



Welcome to my quarantine project: a standalone escape room in a box, based on an alternate ending to the best dinosaur movie of all time. A series of first round puzzles all feed into a final “metapuzzle” which, in turn, provides the code for the lock. If I had unlimited resources, you would be trying to unlock a Barbasol shaving cream can rather than a jelly container. Such is life.

If you have never done an escape room or puzzle hunt before, it may be confusing. The puzzles have no instructions. Half of the fun is figuring out what you are supposed to do. Many require a couple of different items in the box to complete. Lost? No worries! Open the envelope entitled “Nedry’s Backup.” It will give you some more guidance (how many puzzles there are, what answers you are looking for, how the metapuzzle works) as well as some sheets that help structure your answers.

If you are used to online puzzle hunts, know that this is a Julie Project if there ever was one, and there are plenty of items that have nothing to do with puzzle mechanics and everything to do with aesthetics or humor. I do think you should be able to solve everything without opening any of the labeled envelopes. Don’t overthink things: this is for a general audience and there are no double extractions.

It’s been a hard enough year without adding more stress. This was fun for me to make, and I hope it is fun for you to solve. It can be solved alone or as part of a group. If it’s frustrating, it’s not worth it. Use Nedry’s backup, or visit LudditeGameplay.com if you need to reprint a puzzle or want a hint. I would be delighted to give more hints or even to join you on zoom while you track down dinosaurs. If you want to solve with a friend, I have a limited number of additional boxes and can mail one to them if you cover shipping. Also, you are supposed to have a normal chess set. If I missed a piece in your bag, that’s my error and not part of the puzzle. Those paper pieces are a disaster!

I hope that this box gives you an evening of distraction, that something in here makes you crack a smile, and that you have at least one satisfying “aha!” moment while solving. But if none of those happen and this whole thing isn’t your cup of tea, that’s okay too. I promise not to make things awkward by ever asking you about this project- there is zero obligation to solve it. Know that if you have received this package, you are very much beloved. Hold that thought close and be well.

Juliaroyth!

PS. If you really want to get in the mood, Jurassic Park is currently on Netflix. But really, do you need a random game to show up in the mail in order to rewatch such a fantastic movie?



Jurassic Adventure structure:

This game consists of 10 first round puzzles.

All of the first round puzzles will solve to a number between 1 and 120. Sometimes the puzzle will solve directly to the number (24), sometimes the number will be spelled out (TWENTY FOUR), and sometimes the solution will be a clue to a number (HOURS IN A DAY). Although the puzzles may be challenging, it should be obvious when you arrive at the final number that you need.

There are red herrings throughout the puzzle hunt. They are exactly that: red herrings. Ignore them.

Each of the 10 puzzles corresponds will correspond with a location on the map. Match the puzzles to the locations using bad puns and wordplay. Don't overthink this part.

The final puzzle involves matching each of the 10 puzzles to a set of instructions and following them in the correct order. If you do this correctly, you will end up with the code for the cannister.

Common puzzle hunt techniques:

An Acrostic is a clue where the first letter, syllable, or word of each line, paragraph, or other recurring feature spells out a word or message. Sometimes you will have to put items in the correct order first. For example: "Erin was born in 1976. Etta was born in 1983. Nancy was born in 1990. Sally was born in 1972. Vanessa was born in 1982." would solve to SEVEN:

Sally was born in 1972.

Erin was born in 1976.

Vanessa was born in 1982.

Etta was born in 1983.

Nancy was born in 1990.

An indexed puzzle is when you pull a letter out of each word.

For example: "I bought 1 fig, 1 orange, 3 plums, and 7 blueberries" would solve to FOUR:

1 Fig (first letter)

1 Orange (first letter)

3 plums (third letter)

7 blueberries (seventh letter)

While none of the puzzle require you to use the internet or outside resources, you are welcome to do so. Some of my favorite puzzle solving sites include oneacross.com, internet anagram server (wordsmith.org/anagram), and morewords.com.

Some puzzles use codes. Common puzzle hunt codes include braille, morse code, pigpen cipher, semaphore, binary, substitution codes (A=1, B=2, C=3) and shifts (A=B, B=C, C=D).

Sometimes there are standard puzzles that need to be solved (sudoku, crosswords, word searches, mazes, etc). Remember that after solving these, you will have to extract an answer. There should be a clue within the grid to help you do that.

