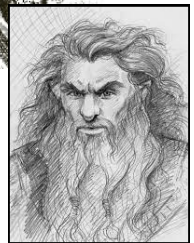
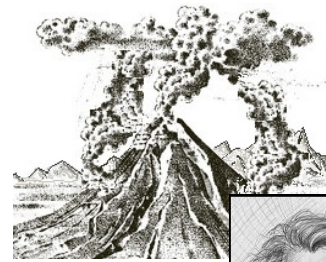


# Stickman<sup>®</sup>

## Dwärdën Quest Chest



*By Robert Yarger*



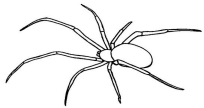
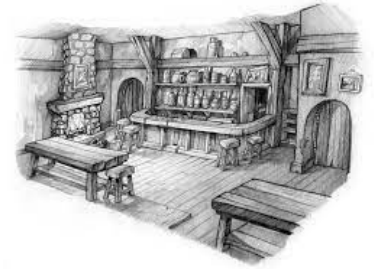
### ... A Fantasy Based Puzzle Chest Adventure.



This one-of-a-kind puzzle chest by Robert Yarger is unique in that it allows the puzzle sleuth to become entangled in a fantastical journey, alongside a dwarven party on their quest for adventure. Like a self-contained puzzle escape room of sorts, elements of the evolving story line provide details required to progress the chest's solution. In turn, the chest also acts as part of the story; with its many discovered tools, maps, and puzzles merging it into the enveloping theme and plot. The result is a fully encompassing adventure in puzzling.



A storybook attached to the chest starts off the journey, with a minimum of 10 sequential steps required slay the dragon and gain access to the main quest. Its 55-page story consists of field-note entries, jotted down by the main dwarven character, and first owner of the chest. By expressing their experiences through text, poems, maps, and sketches, the dwarf provides subtle hints as to how one might unlock the most secret compartments of his chest.



Aside from the maps and tools discovered along the way, the chest itself also serves as a map, with each of its drawer tiers representing descending dungeon levels



below a castle's ruins. The chest is navigated as an interactive three-



dimensional map, with its compartments representing

the rooms and chambers in the story's saga. There are a total of sixty steps required to solving this chest, with an additional three clever but obscure ones, allowing access to the abyss compartment, which provides a more sinister end to the story.

