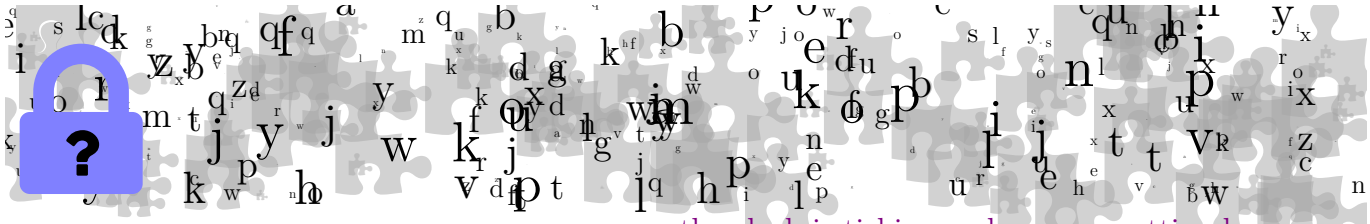
# Escape Room - Equations

An evil scientist captured you... ... you need a password that unlocks the room ...



... the clock is ticking and you are getting hungry ...

Solve the problem in the Start box. Look for your answer in the upper left corner of the remaining boxes to find out which problem to solve next. Repeat until you reach the end box.
**Important:** Keep track of the order of the letters in which you solve the problems.

| | | | |
|---|---|---|---|
| START (A)<br>When $x = 1$, find:<br>$8 + x$<br>1st | −2 (E)<br>When $x = 2$, find:<br>$x + 2$ | −4 (D)<br>When $x = 3$, find:<br>$x + 2$ | 9 (M)<br>When $x = 4$, find:<br>$2x + 2$ |
| 3 (V)<br>When $x = 1$, find:<br>$3x - 1$ | 8 (R)<br>When $x = 5$, find:<br>$1 + (x + 1)$ | 6 (H)<br>When $x = 1$, find:<br>$2 - (x + 1)$ | 15 (T)<br>When $x = 2$, find:<br>$3(x - 1)$ |
| 7 (K)<br>When $x = 1$, find:<br>$x - 2$ | 10 (R)<br>When $x = -1$, find:<br>$x - 1$ | −1 (L)<br>When $x = 14$, find:<br>$20 - x$ | 0 (I)<br>When $x = 4$, find:<br>$10 - (x + 10)$ |
| 2 (S)<br>When $x = 1$, find:<br>$x \cdot (x + 7)$ | 14 (O)<br>When $x = 2$, find:<br>$30 \div x$ | 4 (Z)<br>When $x = 3$, find:<br>$x \cdot (2x - 1) - 1$ | 5<br>END |

CRACKING THE CODE:

Ensure that your list of letters is written in the order that you solved the problems in. The code is the 2nd letter, then the 6th letter, then the 7th letter, then the 13th letter, then the 4th letter, and lastly the 3rd letter of this ordered list.

| | | | | | |
|---|---|---|---|---|---|
| 2 | 6 | 7 | 13 | 4 | 3 |


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