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

A R Q U E T T E

N E A L

B E N A T A R

N I X O N

B O O N E

O B R I A N

C O N R O Y

S A J A K

C O R N W E L L

S I M M O N S

E W I N G

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H E A R S T

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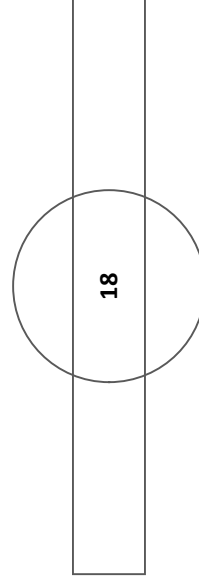
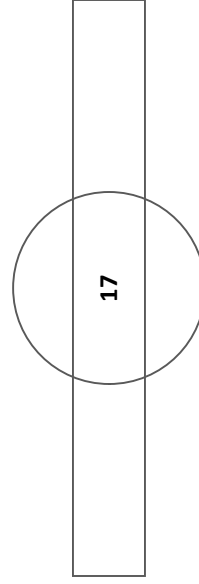
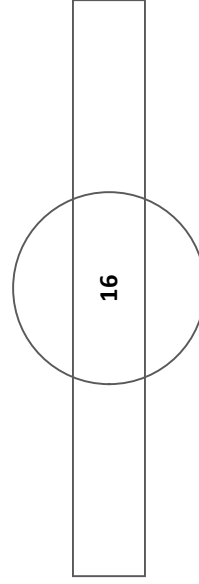
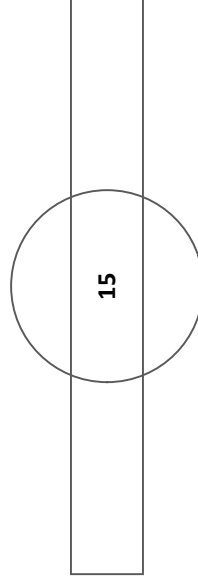
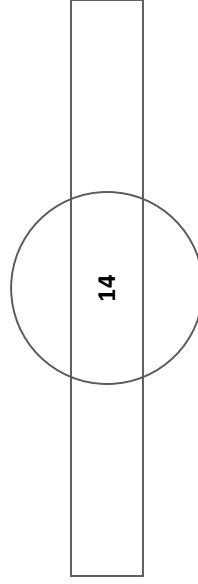
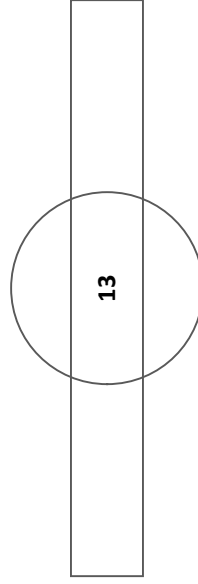
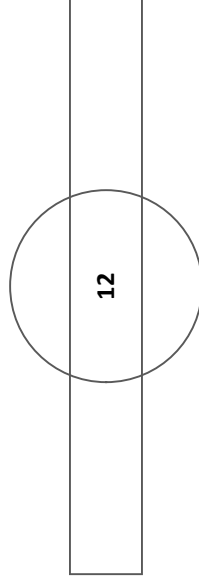
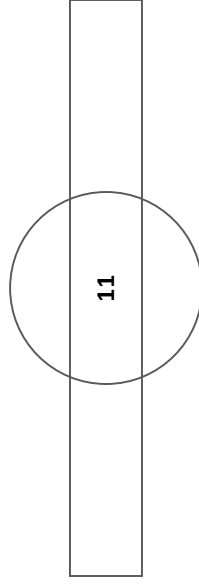
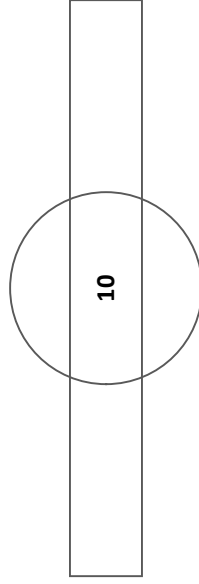
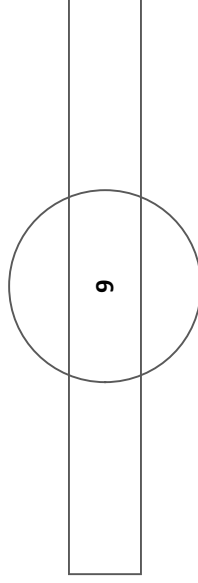
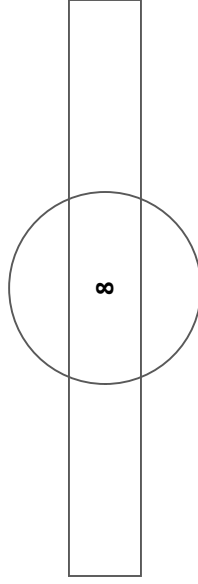
