



## **The ramshackle hut in the underbrush**

An ~~Exit~~ Entrance Game with Gemma

It is snowing softly as Jenny and Emma trudge on a narrow path through the winterly woods carrying backpacks.

“Come on, Jenny! Get that look off your face”, Emma chides while lightly elbowing her girlfriend. “I guarantee you will survive this night all alone with me.”

Jenny rolls her eyes in annoyance. “That’s not the point! Emma, every night I spend together with you is great but I’m a spa resort type of person. A deserted cabin in the woods is just a ramshackle hut in the underbrush to me. Ants, mosquitoes, porta-potty!”

“I know.” Emma says conciliatorily and takes Jenny’s hand. “But it’s different this time. This is Hotte’s Christmas gift to us. He booked this cabin for us, therefore we will go on and spend an awfully-terribly- amorous time there. Okay? Look, we’re almost there!”

But when Emma and Jenny arrive at the cabin, a surprise is waiting for them. The door is locked by a combination lock with three digits. There is also an envelope.





## Ready for an adventure?

Emma opens the envelope and pulls out a sheet of paper. "A letter!"

**Whaaaabaaam!**



You managed to make it to the cabin – Congrats!

Emma<sup>1</sup>, Jenny<sup>2</sup> – this is your favorite STAG<sup>3</sup>-buddy Hotte<sup>4</sup> writing.  
**R e a d c a r e f u l l y!** Do you know Exit games? Escape rooms?  
I love them! You're inside a locked room and you have to solve  
puzzles and break codes for combination locks to be able to leave.  
Really cool and mysterious, kinda like our spirit evocation way  
back when. Do you remember? Dr. Mops ist rot (Dr. Pug is red),  
Sport ist Mord (sport is murder) – what an adventure that was! We  
should repeat that to commit it to memory: Dr. Mops ist rot.

For today I've thought of something else for you:

An Entrance game instead of an Exit game! Because you do want to  
get inside that romantic cabin, don't you!?



For this you'll have to find the three digit code for the lock  
**O n l y.** I've given you 12 mysterious pieces and scissors. It's tricky!  
We were **f o u r** people when we had our ghost adventure; now  
you're only **TWO** people for **ONE** puzzle. And of course I don't  
want to make it too easy so I'll be trying to throw you off track. But  
hey, even if you feel like you have **ZERO** support, I did put useful  
hints in this letter for you to consider before even turning to the 12  
mysterious **p i e c e s**. I'm sure puzzling over the clues will **r e v e a l**  
some new ideas until you'll find **t h e s o l u t i o n** and then you  
can enjoy your evening.

**STAY JEMMA! MERRY X-MAS!**



*Your Hotte*

Grimacing, Emma looks up from the note. "Typical Hotte! His  
YPS magazines really messed with his head."

Jenny on the other hand has gone rather pale. "Boah, I only see  
letters and arrows. Please be Watson, Emma! I'm cold, that's why  
I ... really want to get inside this cabin now!"



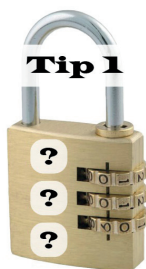
## Can you help Jemma break the code?

Let's sum up: Hotte left you a note with some hints, 12 mysterious pieces (see next page) and scissors to break the three digit combination lock and get inside the ramshackle hut in the underbrush.



### Code check

You think you've found the right solution? Then click on the corresponding code file in the Codes folder. You'll see if you're right. If your code is not there, well, then you are definitely on the wrong track.



### Support

SOS! You want to help Jemma but you are just as clueless as the two of them? Then Hotte has prepared 4 tips for you. See Tips folder. If you want to solve as much of the puzzle by yourself as you can, click first on Tip 1 only and take it from there. If you're still not getting any further, you click on Tip 2. And so on ...

**Everything clear? Let's go!**

# 12 mysterious pieces

