

There are a number of mini-ahas in this puzzle, and solvers may get them in any order. A sample solve path is as follows:

Probably the most obvious thing to do is to piece together the gameplay experience for each of the five escape rooms. In total, there are thirty bullet points, and six bullet points form the excerpt for each room. Several things may arouse our suspicions at this stage: the fact that there are numbers littered throughout the excerpts, and that most bullet points (in particular, the first five of each escape room) end off with one of eight compass directions.

We could next notice that the titles of the escape rooms seem oddly deliberate. In particular, “Ivermectin” and “Re-entry” stand out as being extremely suspicious word choices. Upon closer inspection, and together with the flavor text that suggests looking for “hidden clues”, it is revealed that each room title has a number hidden inside, as follows:

Dr. Evil’s Laboratory of Ivermectin Production
Grim’s Boneyard
Pyramids of our Ancestors
Secrets of the Network Room
Smooth Re-entry to the Ghost Ship

It turns out that these hidden numbers are littered throughout the excerpts, with exactly two numbers (ranging from one to ten inclusive) per bullet point. Once we have put together the excerpts, found two hidden numbers per bullet point and re-ordered the rooms by the hidden numbers in their room titles, we have the following:

Grim’s Boneyard

- You awaken alone in a dusty boneyard. Brushing off the dust from your pants, you decide to explore towards the north, where you see some dangling objects.
- You find two skeleton keys hanging from height, and you barely manage to reach them. You decide to explore further towards the north.
- You reach a coffin, which lies evenly across a rotting plank. Upon inserting the two keys, it unlocks. You carry the coffin to the west of the room, where a light source allows you to examine what’s inside it more clearly.
- Inside the coffin, you find a worn-out tennis racket and two balls. The south wall looks hollow. You hit a ball against the wall and a hidden door swings open to reveal a secret chamber! You enter towards the south.
- Tendrils creep all over the walls of this secret chamber. Among them, you find a tightly wrapped bone, which you decide to take along as you explore southwards.
- Reaching the southernmost wall, you use the bone to hit a dented portion three times. A passageway opens, and you enter the lobby!

Secrets of the Network Room

- You awaken in a network room, with two tall racks of hardware located to the north. You proceed in that direction to have a closer look.

- **One** of the routers has **seven** lights blinking at strange intervals. Counting the number of blinks, you figure out that it is a message telling you to turn off the fan! You walk towards the **northwest** part of the room, where the switch is.
- You notice there are letters on the **eight** fan blades when switched off. The message says “well **done!** Now look behind the supercomputer.” You move **eastwards** to the only supercomputer in the room.
- Behind the supercomputer, you find a **drone** and a remote. You fly the **drone** through a small window to a previously inaccessible part of the room, towards the **southwest**.
- You use the **drone** to press a button on the wall. A **four**-digit number is projected onto the wall. You realize there is a door towards the **south** that requires a numerical passcode to open, and proceed there.
- The **height** of the number pad is so low that you need to squat down. Entering the passcode, the door opens, and you enter the lobby. You have escaped the **network** room!

Smooth **Re-entry** to the Ghost Ship

- You awaken to a ghostly **feminine** voice. “You’re doomed to sail the **seven** seas forever...” You explore the captain’s desk to the **east**.
- On the captain’s desk, you find a note written in **two** different colors. As the lighting is poor, you move to the **southwest** to examine the note in detail.
- Before you get a chance to read the note, the same **feminine** voice whispers: “You’re dead meat...” You ignore it and read the note. **One** of the colors asks you to look behind a painting towards the **east**.
- Flipping the piece of **artwork** over, you find a pair of headphones and put them on. The voice tells you to examine the chest towards the **southwest**.
- The chest requires a passcode to open. You read the second of the **two** colors on the note, which gives you the **six**-digit passcode required to unlock the chest. You find a miniature of a ship in the chest, which you bring to the **east** side of the room.
- You find an empty bottle etched on the wall and put the miniature ship inside. A **stone** door creaks open as a result, and you enter the lobby. You are **done!**

Pyramids of **our** Ancestors

- You awaken in a desert and look about. **Wow**, there is a pyramid taller than you! **Two** sphinxes glare at you from the **northeast**, so you walk over to have a look.
- You try pushing a sphinx’s head and it turns – **even** when it looks rigid and creaky. A **stone** door at the side of the pyramid opens, and you head to the **northwest** to check it out.
- As you enter the pyramid, you see that **tendrils** are creeping all over the walls. A pile of gem**stones** towards the **east** catches your eye.
- Amongst the gem**stones**, you find a peculiar staff in the shape of a cobra. A **throne** with a pharaoh sitting on it to the **southwest** catches your eye.
- You notice that the **four** fingers **on** each hand of the pharaoh are slightly curled, and you put the staff into its grasp. Immediately, a rumbling sound comes from the **southeast** of the room.

- A hole in the pyramid’s floor opens, revealing **three** tall ladders. You climb down from **height** and enter the lobby!

Dr. Evil’s Laboratory of **I**vermectin Production

- You awaken in a lab, with a **rotten**, half-eaten banana lying on the desk. Several lab racks with test tubes to the **west** catch your eye.
- Each of the **ten** empty test tubes has a number **written** on it. To the **southeast** of the room, you see a closet requiring a passcode to open. You head towards it.
- Entering the **ten**-digit passcode, the closet swings open and you find several bottles of **ivermectin** pills, as well as a UV torch. With nothing else of interest, you explore towards the **south**.
- There is an empty cork board onto which you shine the UV torch – a message appears, **even** when you did not expect it **to**. “Near the periodic table lies your next clue,” it reads. You move towards the periodic table on the **west** wall.
- Next to the periodic table, there are **two** keys hanging from a thin string. Removing the keys, you wonder how the string was able to support their **weight**. You head towards the **north**, where the door to the lab is located.
- You insert the **two** keys into the door and it opens without much resistance, sending you into the lobby. You are **done!**

The next thing to do is to notice that the flavor text specifically mentions “feel your way around our dark rooms”, which clearly clues braille, and if we follow the directions from top to bottom of each escape room (one direction for each of the first five bullet points per escape room), we will find that we can arrange the six bullet points into a 3x2 grid, and fill in the two hidden numbers within each bullet point into its cell. It remains for us to figure out which cells in the 3x2 arrays are “raised” and which aren’t.

The last thing to notice is that the title “Game Theory” and flavor text “John” as well as “Nashville’s Equilibrium Escape Games” strongly suggests the extraction method - we are supposed to treat these 3x2 grids as two player one-shot static games represented in normal form (matrix form) and find their (pure strategy) Nash equilibria! The first number in each cell (conventionally) represents the payoff to the row player (who has three pure strategies) and the second number represents the payoff to the column player (who has two pure strategies).

10, 2	7, 2	8, 1	1, 1	9, 7	10, 2	10, 1	1, 1	10, 10	10, 10
10, 1	2, 8	1, 4	1, 7	9, 1	2, 1	4, 1	7, 1	2, 1	10, 5
1, 3	1, 1	8, 2	2, 2	2, 6	1, 1	2, 2	3, 8	2, 8	7, 1

Here, we have the 3x2 matrices with red numbers being the best responses of each player to each of their opponent’s strategies, and yellow cells being the Nash equilibria (intersection of

best responses i.e. cells where both numbers are in red). Taking the Nash equilibria to be the raised dots in braille, we get the final answer: CUBED.