









Trapped in the showroom again!

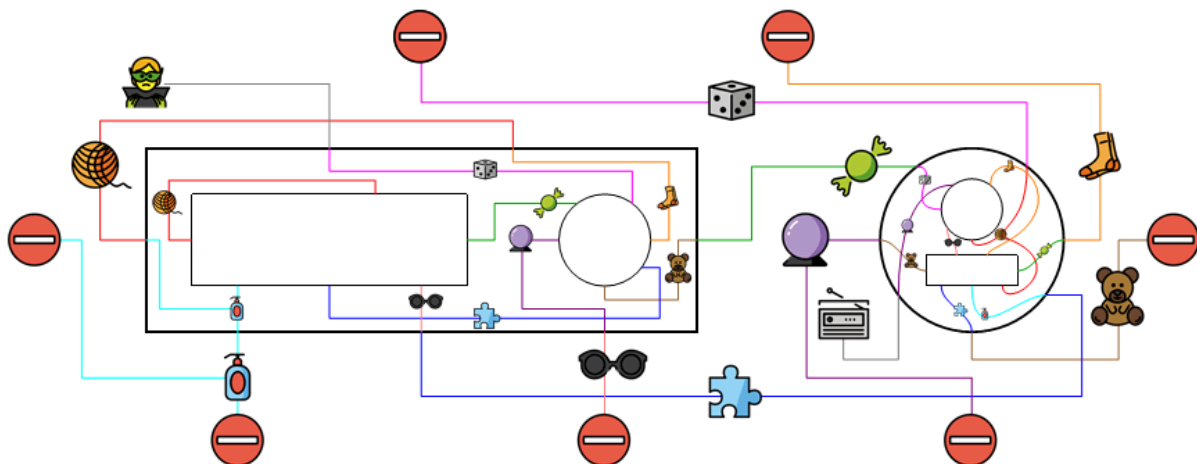
You thought you were done with this! But no... someone at IKEA thought it would be a *brilliant idea* to build not one, but two model showrooms --- and put them inside the showroom! Trapped inside, your only hope is to get to the radio and tap out an SOS signal...¹



(That's you) must get to (the radio). Some interesting trinkets are scattered along the way. Maybe they will help you, but something tells you that you'll also need to remember where exactly you found them.

- | | | | | | |
|--|--|--|--|--|---|
| #39:  | #13:  | #22:  | #7:  | #15:  | #2:  |
| #40:  | #37:  | #26:  | #34:  | #6:  | #5:  |

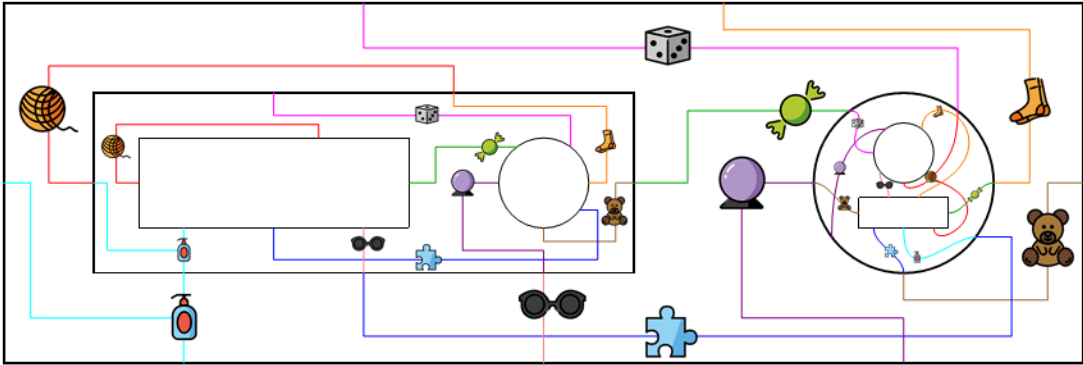
Map (see next page for a closeup of the model showrooms)



¹ This flavor text is not telling you to call 9-1-1. This note is not a puzzle; it is here because Mathcamp does not want you to call 9-1-1 because you thought a puzzle was telling you to.

Map of the first model showroom

(Of course, a model of the showroom isn't a model unless it includes a model of both model showrooms inside it!)



Map of the second model showroom

