THIS DOC IS VERY OUTDATED, [GO TO THE NEW JUNPEI DOC HERE THAT EXPLORES THE NOVELIZATIONS (OF ALL GAMES) AND PUZZLES PARTS OF 999 + VLR]*

ZERO ESCAPE JUNPEI FEATS DOC + VIDEO LINKS TO THE PUZZLE ESCAPES (2nd part of doc is also being worked on)



(btw some of the ways the puzzles are explained might not be very accurate due to how the player plays the game in their specific order and in the middle of the puzzles there are also novelization parts with certain choices so some of this is dependent but i'll try to choose the right ones)

By: Grove421 & GXTHIE

I'll try my best on this. If anyone wants to go deeper into the feats and explain even more in detail, be my guest. I'm no doc writer but there are probably people out there who can make this seem 10x better in explaining.

Full scale iq

Overall eq

Reasoning

Other random categories that I'll put soon



THE NONARY GAME HERO

THIRD CLASS CABIN PUZZLE

(EQM + FLUID REASONING + PSI + OBSERVATION + FAST THINKING + ADAPTABILITY + MATHEMATICAL INTEL + MEMORY) *GROVE*



(Emotional Management + adaptability)

In the beginning of the game, Junepi wakes up on top of a bunk bed on a ship.
As he awakens, he falls off the bunk bed and his eyes try to adjust.
As they adjust, he starts asking himself, 'Where am I?' and how he got here.
He stands up, starts looking around, and begins to hear creaking sounds from outside the ship.
He then looks at a door inside his room on the ship and sees that it has the number 5 on it along with a sensor button.
He tries to open the door, but to no avail.
He then realizes he has a watch on his arm with the number 5 on it and wonders what it all means.
Junepi then wanders over to the window to look outside, but he can't because it's too dark.
The window then starts to crack and Junpei realizes that it's not outside he's looking at but underwater.
The glass window breaks and starts to fill the entire room up very fast but Junpei is able to keep calm and seek a way out.



Junpei wastes no time as this room will flood within literally 1 min so he has to process things very quickly and observe quickly.
Anyways, he begins looking for a way out, searching for things first as a great start.
He goes up to a sink and above it there is a picture of a ship.
Above the picture, there is a drawing of blue and red triangles, shaded and unshaded with a blue arrow pointing to the right below the triangles.

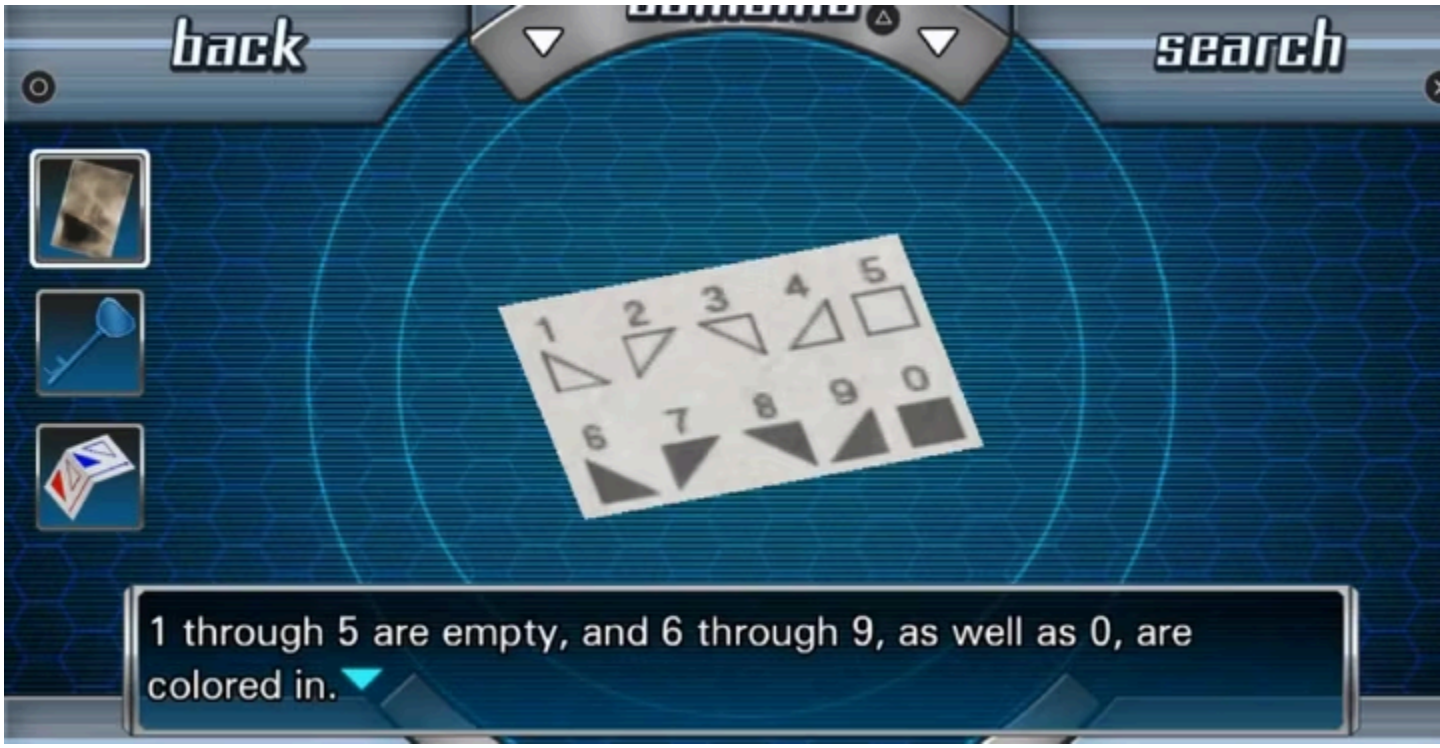


Junpei then takes them and starts looking elsewhere.

He finds a tea kettle, opens it, and discovers a blue key inside.

He takes the key and under the tea kettle, he finds a screwdriver, which he uses to open the back of the picture frame and remove the picture of the ship.

Upon doing this, it is revealed that on the back of the picture of the ship, there are shaded and unshaded squares and triangles with the numbers 1-0.



He heads over to where the number 5 door is and sees a mirror with a red key taped to it.
He snatches it off and gets a glimpse of himself in the mirror before a flashback arises.
In the flashback, he remembers walking inside his home at night, noticing his window was open, but then he closes it and in the reflection sees someone in a weird mask, all in black.
Then out of nowhere, smoke bombs and he passes out. Junpei says to himself, whoever put him here, guy or girl, he has no way of knowing what he says.
He then continues his search before he dies of drowning.

(FLUID REASONING + MATHEMATICAL INTEL + VSI) He goes up to this curtain closet and finds a red briefcase that requires a key and 4-number combination to open.
Junpei takes out the red key he found and sticks it inside the briefcase.
He then starts to look at the picture of the shapes.
He figures out that in order to open this briefcase, you need to read the red shapes in order, giving you the code 7485.
He opens the briefcase and sees that it has 3 stacks of red cards with the numbers 1, 2, 3. He takes them.

He also stumbles upon a blue briefcase that happens to be just like the red one. He sticks the red key inside and puts in the code 0263.
This time, upon opening it, he is greeted with a file explaining the digital roots of numbers.
Junpei quickly learns how to use the digital root but wonders what he would use it for. He looks at the door and sees the number 5, and runs over to it, trying to use the number key cards on the scanner machine but nothing works.
Then he thinks for a second that in order to maybe open the door, he needs to get the digital root number of 5.
So he starts by putting in the card 6, 1, 7, giving him 5.
This works because he added 6 + 1 + 7 which equals 14.
This means that the digital root of 14 is 5, since 1 + 4 = 5 and that is how you get the number 5 door to open.



1ST CLASS CABIN PUZZLE

(VSI + WMI + OBSERVATION + MUSICAL INTEL + FLUID INTEL + PERCEPTION + ABSTRACT THINKING + FRI + AWMI + PATTERN REASONING) *GXTHIE*



Junpei, Snake and Seven entered through door 5 and searched through the rooms.
While searching, they stumbled upon a door that appears to be locked.
“Check this thing out… We found this thing here on the door.” Seven announced both Junpei and Snake.
“The red light is on… Does that mean it’s locked?”, Junpei questioned.
Snake replied, “So I would assume.”
Junpei asked, “is there a way out?”
Seven jumps in the conversation, “we looked around a little, other than this door, we didn’t find anything.”
“So you’re telling me that unless we can open this door…” Junpei gets cut off by Snake, “Yes we won’t be going anywhere.”



Junpei observes the door, it seems like there isn’t a key for it.
Searching around the room he goes to a bed and slides the pillow aside to find ‘score plate (A)’.
“I see… This feels like glass.” Junpei analyzes the score plate.
Snake has a convo with Junpei, “a rectangular plate of glass, is there something written on the surface…?”
Junpei replies to this question, “yeah, it’s a sheet of music with a couple of **A** notes..”



Now the next note, in that same room with the red locked doors Junpei opens a door which shows a safe on the cabinet, he opens it to find ‘score plate (C)’.



Next note to find, Junpei leaves that room then goes to the bathroom which is in the hallway.

He notices that he can’t turn the faucet on at the bathtub so he exits to go to the next room connected to the hallway, which leads to the living room.

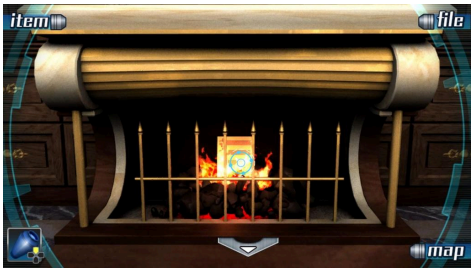
In this room he notices something behind the fireplace (which is a note), but he can’t reach it due to how hot it is(this also includes the fact there is a spiked fence as well), so after he searches around the room he spots a vase on a round table at the corner and takes it so he can fill it up with water as Seven suggests in the bathtub.



Junpei Goes back to the bathroom to fill the vase with water then he backtracks back to the living room with the water filled vase to put out the fire.

After putting the fire out he obtains ‘a score plate’ but unlike the transparent glass panels, it is a ceramic music note that is left





In this same room Junpei finds another note in the cabinet, this time ‘score plate (G)’.

Going back to the bathroom he drains out the water in the bathtub to obtain ‘score plate (D)’.

With this, all the ones with letters are transparent glass while the ceramic ones don't have a letter

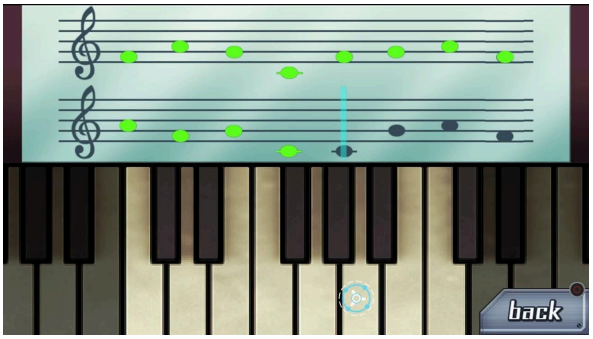


After Junpei has all the musical scores he places them up on the music stand and starts playing, Junpei notices that it uses only four notes which are C, D, G and A.

