

**THESE ARE THE STEPS YOU'LL NEED TO FOLLOW TO ENTER THE AREA 51 COMPOUND. SEARCH THE AREA FOR ALL OF THE SLIGHTLY GLOWING CARD SYMBOLS AND SET THEM ASIDE UNTIL YOU NEED EACH ONE. COMPLETE THE STEPS IN ORDER. READ AND COMPLETE STEP 1 BEFORE MOVING ON TO READ STEP 2, ETC.**

**1) LOOK AT THE AREA 51 SIGN. READ THE CARD MATCHING THE SYMBOL ON THE SIGN.**

**2) CHECK THE FENCE NEAR THE HELICOPTER. READ THE CARD MATCHING THE SYMBOL YOU FIND THERE.**

**3) APPROACH THE GUARD GATE AND READ THE CARD MATCHING THE SYMBOL NEXT TO THE GUARD.**

**4) USE YOUR MIND CONTROL TO MOVE THE THREE COWS TO CREATE A DISTRACTION.**

**5) FIND THE SYMBOL ON THE MAP OF THE COMPOUND, READ THE MATCHING CARD, THEN TELL THE GUARD WHERE TO DRIVE YOU.**

**ONCE YOU ARE INSIDE THE COMPOUND, YOU CAN LOOK AT CARD #2 IF YOU STILL WANT GUIDANCE.**

**THESE ARE THE STEPS YOU'LL NEED TO FOLLOW TO FIND WHERE YOUR SHIP IS BEING KEPT. SEARCH THE AREA FOR ALL OF THE SLIGHTLY GLOWING CARD SYMBOLS AND SET THEM ASIDE UNTIL YOU NEED EACH ONE. COMPLETE THE STEPS IN ORDER. READ AND COMPLETE STEP 1 BEFORE MOVING ON TO READ STEP 2, ETC.**

**1) YOU NEED TO RETRIEVE YOUR AI. CHECK THE LASER THAT IS CUTTING YOUR AI AND READ THE CARD WITH THE MATCHING SYMBOL.**

**2) FIND A PIECE OF TECH THAT COULD BE THE MULDAVIAN'S SHIELD UNIT. THIS WILL GIVE YOU THE NUMBER YOU NEED TO SOLVE THE PUZZLE ON CARD 14 AND SAFELY RETRIEVE THE AI.**

**3) REACH IN AND EXAMINE THE ALIEN'S BODY FOR ITS HIDDEN BIOMETRIC IDENTIFICATION SYSTEM. THIS WILL GIVE YOU A SYMBOL.**

**4) FIND A POWER SOURCE THAT WILL POWER THE MULDAVIAN'S SHIELD UNIT. THIS WILL GIVE YOU A COLOR TO SAFELY RETRIEVE THE AI.**

**5) CONNECT YOUR AI TO THE COMPUTER TO FIND THE LOCATION OF YOUR SHIP.**

**6) HAVE YOU FOUND ALL OF YOUR CARD SYMBOLS IN THIS LAYER OF THE COMPOUND? YOU WILL NEED CARD 15 TO DETERMINE WHICH SCIENTIST HAS ACCESS TO THE SECRET TUNNEL.**

**ONCE YOU LOCATE THE SECRET TUNNEL YOU CAN LOOK AT CARD #3 IF YOU STILL WANT GUIDANCE.**

**THESE ARE THE STEPS YOU'LL NEED TO FOLLOW TO FREE AND FIX YOUR SHIP AND LAUNCH IT SO YOU CAN LEAVE EARTH. SEARCH THE WAREHOUSE FOR ALL OF THE SLIGHTLY GLOWING CARD SYMBOLS AND SET THEM ASIDE UNTIL YOU NEED EACH ONE. COMPLETE THE STEPS IN ORDER. READ AND COMPLETE STEP 1 BEFORE MOVING ON TO READ STEP 2, ETC.**

- 1) CHECK OUT THE HIGH-TECH AUTOMATON LUGGER. READ THE CARD MATCHING THE SYMBOL.**
- 2) GO TO MARY'S OFFICE. FIND THE CARD SYMBOL THERE AND READ IT TO HELP YOU KNOCK MARY'S HAT OFF.**
- 3) USE THE THREE PROGRAM CARDS TO RETRIEVE CRATE 42. ONE CARD WILL PROVIDE THE SYMBOL, ANOTHER THE COLOR AND THE FINAL THE NUMBER.**
- 4) LOOK AT THE THREE LOCKS SECURING YOUR SHIP. READ THE CARD WITH THE MATCHING SYMBOL. GET PAST ALL THREE LOCKS TO OPEN YOUR SHIP.**
- 5) PUT THE THREE PIECES OF THE POWER DRIVE TOGETHER. VISIT [BREAKINTOESCAPE.COM](http://BREAKINTOESCAPE.COM) FOR A SHORT HOW-TO VIDEO.**
- 6) LAUNCH THE SHIP TO RETURN HOME.**

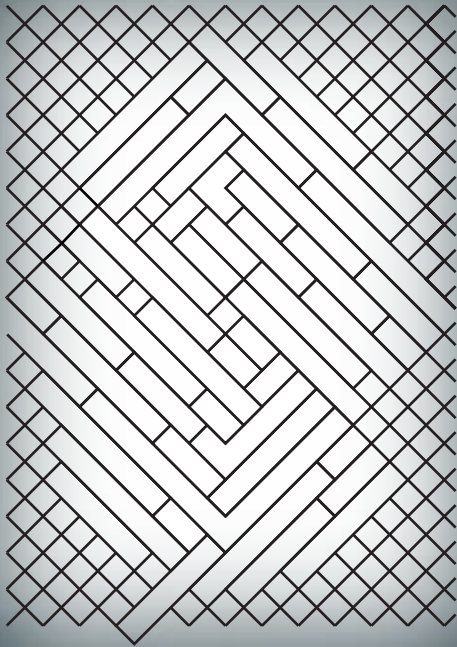
WALKING AROUND THE COMPLEX YOU SEE A GROUP OF ALIEN CULTISTS. YOU MIND CONTROL THEM TO THINK YOU ARE ONE OF THEM. THEY DISCUSS RUMORS OF AN ALIEN SHIP THAT HAS BEEN BROUGHT IN AND ARE EXCITED TO GET A GLIMPSE.

