

# Escape the spooky **SUMMER SCHOOL**

On your ride to the one-week boarding school program, located in a mountainous region on the outskirts of town, you barely say a word to your parents. Of all the things for them to do, sending you to this dreaded institution for one full week of your summer vacation is the worst! Accustomed to the city life, you grow oddly nervous as you notice fewer and fewer houses along the winding drive, twisting through the hills. The brochure highly recommended this summer tutoring program located in a historic school mansion that had been refurbished for this new use. Despite your reluctance to attend, you also can't help but enjoy the natural scenery en route. You finally arrive at the old, secluded building. Although you won't admit this to your parents, you find the view of the landscapes stunning. Many staff members are on the grounds to assist you and the other students who are being dropped off by their parents.

After your parents wish you good luck and leave, the headmaster summons the small class of students together in the main hall for orientation. Although the large man seems kindly and reserved, you are filled with apprehension in his presence. There is something that seems off about him, though you can't quite say what. After orientation and supper, the class is taken on a tour of the grounds and of the large multilevel school house. You do notice that there is one whole wing of the school house, on the top floor, that the tour simply bypasses without explanation.

After lights out, you get talking to your roommate and confirm one another's suspicions about the headmaster and the old secluded schoolhouse, especially the closed section. You decide to sneak out of your rooms to go investigate the forbidden wing. When you arrive, your roommate reaches out and tries the door handle, which is, not surprisingly, locked. Just then, you hear hurried footsteps approaching the locked doors from the other side. With little warning, the door suddenly swings open toward you, so you quickly dive behind the door and watch as the frantic-looking headmaster charges down the hall until he's out of sight. Just before the door swings closed, your roommate's hand darts out and catches the handle, preventing it from locking. "Something fishy's going on here," your roommate states, "We should check it out." You nod your head in agreement and head into the dusty, dimly-lit, forbidden wing on the other side of the door.


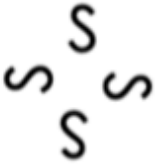

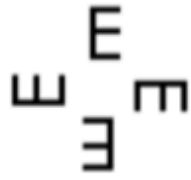
Just then, the door slips from your roommate's hand, slams shut, and latches before either of you can stop it. You try to open the door for your roommate, but you discover it is also locked from this side. "How can that be?" you wonder. Whatever is going on in here certainly isn't meant to be discovered. You don't want to be caught here. You need to figure out how to get out before the headmaster returns. Leaving the doors behind, you head down the hall to find many other locked doors. In fact, the only open door leads into what appears to be the headmaster's office. Mounted on the wall is a locked cabinet labeled *grounds keys*, containing a 16 character alphanumeric combination lock. There is a strange symbol on the cabinet. Desperately looking around the room, you notice the same symbol on a thick, dusty, leather-bound book. The first page has a poem:

**If you need the keys, you need the password.  
Need the password, but your memory's blurred?  
Don't fear; you're here, and that's quite okay.  
Turn the page for a puzzle to save your day.  
Place pieces together, so words match speech parts,  
The password's now visible, to end from start.  
Just one last thing I should remind you,  
The orientation of the puzzle needs to be true.**

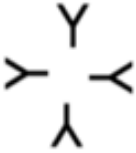


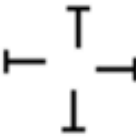
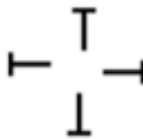


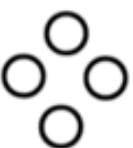


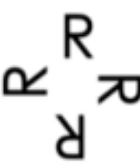

You immediately recognize that it also contains clues to the password required to access the grounds keys cabinet. You had better get busy and solve this mystery before it's too late!



# Answer Sheet

 <p style="margin-top: 10px;"><b>VERB</b></p>	<p>Them</p>		<p><b>PREPOSITION</b></p>  <p>Succeed</p>
<p><b>ADJECTIVE</b></p>  <p>Depth</p>			<p><b>ADJECTIVE</b></p>  <p>Or</p>

Cut out (or write) to solve puzzle on answer sheet

	<p>VERB</p> <p>Oops</p>  <p>VERB</p>	<p>NOUN</p> <p>NOUN</p>  <p>NOUN</p>	
<p>From</p> <p>Isolation</p>  <p>Ominously</p> <p>INTERJECTION</p>	<p>PRONOUN</p>  <p>Asylums</p> <p>ADVERB</p>	<p>About</p>  <p>Horrific</p> <p>INTERJECTION</p>	<p>Think</p>  <p>Keys</p> <p>PREPOSITION</p>
<p>Be</p>  <p>NOUN</p> <p>CONJUNCTION</p>	<p>Forest</p> <p>Wow</p>  <p>Strange</p> <p>PRONOUN</p>	<p>Curiously</p>  <p>Between</p> <p>PREPOSITION</p>	<p>ADVERB</p>  <p>Headmaster</p> <p>ADJECTIVE</p> <p>Disturbingly</p>
	<p>He</p>  <p>NOUN</p> <p>ADJECTIVE</p>	<p>Untrustworthy</p>  <p>Immense</p> <p>ADVERB</p>	