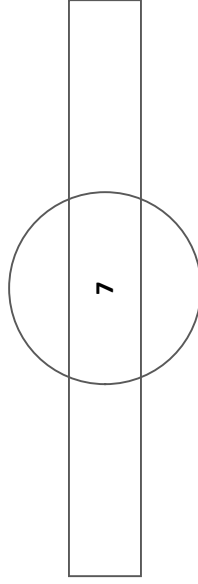
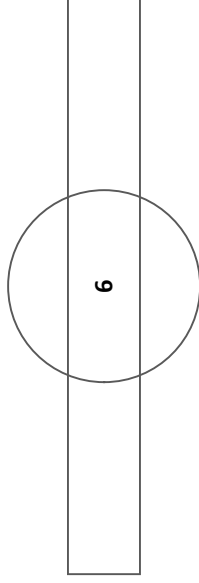
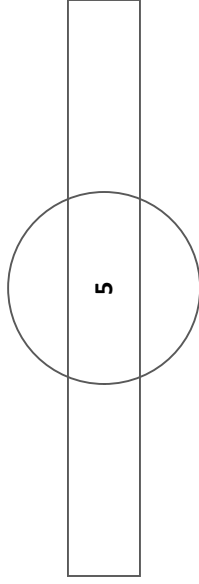
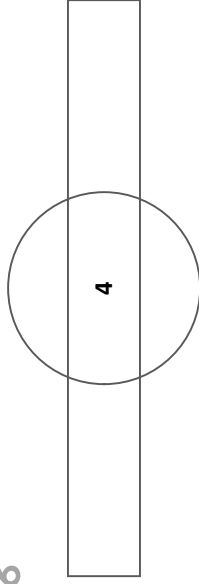
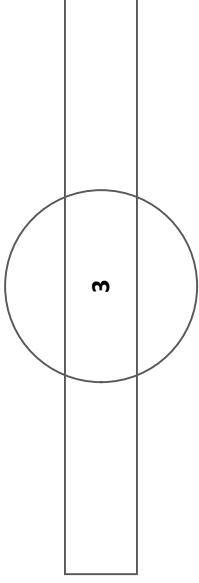
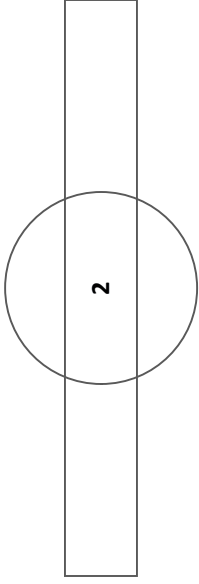
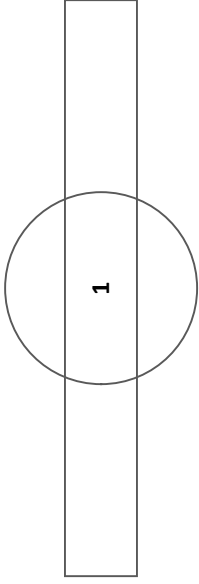
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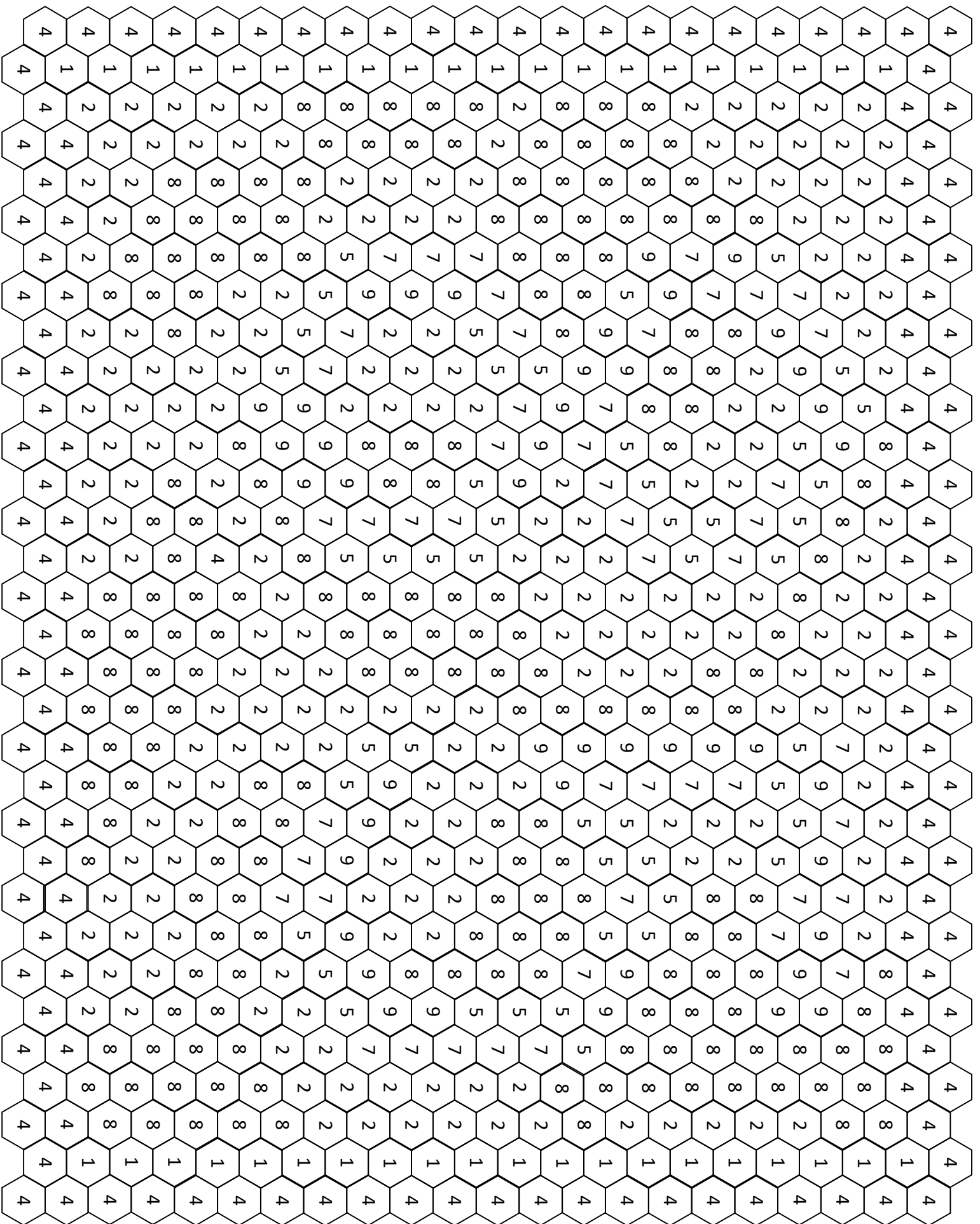
W I L L I S