COWS ROAM NEARBY. YOU MIND CONTROL THE COWS TO MOVE CLOSE TO THE FENCE, THEN LET THEM WANDER BACK.

YOU HAVE YOUR QUISS AR-MAY KNIFE, THE BEST-SELLING UTILITY BLADE IN THE GALAXY. EACH CHARGE CUTS STRAIGHT THROUGH METAL (NOT CORNERS WHERE TWO ENDS MEET), LIKE A LINK OF THIS FENCE SURROUNDING THE AREA 51 COMPLEX. YOU ONLY HAVE SIX CUTS LEFT.

GOAL: ENTER AREA 51 WITHOUT ALERTING THE EARTHLINGS TO YOUR PRESENCE. THEN FIND THE LAB WHERE THE SHIP'S AI HAS BEEN TAKEN.

**USE CARD #1, STEP 2 AS YOUR GUIDE.**



**GOAL: YOU HAVE SIX CUTS LEFT. CUT LINKS SO THE FENCE IS COMPLETELY OPEN FROM TOP TO BOTTOM. WHAT SYMBOL DO THE CUTS IN THE FENCE MAKE? FIND AND READ THE CARD WITH THE MATCHING SYMBOL.**

USE A PENCIL OR ERASABLE PEN  
VISIT [BREAKINTOESCAPE.COM](http://BREAKINTOESCAPE.COM)  
FOR REPLACEMENT OF THIS CARD.

IF YOU WANT A HINT:



YOU MIND CONTROL THE GUARD AT THE GATE. "WHERE SHALL I DRIVE YOU?" HE ASKS.

YOU ARE ABOUT TO TELL HIM WHERE YOU WANT TO GO WHEN THE OTHER GUARD COMES OUT OF THE GUARDHOUSE.

"WHO ARE YOU TALKING TO?" THE OTHER GUARD IS WEARING A HELMET SO YOU CAN'T MIND CONTROL HIM. YOU HIDE BEFORE HE SEES YOU.

YOU MAKE THE FIRST GUARD SAY, "THE COWS."

THE GUARD WITH THE HELMET SCOWLS AND GOES BACK INSIDE.

YOU NEED TO MIND CONTROL AND CHANGE THE POSITION OF THE COWS TO CREATE A SYMBOL THAT WILL CAUSE COMMOTION AND DISTRACT THE GUARD WITH THE HELMET. FIND AND READ THE CARD WITH THE MATCHING SYMBOL.

IF YOU WANT A HINT:



“LOOK!” CRIES ONE OF THE CULTISTS.  
“THERE’S THE SPACESHIP!”

THE CULTISTS BEGIN CHANTING. THE  
GUARD WEARING THE HELMET AT THE MAIN  
GATE COMES OUT.

“QUIET DOWN!” HE SHOUTS.

THEY IGNORE HIM, CONTINUING THEIR  
CHANT.

THE GUARD WEARING THE HELMET WILL BE  
STUCK HERE FOR QUITE A WHILE.

YOU CAN NOW MIND CONTROL THE GUARD AT  
THE GATE TO DRIVE YOU INTO THE COMPOUND.

CONFIRM YOUR DESTINATION WITH A  
SOLUTION STICK. YOU’LL NEED THE BUILDING  
SYMBOL, COLOR OF THE DOOR YOUR AI WAS  
TAKEN THROUGH, AND A NUMBER FOR  
WHETHER YOUR FINAL TURN IS RIGHT (1) OR  
LEFT (2) TO REACH THE DOOR.

IF YOU WANT A HINT:



**“WHERE ARE YOU?” YOU ASK THE AI VIA YOUR MIND LINK. “AH...,” THE AI STAMMERS, “I DON’T KNOW. THEY HAD ME STUFFED IN A BAG! BUT I COULD HEAR WHAT WAS GOING ON. I KNOW THE PERSON CARRYING ME STOPPED AT FIVE DIFFERENT BUILDINGS.”**

**“AT THE FIRST BUILDING, I HEARD A ‘MOO!’ THEN SOMEONE SAID, ‘THAT NEEDS TO BE IN A MORE SECURE FACILITY.’”**

**“AT THE SECOND BUILDING, SOMEONE SAID, ‘YOU CAN’T BRING THAT THING IN HERE. HEY, DID YOU GET THE LUNCH SPECIAL TODAY? I HAD A SLICE OF PEPPERONI AND SAUSAGE.’ THEN HE WAS DROWNED OUT BY A HELICOPTER LANDING NEARBY.”**

**“AT THE THIRD BUILDING, SOMEONE SAID, ‘THE VISITING GENERAL SAID NOT TO BRING ALIEN ARTIFACTS ANYWHERE NEAR HERE. TAKE THAT SOMEPLACE ELSE.’”**

**“AT THE FOURTH BUILDING, SOMEONE SAID, ‘YOU KNOW THIS IS THE GYM, RIGHT? WHY DON’T YOU BRING THAT TO THE LAB?’”**

**“WE QUICKLY ARRIVED AT THE FIFTH BUILDING, THE LAB.”**



YOU CUT THE FENCE AND ARE ABLE TO STEP THROUGH. YOU CAN'T RISK CROSSING THE COMPOUND BECAUSE OF THE GUARDS. HOWEVER, YOU CAN PICK UP A PIECE OF TRASH. YOU SHAKE YOUR HEAD. CAN'T THESE HUMANS TAKE BETTER CARE OF THEIR PLANET?