In this piano puzzle Junpei has to start from the left until the end of the score, the order of this pattern is ‘3456 / 3543 / 4356 / 6543’ to complete the puzzle





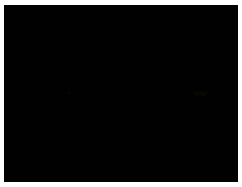


After that he talks to himself,
“...And we’re done. Music is not my forte- wait! What was that noise…?”
Now despite the fact that he is not experienced in playing the piano as Junpei stated himself that it’s “not his forte”, he still got it down pretty solid. After Junpei hears the noise, he notices that the doors turned green which means it opened, finally, he escapes alongside Seven and Snake

2ND CLASS CABIN PUZZLE

(VSI + WMI + ABSTRACT RSN + OBSERVATION + PERCEPTION + SQ) ***GXTHIE AND GROVE***





Junpei is now in another room with June (B92) Santa, and Lotus (B93).
On the round table in the starting area, there are boxes of matches, so he snatches them.

He then goes into a room that has a bed, a dresser, a cupboard with a jar of water on top, and a picture of a map of a ship (which he estimated to be 900 feet long).
He opens up the drawer and finds a key.
Leaving the room, he goes into the hallway and then into the bathroom.
Right away, Junpei notices something off with the bathroom wall.

It is covered in square tiles, purple and green, with circle designs, lines, and squares within a square.

Junpei turns around in the shower to close the curtain behind him with June, and they talk about how it's suspicious.
Anyway, they leave the bathroom, and Junpei goes into B93 where Lotus and Santa are.

He enters the bathroom of this room and sees that there is no curtain at the bar of the ceiling.

After leaving the room briefly, he goes back into the main part of Lotus's room and finds a candle, which he picks up.
Since there is no other light in the bedroom, he lights the candle using the matches he found and goes inside the room.
He places it on a dresser similar to the one where he found the key.
This dresser has a lock, and Junpei has a key, so he takes it out to see if it will open, and to his surprise, it does.
Upon opening it, he is greeted with a square piece of a picture, which he takes with him.

He then looks around the dark side of the room with the bed and finds a curtain on the bed, which he grabs with him so he can place the curtain on the bathroom in B93.
As the candle runs out after he finishes investigating, he decides there's no need to be inside the bedroom anymore, but he notices something about the candle.
Once all the wax melted, the metal part holding the wax is shaped like a key.
Taking it with him, Junpei notices a cabinet that requires a key, so he uses the candle key to unlock it.

Inside, he finds another square picture, which he puts in his pocket before heading to the bathroom.
He hangs up the curtain from the bar of the ceiling then proceeds to close it just to notice a hole on it that shows a single tile.

Going to the outside of the curtain, he looks through the hole and sees a single tile on the wall, 5th from the top and 3rd from the right.
He moves the curtain aside and tries pressing on the tile, but nothing happens.
Remembering that the B92 (the room that June is in) bathroom with the same design, he goes into that one and tries pressing the tile that was shown from the B93 bathroom with the hole.
This time, a square piece for a picture comes out and he takes that one.

June compliments him for finding it. They exit the bathroom and return to the room where Lotus and Santa are, where they see a painting that requires the rest of the pieces of three total (which Junpei already has) so he places these picture plates in the empty parts.

Junpei has to sort them out correctly to get the right image, which is not just any image; it's an illusion picture.
Therefore, he needs to navigate the picture correctly using his VSI and perception. He also remembers what the original picture looks like only looking at one time and was able to solve it the correct way.
First Junpei needs to spin the bottom right place twice, swap the bottom right and top right plates and finally spin the top right place once to finally solve it.









After Junpei solves it, The frame pulls down and reveals a Mars key, which Junpei takes.

All four see that it's a picture of a pitbull after Junpei answers Lotus' question correctly (though this depends on the player choice but the answer "dog" is objectively correct.)

He explains his reason on how he knows it's a dog, "See, you've got the head here, and these are the front paws… And then these are the back paws. See?"

The frame pulls down and reveals a Mars key, which Junpei takes.

Junpei, Santa, June and Lotus head to the hallway towards the exit, all four escape showing Junpei and the rest use teamwork to get through this including the rest of the escape rooms.

The Masterful Storytelling of 999's 2nd Class Cabin watch this video it's pretty neat

CASINO

(Fri + Inductive rsn + logical reasoning + mathematical intel + fluid intel + pattern reasoning) *GXTHIE AND GROVE*







Junpei is now inside a casino-looking room with 3 slot machines, a bar, and a baccarat table with Snake and Seven.

He goes up to it, and Junpei finds a 3 of spades card sitting on the Baccarat table. He picks it up and puts it in his pocket. He notices something off about the table, though.

In the middle of the table, there is a glass card holder embedded inside the table with an 8 of spades card.

Right under the glass card holder are 3 slots where you would place cards, but Junpei doesn't have any other cards but the 3 of spades.

Junpei easily finds the other cards; a spade of 5 on a table, spades of 4 behind the bar, along with a spade of 7.

Junpei searches other tables and finds nothing.

He goes up to a fireplace and sees a spade of 6 on top of the mantle in the middle. On the left and right sides, there are glass boxes with weird abstract art inside of them, and behind the glass boxes were lights.

Turning them on reveals the cards of clubs, diamonds, and hearts.



After observing it, Junpei hears something fall down in the fireplace.

Looking down there, he sees a bag of casino coins.

Curious, he goes up to the slot machine and sees a slot for coins on the upper left side of the face, so he puts a coin inside but it gets jammed (for both 1 and 3) until he is forced to choose the middle one (which is 2).

At the middle slot machine (2) and tries opening the slider at the bottom where a prize would drop but it won't budge.

Snake stated, “that if they were able to maybe get all the correct symbols, it might lead to their freedom.” Junpei inserts a coin inside the slot, and this time it works.



Junpei spins the slot machine and tries to get 3 things of the same but no luck. Immediately right after, Junpei notices that when he clicks the clubs first, he gets 7 all the time.

He notices that he needs to click the buttons in a specific order, which he recalled from the lights reflecting a mirror to create a shadow so he uses that for reference for this puzzle.

He clicks Clubs, Diamond, and Hearts. Doing this makes him land on all 7's and a winning bell sound. Junpei screams in excitement, "7…7..7! Yes! 777!" He then hears something unlocked in the prize slot, and Snake gives Junpei his props, stating "how impressive it was".

Junpei goes into the bottom slot to see the prize.



A playing card and Venus Symbol key are used for a gate. He puts the Spades of 2 cards and Venus key inside his pocket and heads back over towards the baccarat table.

He asks Seven "if they are really supposed to play baccarat?"

Seven responds back, talking crazy, talking about "it's a baccarat table, what else are they supposed to do?"

Junpei starts trying to figure out how to play, and Seven starts explaining to him how to play.

Seven asks Junpei, "What's the opponent's hand?"

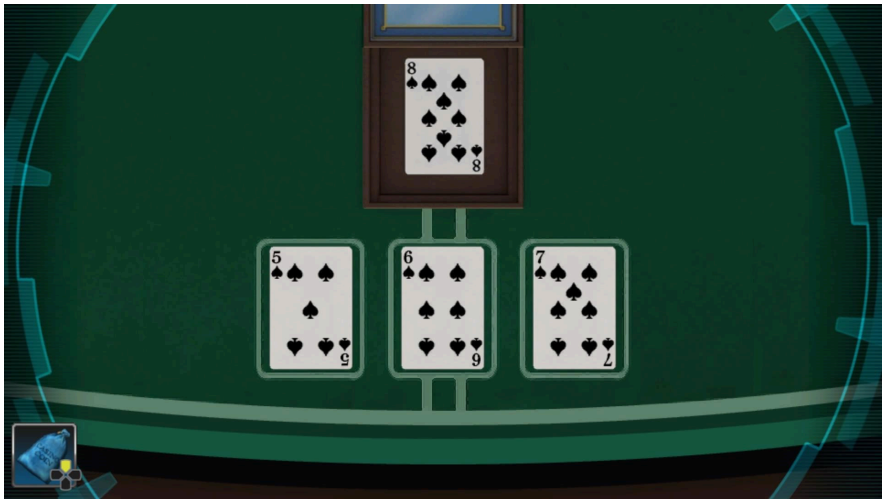
Junpei replies to Snake, "There's an (8) in the glass case, so obviously it's the opponent's."

Seven asks him again, "if that's the case, what 3 cards do we need to get that number? Junpei thinks to himself: *"Place 3 cards in the white card slots and defeat the opponent's 8."*

Junpei thinks more, *"that can't be the only rule to this."*

Junpei starts going over the rules in his head one last time before playing. Ready, Junpei puts 5, 6, 7 down as 5 + 6 + 7 = 18 and the digital root of 18 is 9 and 9 is greater than 8 which leaves the "opponent" to be "defeated".

It opens, and now Junpei can grab the 8 of spades. The goal here was to just choose 3 cards that add up greater than the 8 of spades cards in the glass.

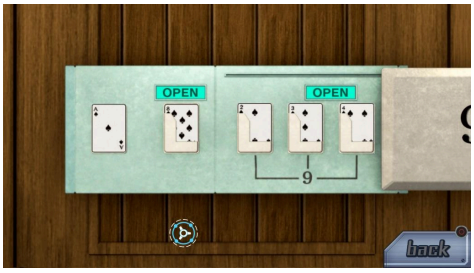


Junpei sees something on the wall near where they will be escaping.

He walks up to it and it's like some weird card machine with the number 9 on it and an Ace card on the left where you are supposed to put a card, but at the top of it says “lock”.



With Junpei's remaining cards, he puts the #8 card in the lock and the #9 cover opens revealing another card lock, but this time you must put 3 cards down. Junpei knows you must get the value of 9, so he puts down 2, 3, 4 which would give him an addition of 2 + 3 + 4 = 9 instead of digital roots. It is just just basic mathematical additions.

