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## Lodge cool math games

Lodge is an intriguing point-and-click puzzle game that immerses players in a captivating quest for escape from a mysterious island. Known for its challenging gameplay, many players seek assistance to navigate its complexities. Look no further; this comprehensive walkthrough provides all the solutions you need. Lodge Walkthrough (Cool Math Games) – Comprehensive Puzzle Solutions Clock Puzzle, Laser Activation, and Chessboard Puzzle Start by examining the vase with a daisy on the windowsill to the right. Remove the petals until only two remain. Adjust the clock down the hall (turn left) to match the daisy's petal arrangement, setting it to 1:50. Retrieve the Key located on the left side of the clock. Inspect the mirror behind the daisy on the table to uncover the number 417. Input the combination 417 into the device below the clock to unlock it, obtaining torn paper with the note 'E VR MECLO'. Ensure alignment with the middle rows for accuracy. Roll the dice situated on the table and enter the results into the end table next to the daisy. If any die falls partially on its side, re-roll. For example, if you get 3, 4, and 5 (Blue) and 1, 2, 6 (Red), you should input 1 and 2 in the blue slots and 0 and 9 in the red slots, aiming for the middle rows. Exit the close-up view and collect another Key from the desk featuring the Blue and Red puzzle. Use the key on the small table under the clock that corresponds with the previous combination. Observe the painting (Painting 2) adjacent to the daisy for its pattern. Image by Pro Game Guides Reproduce the pattern using the two keys on the small table to unlock it. The vertical lines indicate when to switch keys—proceed from left to right. For instance, if you refer to the fourth image, turn the left key once, then the right key twice, and so on. Activate the red laser by clicking the device inside the table. The laser will point at a mini chessboard featuring a Knight; maneuver it in L shapes until all white squares turn brown. Image by Pro Game Guides Collect the Screwdriver from the chessboard. Utilize the screwdriver on the painting of rocks by the ocean (Painting 2) next to the armchair to reveal a hidden puzzle. Door Puzzle Approach the door opposite the puzzle to identify six shapes paired with numbers: Skull, Clover, Helmet, RV, Heart, and VR. Your task is to locate these objects in the surrounding area and input their corresponding words into the puzzle, noting the resulting numbers. Item Word Location Door Number Picture Cove Desk beneath painting 7 (Skull) Clover Clover Below the painting (bottom left) 2 (Clover) Picture Covr Me End table (left of loveseat) 3 (Helmet) Postcard EM RV CO Behind loveseat (top left) 5 (RV) Heart Love Mr VCL Desk beneath painting 8 (Heart) Torn Paper E VR MECLO Inventory 6 (VR) Tic Tac Toe Puzzle Solution Image by Pro Game Guides Next, engage in a game of Tic Tac Toe with the AI adjacent to the door. Unlike standard gameplay, aim to select the square opposite of the O's move. Use the table below for reference on your moves: O Move X Move 1 9 2 8 3 7 4 6 5 N/A 6 4 7 3 8 2 9 1 Lightbulb and Green Box Puzzle Access the green storage container to find a Dog Statue. Re-enter the house to inspect the desk, which features a red medical + symbol and a math equation. Place the Dog Statue on the math equation. Locate the green box (computer) placed on the red loveseat beside the lamp. Type LOGICAL into the computer to receive a Lightbulb Button. Return to the previously examined door with symbols (Heart, Skull, etc.) and unlock it. Insert the Lightbulb Button into the meter positioned outside and press the button to extinguish the lights. Second Clock Puzzle, Activating the Lights. Grey Box Image by Pro Game Guides Head to the right and then turn right again to find three times displayed on the wall (1:55, 7:15, and 11:35). Inside, check the lower part of the desk (with the heart design) for a green elastic band and collect it. Set the times accordingly, observing the highlighted words indicated by the green elastic band (Look – Under – The Table). As expected, look beneath the round table (with the dice) to retrieve more torn paper. Combine the newly obtained torn paper with the one in your inventory, noting the words (CREMO, ORMECLO, EMROVC, UORU, ORVCE, OR, CEVR, REVCO, VOLCEMRV). Step outside to turn the lights on and then return inside to open the painting above the desk (the one with rocks and waves) to re-access the letters puzzle. Use the combined torn paper pieces to enter each letter set (CREMO, ORMECLO, and so on) and observe the letters that appear afterward: (U - O - Y - D - N - I - H - E - B), which, in reverse, spells "Behind You." Image by Pro Game Guides Exit to the outside again, take a right and then another right, followed by a final right turn (not marked by an arrow) to discover a grey box positioned on a stool. Type in U - O - Y - D - N - I - H - E - B into the grey box using your keyboard, then turn to look behind you to