### Area 51 Daily Update

Monday

- Take extra care with your uniforms this week. General Janeway will be visiting our central building today. Tomorrow General Adama will be inspecting the flight hanger. Be snappy!
- Today's lunch special is burgers. Tomorrow's is pizza.
- Tonight's movie is Break In Alcatraz.

CUT THE FENCE SO THAT THERE IS AN OPEN PATH FROM THE TOP TO THE BOTTOM.

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1 YOU CAN ONLY MAKE 6 CUTS. CONNECT OPEN SECTIONS THAT ARE LONG.

---

2 TO GO DOWN ALL THE WAY TO THE BOTTOM, SOMETIMES YOU HAVE TO GO UP FIRST.

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3 CONNECT THE LONGEST PATHS YOU CAN.

---

4 YOU MUST PASS THROUGH THE SMALL SQUARE IN THE CENTER.

---

5 LOOK AT THE SHAPE YOUR CUTS IN THE FENCE MAKE.

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SOLUTION: "⚡" SHAPED SYMBOL  
NOW FIND THAT CARD.

SOLUTION

MAYBE YOU CAN USE THE SPOTS ON THE COWS TO CREATE A DISTRACTION.

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1  
MOVE THE COWS SO ONE IS IN FRONT OF THE OTHERS.

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2  
WHAT DO THE CULTISTS WANT TO SEE? MAYBE YOU CAN CREATE THAT IMAGE WITH THE SPOTS.

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3  
THE COW WITH ITS HEAD UP IS ON THE LEFT, THE COW EATING GRASS ON THE RIGHT, AND THE BACK OF THE COW WITH TWO DOTS ON TOP BETWEEN THEM.

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4  
THE DOTS ON THE THREE COWS CAN BE MADE INTO AN ALIEN SHIP. FIND AND READ THAT CARD.

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SOLUTION: ALIEN SHIP



GET THE GUARD TO DRIVE YOU TO WHERE YOUR AI WAS TAKEN.

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YOUR AI WAS BROUGHT TO ALL FIVE BUILDINGS WITH SYMBOLS. WHICH ONE WAS IT BROUGHT TO LAST?

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YOU HAVE A CLUE AS TO WHICH DAY OF THE WEEK IT IS SO YOU KNOW WHICH GENERAL IS VISITING AND WHERE.

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YOU CAN SEE THE GYM BY LOOKING FROM THE SIDE, NOT FROM ABOVE.

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IT IS TUESDAY BECAUSE THE LUNCH SPECIAL TODAY WAS PIZZA.

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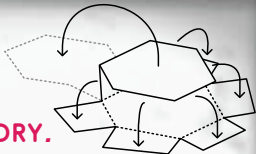
DOOR IS BLUE. TURN DIRECTION IS RIGHT (1). VISIT THE BUILDINGS IN THIS ORDER:



SOLUTION: BUBBLING FLASK



**SNAP OPEN AND PUSH  
DOWN THE SIDES AND  
FLIP OPEN THE LID TO  
REVEAL THE LABORATORY.**



YOU'VE MADE IT INTO THE HIDDEN LABORATORY OF AREA 51! USING YOUR MIND CONTROL, YOU MAKE THE SCIENTISTS BELIEVE YOU BELONG HERE. YOU SEE A TABLE FILLED WITH TECH FROM YOUR SHIP AND YOU KNOW YOU'RE IN THE RIGHT PLACE.

YOU ALSO SEE SEVERAL PIECES OF MULDAVIAN TECH NEXT TO A DEAD MULDAVIAN BEING CUT OPEN. IT'S THE MULDAVIAN YOU STOPPED EARLIER. AMAZING HOW FAST AREA 51 FOUND IT.

AND THERE'S YOUR AI, ON A TABLE WITH A LASER TRYING TO CUT IT OPEN! "ABOUT TIME YOU SHOWED UP," SAYS THE AI THROUGH YOUR MIND LINK. "I'M IN A HOT SPOT."

IN ANOTHER AREA YOU SEE NON-EARTH POWER SUPPLIES. AND THERE'S YOUR POWER DRIVE. CORRECTION: A PART OF YOUR POWER DRIVE. IT'S BEEN BROKEN. BRING THAT PIECE ALONG WITH YOU.

**GOAL: RETRIEVE YOUR AI, THEN HACK THE HUMAN COMPUTERS TO FIND OUT WHERE YOUR SHIP IS. REMEMBER TO FIND ALL OF THE CARD SYMBOLS WITH A SLIGHT GLOW TO THEM AND SET THEM ASIDE. USE CARD #2 AS YOUR GUIDE.**

“THIS LASER IS A PROBLEM,” SAYS YOUR AI. “IF YOU JUST REMOVE ME, THE LASER WILL RICOCHET AROUND THIS ROOM KILLING PRETTY MUCH EVERYONE.”

