

# ⚙️⚙️ Steampun(k) Gamemaster Guide ⚙️⚙️

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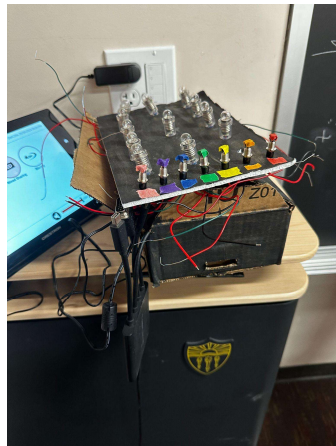
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## Summary of Plot

- You are invited to a reading of Mr. Punkie Steamweld's will. Are you worthy of inheriting his fortune? Dive into an immersive steampunk-era escape room where you will play as one of Punkie Steamweld's loved ones to solve a variety of puzzles and– if you complete the challenge in time– earn a fantastic prize!
- Players are looking for the last page of will to find the signature to give to the GM so they can inherit the fortune.
- Last page has prisoner's dilemma style twist

## Initial Set Up

- Store:
  - Set up in waiting area with sign and prizes
  - Big prizes (candy, stickers, misc. items) are \$
  - Consolation prizes (single stickers from the roll) are 25 cents
- Decor
  - Hang bookshelf tapestry alongside one wall
  - Hang Victorian Illustrations
  - Put up lights throughout the room, compass, and lanterns
- Background Music: <https://www.youtube.com/watch?v=ioXEprtpx8Y>
- Timer: <https://www.youtube.com/watch?v=3UxpZBNpSC8>
- Place photos of airship, hot air balloons, portrait of Punkie, and a wall of pipes around the room
- Hide zoetrope slides around the room
- Raspberry pi

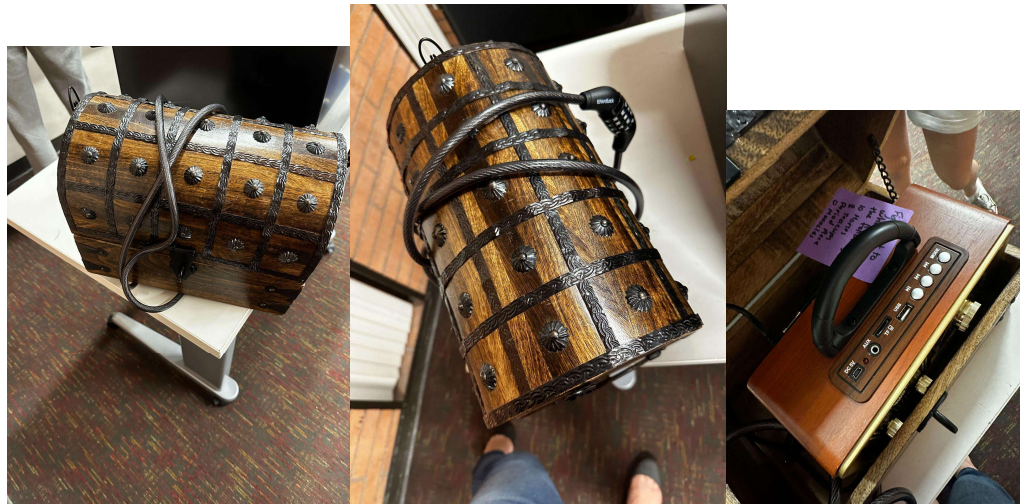


- 
- Set up FIRST and ONLY IF you have been trained how to
  - Instructions [here](#) (page 5)
- Place raspberry pi on a table near the power cord plugin
- Computer with Scratch puzzle (electronics backup)
- **Attorney game master should have ON THEM:**
  - Will, keep/share tokens, vest, googles, hat, pocket watch, bow tie, 8 Punkie Bucks (fake money), 8 stickers (consolation prizes)
- List of locked boxes and the things inside them:



○

- Clock box (clocks go in here, silver lock through metal loop and string)
- Lock Code: 7426



○

- Radio goes in this box with sticky note attached to it reading:
  - Figure out who to give the following:
    - 10 Horses
    - 8 Teacups
    - Period Piece
    - 0 Monocles
- Place on SAME table as electronics puzzle!!
- Make sure power cord has been removed (but have it handy just in case)
- Bike lock wraps around box 2 times and has code TUNE



