




Once locked, set combos to zeros when possible




N	E	A	T
---	---	---	---



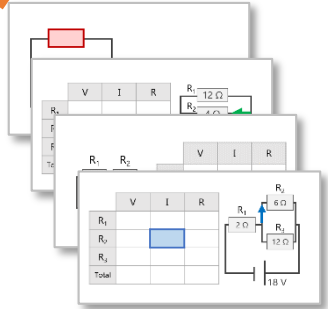
6	3	8	2
---	---	---	---



1	0	5
---	---	---



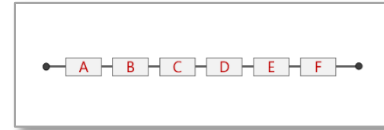
1	1	2
---	---	---




Rolled and Hidden in Handle

You may have noticed that you are missing a key.
To find what you seek, send an email to me!

c i r c u i t b r e a k o u t ★ @ g m a i l . c o m

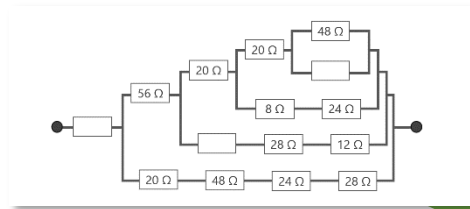


Taped on the Back



	V	I	R
R ₁			
R ₂			
R ₃			
R ₄			
Total			

Leave on table



Taped on the Bottom



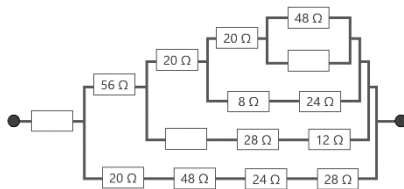
Prize

The Breakout Process



You may have noticed that you are missing a key.
To find what you seek, send an email to me!

c i r c u i t b r e a k o u t ★ @ g m a i l . c o m



Lock Combinations



N	E	A	T
---	---	---	---



1	0	5
---	---	---



6	3	8	2
---	---	---	---



1	1	2
---	---	---