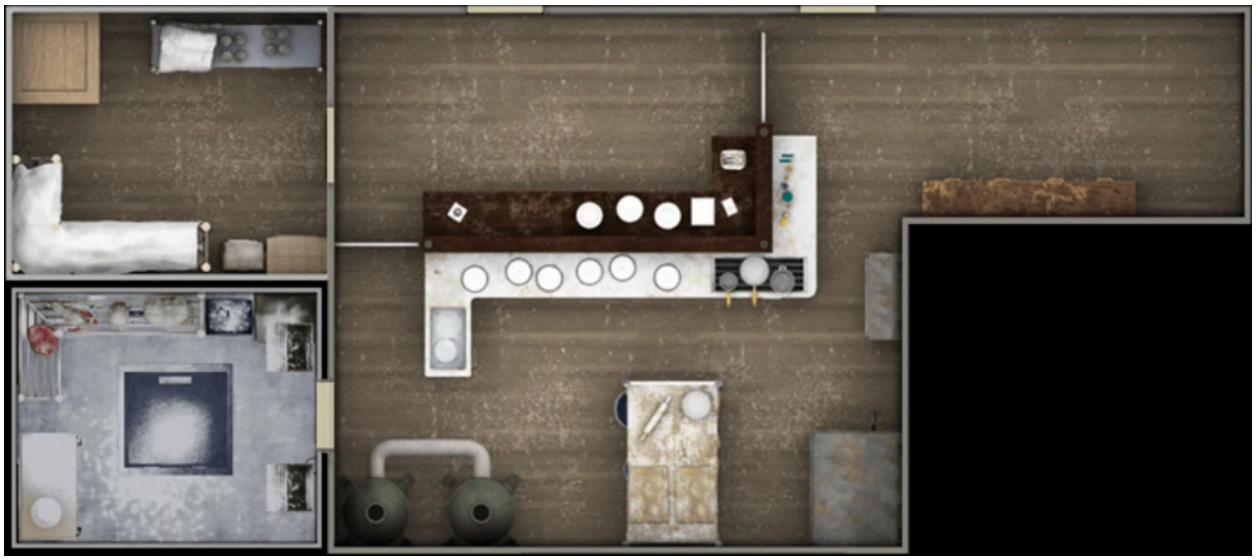


Doing so unlocks the door and they are free to go.

KITCHEN

(Fri + Reasoning + Knowledge + critical Thinking + Creativity + See through people + PSI + mathematical intel + SQ + EE + EM + EU + risk calculation) *GXTHIE AND GROVE*







Junpei is in the kitchen with Santa, June and Lotus. Junpei Starts looking around and finds a teacup looking thing and June says how it would be nice for them to have tea together and Junpei in his thoughts says how that would be nice but gets back on track as that really isn't important as of right now.

Junpei heads over to a door but it has tons of rust on it with a lock so, they barely can open it. Junpei starts searching for something that can possibly help them open this door.

He looks around near a sink with water and dishes in it to find out there isn’t anything useful.

He knows this won't be a lot of help without some sort of item to unlock the bolt latch. So, he starts searching around again and goes inside of a room filled with bread and a white blanket covering another shelf then Junpei takes it off and June says there's so much stuff in here like tons of cans and Junpei says it's a pantry.

After taking the white cover off, he looks on the shelf, passes the food cans and sees a wooden box. When he opens it, he sees a rusty knife and says “A rusty knife.. I don't think we’ll be able to use it while it's like this.”

As he thinks about how useless it'll be if they can't find anything to sharpen the knife.

June says “it's futile” and Junpei in confusion questions “Futile?” and June responds with “you know a waste, useless, pointless” and Junpei asks “um any particular reason you wanted to bring that up?” and she says “for no reason really, I was just thinking about Futility.”

Junpei was monologuing in his head to process his thoughts, “she wasn't making much sense.”

He asks her why she was thinking about Futility, and she answers with, “Well, it has something to do with the Titanic” and Junpei strikes her argument, "The Titanic is confused.”

June goes on to ask him, “Have you ever heard the story that the sinking of the Titanic was predicted?”

Junpei replies with “Nope” and June explains to him that, “in 1892 14 years before the Titanic Sunken a novel was published it was called Futility it was written by an American novelist named Morgan Robertson The story was about a big cruise ship colliding with an iceberg and sinking.

Of course if that were the only similarity there wouldn't be any reason to mention it. It wasn't though The name of the ship, its nationality course, departure time Size

displacement, maximum speed, number of passengers and crew, or the number of lifeboats.

Even the location of the accident itself and the cause and the location of the damage Everything matches the Titanic almost exactly, It was almost as if he'd seen the whole thing happen but this book was written 14 years before the Titanic Sunken."

Junpei expresses with a "hm" and June continues to add more information, "But that's not all. It wasn't just "Futility" that predicted the sinking of the titanic There were 2 other similar stories written by a man named William Thomas Stead Both of them before the accident One in 1886 and one in 1892 Stead wrote 2 stories that had striking similarities to the Titanic Disaster In one 2 ships collided and many of the passengers died because there weren't enough lifeboats in the other, a ship collided with an iceberg and sank."

Junpei says "well It really wasn't uncommon back in the day for ships to hit each other and icebergs" and June responds, "I knew you would say that" and Junpei was confused, "what?"

but June starts speaking hypothetically, "But what if Stead had some sort of special powers To be more specific, what if he had the ability to do automatic writing?"

Junpei says "What Automatic writing? wait, are you talking about when someone's possessed by a spirit?"

Then they both write a bunch of stuff without knowing what they're writing and June replies "yes." which made Junpei ask her in curiosity.

"What do you mean, yes? That stuff is a load of bull" and June counters this by saying, "but Jumpy (his nickname she called him as kids) You said you believe in curses."

Junpei said "C'mon that's totally different. Junpei resumes to explain the reason why, "okay let's say hypothetically that automatic writing isn't a total load there's no way he could have predicted the Titanic when this Stead dude wrote his thing nobody had died on the Titanic yet. So, if automatic writing is about being possessed by dead people who the hell possessed him, so he could write that stuff."

June counters Junpei's argument, "that's not it" and Junepi asks June, "what's not it?"

June explains what's it, "Stead wasn't possessed by a spirit. He was doing the possessing."

Junpei stares at her in shock and raised his voice,

"What are you Smoking?!"

She then responds by giving her knowledge to Junpei, "William Thomas Stead was a Passenger on the Titanic. He just wrote down what he Saw with his own eyes 20 years before it happened."

Junpei decided it was probably best to say nothing after that. Junpei smiled uncomfortably and said,

"Why don't we talk about this some other time, okay?"

She said "huh?"

Junpei responded, "Come on, let's get back to it" and then he Gently tapped her on the shoulder and awkwardly reached around her to pick up the knife from the box.

Finally, with that talk Junpei started searching for the bread on the other shelf which turned out to be a cheese that just looked like bread, Junpei started moving the cheese around and found a small bottle of oil, which he took with him then he exited.

Junpei started sharpening the Knife with the whetstone he found in the kitchen and which ended up all clean and sharp instead of being dull but now he has to find something to cut with.

They head over to that Rusty door from the kitchen and Junpei pulls out the bottle of Oil to open so he can pour it on the bolt latch (making it slippery) so it can be unstuck which gets him to push the bolt latch out to finally unlock the door.

When it opens he celebrates and June compliments Junpei saying “You're so smart, Jumpy” and they go inside the freezer.

Soon as the four entered the room a blast of cold temperature washed not only him but the four people in the room. Almost instinctively, he folded his arms tight across his chest doing what he could to conserve body heat.

Junpei starts shivering to complain, “Brr...it's cold in here!” and then questions, “what is this place?” and Santa insults Junpei “are you blind? it's a freezer.”, while shivering.

Santa's teeth were chattering like crazy. The freezer was far too cold for someone dressed as he was.

Lotus retaliates, “oh, no way! that's way too cold for me, i’ll freeze solid in seconds. Sorry, but I'm afraid I'll have to pass on this one. I’m going to leave the rest to you.”

She ran out of the room by instinct due to her being sensitive to how cold it is in the freezer due to the revealing clothes she was wearing. June came in, “Whoa... It’s really cold in here...”.

Junpei told her that she needed to leave because she was having fevers. Junpei thinks she doesn't need to be here.

She says “it's okay my fever is gone” and Junpei was arguing back “But-”, though out of nowhere his words were cut off with the thunderous sound of metal upon metal rang from behind Junpei, Lotus and Santa, what they saw was a door that was shut.

Junpei rushed over to the door and was asking why it suddenly closed. He grabbed the doorknob, but he was in pain due to beyondly cold it was. The knob froze within seconds as the door closed. June asks why and the three quickly deduce that the pipe next to the door ruptured releasing water which made it freeze.

Santa pushed Junpei aside and pounded against the door yelling for Lotus name and for her to open the door.

She wasted no time in responding, asking “what is going on” and Santa claims the door won't open, “try opening from that side please”. She tries her hardest, but it won't budge and she tells them to “figure it out as there are more people in the freezer room”. With each breath they took the cold got deeper and deeper into their bodies.

Junpei motivated them to find a way out as they only have minutes left to live as the cold keeps getting colder.

Junpei searches the refrigerator with frozen meats and grabs a bag of dry ice in a bag tied up with his sleeves so as to avoid burning himself, he also thought that MAYBE he can use it as an explosion as he did test this out back in school when he was younger. Santa asks “Dry ice is just frozen carbon Dioxide right?”. Junpei answers “Yeah, it is” and Santa responds thinking out loud towards Junpei, “I wonder how warm it has to get for it to turn back into gas again…”. Junpei wondered how this was gonna help him, June and Santa.

June steps in and says “Carbon Dioxides sublimation point is -109 degrees, any warmer than that, and it'll turn into gas. Any lower, and it becomes solid.”

Junpei looks at June dumbfounded to ask her “how do you know that?” and she answers “Despite my looks I am the qleen…bleh, ahem… the queen of random knowledge.” Junpei said sarcastically “looks bad to mess up when you’re showing off”, and she starts speaking gibberish and Junpei asks “oh you’re so cold your mouth’s going numb?”, and She says “Yef. wats wite.” like she literally says it like that and Junpei sees through this, “you're just doing that on purpose, aren’t you?” June giggled trying her best to hide her guilt as Junpei could see through her act, Junpei told himself that she was feeling good enough to joke around.

Santa speaks up, “c’mon guys, don't you think it's kinda weird? I wonder why it doesn't turn into a liquid first?” Junpei says “yes, it is kind of weird” (this is the choice you have to choose for true ending).

June continues sharing her knowledg by stating “it can turn into a liquid. Carbon Dioxide turns to liquid if you put it under high enough pressure, But at 1 atmosphere normal air pressure.” Santa comes in at the last second and says “It won't turn into a liquid, right?”

June replied with “that's right, instead of melting, it'll do what's called “sublimating” and change immediately from a solid state to a gaseous one.”. Santa commented his reason, “see that is weird..Waters a liquid between 32 degrees and 212 degrees so why isn't that the case for Carbon Dioxide?” June replied with an answer that stunned both of them she said “There's a kind of ice that doesn't turn into liquid when it Goes above 32 degrees. I heard about it... its melting point is 96 degrees.” Junpei jumps in to confirm the question with “Ice with a melting point of 96 degrees?” Santa says “you mean there's water that freezes at 96 degrees?”

June explained with, “Yeah, well, you could also look at it as ice that won't melt until 96 degrees.” Junpei was cold, but it was too interesting to ignore so he rubs his arm and stamps his feet trying his best to warm up.