- Smallest box (with red accents)
  - Contains final portion of will
  - Locked by blue letter lock with code MELT
- Slightly bigger box with a handle
  - Contains a few zoetrope slides, the zoetrope logic puzzle poem, and the red light bulb
  - Locked by direction lock
- Put the red fish in any empty box/around the room

## How to Reset

- Will:
  - Take back into game master's hand
- Radio:
  - Place back in box and lock with bike lock, place near electronics puzzle
- Electronics:
  - **DO NOT TOUCH**
  - Reset Scratch puzzle on laptop
- Clocks:
  - Place back in box, lock with silver lock
- Zoetrope:
  - Place some slides, light bulb, and riddle in box, lock with direction lock
- Final Twist:
  - Place final piece of will into box, lock with blue letter lock
  - Take keep/share tokens into hand
  - Take money into pocket



## Check In

- Check that the players have paid
- Have each player sign a waiver:
  - <https://forms.gle/xNge8kbU9zMH6VTo6>
- Give them a character name tag and allow them to read about their relationship to Punkie. You may assign roles randomly or allow players to choose, depending on how early they arrive.
  - Mentioned in the audio message: Adelaide, Victor, Percival, Winifred, Ambrose

Once everyone is there, explain the following rules:

- You will have 30 minutes to complete the experience.
- Don't force anything, everything should work with two fingers of force. Please be gentle when handling the props, puzzles, and decorations .
- Don't run, stand on any of the furniture, or tear down any of the decorations.
- Don't touch the computer with the timer or touch the electronics. There will be colored buttons that you are allowed to touch.
- Do not write on anything.
- A gamemaster will be in the room with you at all times. They will be playing a role, as well as acting as your hint system and your timer. Feel free to ask them for as many hints as you want, any time you want. You can also ask them at any time how much time you have remaining.
- If you need to leave the room for any reason, let the gamemaster know. Your teammates can keep playing if they want.
- You may leave your belongings here with me, I will be in this room the entire game.
- The game will begin as soon as you enter the room.
- I will now walk you to Punkie's study. I am deeply sorry for your loss.

## Introduction

- Attorney:
  - “Hello, everyone. Thank you for joining me here today. My name is Frankie Gears, and I am the executor of Mr. Steamweld’s will. As you know, your beloved friend and relative, Punkie Steamweld, has recently passed. My deepest condolences for your loss, on behalf of myself and Fulton and Savery, Attorneys at Law. I know Punkie was a generous man who valued sharing, learning, and philanthropy. I hear he cared very much for all of you. Mr. Steamweld has asked me to gather you here today to discuss the contents of his will and the distribution of his considerable fortune; however, there is one issue. As you know, Mr. Steamweld was extraordinarily fond of puns and puzzles. To ensure that his fortune passes to the benefactors who will best continue his legacy of quirks and quips, Mr. Steamweld has designed a series of puzzles to protect his assets. If you can work together to solve them, you will win his fortune and his legacy will live on. It seems as if the second half of his will– which contains the signature certifying its contents– is hidden somewhere inside his study. And to ensure that the winners truly understand Punkie’s mindset, and to avoid outside interference, you must complete these puzzles and unearth the will in no more than thirty minutes.

“Here is the first part of Mr. Steamweld’s will. I encourage you to read it aloud. I can provide you with limited technical assistance, so please speak up if you have any questions. Your time begins now.”

[give will/ start time]



## Steampun (Pun and Radio Puzzle)

- Players are read the will. They then receive a copy. On the will are sticky notes, which read (including the underlines):
  - lightning and nuts \_ \_ \_ (s)
  - steam and rock \_ \_ \_
  - candy and walking aid \_ \_ \_
  - smoking and plumbing \_ \_ \_
- The end of the will has a postscript which tells them to look for things in common.
- **Answers:**
  - lightning and nuts (=BOLT/S)
  - steam and rock (=PUNK)
    - Lead them away from “roll” if they think of that (that will lead to the answer TONE– you can let them get this and retry if you want)
  - candy/sugar and walking aid (=CANE)
  - smoking and plumbing (=PIPE/S)
- The highlighted letters spell TUNE which will unlock the box with the radio in it and the following clue:
  - Figure out who to give the following:
    - 10 Horses
    - 8 Teacups
    - Period Piece
    - 0 Monocles
  - Putting the numbers together (and the period as the dot) they should get **108.0**
- Players must then tune the radio to 108.0 to hear Punkie Steamweld’s message from beyond the grave.