I KNOW THE MULDAVIANS WEAR A SHIELD THAT CONNECTS TO THEIR BODY AND PROTECTS AGAINST LASER WEAPONS. THE MULDAVIANS PREVENT OTHERS FROM USING THEM THROUGH SOME BIOMETRIC SYSTEM THEY HAVE HIDDEN ON THEIR BODIES. YOU’LL NEED TO FIND SOME WAY TO POWER IT AS WELL.”

**GOAL: FIND A SHIELD UNIT AND ATTACH IT TO THE MULDAVIAN, BYPASS THE SECURITY MECHANISM, AND THEN POWER IT SO YOU CAN SAFELY RETRIEVE THE AI.**

TO SOLVE THIS PUZZLE,  
YOU’LL NEED A **SYMBOL**, **COLOR**, AND **NUMBER**.

IF YOU WANT A HINT:



DARLENE



CLARICE



BERTRAND



ARLO



FOR USE IN FINDING THE SECRET TUNNEL.

**INSIDE THE ALIEN'S BODY YOU CAN  
FEEL A SMALL HARD ORGAN.**

**WHEN YOU SQUEEZE IT, SEVERAL  
PIECES OF THE MULDAVIAN TECH ON  
THE NEXT TABLE BRIEFLY LIGHT UP.**



**USE THIS SYMBOL WHEN SOLVING THE  
PUZZLE TO RETRIEVE YOUR AI.**



YOU CONNECT THE SHIELD UNIT TO THE POWER SUPPLY YOU FOUND. THEN YOU SQUEEZE THE MULDAVIAN ORGAN TO DEACTIVATE ITS SECURITY. THE SHIELD TURNS ON. YOU PLACE THE SHIELD UNIT IN FRONT OF THE AI TO ABSORB THE LASER.

“I WAS STARTING TO SWEAT THERE FOR A MINUTE,” SAYS THE AI AS YOU SAFELY REMOVE IT. “LET’S GO FIND THE SHIP. IF YOU CAN HOOK ME UP TO THE COMPUTER, I’LL FIND ITS LOCATION IN NO TIME.”

**GOAL: FIND A WAY TO CONNECT YOUR AI TO THE COMPUTER CONTROLLING THE LASER. YOU’LL NEED A SYMBOL, COLOR, AND NUMBER TO SOLVE THIS PUZZLE.**

IF YOU WANT A HINT:



**"FOUND IT! THE SHIP HAS BEEN MOVED TO A WAREHOUSE UNDER THE YUCCA MOUNTAINS. WE CAN REACH IT VIA A SECRET UNDERGROUND TUNNEL. UNFORTUNATELY, IT'S NOT LISTED IN THEIR COMPUTER. BUT I'VE BEEN OBSERVING THE SCIENTISTS WHILE YOU WERE TAKING SO LONG TO GET HERE. MAYBE YOU CAN WORK OUT WHERE IT IS."**

**FIND AND READ THIS CARD:**



**1) "ONLY ONE OF THE FOUR SCIENTISTS HAS ACCESS TO THE DOOR THAT LEADS TO THE WAREHOUSE. THIS SCIENTIST RECENTLY WENT THROUGH THE DOOR AND BROUGHT BACK PART OF THE POWER DRIVE. THIS WAS NOT DOOR 11."**

**2) "EACH SCIENTIST HAS CLEARANCE TO OPEN TWO DOORS, BUT NOT THE DOOR IN WHICH THEY ARE CURRENTLY STANDING IN FRONT OF. EACH BUTTON ONLY OPENS ONE DOOR. THE DOOR IN FRONT OF ME HAS NEVER OPENED."**

**3) "I HAVE SEEN BOTH CLARICE AND DARLENE PRESS TWO OF THE BUTTONS TO OPEN DOORS, BUT NEVER THE RED BUTTON. COME TO THINK OF IT, NO ONE HAS PRESSED THE RED BUTTON SINCE I'VE BEEN HERE."**

**IF YOU WANT A HINT:**



ABSORB THE LASER TO SAFELY RETRIEVE YOUR AI.

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1

SHIELD UNIT: (NUMBER)  
HOW DOES THE MULDAVIAN WEAR THE SHIELD UNIT?

FIND THE TECH THAT MATCHES THE CONNECTOR ON THE MULDAVIAN'S ARM.

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2

BIOMETRIC ID: (SYMBOL)  
HAVE YOU THOROUGHLY EXAMINED THE ALIEN?

REACH INSIDE THE ALIEN'S BODY AND FEEL THE HIDDEN RAISED SYMBOL. FIND AND READ THE MATCHING CARD.

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3

POWER SUPPLY: (COLOR)  
PERHAPS THERE IS A POWER SOURCE YOU CAN USE TO TURN ON THE SHIELD.

LOOK AT THE THREE COLORED POWER SUPPLIES. ONE OF THEM HAS A MATCHING CONNECTOR TO THE SHIELD UNIT.

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SOLUTION: RADIO



SYMBOL, NUMBER, COLOR



11

BLUE

SOLUTION

CONNECT YOUR AI TO THE LABORATORY'S  
COMPUTER SYSTEM.

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1 FIND THE CONNECTOR ON THE COMPUTER  
THAT CONTROLS THE LASER.