Junpei asks “So, what’s this ice with a melting point of 96 degrees called?” and June answers Junpei, “I heard it's called [ice 9]. Originally, Ice 9 was a made-up substance invented by a science-fiction author.” she continues, “but recently, scientists have discovered that such a substance actually exists.” Junpei tries to process this, “Wait. Hold up. So is this thing called ice 9 or is it water?” Then June explains, “Like I said if the ice is over 96 degrees, it'll be liquid if it's under that it'll solidify So, you could think of it as a polymorph of H20. Here, think of it as diamonds and Graphite. They're both made of Carbon right? But depending on the structure of the crystallization, the hardness and structure are completely different.” Junpei attempts to piece this together, “So you're saying normal water and this ice 9 are like that...” and she affirms with a “yep”, but SHE NOT FINISHED YET, LIKE OMG SHE HAS MORE TO SAY!

She asks, "Have you heard the story about the crystallization of glycerin?” Then she continues to explain the lore, “For 150 years after the discovery of glycerin people cooled it and warmed it... They did all sorts of things to it. But whatever they did it never crystallized, however one day in 1920. Some glycerin on its way to England by ship was discovered to have crystallized during the trip. Scientists around the world wanted to research this new crystallized form of glycerin and asked for seeds. Oh, a seed is a sample of the original crystallized substance. With a seed crystal further crystallization of glycerin would be easy however something very strange happened. Not only did the glycerin encouraged by seed crystals begin to crystallize Even the samples nearby did, even though they were tightly sealed and it didn't end there.”

She resumes, “After that day it doesn't matter where in the world it is, all glycerin crystallizes naturally when cooled to less than 64 degrees. Before that day, no matter how much glycerin was cooled, it refused to crystallize. but once the crystallization had

begun it was almost like… how do I put it… It was almost like all the glycerin in the world was communicating. Communicating in some way that we can't sense and now it's happening everywhere."

Junpei was honestly impressed by her knowledge but it still leaves him questioning, "wow that's pretty interesting but… uh… what does that have to do with ice 9?"

To his surprise it was Santa and not June who answered and talked for her, "what she's saying is that it's a lot like ice 9 what happened, I mean." Junpei replies, "a lot like? That would be bad." "If water everywhere started freezing at 96 degrees… man…" Santa stated hypothetically, "it would be the end of the world. At any rate we are not going to have to worry about the end of the world unless we can get out of here pretty damn quick". Santa says "All right guys, I think that's enough of that. I didn't think we'd get quite far off-topic… I mean, I know I'm kinda at fault here, but we can't be screwing around anymore. Seriously…" while June tells Junpei and Snake fun facts. He then starts being impatient, "I might go by the name Santa right now but I didn't grow up in Iceland. I freakin' hate the cold. So let's get crackin' alright? We gotta find a way out of here." Santa stomped off pretending to not be cold at his very best efforts and Junpei looked at June and said "selfish, isn't he? [Ice-9] is interesting and all, but we can discuss it more once we get out of the freezer."

Junpei begins his search again and looks on a shelf and finds a chunk of frozen pork so he takes that with him and notices there's a latch on the floor, he pulls it up to find a sturdy rope and an empty water bottle. He starts thinking creatively. He goes back inside that refrigerator and grabs a frozen chicken and crushes up the dry ice in the bag breaking it into pieces. He then puts the dry Ice into the water bottle He then ties the study rope around the water bottle.

Before he prepares, he wants to go over the steps first such as putting water into the dry ice, make sure the lid is closed and then finally he puts the [makeshift bomb] on the doorknob. After doing all this he asks, "so… uh… what do we do now?" Santa told Junpei, "We just need to give it a little tap. The bottle is already about to pop. If we just throw a rock or something at it, it'll go off all on its own.", Junpei had an idea, "a small rock? A small rock…" Junpei looked down at the floor to notice that there were scattered pieces of dry ice left from a larger chunk he'd crushed earlier, this finally gets him to act, "All right, this oughta do the trick." Santa was fascinated with the idea, "ah? Some dry ice huh? Not a bad idea."

He told both Santa and June, “Alright guys, stand back. Actually, we should probably hide somewhere.” Both Santa and June looked at him concerned with Santa speaking up, “where, exactly, do you expect us to hide, genius?” June spoke up too, “There isn’t really anywhere big enough…” but Junpei after thinking for some time, “Yeah, there is! Look! Right here! We can hide in there!”

Junpei pulled open the door to the small cellar at the ground and told the two to get inside quickly, so they both jumped into the hole alongside Junpei. In his hand he could feel the chill of the frozen carbon dioxide but he tightened his grip, took aim and prepared to throw.

He was joking by counting 3, 4 and 5 though these two didn’t laugh so he apologized. But he locks back in to finally throw it as hard as he could and with the same motion he ducked down into the cellar with Santa and June then ***BOOM***.

The ice door is gone due to the blast shattering the ice on the door.

After all that happened the cast were arguing for a bit with Lotus though Lotus had no way of getting them out so this shows that what Junpei did was the only way to get out the freezer and he came to the conclusion that the door accidently closed after accusing her of closing it on purpose.

“If she had really wanted to kill us, all she had to do was bar the door from the outside… But she didn’t. Well she didn’t do *anything*. She’s only lazy, or negligent at least. Not an attempted murderer.” He then apologizes to Lotus for doubting her.

After all of the bickering between Santa and Lotus, Santa tossed the [frozen pork] to Junpei and he caught it in mid air and Santa claimed it looked suspicious due to the fact there is paper inside it. Junpei then brings the frozen pork to cook it and he kept on it for some time so the paper won't burn, he attempts to take the paper out but his hand was in pain due to the heat, including the fact that the paper is STUCK frozen stiff so he couldn’t get it out so he did the alternative such as cutting the meat with the knife that was cleaned and sharpened, afterwards, he got the paper. The paper says “C + 10 + F” so he has to figure this out.

Junpei examines the plates and Lotus explains that it is using a hexadecimal which is a number system going by 8, 9, A, B, C, D, E, F, 10, 11. Mostly using the base-10 which is normal for a letter system

It would go like this: A = 10, B = 11, C = 12, D = 14, E = 14, F = 15. 10 = 16 which technically means it becomes the 16 in base 10, but these are basically letters being added on the normal letter system after 9 which means it focuses on double digits/tenths place. After Lotus explains this to Junpei, he puts this to mind to get the password for the iron oven.

C = 12, 10 = 16, F = 15 now Junpei adds all of that up in total, 12 + 16 + 15 = 43 which is the correct password. After that he opened up the iron oven to retrieve a Saturn key card. After that, the four went up to the door to slide it on the card reader to finally unlock it since it flashes green then they all got out.

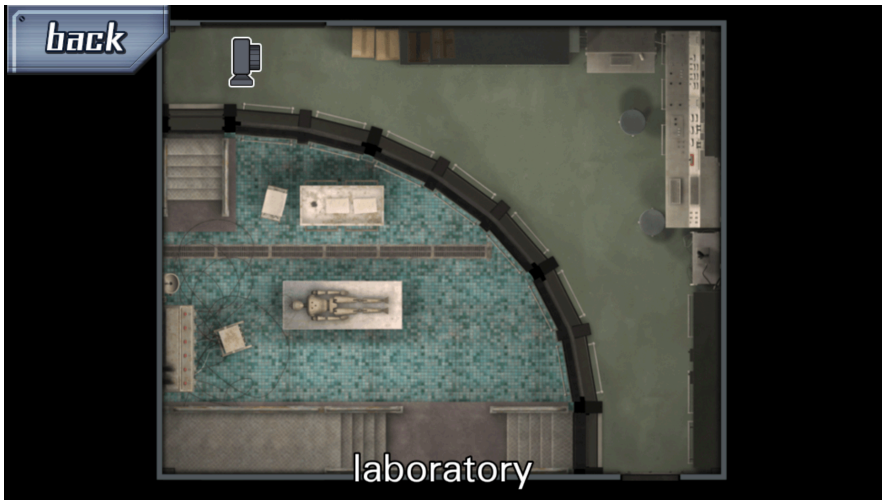
OPERATING ROOM (VCI + MATHEMATICAL INTEL + SQ + MANIPULATION + LOGICAL REASONING + THINKING) *GXTHIE*





This is room is occupied by Junpei, Clover and Seven

LABORATORY (VSI + PATTERN REASONING + SQ + OBSERVATION + THINKING + PSI + WMI) *GXTHIE





This room has three people that contain Junpei, Clover and Lotus.

The problem with this room is that Clover is trapped at the other side ceiling her in from the iron cage inside the room with the robotic mannequin after her little breakdown while Junpei and Lotus are at the main side the computers so they have to figure out how to get out her out including getting out together (also two doors are shown to glow red which means it is locked).

Junpei figured it was another one of Zero's puzzles so both of them in agreement try to find a way to open it while also trying to suggest to Clover if she can find anything useful in that room.

Junpei examines the glass and notices how durable it is due to how it is made of really thick glass so no matter what he hit with it, it would not even make a crack.

Junpei goes to window where Clover was just for Clover to tell him that she found a pen and Junpei concludes that they only used one part of the pen, there is probably something underneath all that pen, he then tells Clover to see if she can erase it but Clover tells Junpei that it's permanent marker so this gets Junpei to try to figure something else out.

Junpei then gets away away from the window, he searches the lockers that glow green (which indicates that he can open) to find "ethanol" (a colorless volatile flammable liquid which is produced by the natural fermentation of sugars; alcohol), though unlike regular ethanol it has higher purity level which means it is much more effective cleaning than regular ethanol which is typically used in laboratories specifically or any industrial place.

Junpei comes back to Clover by going to the bars that had a gap of where she grabbed it through the gate, Junpei calls her up so she can use it to wipe off the permanent ink with it, he then tells Clover that he trusts her which got Clover to feel "special". Junpei then gives her the order to use the cloth, soak it in ethanol and use it to wash off all the stuff from the permanent marker.

Clover does exactly as he says which took her a bit of time but it worked, she later informs Junpei about a "weird drawings". She tells Junpei that "There were a bunch of numbers in some kind of grid." but Junpei can't see that from here so asks Clover if she got a pen and notebook then also follow up with another question, "Could you write those numbers down and

then hand them to me through the bars?" She does as she is told and then gives Junpei all the numbers she wrote down, papers with numbers on them.

Junpei then goes to the computer but the power wont come on but no luck since there is no power cable as it is not connected to a main computer, as Junpei keeps searching the laboratory, he found a 3-prong power cable from the equipment stand, he went back to the computer and notices that he can't use it due to the fact the cable has 3 prongs but the socket only has two holes which means it doesn't fit so he needs a plug to change the power cable to one with 2 prongs.

He goes up to the window to communicate with clover pointing out the machine and asked Clover if it has 3 prongs or 2 prongs, Clover had no idea what Junpei was talking about but she checked anyways, she later confirms it got "two metal things" (prongs) and Junpei was shocked, "That's it! Okay, can you unplug that cable and bring it over here?" She said.

"Well, i can unplug it, but it's connected to the main computer" so she couldn't take it over to Junpei, Junpei was disappointed until Clover asked, "Well, how about just the plug?" Junpei was confused but Clover said it was more like a connector that make the plug with three prongs into a plug with two prongs, Junpei thought this was a good idea as that is just what he was looking for, she unplugged and then gave the 2-prong plus to Junpei at the gate.

