

# The Scary Door

*Liam Thomas, Sam Yeom,  
Isaac Grosf, Tom Wildenhain*

The flavortext says that a knight went from the drawbridge (outside the moat) to the scary room, visiting each room once and no room twice. This is impossible under the normal movement rules. But if our knight moves like a chess knight, there is a unique way to do so!

The braziers in the scary room hints that we should take the n-th letter from the n-th room. Doing so will reveal the answer: **PERCEPTION**. Do a perception check to find the door that leads to the dungeon!

<p>6 <b>AMDQ</b> Theater <b>HIGHSPEED CAMERA</b></p>	<p>11 <b>The Scary Door</b> Scary Room</p>	<p>4 <b>Hey, Doc!</b> Larder <b>SUCCULENT</b></p>	
<p>3 <b>Sound of Music</b> Chapel <b>FORTE</b></p>		<p>7 <b>History of War</b> Tapestry of War <b>SLAUGHTER</b></p>	<p>10 <b>Armory</b> Jousting Tournament <b>ROUNDROBIN</b></p>
<p>8 <b>Classroom</b> Classroom <b>GRADUATION</b></p>	<p>5 <b>Combination Platters</b> Kitchen <b>GINGERSNAP</b></p>	<p>2 <b>Un-Familiar</b> Menagerie <b>DEADMOUSE</b></p>	
<p>1 <b>Entering the Castle</b> Outside the Moat <b>PROJECTILE</b></p>		<p>9 <b>Divination</b> Study <b>FORTUNE COOKIE</b></p>	