



ESCAPE ROOM GAME RULES

SUGGESTIONS FOR A GAME INTRO

Hello, and welcome to our escape room. Before you begin your challenge I will go over a couple things that may help you while you are in the room.

Everything you need to be successful and solve all the puzzles can be located in the rooms.

You do not need any outside knowledge. It might help you but it is not required.

Everything in the room is there for a purpose...even if the purpose is to distract you. Don't do this... please don't.

Work together. Teamwork is essential to succeed in the game.

If it does not move easily, it is not meant to be moved!

No digging. There is nothing hidden under the permanent flooring. If it is glued down, nailed down, or otherwise secured to the floor please leave it alone.

No climbing. Everything you need is within reach or you will find something in the room to help you. Please do not climb on the furniture or walls. There is nothing hidden in the ceiling.

No force is required. Anything that needs to be opened or manipulated in any way does not need to be forced or pried.

This is a game of intelligence, wits, and intellect. Use your minds to figure out the proper way to access things. If you are unable to open it, you haven't solved the right puzzle yet.

Large heavy furniture is part of the décor. It does not need to be moved, lifted, or flipped over.

Do not pry anything off the walls. If it is screwed or nailed in place, it's not meant to be moved.

Of course you can have your phones in the event of an emergency but we promise Google will not help you succeed.

Please do not take any photographs or videos while participating in this experience.

We will be happy to take a photo or two for you after your adventure is complete.

Help us keep the mystery intact for all future players.



You will encounter several different types of locks in the rooms. Some of them will need to be reset after every incorrect combination attempt. If there is not a reset button on the lock we have placed instructions on how to reset the lock near where you found it. Be sure to line up combinations perfectly.

Some locks are there to secure our equipment and cannot be opened. We will mark these with a large X so that you do not waste time trying to unlock them. Or whatever you use to indicate pieces of the game that are not actually part of the game.

You will see audio and video monitoring equipment in the rooms. The game master will be monitoring you at all times. This is so we will know what you are having problems with and be able to provide you with appropriate clues when the time is right.

Clues, hints, or redirections will appear on your room monitors. Or in whatever form that you deliver clues/hints/redirections.

As a general rule, we will not assist you unless you ask for a clue or just need a nudge in the right direction.

**Everything is part of the game and can be touched except for monitoring equipment,
Mention details about timers, emergency exit, and emergency lighting.**

No spoilers, please. When you exit the room there may be others getting ready to begin their experience so please refrain from discussing room specifics until the coast is clear.

Please check your pockets before you leave to make sure you don't accidentally have a key, lock, clue, or puzzle piece.

The final rule is to have fun. You and your team now have a mission to complete. Good luck.

**THINK OF THIS LIST AS BRAINSTORMING FOR
YOUR OWN GAME INTRODUCTION!**