L A B E L L E

Y E A R W O O D

P	R	O	C	E	E	D	S
B	E	G	A	N	A	L	L
O	O	W	N	S	F	U	L
O	A	T	I	C	I	N	G
P	I	M	I	E	N	T	O
C	H	E	S	S	M	E	N
U	L	M	M	U	L	E	S
A	R	K	S	I	K	Y	S





1 _ _ _ _ _

2 _ _ _ _ _ _ _ _ _

3 _ _ _ _ _

4 _ _ _ _ _

5 _ _ _ _ _

6 _ _ _ _ _

7 _ _ _ _ _ _ _ _

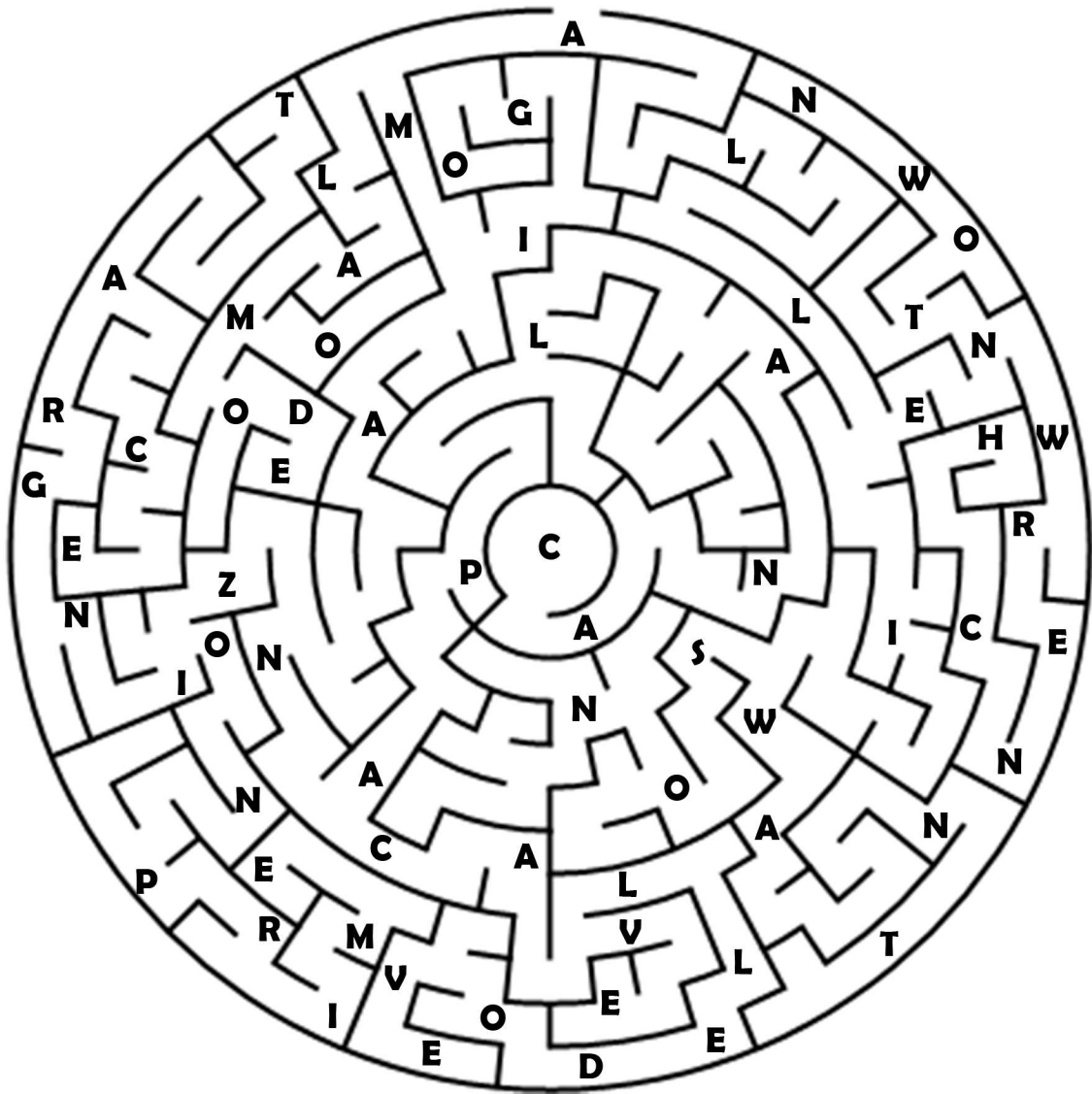
8 _ _ _ _

9 _ _ _ _ _ _ _

10 _ _ _ _ _

Alvin	Hermione	Peggy
Angelica	Huey	Pinta
Aramis	Id	Placido Domingo
Athos	Isosceles	Pop
Bacon	Jaclyn Smith	Porthos
Balthazar	Jose Varreras	Repeat
Barry	Kate Jackson	Rinse
Beyonce Knowles	Kelly Rolland	Robin
Blossoms	Kirk	Rock
Bubbles	Larry	Roll
Buttercup	Lather	Romans
Caspar	Lettuce	Ron
Countrymen	Liberte	Santa Maria
Crackle	Lionel Messi	Scalene
Curly	Louie	Scissors
Dewey	Luciano Pavarotti	Simon
Dot	Luis Suarez	Snap
Drop	Maurice	Spock
Egalite	McCoy	Stop
Ego	Melchior	Super Ego
Eliza	Michael Jordan	Theodore
Equilateral	Michelle Williams	Tomato
Farrah Fawcett	Moe	Wakko
Fraternite	Neymar	Yakko
Friends	Nina	
Harry	Paper	

Can you visit the center and then return?