Junpei then combine both the 3-prong power cable and the 2-prong plug to get a 2 prong power cable for the computer, Junpei plugs it under the desk and the computer finally turned on but it's not exactly powered to the main computer which confuses Junpei, but Lotus comes to a reasonable explanation that it's a wireless display which means it connects to the computer wirelessly, hence the name. Though they need to find a password while Lotus tries to do something with the computer, mostly to try to decode it or whatever as she was typing at rapid speeds, after they have a bit of a

convo until Junpei slips up calling her an “old lady” which got her pissed off so just went away as she told him to so but he couldn’t find any hints to the passwords. After wandering around, luckily Lotus cracked the code. What was shown on the monitor was 9 squares, arranged in a 3 by 3 square, the computer keyboard doesn’t seem to respond to any buttons so this is all left to Junpei to solve the puzzle.

(There is another dialogue if going for the Zero lost ending as it is required for the true ending

Now for the puzzle..This puzzle goes like this green = unlock, red = lock and the goal here is to get all panels to show up as green. First Junpei has to recall the note Clover gave him. Bottom right is 1, top right is two, top left is 3 and center is 4(though depending on the player, you can solve this in multiple ways without using Clover’s note, I did this myself in multiple playthroughs).

Junpei uses this as reference and solves the puzzle, which made a noise that sounded like something unlocked, which was the rectangular part of the lockers that was shining red before to appear to have a green color. Junpei opens it to see there are two keys (Earth symbol and activation key), Junpei takes both of them, Clover calls Junpei up to the cage but then out of nowhere stops talking to go back downstairs and goes back to searching.

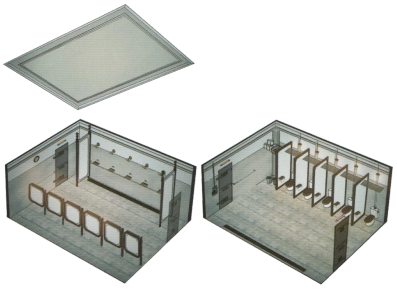
Junpei goes to the main computer to use the key and it turns on which shows an emergency system activation and the power is restored to the experimental device.

Junpei runs up to the window to point out that the main thing is on now since Junpei and Lotus activated the power over at his side, he then tells Clover to play with it by turning it, though it doesn’t work so he told to raise the voltage up but Clover turns up at max voltage then the robot’s head

exploded which cause a fire alarm, this activates the emergency system for evacuation, this turns the doors that were one showing to be red to turn green meaning it disabled the locks on both of those doors.

They first saved Clover from the green door from the right, after a little bit of a convo, they both opened the gray door to exit which leads to their

SHOWER ROOM (VCI + EU + MATHEMATICAL INTEL + +PERCEPTION + OBSERVATION) *GROVE*





So Junpei, Seven, Santa and June are in the shower room after being manipulated By Junpei. They are scattering around the place looking for the DEAD which is supposed to deactivate a bomb that was implanted in their bodies by Zero. When the dead is activated you have less than a minute to find it.

Junpei went into another area of the room where it was completely dark and could see the Dead glowing. As he ran to it he stepped in something slippery he paused for a moment asking what hell it was but Seven came out of nowhere pushing him out of the way to get to the dead. Right behind Seven is June and Santa and they hit the DEAD as well on the wall and Junpei followed.

After they realize they are good they stop to catch their breath from running around looking for the dead and then out of nowhere Santa sniffing the air like crazy and asking what it was that he was smelling. All of a sudden everyone could smell it. Their stomachs turned inside out. Seven opened his mouth and released his words into the air by telling them he could see a light switch on the wall. He walked over towards it and turned it on. When the light hit their eyes they all dropped silent.

The reason for this silence was they found a body next to a door with the writing L,L,R on it in blood. They observed the body as it looked like it had been blown up just like the 9th man. Junpei pointed out how his left arm had been split open. That's when Junpei noticed something about how the person was dressing. He noticed that the clothes the person was wearing were snakes. Soon as he says the June out of nowhere starts screaming.



She just kept repeatedly screaming “No! No!” She started pulling on her hair violently.

Junpei could hear her hair literally ripping. Junepi Yelled for her to stop and calm down. He grabbed her wrist but as he did June leapt up, and ran toward the exit. She started banging on the door screaming for someone to get her out of there.

She was banging on the door so hard blood started leaking from her knuckles. Junpei said her name softly trying to get her attention but she was too far gone in her mind screaming.

Junpei couldn't watch anymore he ran to her and wrapped his arm around her pulling her away from the door telling her to calm down in a calm tone. She started trying to fight him off of her but Junpei would not let go just telling her to please calm down. It was then her body just suddenly went limp in Junpei's arms. She fell to her knees but Junpei followed and then he felt something warm and wet, It was her tears.



Junpei calmly said to her "We're gonna be fine.. It's gonna be alright, June It's going to be okay, Kanny. I'll be here with you, okay?" June nodded once and finally was able to speak saying "Thank you. Thank you so much, Jumpy." Junpei stroked her hair gently. His face was so close to her. The scent of her hair was nostalgic to him. Junpei spoke into her ear "Do you feel better?" She responded back with "Yes. but I'd like to stay here. For a little while, at least. Jumpy's body is..so warm." Several minutes passed before June tears had dried.

Junpei stood up. He bent down, put his arms under June's and helped her up to her feet. They sat there staring at each other not saying a word. Neither did Santa or Seven. A person was dead. They had died in that room, in a terrible way. Junpei knew there was no way he could make himself forget that. There was no way any of

them could forget it, but mourning would do no good. So they spreaded out to search the room, but each felt as if their heart was made of lead.

Junpei locked in and filled the silent air with his words echoing off the wall “We better get to it.”

Junpei tried turning on the shower but nothing came out. He thought maybe it was clogged. Junpei turned to his left to try the other shower heads and water came out super hot and turned it off and thought to leave it alone for now. Under the shower heads were pipes inside of a box inside the wall. Attached to the pipes was a piece of paper with a wire. It said “Notice: Drainage Valve Operation. Please do not flush the water in these pipes. Doing so may cause the drain to overflow.”

Seven told Junpei that “the pipe on the right must be connected to the drain in the middle of the room and if you turn it on it’ll probably come up through the drain.”

Junpei got up from his knees and began looking around over towards where these toilets were and saw toilet paper on top of the shelf in one of the stalls and grabbed it and saw that it had red symbols on it towards the top that was cut off. Right next to the toilet paper was a brown box and in it was Luminol. Checking the rest of the stall he’s in he sees a bucket on the floor and broom. As he went to pick up the broom he heard a soft voice from behind him. It was June. She out of nowhere said “The rabbit hutch.” Junpei, confused, stared at her. Junpei was reading her face. She was sadly pale but a smile was on her face.

She goes on to say “Oh, you just reminded me of it. The rabbit hutch, I mean.” Junpei responded back “How did I remind you of something like that?” June replied back with “Jumpy and the broom. You were always playing around with the broom in front of the rabbit hutch.” Junpei says “I was..?” June puts a surprised look on her face “Don’t you remember?” Junpei stared at the broom in his hand. June looking sadder put her head down “You mean.. you don’t remember that summer either?” Junpei looked very sad. He shook his head and said “Of course I remember. How could I forget something like that?”

“It was terrible.” He said. They were in 6th grade Junpei & June had been assigned to take care of the classroom pets- the rabbits. Their chief duty was to clean the

hitches every morning. On the final day of school before summer vacation began, Junpei overslept. He rushed to school, and found June standing in the rabbit hutches. Okay pause real quick his parents aint wake him up?! Anyway, back to the story.

No sooner had Junpei arrived than June began to cry. He had no idea why until he looked behind her, into the rabbit hutch. The first thing he saw was blood.

The hutch was filled with the dead bodies of the rabbits. Even after their teachers and friends cae to see what the commotion was, June couldn't stop crying.

June spoke "I just kept crying and crying, Until you came over. You held my hand and you looked very serious and you said don't cry, I'm gonna catch the person who did this. After you told me that, I finally stopped crying." Junpei answered with "Well, the real fun started after you quit crying. You told me we were gonna catch the killer together." June giggled and smiled and she started blushing.

June responded back "Then we decided we'd ambush them." Junpei answered "Yeah I remember." Omg bruh another flashback sigh. Anyway..

The school also kept roosters and Guinea pigs Junpei and June had decided the murderer would likely return to finish off the rest of the animals. They would ambush the killer at night. Junpei and June gif behind the hutch at dusk and waited. It was a warm summer night. The quiet sound of crickets whispered through the air. As the sun went down, the stars began to wink at them from the sky.

And June's Akane Kurashikis face. That night was something Junpei knew he would never forget as long as he lived.

Junpei's voice comes back on "But the murderer never showed up. We waited for them all summer vacation, and they never showed up." June responded back "Yeah but the animals didn't get attacked either. I think all that work amounted to something, you know?" He felt the same way, but it was good to hear her say it.

Junpei spoke "Although you know, if you think about it, we were probably taking a lot more than we could handle." June was confused by this and asked "What do you

mean?” Junpei hesitating with his words “Well c'mon we were just kids. If whoever killed the rabbits had actually shown up, they probably would’ve had a knife or something. I mean you must’ve been pretty worried, right?” June stared into his soul “I..I wasn’t worried. Because you were. Because you were there with me.” She blushed furiously. June was still blushing hard looking down at the floor. “ Well you know no one else wanted to take care of the animals.”

Clearly embarrassed, she tried desperately to change the subject. “I was the only one who asked to do it, at first.” She confessed. Junpei came in with, “Yeah, boys don’t really wanna bother with taking care of animals. You know?” June countered him. “Well, yeah, but you asked to do it after I did, didn't you?” Junpei responded “Ehh if it wasn’t the rabbits, they were gonna make me do something else. You know how that school was. I figured it’d be better if I was working with somebody who wasn’t much of a loud-mouth, right? Somebody who wasn’t gonna tell me if I felt like blowing it off.”

June turned towards Junpei to say “Really? That’s why you volunteered?” Junpei being honest “Yeah, yeah it is.” He nodded quickly and much too earnestly and then quickly looked away at something very important. June hit him with the “Really…?” He came back with “Of course.”

That hadn’t been the reason, of course. He had asked to take care of the rabbits so he could be near June. But it has been so long ago he couldn’t bring himself to tell her how he’d felt back then. It would be embarrassing. He took a quick breath to clear his head, tossed the broom up, and then snatched it out of the air. OUT OF NOWHERE JUNPEI LOCKED IN AND SAID “Well, we don’t really have time to be walking down memory lane like this, you know? We’ve gotta figure out a way out of this room. Otherwise.” June, looking all happy now says “Yes. I'm going to look over there.” June nodded curtly, then turned and walked away. Junpei walks away steps in the pool of blood by accident.

