the website (the image to the right).

Players then need to turn the plates so that the same foods are matching where the blue arrows are pointing. When arranged properly, the arrow with the question mark is pointing to the food that provides the code.



Players put the code into the website: PIE

Puzzle #7 – Line Maze

For this puzzle, players need to arrange the squares that were in the room onto the “board” that was with them, so all of the lines are connected properly. When all the lines are connected, players need to view the pillow picture on the website to get the order of the numbers (the numbers correspond to the die on each squire.)

Players put the code into the website: 52436

Puzzle #8 – Logic Order

Players need to follow the directions from the mirror image on the website to arrange the 5 objects in the correct order. When they are in the right order, they need to rotate each image to view the number of the back, which gives the code.

Players put the code into the website: 82305

Puzzle #9 – Counting Sheep

When players make it into the bathroom, they should easily find the note that was left in there. This note is written backwards so they need to hold it up to a mirror to read. Following the message in the note, players need to go back to the bedroom to find the 3 sheep that are described.

Players put the code into the website: 716

Puzzle #10 – Poos

After viewing the picture on the webpage, players should look more closely at the toilet paper roll. Players can separate the toilet paper pieces from one another. They then need to view the poos that were arranged in order around the toilet seat. Players need to cover the correct poos with the toilet paper to “wipe them away”. The medicine paper wipes away the sick poo, the perfume paper wipes away the stinky poo, the toothbrush paper wipes away the poo with the dirty/smelly mouth, the tissue wipes away the runny nose poo, and the alarm clock paper wipes away the sleeping poo. Now that 5 of the poos are covered, it leaves 4 poos uncovered. The code is read from left to right (lowest # to highest #)

Players put the code into the website: 2389