### Hints:

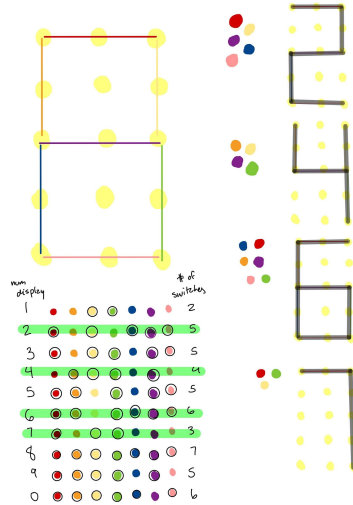
Hint 1: Look for commonalities between words on the will

Hint 2: Get the radio close to the electronics puzzle

Hint 3: Huh I wonder what happens when you put those numbers together, and what could a PERIOD piece represent? (the dot)

## Steamtronics (Electronics)

- Players receive the following message from Punkie from the radio in the previous puzzle:
  - Ah, my family...you're here! So good to have you. I hope you're enjoying my little puzzle. This is my last message, sent from beyond the grave. Let us reminisce for a moment. Dear Adelaide and Victor, I don't know if you were able to make it. But I do hope you are here. Do you remember the time the three of us went flying on that **airship**? Built it myself, that one. Ahh those were the days! And what about you Ambrose, are you there? I know you've always been jealous of me and my work. Or are you really just jealous of my spectacle-ular **goggles**? And Winifred, my dear ex-wife... I miss those days when we would just climb into **hot air balloons** and fly through the air. Oh, a picnic in the sky, how much I wish we could have done that just one more time before my passing! And Percival! You better be there, you old rascal! Remember that time you were helping me with one of my newest inventions? We were trying to figure out why the wall of **pipes** wasn't working? But you were able to figure it out, old friend. You've always been there for me. And to the rest of you, good luck, and I wish you all to shine bright. Mr. Steamweld signing off.
- **If pi is not working, this sound is in the drive, you can play it on bluetooth**
  - [Here is the audio message](#)
- Around the room are four framed pictures: airship, hot air balloons, portrait of Punkie, and a wall of pipes
  - Each picture has a couple prevalent colors, and the rest is monotone
- Players must find the lights box which has a 3x5 grid of light bulbs and a series of 7 buttons.
  - Each button has a piece of colored tape on it and lights up 3 lightbulbs as depicted below:



- Some combinations of buttons light the bulbs in such a way that it creates a number.
- Each picture has several colors that correspond to colors of the buttons. When the players press the buttons that correspond with each picture's colors, a number is revealed.
- The order of the numbers is given by the audio clue. First Punkie talks about the airship, then the hot air balloon, then the glasses, and finally the wall of pipes.
- **If light box is not working, use [this computer program instead](#)**
- This gives them the order of the numbers
- **Answer: 7426**

### Hints:

Hint 1: Huh those buttons do sure match the colors on these pictures

Hint 2: What happens if you press more than one button at a time?

Hint 3: What if you press all the colors in a picture, does it reveal anything?

## Steamclock (Clock)

- Players receive 3 clocks
- They must attach the 3 clocks to the corkboard
  - Place clock with circle peg onto circle gear
  - Place clock with hexagon peg onto hexagon gear
  - Place clock with square peg onto square gear
  - Use the directional note (there will be some kind of marking that hints at the 12 being placed upward!!)
- Read clue which tells them hours then minutes
- Read clocks hands positioning left to right (hours: minutes)

### Answer:

1. Left up
2. Down up
3. Left right

### Hints:

Looks like the time on each clock is read hour, then minute.

Seems as if you should do the clock on the left first, then the center, then on the right.

Gosh, is that the time? Midnight already?! Good thing I learned how to read a clock– always keep the 12 at the top!

## Steamroll (Zoetrope)

### Steps to Solve:

Step 1: Locate the 16 zoetrope slides around the room. Three are already placed in the zoetrope.

Step 2: Solve the order of the slides using the riddle:

My friends and I used to stand in a row  
If you put us in order, around we will go!  
I have three traits, with each neighbor share two;  
The light shed upon us will change what we do.