---

2 THERE IS A PIECE OF TECH THAT CONNECTS  
DIRECTLY TO YOUR AI.

---

3 USE THREE PIECES OF TECH TO CONNECT  
THE AI TO THE COMPUTER.

---

4 ONE OF THE PIECES IS IN THE CAFETERIA.

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SOLUTION:



SYMBOL, NUMBER, COLOR



4

RED

**FIND THE SECRET TUNNEL TO THE UNDERGROUND WAREHOUSE.**

**1** FIGURE OUT WHICH BUTTONS CANNOT OPEN THE DOOR TO THE TUNNEL.

**2** LOOK AT THE WIRES ON THE CEILING. THE RED BUTTON OPENS DOOR 4 OR DOOR 7. YOU DON'T NEED TO KNOW WHICH ONE TO FIND THE TUNNEL.

**3** DARLENE DIDN'T PRESS YELLOW (DOOR 13) OR RED, SO SHE PUSHED BLUE AND GREEN. CLARICE DIDN'T PRESS GREEN (DOOR 11) OR RED, SO SHE PUSHED BLUE AND YELLOW.

**4** ONLY ONE SCIENTIST CAN OPEN THE TUNNEL DOOR. NO ONE PRESSED RED. BOTH DARLENE AND CLARICE PRESSED BLUE. THE TUNNEL ISN'T THROUGH DOOR 11 (GREEN). THEREFORE THE TUNNEL BUTTON MUST BE YELLOW.

**5** THE TUNNEL IS BEHIND DOOR 13 (NUMBER), AND OPENED WITH THE YELLOW (COLOR) BUTTON. SINCE ONLY ONE PERSON CAN OPEN THE TUNNEL DOOR, IT MUST BE CLARICE (SYMBOL).



**SOLUTION: CIRCLE WINDOW**



USING MIND CONTROL, YOU HAVE CLARICE  
PRESS THE YELLOW BUTTON TO OPEN DOOR 13.

THE TUNNEL GOES A LONG WAY BEFORE IT  
OPENS INTO A HUGE UNDERGROUND WAREHOUSE.  
YOU'VE SEEN WAREHOUSES LIKE THIS BEFORE.  
TOP SECRET, UNDERGROUND FACILITIES TO HIDE  
EVERYTHING LOW-TECH CIVILIZATIONS CAN'T  
FIGURE OUT HOW TO USE.

WOW. THESE EARTHLINGS HAVE A LOT OF  
STUFF CRAMMED DOWN HERE.

**SNAP OPEN AND FOLD DOWN THE SIDES  
AND FLIP OPEN THE LID OF THE LABORATORY  
TO REVEAL THE WAREHOUSE.**

FIND AND READ THIS CARD.



**USE CARD #3 AS YOUR GUIDE.**

IN THE CENTER OF THE WAREHOUSE IS YOUR SHIP. IT IS SECURED SO YOU CANNOT LEAVE. YOU ALSO SEE ANOTHER PIECE OF YOUR POWER DRIVE.

AS YOU RETRIEVE THE PIECE TO YOUR POWER DRIVE, SOMEONE APPROACHES. YOU PANIC AS YOU REALIZE SHE IS WEARING A POINTY ALUMINUM HAT. THE NAME "MARY" IS EMBROIDERED ON HER LAB COAT. A CAT FOLLOWS HER. YOU HIDE BEHIND SOME CRATES.

MARY IS CARRYING YOUR NAVITRON. THAT'S NOT GOOD. THE AI NEEDS THAT FOR PILOTING THE SHIP. MARY PLACES IT IN A CRATE MARKED "42". THEN SHE OPERATES A LARGE CONTROL PANEL.

"THEY CALL THAT THEIR HIGH-TECH AUTOMATON LUGGER," SAYS YOUR AI.

MARY RETURNS TO HER WORKSPACE AS A SPIDERY BOT PICKS UP THE CRATE. IT SCRAMBLES UP THE WALL, SLIDING THE CRATE INTO AN OPEN SPACE. THE BOT RETURNS, AND THE CONTROL PANEL EJECTS THREE PROGRAMMING CARDS.

**GOAL: RETRIEVE YOUR NAVITRON.**

THIS MACHINE CONTROLS THE BOT THAT STORES AND RETRIEVES CRATES. ON THE FLOOR ARE THREE PROGRAMMING CARDS. YOU PUT THEM INTO THE MACHINE AND IT STARTS TO MOVE.

AT THE SOUND OF THE MACHINE OPERATING, MARY COMES RUNNING. YOU HIDE BEHIND SOME CRATES. AS SHE RESETS THE MACHINE, THE CAT SAUNTERS IN.

“I KNOW YOU DID THIS,” SHE SAYS. “AND I KNOW YOU’RE TRYING TO MIND CONTROL ME.” MARY SCOWLS AT THE CAT. “YOU’VE BEEN TRYING TO GET INTO MY HEAD FOR YEARS. DID YOU THINK I WOULD LET MY GUARD DOWN NOW?”

THE CAT MEOWS.

“COME ON,” SAYS MARY. “I’LL GIVE YOU A TREAT ANYWAY.”

SHE RETURNS TO HER OFFICE. YOU FOLLOW TO TRY AND KNOCK OFF HER HAT AND MIND-CONTROL HER.



YOU REALIZE YOU CAN MIND CONTROL THE CAT TO SWAT OFF MARY'S ALUMINUM HAT. YOU MAKE THE CAT JUMP ON A FILING CABINET. MARY JERKS BACK.

"OH NO YOU DON'T," SHE SAYS, SHAKING HER FINGER. "I KNOW YOU'RE TRYING TO KNOCK OFF MY HAT SO YOU CAN MIND CONTROL ME."