complete the game. Are you looking for more puzzle game walkthroughs? Explore additional guides and solutions to enhance your gaming experience! Source & Images 13:38May 16, 2025 12:03May 16, 2025 10:52May 16, 2025 6:33May 16, 2025 Escape the lodge and make it out of the spooky island in this fun and creative escape game. The object of the game is simple - solve all of the puzzles and find a way to get out! You will have to use your creativity and intuition in order to find your way to safety. How to Play LodgeThe controls of Lodge are fairly straightforward. All you have to do is click around the map to further inspect the objects. As you continue to play the game, you will get very adept at moving throughout the lodge and solving puzzles. Make sure to look long and hard at every location you go to - there are many hidden objects along the way.Lodge Walkthrough Strategies and TacticsThe controls of Lodge are easy, but the difficulty comes in the puzzles themselves. This isn't some simple and straightforward game that you can beat in 5 minutes. The level of difficulty is high, up there with games like Trace and Escape from Castle Claymount. Continue reading to learn some of the most important tactics in this Lodge Walkthrough.Find the sequencesThere will often be certain patterns that show up again and again as you explore around the cabin. Take these details into account. For example, at the beginning of the game, you can roll a set of dice. While the numbers may seem random, you might notice that they actually add up to 9 and 12 every time (the red dice add up to 9, and the blue add up to 12). These numbers have a use for somewhere else in the cabin.Use your itemsCertain items can be picked up as you sleuth your way around the house. These items will always have a purpose, whether it be earlier or later. If you are stuck while playing Lodge and can't think of any ways to make progress, refer to one of your items.Snap plenty of picturesThis may seem like an odd tip for our Lodge Walkthrough, but taking photos in-game is a very useful way to stay organized and remain on track. In the bottom left-hand corner of the game, there will be a camera that you can press. This will take a screenshot of whatever you are looking at.Once you have snapped a photo, you can look at your notes when they become relevant again. There is also an option to take notes and draw on your pictures. This may seem like a silly feature, but it can actually be an indispensable tool for your game.Change your perspectiveAt a certain point during Lodge, you will discover a way to turn off the lights. This is a huge game changer, as there will be several things that you may not have been able to see during the light of day. Don't be scared to rotate between light and dark a few times to get a new perspective while learning how to play Lodge.Take your timeUnless you are trying to speedrun through the game, there is no reason to rush through while learning how to play Lodge. Instead, take your time and really think about your surroundings. See how a random number might interact with another part of the map, or take a long look at a wall to look for imperfections.If nothing seems to be working, it is totally fine to step away from the screen for a little while and take a breather. Your mind may need some time to process the information and think through it. Oftentimes, the biggest breakthroughs come when you have let your brain rest and reset.If you want another similar game to Lodge, we recommend checking out one of our newer escape games, Metro Escape. It has a lot of the same principals and creativity that go into Lodge, but it will only take you around 20 minutes to complete.So, now that you have learned a bit more about how to play Lodge, use this Lodge walkthrough to guide you in your quest to escape the island. Just make sure to keep your mind open, and you'll figure out every puzzle eventually! Log in Create a GAMURS Account Choose a username Choose a unique username using 3-30 alphanumeric characters. Choose your preferences Choose how we communicate with you, opt out at anytime. Check your email An account confirmation link was sent to your email. Don't forget to check your spam! Forgot password Enter the email address you used when you joined and we'll send you instructions to reset your password. If you used Apple or Google to create your account, this process will create a password for your existing account. Reset password instructions sent. If you have an account with us, you will receive an email within a few minutes. Something went wrong. Try again or contact support if the problem persists. HomeCategoriesSearchProfileEN Screenshot by Pro Game Guides Lodge is a point-and-click puzzle game that sees you trapped on an island you're to escape from. It's said to be on the challenging side, so no doubt you've come here looking for help. No problem - I've got you covered with this Lodge walkthrough. Image by Pro Game GuidesImage by Pro Game GuidesImage by Pro Game Guides Look to your right and examine the vase with the