

## Dragon Quest

\* The first thing to realize is that this is an analogue of Microsoft. IF a team calls in and hasn't figured this out yet, JUST TELL THEM. The clue takes long enough as it is, even knowing that.

### Step 1: The paper in the bathroom

\* There is a piece of "outhouse paper" in the text adventure lower floor bathroom. It reads "\_E\_P\_E\_E\_I\_G\_K\_E\_H\_D\_R\_L\_P\_E\_S". In real life, there is a piece of toilet paper in the analogous bathroom. It reads "G\_M\_R\_C\_D\_N\_S\_Y\_R\_O\_O\_S\_I\_P\_R\_". Taken together, they read "GEM PRECEDING SKYE RHOD OR SLIPPERS", which is RUBY.

### Step 2: The talking picture

\* In the middle of the upper hallway, there are a bunch of interesting pictures. if you LOOK PICTURES, a picture will pop into the frame. Then TALK PICTURE. The picture will begin to quiz you about the other pictures in the area. The answer to the first question is SAY CAMELIA. The next answer is SAY NEVADA. The final answer is SAY LOS ANGELES (or SAY HOLLYWOOD). After this, the picture will say that the gem associated with his last name is important. His name is David Ireland, so the appropriate gem is EMERALD.

### Step 3: The superheroes

\* In the restroom alcove on the upper floor, there is a quilt of superheroes. In the text adventure, a scrap of paper tells you to trace lines between the superheroes on the tapestry, which spell letters. It's hard to say in text, but these are the analogues:

- \* Sir Peter = Spiderman
- \* Sir Bruce = Batman
- \* The Green Knight = The Green Lantern
- \* Lady Barbara = Batgirl
- \* The Clown = The Joker
- \* The Unseeing Knight = Daredevil (he's all in red)
- \* The Doomlord = Dr. Doom

\* The answer is ONYX (which you can kind of figure out without looking at the tapestry, but whatever)

### Step 4: Bribing the guard

\* Now it's time to put it all together. Outside Cosmo's room, there is a guard. GIVE COPPER COIN TO GUARD in the text adventure will give you the last half of a limerick. Giving a penny to the guard in real life will give you the first half of the same limerick. Together, they read:

The gem from the bathroom will start,  
Next heed the advice of the art.  
The Heroes come third,  
Then back to the turd,  
Then figure it out (if you're smart)

### Step 5: The safe

\* Now you're ready to crack that safe! Follow the instructions in the poem in Cosmo's room. TOUCH RED GEM. TOUCH GREEN GEM. TOUCH BLACK GEM. TOUCH RED GEM. The star will begin to glow. TOUCH STAR. OPEN CHEST. TAKE GRAIL to end the game -- you will see "Telephonicke cypher: KING ARTHUR'S" written on the inside of the chest. In real life, hit the red button, green button, black button, red button, star. The safe will open and you will see "Phone password: CASTLE" on the inside of the safe. Grab a decoder ring and input the phone password "CAMELOT" (King Arthur's castle) for teh win!!!!11