



Room 11: Shed

As you turn the final corner of the labyrinth, your eyes light up. In front of you is a small, wooden shed. You made it!

The door is not locked, but I guess that's not necessary with such a maze to protect it. You enter, and you observe a room that would make a conspiracist be proud. Everywhere are newspaper articles, QR codes, notes, puzzles, boxes. Perhaps this is where the Count actually spent his time making puzzles.

You dig through all the articles and notes, but find nothing of interest. The one thing that is odd is all those QR codes. Perhaps they have some special meaning?



STUCK? SCAN FOR A CLUE



CHECK YOUR SOLUTION