

Un-familiar

Tom Wildenhain
Jacqui Fashimpaur
Liam Thomas

This puzzle is a runaround puzzle. The menagerie room in the text adventure says you must go to Un-fantasy Pittsburgh to recover the exotic creature that escaped. It hints that you have “lost control of your actions and can only choose how to respond.” This clues that you must follow the commands in the puzzle and choose a response from the response bank that matches your experience.

Each response has a color (white, black, or gray) indicating which box has the number of the next command. The text adventure tells you to start outside Wean near La Prima. The transcript page says the first command is 14. The complete transcript is below.

	Command #	Response		Next ##
I.	14	M	○	16
II.	16	K	●	13
III.	13	E	○	06
IV.	06	R	●	17
V.	17	D	○	15
VI.	15	P	○	05
VII.	05	N	○	10
VIII.	10	F	●	22
IX.	22	Q	○	03
X.	03	L	○	20
XI.	20	C	○	04
XII.	04	S	○	17
XIII.	17	B	●	01
XIV.	01	I	●	02
XV.	02	H	○	20
XVI.	20	A	●	03
XVII.	03	T	●	08
XVIII.	08	O	●	09
XIX.	09	J	○	23
XX.	23	G	●	08

The final answer is **DEADMOUSE**

Along the way, you are told to take a tab from a poster that looks like this:

The tab clues how to map colors into shapes. The final poster in the runaround has a mapping from shape sequences into letters.



A	■▲	N	●■▲●
B	●■■▲■	O	▲▲
C	●●■▲	P	●■●■
D	▲●	Q	●●■▲
E	■●	R	●■●■
F	●■■	S	●●●
G	▲■	T	●▲
H	●■●●	U	●●▲
I	●■▲▲	V	●■●▲
J	●■■▲▲	W	●■■●
K	●●■	X	●■▲■
L	●■▲●	Y	●■■■
M	■■	Z	●■■▲●

See the next page for the full command/response list.

Un-familiar full solution

Command 14

>open door

-> 19 -> 16 -> 11

Response M

You find yourself in a small room with two sets of doors in front of you. Behind you is a smooth transparent crystal with glowing red text.

> ##

The “Crystal” refers to a red exit sign.

Command 16

>push blue square

-> 13 -> 07 -> 21

Response K

The pathway in front of you opens slowly as if by magic. You step forward and see three suspended, glowing orbs.

> ##

The wheelchair button activates the door. La Prima has 3 spherical lights above it.

Command 13

>look

-> 08 -> 18 -> 06

Response E

Ahead of you are three sets of sliding metal gates. You notice something interesting between the last two.

> ##

There are 3 elevators with an emergency box between them.

Command 06

>examine emergency box

-> 17 -> 12 -> 02

Response R

You see a container held closed by a spring. There are two circles to its left.

> ##

The emergency box is next to two elevator buttons.

Command 17

>push lower button

-> 01 -> 10 -> 15

Response D

After a few moments a carriage arrives and a red light is illuminated. You step inside.

> ##

You call the elevator to go down.

Un-familiar full solution (cont.)

Command 15

>push 4

-> 04

-> 05

-> 12

Response P

You hear some rumbling noises and are briefly concerned for your safety. After a few moments, you step forward to find yourself in a completely different environment. There is a red clock in front of you and a pair of doors to its right.

> ##

You take the elevator to the 4th floor.

VI

Command 05

>examine danger sign

-> 06

-> 10

-> 14

Response N

You get the sense that there is strong magic ahead and decide to go in a different direction.

> ##

There is a sign saying “Danger! High Voltage Keep Out”

VII

Command 10

>go left

-> 22

-> 18

-> 03

Response F

Around the corner you see a messy arrangement of papers. You are drawn to one depicting a pink unicorn.

> ##



VIII

Command 22

>take flower

-> 12

-> 01

-> 03

Response Q

You put your new souvenir in your pocket. You look to your right and see a long passageway. Maybe the creature went in that direction.

> ##

You take a tab from the poster

IX

Command 03

>cross bridge

-> 08

-> 01

-> 20

Response L

To your right you see an enchanted mirror.

> ##

You take the bridge from Wean to NSH. There is a screen that displays your image

X

Un-familiar full solution

Command 20

>**smile and wave**

-> 03

-> 04

-> 16

Response C

A square appears and turns blue. You turn left and continue down the hallway until you reach a sign with two people on it.

> ##

The screen shows a blue square around people identified as happy

XI

Command 04

>**examine corridor**

-> 14

-> 17

-> 11

Response S

You see two silver structures at different heights.

> ##

There are two water fountains.

XII

Command 17

>**push lower button**

-> 01

-> 10

-> 15

Response B

A spout of water shoots forth and you are momentarily entertained. You return to the main path and proceed.

> ##

The water fountains dispense water when activated.

XIII

Command 01

>**appreciate view**

-> 02

-> 09

-> 03

Response I

Below you is a great dining hall. You look into the distance and see a small red box and a square door above a plant at your elevation.

> ##

You look down from the balcony above iNoodle. There is a fire alarm and square glass door in the distance.

XIV

Command 02

>**approach glass door**

-> 14

-> 20

-> 21

Response H

Behind you is another magic mirror. You look into its depths.

> ##

You walk down the hall and reach the OpenPose demo screen.

XV

Un-familiar full solution

Command 20

>**smile and wave**

-> 03

-> 04

-> 16

Response A

A skeletal figure greets you.

> ##

The OpenPose demo shows a colored skeleton

XVI

Command 03

>**cross bridge**

-> 08

-> 01

-> 20

Response T

You turn and run down the hallway. To your left is a crimson wall with tiny swords embedded in it. You see large blue shield.

> ##

You take the bridge to Gates. You see a poster with a phone number.

XVII

Command 08

>**follow directions**

-> 09

-> 22

-> 24

Response O

You hear a disembodied voice and feel compelled to obey it.

> ##

You call the phone number and are told to use the helix

XVIII

Command 09

>**go down**

-> 16

-> 22

-> 23

Response J

Feeling slightly dizzy, you arrive at a 3-way fork.

> ##

You go down the helix and arrive at a fork. The walls of the paths are painted purple and orange.

XIX

Command 23

>**take orange**

-> 08

-> 16

-> 20

Response G

As you reach the end of the path, you look to your left and see a green field littered with information. You see a notice with sword above it.

> ##

You take the orange path and see a poster board to your left. There is a poster with a sword on it.

XX