THE CAT STARTS ON THE FILING CABINET. MARY IS AT HER DESK. MOVE THE CAT TO ANY CONNECTED SPACE. THEN MARY WILL TRY TO MOVE AWAY FROM THE CAT:

- 1) MARY WILL MOVE ALONG THE OPEN PATH WITH THE LARGEST NUMBER TO AVOID THE CAT.
- 2) A PATH IS NOT OPEN IF MOVING THERE WOULD ALLOW THE CAT TO REACH MARY IN ITS NEXT MOVE.
- 3) MARY WILL NOT MOVE IF SHE HAS NO OPEN PATHS. THE CAT HAS TRAPPED HER. USE THE **SYMBOL** WHERE MARY HAS BEEN TRAPPED, THE **COLOR** OF THE SPACE WHERE THE CAT MAKES ITS LAST JUMP FROM, AND THE **NUMBER** ON THE PATH BETWEEN THE CAT AND MARY. TRAP MARY IN LESS THAN 7 MOVES.

YOU CAN MAKE A FRESH ATTEMPT BY MOVING THE CAT TO THE FILING CABINET AND WAITING FOR MARY TO GO BACK TO WORK AT HER DESK.

IF YOU WANT A HINT:



MARY TRIES TO DODGE, BUT THE CAT SWIPES AND KNOCKS OFF HER HAT. YOU IMMEDIATELY TAKE CONTROL OF MARY'S MIND. YOU TELL HER TO RETRIEVE YOUR NAVITRON AND THEN TURN OFF THE SECURITY AROUND YOUR SHIP.

FIND AND READ THIS CARD:



"I'M SORRY," SAYS MARY. "IT'S MY LUNCH BREAK." IT APPEARS MARY HAS TREMENDOUS RESISTANCE TO MIND CONTROL. YOU REALIZE YOU CAN'T MAKE HER DO ANYTHING EXCEPT ANSWER QUESTIONS.

"HOW DO I RELEASE THE SHIP?" YOU ASK.

MARY SAYS, "THERE ARE THREE LOCKING SYSTEMS. EACH REQUIRES A DIFFERENT SECURITY CLEARANCE. SO IT TAKES THREE PEOPLE TO RELEASE THE SHIP. AS YOU CAN SEE, I'M THE ONLY PERSON IN THE WAREHOUSE."





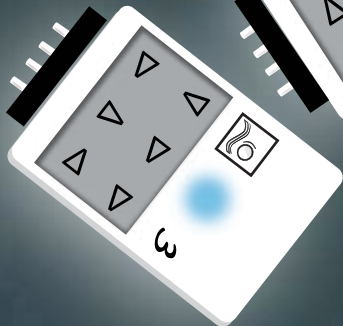
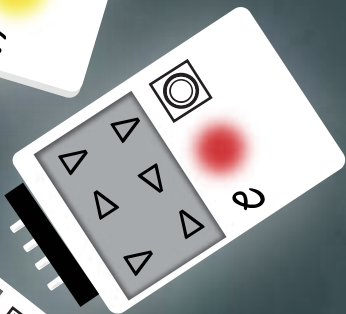
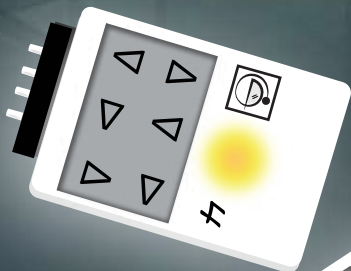
**GOAL: FREE THE SHIP FROM THE THREE LOCKS.**

**THE FIRST REQUIRES A HANDPRINT, THE SECOND A KEY, AND THE THIRD IS A COMBINATION LOCK HOLDING A CHAIN IN PLACE.**

**YOU'LL NEED A NUMBER, SYMBOL, AND COLOR.**

IF YOU WANT A HINT:





IF YOU WANT A HINT:



YOU HAVE SUCCESSFULLY  
RETRIEVED YOUR  
NAVITRON.



FIGURE OUT A WAY PAST ALL THREE LOCKS.

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1

LOOK CLOSELY. MARY CAN HELP YOU OPEN THE LOCK WITH THE KEY.

---

2

THE OTHER EMPLOYEE IN THE WAREHOUSE CAN OPEN THE FINGERPRINT LOCK.

---

3

YOU DON'T NEED TO UNLOCK THE THIRD LOCK.


---

4

TRY CUTTING THE CHAIN WITH THE RED BOLT CUTTERS INSTEAD OF FIGURING OUT THE COMBINATION LOCK.

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5

USE THE NUMBER ON THE BACK OF THE DEAD EMPLOYEE (5), THE SYMBOL OF THE KEY AROUND MARY'S NECK , AND THE COLOR OF THE BOLT CUTTERS (RED).

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SOLUTION

SOLUTION: FOUR SIDED FAN



TRAP MARY SO THE CAT CAN KNOCK HER ALUMINUM HAT OFF.

1

FIRST MOVE: MAKE THE CAT JUMP TOWARD THE BOOKCASE. MARY WILL MOVE TO THE RED SPACE.


2

SECOND MOVE: MAKE THE CAT JUMP BACK ON THE FILING CABINET. MARY WILL MOVE TO THE BLUE SPACE.

3

THIRD MOVE: MAKE THE CAT JUMP TO THE RED SPACE. MARY WILL MOVE TO THE YELLOW SPACE.

4

FOURTH MOVE: MAKE THE CAT JUMP TO THE BLUE SPACE. MARY CANNOT MOVE. THE CAT HAS TRAPPED MARY. , CAT'S LOCATION-(COLOR BLUE), PATH BETWEEN THEM (NUMBER 3).