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INVOICE # 403
 DATE: MAY 18 2019

TO:
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SHIP TO:
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 +506 27710387

COMMENTS OR SPECIAL INSTRUCTIONS:

Shipped to Limon port to be include on INGENN cargo ship 18

SALESPERSON	P.O. NUMBER	SCHEDULE	TERMS
Bob Rex	19433	Quarterly	Due on receipt

QUANTITY	DESCRIPTION	UNIT PRICE	TOTAL
2	50 Coffee Packs- Regular	47.95	95.90
2	50 Coffee Packs- Decaf	47.95	95.90
4	Assorted Twining Tea Pack. 500 from the following: Black Tea Chamomile Honey and Vanilla Ceylon Orange Pekoe Darjeeling Early Grey English Afternoon English Breakfast Honeybush Mandarin and Orange Irish Breakfast Lady Grey Lemon and Ginger Lemon Delight Nightly Calm Orange and Cinnamon Spice Pomegranate and Raspberry Prince of Wales Wild Berries	98.95	395.80

SUBTOTAL	587.60
SALES TAX	76.39
SHIPPING & HANDLING	85.00
TOTAL DUE	748.99

On behalf of the entire Rex Family, thank you for your business!
 Robert Rex, President and Founder

Final Puzzle

Order	Map Location	Puzzle Answer	Instructions
1	V		
2			
3			
4			
5			
6			
7			
8			
9			
10	S		

Final Answer ____ _

33. INTERIOR, CONTROL CENTER. DAY.

RAY and ELLIE are standing by the desk. MALCOM is on a table in the corner. ALAN, LEX and TIM come rushing into the room. LEX is running with her arms outstretched, carrying the cannister full of DNA that Nedry had stolen. She is frantic and excited.

LEX

Look! Look! I found it by Nedry's car!

MALCOM

Open it!

LEX

I can't, it's locked. We need the numbers. Four digits.

RAY is standing next to the computer desk. He slams his hand down next to the monitor in frustration

RAY

Son of a!

The computer screen on the desk shows the locked screensaver, with Nedry shaking his finger and saying "UH UH UH, YOU DIDN'T SAY THE MAGIC WORD."

RAY

You can take your magic word and...

RAY, angry, spins around and kicks the bottom of the desk, hard. The drawer falls out, and the contents spill across ELLIE'S feet and onto the ground. She leans over and starts to gather them up.

RAY

Here, give it to me. I'll open it.

Ray gestures to LEX and reaches for the cannister. She looks uncertain, but hands it to him. He reaches for a gun from the side table, as if to shoot open the cannister. ALAN moves toward him.

RAY

Hold on to your butts.

ALAN quickly grabs for the gun, stopping RAY

ALAN

No, stop! We don't know what's inside. You could ruin it!

ELLIE is still sorting through the papers.

ELLIE

Wait. I think we have everything we need to get the combination. Mr. Arnold, can you give it here?

Everyone stops and stares at her. The screensaver on the desk next to her continues to show Nedry shaking his finger and saying "UH UH UH, YOU DIDN'T SAY THE MAGIC WORD." Nobody moves. Everyone is skeptical.

ELLIE

What? I'm serious. Look at this. Lex, Tim, take these sheets and start solving.

Every cryptic clue has two parts: a definition of the answer and an indication of the answer's literal makeup through wordplay. Either half may come first, but there will always be a point at which the clue can be divided into these two parts. With two routes to the answer, you might expect cryptic clues to be easier to solve than standard crossword clues. But the devious creators cleverly join the two halves of the clue in ways that make it hard to tell them apart. Also, both parts may contain words that appear on the surface to mean something different from what they actually indicate. For example, the word *putter* in a clue may appear to refer to a golf club but actually mean *dawdle* or even *one who puts*.

Cryptic clues are followed by a number or numbers in parentheses indicating the length of the answer: (5) means it's a five-letter word, while (2,3,4) indicates a three-word phrase like "in the know."

Here are the eight common methods by which hints are given via wordplay, and hints for spotting them:

ANAGRAMS

In an anagram clue, the wordplay half actually gives all the letters of the answer, albeit in mixed order. The rearranged letters are always immediately preceded or followed by a word or phrase that suggests the mixing, such as *wild*, *drunk*, *repair*, or *in a muddle*. For example:

"Tarnation!" snarled *Pulp Fiction* director (9)

The answer TARANTINO ("*Pulp Fiction* director") comes from the *snarled* letters of "Tarnation." Here's another:

Model in a studio tries out for part (9)

"Model" looks like a noun here, but it's actually an imperative verb, telling you to *model* the letters of the phrase "in a studio" to get AUDITIONS ("tries out for part").