daisy flower in it on the windowsill. Pick the petals until only two remain (that cannot be picked). Mirror their appearance on the clock down the hall (take a left). That is to say, turn the hands to 1:50 (see image above). Take Key from the left side of the clock. On the table behind the daisy, examine the mirror to see the numbers 417. Examine the device below the clock and input 417 as a combination to unlock and receive torn paper (it reads 'E VR MECLO'). (Make sure you're lining up the middle rows.) Roll the dice on the table then input the totals into the endtable right of the daisy. (If any dice end up partly on their side, roll again.) For example, if you rolled 3, 4, and 5 (Blue) and 1, 2, 6 (Red), you'd input 1 and 2 into the blue slots (for 12 - the total of the blue dice rolled) and 0 and 9 into the red slots (for 9). Make sure you're aiming for the 'middle' rows when lining up the numbers. Exit the close-up scene and take Key from the desk (with the Blue and Red puzzle). Insert the key into the small table with the previous combination puzzle (417) on it (below the clock). Examine the painting (Painting 2) to the right of the daisy and observe the pattern. Image by Pro Game Guides Repeat the pattern with the two keys on the small table (under the clock) to unlock it. The vertical lines serve as an indication of when to switch keys. Look left to right. For example, in the fourth image above, turn the left key once, then the right key twice, then the left key once, right key once, and left key once. Click the device inside the table to activate a red laser. The laser points at a shrunken chess board with a Knight. As you may know, Knights move in an L formation, so simply move it in an L shape continually until all white spots turn brown. Image by Pro Game Guides Take Screwdriver from the board. Use Screwdriver on the painting of rocks by the ocean (Painting 2) adjacent the armchair to reveal a puzzle. Image by Pro Game GuidesImage by Pro Game GuidesImage by Pro Game Guides Examine the door across from the puzzle to find six shapes with numbers beside them: Skull, Clover, Helmet, RV, Heart, and VR. Your job here is to find these objects in the area, then input the words correspondent with them into the puzzle and see what number appears. ItemWordLocationDoor numberPictureCoveDesk beneath painting7 (Skull)CloverCloverBelow the painting (bottom left) 2 (Clover)PictureCovr MeEnd table (left of loveseat)3 (Helmet)PostcardEM RV COBehind loveseat (top left)5 (RV)HeartLove Mr VCLDesk beneath painting8 (Heart)Torn paperE VR MECLOInventory6 (VR) Image by Pro Game GuidesImage by Pro Game Guides Look at the window adjacent the door and play Tic Tac Toe with the AI. The normal rules of Tic Tac Toe don't apply in this game; what you want to do is click the 'opposite' of whatever O picks. Using the image above for reference, here are the moves you should make depending what O does. O moveX move192837465N/A64738291 Image by Pro Game GuidesImage by Pro Game GuidesImage by Pro Game Guides Open the green storage container to acquire Dog statue Go back inside Examine the desk in front of you to find a red medical + symbol and a math equation Place the dog statue on the math equation Find the green box (computer) on the red loveseat (next to the lamp) Input the word LOGICAL into the computer to receive a Lightbulb button Open the door with the symbols on it from before (Heart, Skull, etc.) Insert the Lightbulb button into the meter outside Click the button to turn off the lights Image by Pro Game Guides Take a right and a right turn to find three times listed on the house (1:55, 7:15, and 11:35) Back inside, examine the lower half of the desk (the one with the heart on it) for a green elastic band and take it Check out the clock from before (to the left) and apply the green elastic band to it Set the times above, noting the words highlighted by the green elastic band each time (Look - Under - The Table) You guessed it: look under the table (the round one with dice) and take torn paper from its underside Join the torn paper with the previous torn paper in your inventory and note the 'words' on it (CREMO, ORMECLO, EMROVC, UORU, ORVCE, OR, CEVR, REVCO, VOLCEMRV) Back outside, turn the lights on Go back inside and open the painting in front of you above the desk (the one from before with the rocks and waves) to access the letters puzzle again Use the merged pieces of torn paper and enter each set of letters (CREMO, ORMECLO, etc), and observe the letter that appears afterward (U - O - Y - D - N - I - H - E - B, or in reverse: Behind you) Image by Pro Game Guides Go back outside and take a right and a right turn. Then take another right turn (not marked by an arrow - see image above) to find a grey box on a stool Input U - O - Y - D - N - I - H - E - B using your keyboard into the box, then look behind you to complete the game Want more puzzle game walkthroughs? Check out Moon House Room Escape Walkthrough here on Pro Game Guides. Follow us on Twitter and Facebook to get updates on your favorite games!