SOLUTION

SOLUTION: THREE HEXAGONS



PLACE THE THREE PROGRAMMING CARDS IN THE HIGH-TECH AUTOMATON LUGGER TO RETRIEVE CRATE 42.

1 ON THE CONSOLE, EACH ARROW SHOWS THE FOUR MOVES (OUT OF A POSSIBLE SIX) THE BOT WILL MAKE BASED ON THE CARD PLACED IN THE SLOT. FOR EXAMPLE, IF YOU PLACE THE CARD WITH 4 IN THE FIRST SLOT, THE BOT WILL MOVE UP, DOWN, DOWN, UP. HOWEVER, THIS ISN'T THE CORRECT CARD FOR THAT SLOT.

2 PLACE THE THREE CARDS IN THE SLOTS SO THAT THE BOT ONLY MOVES TO THE RIGHT AND UP.

3 USE THE SYMBOL FROM THE FIRST CARD, THE COLOR FROM THE SECOND, AND THE NUMBER FROM THE THIRD.

SOLUTION: CIRCLE SYMBOL , BLUE, 4 WHICH EQUALS CRATE.



CARDS GO IN ORDER OF 2, 3, 4.



**SNAP OPEN AND FOLD DOWN THE SIDES  
AND FLIP OPEN THE LID TO OPEN  
THE SPACESHIP.**

“YOU ACTUALLY GOT THE SHIP BACK!” SAYS THE AI. “I HAD SEVERAL BETS WITH MYSELF THAT EITHER YOU WERE GOING TO DIE OR SOME CRITICAL PART WOULD BE MISSING. YOU ALREADY HAVE THE NAVITRON, NOW FIX THE POWER DRIVE, AND THEN WE CAN BLOW THIS SNACK SHACK OF A PLANET.

TO YOUR SURPRISE, THE CAT JUMPS INTO YOUR SHIP. “I THOUGHT I WAS GOING TO BE STUCK ON THIS DISMAL ROCK FOREVER,” SHE SAYS TELEPATHICALLY. “DO YOU MIND IF I HITCH A RIDE WITH YOU?”

YOU NOD YOUR CONSENT.

**ONCE YOU HAVE PUT ALL THREE  
PIECES OF THE POWER DRIVE TOGETHER  
YOU CAN INITIATE THE LAUNCH SEQUENCE  
AND READ THESE CARDS:**



“LET’S GET SPACEWORTHY!” SAYS THE AI. BEFORE THE EXIT HATCH CAN CLOSE, A MONSTROUS HALF-MECHANICAL BEAST PULLS ITSELF INSIDE. THE EXIT HATCH SLAMS CLOSED BEHIND IT, TRAPPING THE MONSTER IN THE SHIP WITH YOU.

IN ONE OF ITS EYE SOCKETS, YOU SEE THE TELL-TALE PINK OF A MULDAVIAN. MULDAVIANS ARE ACTUALLY PATHETIC LITTLE SLUGS. THAT’S WHY THEY PROTECT THEMSELVES WITH CYBERNETIC BODIES.

SUDDENLY IT ALL MAKES SENSE. THE MULDAVIAN WASN’T DEAD WHEN THE EARTHLINGS BROUGHT IT TO AREA 51. YOU SHOULD HAVE CAUGHT THAT FROM THE HOLE IN THE MULDAVIAN’S CHEST WHERE IT ESCAPED FROM ITS BODY. AND THEN THERE WAS THE DEAD WORKER IN THE WAREHOUSE SURROUNDED BY ALL THOSE BROKEN CRATES. NOW IT APPEARS THE MULDAVIAN HAS BUILT ITSELF A NEW CYBORG BODY.

THE MULDAVIAN ROARS. THE CAT HIDES UNDER THE CONSOLE. THE MULDAVIAN IS BLOCKING THE EXIT HATCH SO THERE’S NO WAY TO ESCAPE.

“THIS IS BAD,” SAYS YOUR AI. “YOU KNOW ALL THE WEAPONS ARE FOR USE OUTSIDE THE SHIP, RIGHT?”

READ THIS CARD:





THE AI PROJECTS A BATTLE GRID ONTO THE MULDAVIAN. MANY OF THE COMPONENTS COMPRISING THE CYBORG ARE IDENTIFIED FOR YOU. "THESE ARE ITS POTENTIAL VULNERABILITIES."

THE MULDAVIAN FIRES ITS GLOOP GUN AND YOU BARELY DODGE IN TIME. YOUR AI SAYS, "FINALLY SOME GOOD NEWS. THE WEAPON HAS TO RECHARGE. IN THE MEANTIME, YOU CAN USE THE SHIP'S UTILIKONTROLLER. IT CAN ACTIVATE ANY TECH. LET ME REPEAT. IT ACTIVATES THEM. GOT THAT? IT DOESN'T DISABLE THEM. IT TURNS THEM ON. ANY TECH."

"I CAN AUTO-AIM THE UTILIKONTROLLER BASED ON YOUR THOUGHTS. YOU'VE GOT TIME TO THINK OF THREE TARGETS BEFORE THAT GLOOP GUN IS RECHARGED. I CAN RECOMMEND THREE COURSES OF ACTION. WE HAVE TIME FOR ONE COMBINATION! WHICH DO YOU CHOOSE?"