Hints for spotting this type: Look for a word or phrase suggesting mixing, and a word or group of consecutive words with the same number of letters as the answer.

CHARADES

In the parlor game of charades, words are acted out in pieces; similarly, some cryptic answers can be broken into smaller words that are clued individually:

Sailor attains goals (7)

The answer TARGETS ("goals") can be broken into TAR ("sailor") and GETS ("attains"). Charades may also have more than two parts:

Interrupting Ms. Derek with the chime (9)

The answer BOTHERING ("interrupting") is made of BO ("Ms. Derek"), THE, and RING ("chime"). Pieces of a charade are usually clued by synonyms, but can be given explicitly (as THE in the example above). The pieces may also be clued out of order, with some instruction on how to put them together:

Friend follows child completely (7)

The clue tells you that ALLY ("friend") follows TOT ("child") to make the answer TOTALLY ("completely"). Sometimes the answer can be divided into pieces and clued as a phrase. For example, TANGENT can be broken into TAN GENT:

Touching beach bum? (7)

The question mark suggests there's something punny going on in the clue.

Hints for spotting this type: Certain common word beginnings may appear, such as CON ("prisoner"), EX ("former" or "former spouse"), and IMP ("mischievous one").

CONTAINERS

Some words can be looked at as one word inside another. For example, PATIENTS is the word TIE inside PANTS. A clue for PATIENTS might read:

Hospital residents make knots in trousers (8)

The clue tells you to put TIE ("make knots") inside ("in") PANTS ("trousers"). All container clues include some word or phrase that indicates which part goes inside the other. For example, *in*, *interrupts*, or *filling* tells you that Part A goes *inside* Part B. *Holds*, *swallows*, or *surrounding* tells you that Part A goes *outside* Part B. Here's a tricky example of the latter type:

Russet bears are raised (6)

The answer REARED is made up of RED ("russet") which contains, or "bears," the word ARE.

Hints for spotting this type: Look for container indicators like those above, plus *clutches*, *goes around*, *held by*, *wrapping*, etc. Be aware, though, that many container indicators can also be used to signal hidden answers. Read on!

HIDDEN ANSWERS

Sometimes the entire answer appears intact, albeit camouflaged, in the wordplay half of the clue:

Myopic colonel clutches flute (7)

The phrase "myoPIC COLOnel" holds, or "clutches," PICCOLO ("flute"). Hidden word clues always have an indicator to signal that the answer is hidden in the phrase. Here's another example:

Actress featured in *Titanic* and *Iceberg Encounter* (7,6)

The answer CANDICE BERGEN ("actress") is "featured in" the phrase "titaniC AND ICEBERG ENcounter." Sometimes the answer is hidden in alternating letters:

Odd items of dirty gear in laundry machine (5)

The answer DRYER is found in the odd letters of "DiRtY gEaR."

Sometimes all the initial letters or all the final letters spell out the answer, as in:

Heads of state hang out with guide (4)

The answer SHOW ("guide") is hidden in the "heads of" *State, Hang, Out, With*.

Hints for spotting this type: Keep an eye out for indicators like *incorporates*, *hides*, *is part of*, and *going through*. Remember, though, that many of these can also signal container clues.

HOMOPHONES

If the answer sounds exactly like another word or phrase, a homophone clue may be used. Here's a possibility for CITES (a homophone of SIGHTS):

Quotes views for the audience (5)

Homophone clues always contain a word or phrase that suggests the phonetic quality of the wordplay half of the clue, such as *for the audience, we hear, reportedly, vocal, and by the sound*. The answer is CITES and not SIGHTS because the homophone indicator is always adjacent to the answer's homophone; since the clue says "views for the audience," we know we want a homophone of SIGHTS. The homophone doesn't have to be a single word:

Counted frozen chicken out loud (8)

The answer, NUMBERED ("counted"), sounds the same as NUMB BIRD ("frozen chicken").

Hints for spotting this type: Look for any word or phrase that suggests part of the clue is heard or pronounced.