He turned around and looked at snakes body. Chunks of flesh and organs still on the floor. Junpei being logical says to himself “going on and on about old times right next to a corpse what were we doing? Well, maybe it was because we’re in this mess. I have to survive no matter the cost. I need to make sure she gets out too.”

Finally after all that Junpei began his search for escape. He goes into the next stall and opens the toilet to find blue stuff inside of it. Santa says it looks like Tar and how it's kinda sticky so they can't just wipe it off.

Junpei gets out the bucket he found and goes up to the shower head and asks Seven if he could turn on the shower. Seven says yeah sure and fills the bucket up with hot water. Junpei goes back into the stall with it and says "if I flush the hot water from the bucket, that should clean it up." He opens up the tank and pours the hot water inside and it fills up.

As he's about to press the lever for the water to flush he finds a red screwdriver inside. He takes it and flushes the toilet. He lifts the seat up and sees the numbers 185=. He leaves it alone for now and goes into the next stall and finds nothing inside the toilet so he opens up the tank instead and finds a red key card. Junpei tries going into the other stalls but Santa says it's pointless as he's already checked them.

Junpei walks up to the blood writing on the wall and says "do you think Snake wrote this as a dying message" and Seven responds back with " That's impossible especially after being blown up like that." So Junpei says that the blood was here a long time ago. Junpei walks away and notices a thermometer on the wall and walks up to it he pulls out the screwdriver he found and unscrews it from the wall. Out of nowhere Santa starts talking. " you know why thermometers only go up to 107 degrees Fahrenheit?" Junepi is still unscrewing.

"No, can't say I ever thought about that." Santa sounding like June in the freezer room "At 107 degrees, the cells in the human body start to die: and the organs begin to shut down. The proteins in your cells start to harden. It's like when you hard-boil an egg. Even if you cool it down afterwards, it won't go back to being a raw egg. In other words it's dead. That's why thermometers don't go past 107. There's no point." Junpei was surprised. "Oh yeah?" Santa is thinking hard, "but it's pretty rare for a fever to get that high. Even Viruses and stuff don't usually drive the body temperature up to 107. Of course, there are other, external things that could."

Junpei, still trying to get it off the wall, responds to Santa " Like what?" Santa responded back, "well, let's see something like getting locked in a sauna or getting thrown into an incinerator or burnt to death." Junpei laughs "Ha! Yeah, I guess that

would get a little hotter than 107 degrees Fahrenheit.” FINALLY Junpei gets it off the wall and celebrates. He turns to look at Santa and notices his face is quite off like he’s angry and asks him what’s up. Santa just sighs and says “Nothing. Forget about it.” Junpei is like oh well then.

Junpei pulls out that toilet paper and he thinks to himself what if he wrapped the toilet paper around the broom. He does it and the symbol is now clear; it says 634+. Junpei walks back over to the blood writing on the wall that spells L,L,R and turns off the light and pulls out his luminol and sprays the bloody wall. The same letters pop up in blue and just a different order this time it’s L,R,L.

Junepi leaves it alone and goes over to the shower and pulls out the thermometer and says “if I can get this hot water on the thermometer, then maybe.” He turns on the hot water and says “Yup, looks like that’s doing the trick. There goes the gauge. And now it’s at the “open” mark.” He turned the water off and the Thermometer opened. When it opened there was a piece of paper in it with the numbers 957+. Junpei goes back to the pipes with the levers and thinks to himself L,L,R L,R,L.

He starts with the first lever on the far left making it face the left position, the second lever also the left, the third pipe to the right, fourth to the left, fifth to the right, and finally sixth to the left.

Once he did this Santa noticed the drain was acting up. Junpei walked over to it to see the water was overflowing to the top but not by much but he could see a blue card under the drain. He removed it and it was a blue planet key card. He walked over towards the exit door which had a number key code lock on it and a swipe for a keycard. Junpei did the math from the papers he found and toilet paper. 185+634+957= 1776 but before he can press anything he needs to activate the machine for it to register what he’s clicking so he puts in the Red card he found and the Blue planet card and it activates. He then puts in the correct number and he and his team are free!!

Confinement Rooms (VSI + CRITICAL THINKING + PERCEPTION) *GROVE*







So Junpei, Lotus, and Seven walk into door 2 in the basement together, hyped like they just won the Super Bowl. Anyway, they find the DEAD and start joking about how if they get out, they will die. Junpei says there are 3 doors on the left and only 1 on the right. Out of nowhere, Seven starts talking about some 'don't forget about the last door down the hall.' Like Junpei is stupid or something, like he didn't see the door. Anyways, they split up, Seven goes into the first door, Lotus goes into the one right next to Seven, and Junpei, as the Legend says, 'I guess I better get started too.' Junpei starts by going into the first door on the left.

The first thing he notices is a blue swirl on the mirror. The rest of the room had a bed, a sink, and a toilet. Junpei first checks out the mirror above the sink with a blue swirl.

Seven asks Junpei what it was, and Junpei said if he had to guess, 'It looks like water.' Junpei looks in the sink and sees that there is a tile stuck in the drain. He

can’t do anything with it right now, so he goes to look at the bed and sees that it is just rusty and dead. He checks out the toilet area and sees a string hanging from the ceiling with a handle at the end of it. He pulls on it, but it comes off, and Seven brings up how it looks like it really didn’t fit the string.

Junpei puts the handle in his pocket and looks at where the toilet paper would be, but it’s just a paper tube. He takes it off as he thinks he wouldn’t need it for anything and turns the rod of what holds the toilet paper, and it comes off, now he has a screwdriver shaft. He opens the toilet, and on the lid inside, there is a sun symbol, just like one of the doors. There was nothing else in the toilet, and the sink water didn’t work, so as Junpei was about to leave the room, he noticed next to the door was a table with a drawer.

He tried opening it, but it wouldn't budge. At the top of the table are 2 screws where the drawer is being closed shut. He combined the metal rod and the handle he found and turned it into a screwdriver. He began to untwist the screws off, and he opened the drawer once he was done, but when he looked inside of it, there wasn’t anything in it. Seven said maybe it was the drawer they needed, so Junpei took it. Junpei noticed there was a bump on the back of it, and Seven said maybe it was for a switch that fits the bumps.

Junpei left the room and went into the room Lotus was inside. Just like the first room, this one has something on the mirror as well; this time, it’s a blue swirl going down like a river. Junpei looked inside the sink, and there was no tile. Junpei quickly noticed everything was opposite like a mirror image. He looked at the bed in the room and saw that same blue swirl, but it had the River looking one as well coming out of it.



Junpei took it with him and searched the rest of the bed, but it was just like any other bed in the first room. Dead. Anyway, he searches the toilet part and sees a string with a handle at the end of it hanging from the ceiling.

Lotus brings up that if you were to pull it, the toilet will flush. Junpei nods and lifts up the toilet seat, greeted with a Moon Symbol this time. Junpei looks at Lotus and Lotus looks at Junpei. With a disgusted look on her face, she asks him, “you don’t expect me to look in there, do you?”

Junpei shakes his head in a sign of saying “no”. He grabs the toilet paper on the rod and says it’s pretty old but doesn’t do anything with it. He turns around towards the door and sees a desk up against the wall. It had a drawer, but it wasn’t like the first one. This one looked like a sink knob. Junpei points it out, and he decides to take the entire drawer with him. He realizes on the bottom it had a mirror.

Junpei walks back up to the mirror and thinks to himself it’s a blue river, which would mean this sink needs to be running, so that means the first room sink would need to be just full of water since it’s just a giant blue swirl on the mirror. Junpei leaves the room and goes into the last room on the left, and this time it’s very dark. Junpei looks at the bed and it’s the same as the others. He noticed the mirror above the sink is very high up to where he couldn’t even see his reflection. Junpei tried looking inside the sink, but it was way too dark, but he did try turning the water on, but it was too hard to do. He noticed that there was a mirror on the wall near the toilet, but it was also very high. He goes over to open the toilet lid, and he sees 14=E written on it. He thought to himself that maybe '14' somewhere represents an E, but I don’t know what '14' would be.

Junpei couldn’t look in the toilet because of how dark it was and didn’t really care for the toilet paper but he tried feeling around to see if there was a string coming down from the ceiling with a handle. After feeling around for a bit he finally found it and pulled on but nothing happened he pulled and pulled but the toilet wouldn’t flush. Junpei walked towards the exit to find yet another Desk but this one seemed normal. He tried opening the Drawer but it would not budge for nothing at all. He thought maybe it was part of the puzzle but he left for now.

Junpei, sighing leaving the dark room pulls out the drawer with the handle and unscrews it with the screwdriver he put together and he gets the knob and goes

back into the second room to place the knob on the faucet. It fit perfectly. Junpei turned the water on. The water ran and it flowed to the top. Junpei ran into the first room and seen that the sink had also filled but the tile had flowed to the top. He grabbed it from the water and it was like a grid with red,black, and blue lines. Out of nowhere Seven falls down.

Junpei asked if he was alright as he was sweating at 100mph. Seven began to ask questions Junpei couldn't answer like "what am I doing here?" Junpei told him that they had walked into the number 2 door and that's how they got here and seven says that's not what he meant. He looks at Junpei, surprised "it ain't much. But I think some of my memories came back. I think I've been here before." Flashback happens, he was a detective saving June,Snake,Santa and some other children from where they are now just 9 years ago. He tells Junpei how it was an experiment going on on the ship like trying to control people. Then he started talking about "Cradle Pharmaceuticals."

Seven looks under the bed and puzzled says to himself "The holes are gone? No, maybe it was a different room." Junpei then tells him to stop talking like a crazy person and tells him to spew what he remembers.

He was hiding behind some boxes investigating these Men in black carrying what seemed to be body bags and putting them on a small boat. It came out of hiding with his gun in his hand but he heard someone in his ear "Don't move." He felt metal touch the back of his head and the Voice told him to drop the gun as he kept digging the cold metal into Seven Skull. There was Seven who could do so he did what the Man had asked. Then suddenly Seven felt a sharp pain in his neck. It was a needle. That was his last thought before he saw darkness.

He woke up on a wooden floor head throbbing with pain and he looked around the room "Where am I? A small shabby bed A dirty sink." They had kidnapped him and put him in one of the rooms He and Junpei were in. He tried opening the door but failed. He sat down on the bed and heard a faint voice "There..S! over..! It's..9..!" He couldn't understand what they were saying except one kid who had a high pitch voice then he realized that pitch voice was way more than just one 5 or 6 maybe more. He tried pressing his ear against the wall to listen and realized that's not where it was coming from.

He got on his knees and went under the bed and it was a metal frame. He flipped the bed over. To get a better look. The bed hid an air vent under it. The home in the wall was covered by a metal grate. He tried looking through it but couldn't see anything. He grabbed the metal grate and pulled as hard as he possibly could and it came off sending him back a little from all the force. He started gassing himself up "YEAH! HOW' DYA LIKE THAT YOU SON-OF-B*TCH." He crawled inside sweat dripping from his face like he was in a mortal kombat match.