The symbols on each slide share two qualities with the slides on either side.

### Answer

1. START 3 blue circles
2. **3 green circles**
3. 2 green circles
4. 2 red circles
5. 2 yellow circles
6. **2 yellow stars**
7. 1 yellow star
8. 1 red star
9. **1 green star**
10. 1 green circle
11. 1 blue circle
12. 1 blue square
13. 1 red square
14. 3 red squares
15. 3 red triangles
16. 3 blue triangles

Step 3: Put the red light bulb in the lamp THEN turn on the lamp.

Step 4: The red light will cancel out the red design, revealing a melting snowman when the zoetrope is spun

**Answer: MELT**

**Hints:**

I wonder what this slide has in common with the others? Looks like number, color, and shape are all important.

Try spinning the zoetrope quickly at first!

Hmm, a snowman... I wonder what's happening to it? Looks like only a four-letter word can fit on this lock.

## Outro

- If they DO NOT ESCAPE:
  - “Time’s up! My sincere condolences, friends, family, acquaintances, and ex-lovers of Punkie. You have failed to complete Punkie’s challenge, and none of you will receive a portion of his fortune, which will instead be donated to charity. In your continued status as non-billionaires, take heart in knowing that Punkie’s fortune is being happily used to fund a library, a hot air balloon maze, and a chocolate factory. Furthermore, you are all eligible to receive a small consolation prize. Thank you for playing!”
- Only if they receive the twist which reads:
  - “Congratulations, friends and family! You have found the second half of my will and proven yourselves worthy benefactors. But now I’d like to test if you are loyal to each other– or only yourselves.

“You will now vote on how to divide my fortune. If you all vote to share it equally, you will all receive equal shares of the inheritance. If only one of you votes to keep the fortune to yourself, you will receive everything, while everyone else will receive nothing. If more than one of you votes to keep the fortune to yourself, none of you will receive anything, and the entire fortune will go to charity. You may not discuss your votes with one another.

“Best of luck!

*“I, Punkerford Steamweld, resident of the Bronze, County of New Torque, State of New Torque, being of sound mind and body, not acting under duress or undue influence, and fully understanding the nature and extent of all my property and of this disposition thereof, do hereby make, publish, and declare this document to be my Last Will and Testament, and hereby revoke any and all other wills and codicils heretofore made by me.*

Signed: *Punkerford “Punkie” Steamweld”*

- Attorney reads:
  - “I will now distribute your voting chips. One reads KEEP and one reads SHARE. After 15 seconds of deliberation, you will simultaneously reveal your selected chip to the room.” [countdown from 15]
    - **if they share (everyone votes SHARE)**



- “Congratulations! You have shown your commitment to each other and to Punkie. Everyone chose to share, so you will all receive an equal part of Punkie’s fortune. (gives everyone \$\$\$) Your fortune can be redeemed in return for prizes in the Steampun(k) Store in the check-in room. Thank you all for playing! “
- **if some people keep (split between KEEP & SHARE)**
  - “It seems that \_\_\_\_\_ (list character name(s)) was/were the only descendant(s) who selfishly decided to keep the money. But Punkie was initially lying to you. PUNfortunately, because of your greed, you will be the only person/people who do/es not receive a share of the fortune. His estate will be split evenly among everyone who voted to share. [gives everyone \$\$\$] Your fortune can be redeemed in return for prizes in the Steampun(k) Store in the check-in room. The greedy among you are eligible for a small consolation prize as well. Thank you all for playing!”
    - Give the SHARE votes money; give the KEEP votes a sticker
- **if nobody gets it (everyone votes KEEP)**
  - “It seems that all of you selfishly decided to keep the money. PUNfortunately, because of your greed, none of you will receive any share of the fortune. His entire estate will be donated to charity. DisaPUNting, I know, but we all face consequences for our actions sometimes. Luckily for you, you're eligible for a small consolation prize. Thank you all for playing!”
    - Give everyone a sticker :P
  - [Hand out money and stickers]

Money Breakdown:

Those who vote KEEP get a special Punkie Buck! Those who vote SHARE get a consolation sticker.

**AT THE STORE:** Collect Punkie Bucks from people as they redeem them for prizes. (They can’t keep the Punkie Bucks unless it’s the last day!)

Record the group’s time to escape on the [Steampun\(k\) Escape Times spreadsheet](#).