REVERSALS

Some words spell other words when written backward, and reversal clues make use of this. For example, the word EDAM is MADE spelled backward. A cryptic clue for EDAM might read:

Cheese produced the wrong way (4)

Every reversal clue contains a word or phrase suggesting the switched order, like *the wrong way, returned, receding, in the mirror, to the left, or even simply left*. Indicators in Down clues usually refer to an upward direction: *overturned, rising, or to the north*. For example:

Close cooking vessels up (4)

The answer STOP ("close") is POTS ("cooking vessels") written upward ("up"). You can tell the answer is STOP and not POT because the reversal indicator is adjacent to the words "cooking vessels," telling you to reverse POTS. A reversal may use more than one word, much like a reversed version of a charade clue:

Merchant's rose paintings put up (6)

The answer TRADER ("merchant") is RED ("rose") and ART ("paintings") reversed, or "put up."

Hints for spotting this type: Look for indicators like *swiveled, backed, or around* in Across clues, and *flipped, upside-down, from the bottom up, or lifted* in Down clues.

DELETIONS

Many words become new words when they lose a letter, and deletion clues play on this. Deletions come in three basic varieties: beheadments, curtailments, and internal deletions. In each type, the clue contains a word or phrase indicating the deletion. In beheadments, a word loses its first letter. For example, PENCHANT becomes ENCHANT when the first letter is dropped. This leads to:

Uncovered bent charm (7)

By "uncovering" or removing the first letter of PENCHANT ("bent"), you get the answer ENCHANT ("charm"). Other indicators include *don't start, topless, and after the first*. Curtailments involve the removal of the last letter:

Shakespeare's Kate is endlessly clever (5)

The answer SHREW ("Shakespeare's Kate") is SHREWD ("clever") without its last letter ("endlessly"). Indicators include *nearly and unfinished*. An interior letter may also be deleted (this is rarer):

Challenging sweetie heartlessly (6)

The answer DARING ("challenging") is DARLING ("sweetie") missing its middle letter, or "heartlessly." An internal deletion clue may even tell you exactly which letter to remove. For example, DOLT minus its third letter is DOT:

Dolt missing third period (3)

Hints for spotting this type: Words and phrases suggesting the removal or lack of something, in particular a top, front, bottom, or end, are likely deletion indicators. Many indicators are "-less" words such as "headless," "endless," "bottomless," and the like.

DOUBLE DEFINITIONS

A double definition clue is a little different from the other types in that it has no wordplay half; instead it has two definition halves. For example, a cryptic clue for PENNED might read...

Wrote in confinement (6)

...because the word PENNED means both "wrote" and "in confinement." The two meanings may even have different pronunciations. MOPED could be clued:

Motorbike was blue (5)

Some words, while not actually having two meanings, might mean something else if clued in a punny way. For example, DESPOT looked at as DE-SPOT might lead to the clue:

Remove stains from tyrant? (6)

...while SPANISH (SPAN-ISH) suggests:

Folks from Madrid like bridges? (7)

The question marks serve to warn you that there's something punny going on.

Hints for spotting this type: Clues using two meanings are usually fairly short. A two-word clue is almost always a double-definition clue.

COMBINATION CLUES

It's quite common for two or more of the eight basic cryptic methods to be combined in a clue:

Following wagon returned by monarch (8)

The answer TRACKING ("following") is clued as a charade with one part reversed: CART ("wagon") reversed ("returned") and KING ("monarch").

THE "& LIT." CLUE

We said that every cryptic clue has two parts: the definition and wordplay halves. In one special type of clue, the two parts overlap completely, so the whole clue is a cryptic indication of the answer, and at the same time the whole clue is a definition of the answer. A clue of this type is called an "& lit." clue (since the answer explanation traditionally ends with "& lit.," short for "and literally so"). Here's an example:

Terribly angered! (7)

The answer ENRAGED is both an anagram (or "terrible" arrangement) of "angered" and a word meaning "terribly angered." The exclamation point at the end of the clue is the traditional signal for an "& lit." clue. Here's another example:

I, for one, am reflected! (5)

The answer IMAGE is I plus E.G. ("for one") plus AM reversed ("reflected"). Due to their nature, & lit. clues are relatively rare.

BITS AND PIECES

Some words don't lend themselves to simple combinations of the basic methods, and often the constructor will need to indicate a single letter or small group of letters. As a result, you can expect to see some common abbreviations (*doctor* for DR, *Hawaii* for HI, and *college* for U), chemical symbols (*iron* for FE), Roman numerals (*five* for V), and parts of words (*end of year* for R, *head of cabbage* for C, *heart of stone* for O, *half-dollar* for DOL or LAR) appearing in clues.