Out of nowhere Seven stopped telling the story. Junpei was waiting for him to resume his story. But Junpei looked like he had no intention of doing so.

Junpei snapping his fingers towards Seven "Hey what happened after that?" Seven shook his head " I don't remember what happened after that. I think I found some kind of door in the duct.

I think I found some kids too." Seven starts pounding his fist on his head trying to remember what happened next. Junpei asked "what happened, did you save them?!" Seven says he thinks a girl died. Seven asked for him to not ask him more about it and Junpei understood as he could see Seven was trying to hold back tears so it was probably hard for him

To go back and try to remember such terror. Junpei told him it was fine and how he doesn't need to push himself. Junpei started talking in his head "Going by what he said the children who had been kidnapped 9 years before. Apparently a company called Cradle Pharmaceuticals had been behind it all. They'd taken the children to the same ship we're on now. They had been brought here for an experiment. Seven said it had something to do with controlling human beings. The 16 children who'd been kidnapped were the subjects. Seven had said 3 of their names were Ali Light and Nona. I think that's all I got. Oh, and Seven is. Or was at some point, a cop. I can't really use any of the info anyway. I didn't learn anything about the Nonary game. or Zero

Why were we brought to the same ship where they'd done those experiments 9 years ago? And just what the heck is this about controlling human beings? That's nuts. Did they really conduct an experiment like that?" Junpei realized he had spent quite some time in deep thought. He knew he needed to lock back in and get

moving. Junpei shook his head to quickly clear it, and returned to his investigation, thoughts swirling in his mind.

Finally Junpei left the room and went up to the door on the right side of the hall. The door had times about the same size of the one he found in the sink. The tiles had letters that said “EMERGENCE” when he touched tiles on the door he felt something weird.

He then realized that he could move them.

Seven said “If that’s the case maybe if we swap them around something will probably happen.” Lotus jumped in “I suppose now we need to figure out what the strange designs on these tiles mean. At any rate, we should look for all of the tiles that are the same size.”

Junpei says yeah I’ll check back with you guys later but all of a sudden it hits Junpei. In that dark room there was just a tiny bit of light shining and it had mirrors that were high up on the wall.

Junpei had a mirror that was attached to the bottom of the drawer. Junpei rushed back into the 3rd room on the left and used the mirror to reflect the light. He shined the light on the mirror above the sink and it showed a sun and moon symbol on the wall. Junpei says to himself that he will remember that. He then shines the light on the mirror next to the toilet and the number 47 pops up on the wall.

Junpei runs out of the room and into the first room he starts pulling on the string to flush the toilet with the sun Symbol over and over. Then out of nowhere he heard something. Nothing itself had happened in the room he was in so he went into the second room and started pulling on the string to flush the toilet with the Moon Symbol again. After doing it for some time, I heard that strange clicking noise again. He noticed a pattern of whenever he does it that clicking sound appears. He runs into the dark room and he looks to his left at the drawer.

That’s what it was he thought to himself. He tried pulling it open and it didn’t give him a challenge. It was 2 tiles inside of it just like the one he has. Then out of nowhere It hit Junpei about the Drawer he had with the slots that look like they would go

somewhere. He runs into the Second room and inserts the Drawer into the empty desk. He heard something falling inside. He opened it and it was another tile just like the others.

Junpei raced past Lotus and out of the door to the “Emergence” door. He pulls out the 4 tiles he found and could see how it makes the number 14. It would be very hard to see since it’s just a bunch of random lines but Junpei could see it.



In hexadecimal, 14 is “E” meaning the clue in the dark room's toilet lid “14=E” Junpei knowing what he has to do, he then replaces all of the E’s on the word “Emergence” door with the 4 tiles he found. He replaces them and he hears the door unlock.

The team congratulates Junpei on it and they head inside of the room and they have beaten the Escape room.

TORTURE ROOM (FRI + PSI + PATTERN REASONING + THINKING





Junpei, Lotus, and Seven are coming out of the Confinement Rooms and into the Torture room. They are startled by what they are looking at in this room. Seven is ready to leave the room creeped out by what he sees and tries to open the exit but it won't even crack open. They began observing the room and noticed how there is a chair with wires connected to it above a glass panel but it’s too dark to see through it and how there are tools with blood all over them.

They all figured this room is very dangerous. They made their search too quickly to escape this weird room.

Junpei walks over to a control panel that has two levers, a red one and a yellow one. It also has a bunch of buttons that go from A-F. Junpei could see some sort of oil down in the base of the yellow lever. He pulled on it and they heard water that sounded like the ocean coming towards them. Seven started freaking out wondering where the sound was coming from, and Junpei told him to calm down as it’s just water going somewhere.

Lotus points out that there was something glowing from underneath the chair with all of the wires. It was a bright green water, but there was a dead shark at the top with its belly pressed against the glass. On the shark's belly, it had writing in blood with the letters E, D, B, F. Junpei walked back over towards the control panel to take a look at it again.

He clicked one of the letters on the control panel to see if it would work, and it did. When pressed, it glows blue. Junpei clicks again to turn it off. Junpei clicks the buttons E, D, B, F. Doing this makes a weird electricity-starting-up sound. Junpei is confused, trying to see where it's coming from. Lotus says it's coming from the chair and it looks like it's been turned on.

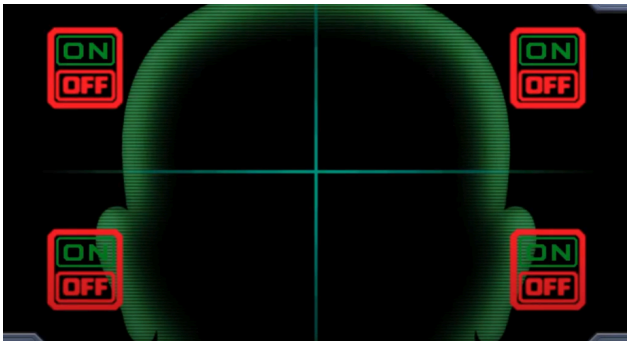
Junpei shakes, nods, and walks past the chair to take a closer look at the bloody tools sitting on a workbench. He picks up a wrench and starts looking around, noticing that there's this weird thing attached to pipes that he can unscrew. He opens it, exclaiming "SWEET!" Lotus mentions how it's too dark to see inside the hole, and Junpei responds, "Yeah, we can't see in it, but I think there's enough room to stick your arm in." Lotus starts questioning him, asking if that's really a good idea as they don't know what's in there.

Junpei was nervous, but he knew he had to check to see if there was anything inside there. It was small, cold and hard, and he didn't feel anything else inside until he felt something metal. He pulled it out, and it was a sun key. He put it inside his pocket, knowing how important these types of keys were, and headed over towards the chair to investigate the electricity.

He noticed there were manacles with a keyhole. Furthermore, he took out the Sun key he had found and inserted it into the manacles. Doing so popped them right open, and Junpei got hyper. Junpei puts the sun key back in his pocket, as he won't need it anymore. To the right side of the chair was a box-shaped TV illuminating a green light. Junpei got closer to it as he saw there were words on the screen

“This device will conduct the experiment. Once the experiment has been completed, the door will unlock. First adjust the switches to match the blocks in the sample above.”

Lotus shared her words “Maybe it has something to do with the chair and I don’t like that idea.” Junpei Looks at the screen change to the back of a person's head with a Plus sign on the head with off and on switches top left and bottom and top right and bottom.



Junpei clicks the On button on the top left and squares pop up on the person's skull.

1 square on the left 4 on the right 2 on the bottom left and 4 on the bottom right.

He then clicks the on button on the top right this now makes the top left side 4 squares and the right side 5 squares, bottom left 4 squares and bottom right 7 squares.

For the final step Junpei clicks the bottom right On button and this makes the Top left appear with 8 squares the Top right side with 10 squares bottom left side with 6 squares Bottom right 9 squares.

After doing this text starts to appear on the screen “Adjustment is completed. Now proceeding to the execution phase. To complete the experiment, data must be collected from the subject. Once preparation is finished, place the subject in the

chair.” Seven started tweaking “Woah i thought we just solved the puzzle though.” Lotus with a worried look on her face says “I’ve got a bad feeling about this.”

Seven puts his hand on forehead “I think this means one of us is going to have to sit in the chair.”

Lotus responds back “Well, Seven you’re never gonna fit in that thing. It’s either you or me, Junpei. Collecting data I wonder if it’s going to run electricity through the subject.” Junpei calms them down and tells them not to worry and Lotus takes a seat in the chair.

Something pops up on the screen again. It was the person's skull again but this time you could turn it to see the side of the face.

Junpei clicks the left side so it turns and there is a 1,2 and off switch top and bottom and then there is an arrow putting up where his forehead would be.

Junpei clicks the number 2 pad and below that pad he clicks 2 as well.

Doing this Activates 3 squares to glow blue on the top of the head and below where the line is 1 aware to glow.

Junpei clicks the arrow that is pointing up to go to the other side of the face.

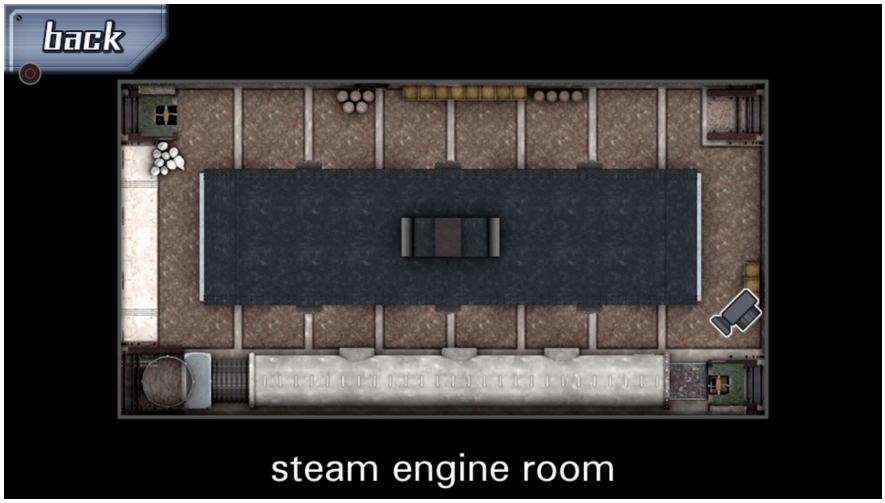
He clicks 1 for the top number pad making 3 squares glow blue and clicks 1 on the bottom pad making 4 squares glow blue.

After doing this a message pops up on the greenscreen. “The experiment has concluded. The door will now unlock.”

Junpei says he can hear the door unlocking then another message pops up. “Release subject from restraining device.” Junpei asks lotus if she is okay.

She responds back with “I'm okay I just feel like my life got shorter though.” Junpei releases her from the chair and they head towards the exit and they escape!

STEAM ENGINE ROOM (VSI +SQ+LOGICAL REASONING+FRI)





Junpei, Ace, June and Santa are in the Engine Room after taking the elevator down. Junpei stood next to some stairs and behind them were some wooden boxes. Junpei didn't have to worry about that as he saw Santa looking inside of them and found nothing. Junpei goes up the stairs passing some sort of control panel on the right side of the wall.