TO TARGET THE BLENDER, SHIP'S  
ESCAPE HATCH, AND JET ENGINE:

OR



TO CHOOSE THE AI, CHAINSAW,  
AND WELDING APPENDAGE:

OR



TO SELECT THE INVULNER-HELMET,  
JACKHAMMER, AND  
LOCK-ON EYESIGHT:



YOUR FIRST TARGET IS THE TRAKIAN INVULNER-HELMET. YOU CAN HEAR THE MULDAVIAN CURSE AS YOUR AI ACTIVATES THE EJECTION FEATURE DESIGNED TO PROTECT THE BRAIN IN CASE OF SEVERE INJURY BY REMOVING THE WEARER'S HEAD.

YOUR SECOND TARGET IS THE KERVORKIAN SONIC JACKHAMMER. THE VIBRATIONS FROM THE JACKHAMMER QUICKLY SHAKE THE MULDAVIAN SLUG OUT OF THE OPEN BOTTOM OF THE HELMET.

AS THE MULDAVIAN SLUG TRIES TO CRAWL AWAY, YOUR LAST TARGET, THE JORKIAN LOCK-ON EYESIGHT, IS ACTIVATED. A BRIGHT RED LASER DOT APPEARS ON THE FLOOR. THE CAT'S EARS PERK UP, THEN IT POUNCES ON THE DOT. THE DOT SKITTERS ACROSS THE FLOOR AND COMES TO REST ON THE HELPLESS MULDAVIAN SLUG.

THE MULDAVIAN STARES DOWN AT THE DOT ON ITS CHEST, THEN LOOKS UP JUST IN TIME TO SEE THE CAT'S JAWS CLOSE AROUND IT.

TIME FOR YOU TO LEAVE. THE SHIP LIFTS OFF, AND YOU HEAD OUT THROUGH THE HANGER DOORS IN THE WAREHOUSE CEILING.

"LET'S GO HOME," YOU TELL THE AI.  
THE CAT BURPS.

**CONGRATULATIONS ON YOUR SUCCESSFUL  
BREAK IN TO AREA 51!  
#BREAKINTOESCAPE #BREAKINAREA51**

YOUR FIRST TARGET IS THE CARDASHIAN MEGAMIX BLENDER. THE MULDAVIAN'S ARM IS ATTACHED TO THE BLADE. THE ARM SPINS WILDLY, LOSING HOLD OF THE GLOOP GUN. THEN THE WHOLE ARM BREAKS OFF.

YOUR SECOND TARGET IS THE RED HATCH OPEN BUTTON. THE MULDAVIAN DOESN'T EVEN NOTICE AS THE SHIP'S HATCH OPENS BEHIND IT.

YOUR LAST TARGET IS THE JET ENGINE INSTALLED FACING BACKWARDS IN THE MULDAVIAN'S CHEST. THE ENGINE KICKS ON, SENDING THE MULDAVIAN FLYING OUT OF THE SHIP AND CRASHING INTO A WALL OF CRATES.

"IT'S BEEN A BLAST!" YOUR AI GLOATS. "SORRY TO BREAK IT TO YOU, BUT WE WIN!"

AT THAT MOMENT, AREA 51 SECURITY ARRIVES. THE AI CONFIRMS THEY WILL BE ABLE TO CAPTURE THE MULDAVIAN. AFTER ALL, IT'S JUST A HELPLESS LITTLE SLUG RIGHT NOW.

TIME FOR YOU TO LEAVE. THE HATCH CLOSES, THE SHIP LIFTS OFF, AND YOU HEAD OUT THROUGH THE HANGER DOORS IN THE WAREHOUSE CEILING.

"SET A COURSE... FOR HOME," YOU TELL THE AI. THE CAT MEOWS.

**CONGRATULATIONS ON YOUR SUCCESSFUL  
BREAK IN TO AREA 51!  
#BREAKINTOESCAPE #BREAKINAREA51**

YOUR FIRST TARGET IS THE AI INSTALLED IN THE MULDAVIAN. AS IT HUMS TO LIFE, YOU TELL YOUR AI TO TAKE CONTROL OF IT. AS IT IS LAST YEAR'S MODEL, YOUR AI DOES SO WITHOUT ANY TROUBLE.

YOUR SECOND TARGET IS THE CHAINSAW. YOU TELL YOUR AI TO SWING THE CHAINSAW UP IN A SELF-UPPERCUT. THE PLASTIC CONNECTORS HOLDING THE INVULNER-HELMET TO THE REST OF THE CYBORG BODY SHEER FREE.

BEFORE THE INVULNER-HELMET CAN HIT THE FLOOR, YOUR THIRD TARGET IS ACTIVATED. THE QUIVICHE WELDING APPENDAGE SWINGS UP AND THE HIJACKED AI QUICKLY WELDS THE INVULNER-HELMET TO THE WALL OF THE SHIP. IT ALSO SEALS THE HELMET CLOSED, TRAPPING THE MULDAVIAN INSIDE. NOW YOU CAN BRING THE LITTLE TYRANT HOME TO STAND TRIAL FOR ITS CRIMES.

IT'S TIME FOR YOU TO LEAVE. THE SHIP LIFTS OFF, AND YOU HEAD OUT THROUGH THE HANGER DOORS IN THE WAREHOUSE CEILING.

YOUR LAST COMMAND FOR THE AI IS TO BLAST ELEVATOR MUSIC IN THE SEALED INVULNER-HELMET TO "ENTERTAIN" THE MULDAVIAN DURING THE ENTIRE TRIP HOME.

THE CAT CURLS UP FOR A NAP.

**CONGRATULATIONS ON YOUR SUCCESSFUL  
BREAK IN TO AREA 51!**

**#BREAKINTOESCAPE #BREAKINAREA51**