Once he makes it to the top of the stairs he sees there's a small door on the furnace with the letter (A) written on it, and to his right a metal steel door. Junpei goes over to the door with the (A) written on it and sees that the door handle is a circular wheel

in the center of the door. He gives it a giant big strong twist. while trying to open it the wheel made an unbearable cranky sound but it soon came to an end as Junpei got it open.

It was pitch black inside of the door entrance. Junpei asked Santa and Ace if they should continue through the door. Ace and Santa said they should so they went through what seemed like a black hole door. When they arrived on the other side They saw another door just like the one they came out of. Santa asked Where they were and Ace responded That they must be directly above the conveyor belt. Ace told them to lock in as there was still a lot more to investigate. Junpei and Santa nodded. Junpei turned to his Left and saw a door with the letter (B) on it and he went inside of it.

After coming out Junpei turned to his right and walked on the skinny platform that had a very far drop. Upon making it across Junpei across a Wheel attached to a rope. He gave the wheel a spin but he noticed something off. He didn't feel any resistance when twisting the wheel. That's when all of a sudden from spinning so much the wheel came off and he almost fell down from the force he was putting on.

Junpei stood there with the wheel in his hand just staring at it giving out a sigh. Santa started talking crazy “Good job you genius you broke it.” Santa said sarcastically, smiling. Junpei squinting his eyes at Santa “I didn't break it, it broke all by itself!” Junpei turned away from Santa and walked past him to get back to the (B) door. He made his way through the (B) door and out from the other side. He then went inside of a (C) door that was on the right side.

Coming out he saw one of those things that was supposed to have a Wheel like the one he had screwed off but there wasn’t a wheel on this one here.

Junpei walked over towards it and noticed there was a wooden box hanging from it by a rope below.

Junpei attached the Wheel to the hand-operated winch and began to turn it. It felt just right. Ace gave Jumpei his props for figuring it out. Junpei starts to haul up the

wooden box attached to the rope but quickly realizes the wheel can only turn left which means they can't reel it up only down. Junpei reels it down and heads back through the (C) door then through the (A) door and goes down the stairs past the panel on the wall and right at the bottom of the stairs in front of him between the coal generator is the box. Junpei goes up to the box and sees that there is a square Control panel inside of it. Junpei starts looking around for where this panel may go and he sees on the side of the goal generator there is a small square door.



Junpei opens it and puts the Control panel inside and it's a perfect fit. Santa hits Junpei with the “Dude, you did it.” Junpei smiles and presses a button on the panel and it glows green. Once it turns on Junpei, Santa, and Ace hear something and don't know what it is but quickly realize it's the conveyor belt moving but then it stops all of a sudden with a bunch of coal on it. Some of the coal had got pushed off into the box that the Control panel was in.

Junpei picks up the box with coal inside and turns around towards the stairs and walks past them and goes up to a furnace in the middle.



Before he tries putting the coal inside of the furnace Ace tells Junpei that he already tried opening the door to the furnace but it's sealed shut and that he should try on the other side. With that information Junpei turns back around towards the Conveyor belt then turns right and goes up to another furnace that has 3 slots and he inserts the coal inside. Ace tells Junpei " If you're planning to stroke the furnace with coal which will heat the water stored up there, and make steam. Which will then drive something else." Santa butts in "In other words, you wanna generate enough pressure with the steam to power the turbine and drive the steam engine, right." Junpei says yeah that's the gist of it. Ace tells Junpei if that's the case this isn't enough coal as this furnace is very giant and how all 3 of them can quickly fill it up but out of nowhere June walks up behind Junpei asking to help.

Junpei tells her that "she looks like she's one stiff breeze away from falling over." June tries to get her words out but Junpei quickly cuts her off telling her that Him, Santa and Ace will handle it and how she needs to rest due to all of the fevers. She nods her head and says I understand and goes to sit down. Junpei, locked in, says "Alright time for some manly stuff." They start stuffing the furnace with coal like crazy until they get a big amount. Santa tells Junpei to hand him his matches and Junpei looks at him like he's crazy and says "What makes you think I have matches?" Santa just nods and says "I see. So how are we going to light it?" Ace says perhaps there's a device nearby that will allow us to remotely ignite the coal." Junpei starts his search looking around for this remote that could ignite the coal. Junpei goes behind the stairs and sees another set of stairs. He walks up them and sees a metal door

shut tight and some thing that looks like a 3 leaf clover

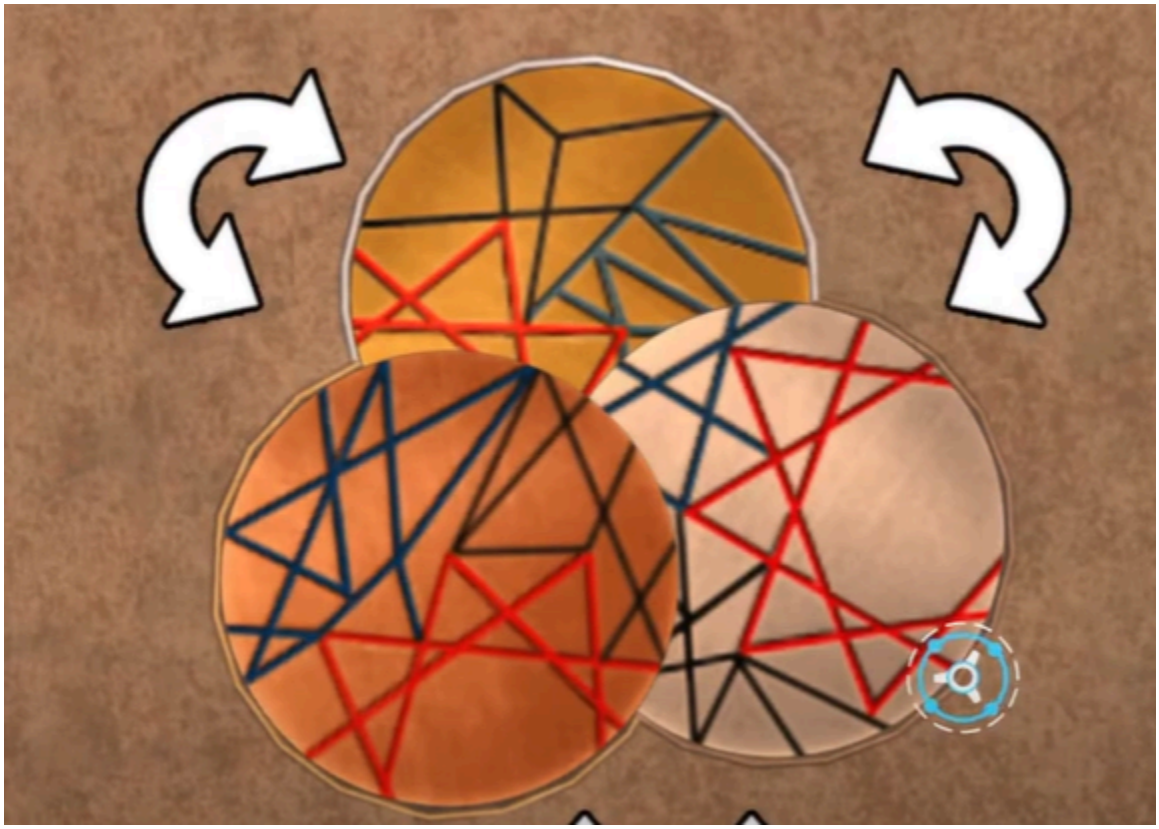


Junpei observes the weird looking shape thing and assumes that there is a piece that needs to go there for the door on the left to open. Junpei walks back down the stairs and goes over to the stairs where the control panel is. Once there he goes up the stairs and looks at the control panel on the wall. Ace, Santa and Junpei stare at and think maybe this is what ignites the coal so Jumpei pulls on a lever on the panel. That's when Santa Notices the big giant Gold, Silver, and bronze gears moving. Junpei and the others rush down the stairs to get a closer look at it. Junpei noticed that the gears had the same symbol as that weird looking leaf clover thing up the stairs. Not only did it have the Leaf clover but inside of it was a gold Disc with tons of red and blue lines.



Junpei goes to look over at the other gears and he finds the same disc, just Bronze and Silver. Junpei runs back Up the stairs where he found the weird looking leaf clover thing and sat the disc on it and they fit. Hoping for the door to open to the left of him nothing happens at all. Junpei's facial expression changes to confusion. Santa tells him that maybe he put them in the wrong places. Ace comes in “maybe you have them facing in the wrong directions? Perhaps you should rotate the discs to make some of the lines connect to one another?”

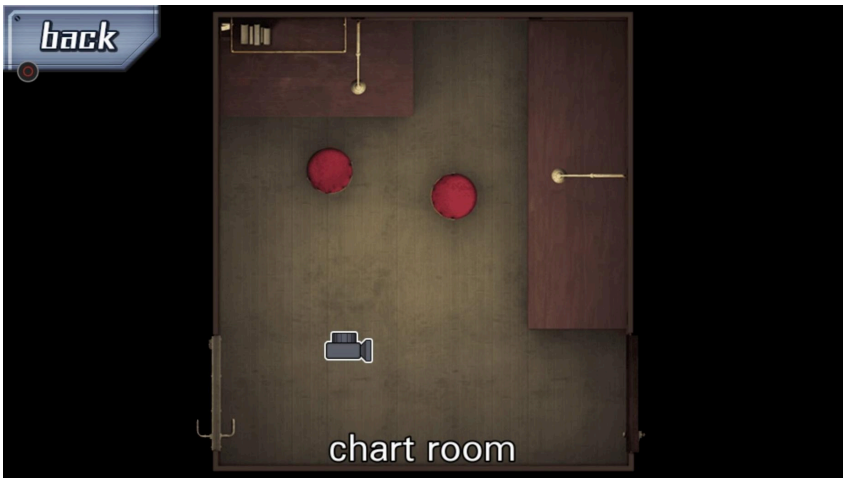
Junpei locks in and says to himself “no harm in trying.”



Junpei starts by switching the gold disc with the bronze disc then the bronze disc with the silver disc. He then rotates the gold disc to where it's at an adjacent angle. He does the same for the bronze just in the left direction. He turns the silver disc 6 clicks to the left and it forms a star polygon. The metal door opens almost instantly and the gang are free to go!

CARGO ROOM (VSI + OBSERVATION + PATTERN REASONING + MATHEMATICAL INTEL +

CHART ROOM (VSI + WMI + OBSERVATION + ANALYSIS + LOGICAL REASONING + THINKING)







This room contains Junpei, Ace and Clover

CAPTAIN’S QUARTERS (VSI + MATHEMATICAL INTEL + SQ + MANIPULATION + LOGICAL REASONING + EM)







Same people from the Chart Room… Junpei, Ace and Clover are now in the Captain’s Quarters.