



HOW TO HOST YOUR OWN ESCAPE ROOM ISLAND EDITION



- SECTION 1 SETTING THE SCENE
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- SECTION 4 ANSWERS
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WHAT'S IN THE BOX

1 INSTRUCTION BOOKLET
1 NOTEPAD
12 CHALLENGES
8 TRACING PAPER SHEETS
1 PHOTO BOOTH FRAME

EXTRA ELEMENTS YOU WILL NEED:

INTERNET ACCESS

A NINETY-MINUTE TIMER (EITHER ON A SMART PHONE OR WATCH)

ONE PENCIL PER GUEST

YOU MAY LIKE TO SEND OUT INVITATIONS TO YOUR GUESTS TO LET THEM KNOW THE DETAILS AND TO GET THEM EXCITED.

SCAN THE QR CODE BELOW WITH YOUR PHONE CAMERA TO ACCESS ONLINE INVITATIONS:



[HTTPS://WWW.TALKINGTABLES.CO.UK/PAGES/ONLINE-INVITES](https://www.talkingtables.co.uk/pages/online-invites)

ADD TO THE ATMOSPHERE AND DRAMA OF THE GAME WITH SOME MUSIC. SCAN THE QR CODE BELOW WITH YOUR PHONE CAMERA TO ACCESS OUR SPOTIFY PLAYLIST TO ACCOMPANY YOUR GAME:



CAPTURE THE MOMENT AND SHARE YOUR MEMORIES
#HOSTYOUROWN #ESCAPEROOM #TALKINGTABLES

The background is a dark, textured green with a repeating pattern of fern fronds. Five bees, with yellow and black striped abdomens and translucent wings, are scattered across the page, appearing to fly. The text is centered in a white, serif font.

SECTION 1
SETTING THE SCENE

READ THIS BEFORE YOUR GUESTS ARRIVE:

IN THIS EDITION OF OUR ESCAPE ROOM SERIES, YOU AND YOUR GUESTS WILL BE TRANSPORTED TO A DISTANT ISLAND WHERE YOU MUST WORK AS A TEAM TO SOLVE THE SEQUENCE OF ENIGMAS AND CHALLENGES LAID OUT FOR YOU. WORK AGAINST THE CLOCK TO CRACK THE CODES AND SAVE OUR PLANET'S ECOSYSTEM FROM ITS IMMINENT DEMISE.

YOU CAN HOST THIS ESCAPE ROOM ANYWHERE YOU CHOOSE BUT PLAYING IN A CLOSED ROOM IS RECOMMENDED TO HEIGHTEN THE SENSE OF DRAMA.

SET UP THE ROOM BEFORE YOUR GUESTS ARRIVE. MAKE SURE THERE IS ENOUGH SPACE FOR EVERYONE TO SIT TOGETHER AND SHARE CLUES. HAVE ENOUGH PENCILS AT HAND TO GO AROUND.

THERE IS NO MAXIMUM NUMBER OF PLAYERS FOR THIS GAME, HOWEVER WE WOULD ADVISE HAVING NO MORE THAN SIX TO RUN THE GAME EFFECTIVELY.

THE HOST DOES NOT NEED TO SET UP ANYTHING FURTHER IN ADVANCE AND CAN TAKE PART IN EVERY ASPECT OF THE GAME.

ENSURE THE TOP PANEL HIDING THE CONTENTS OF THE GAME IS NOT REMOVED UNTIL THE VIDEO INTRODUCTION HAS BEEN WATCHED AND THE TIMER HAS BEEN STARTED.

NOTE: THIS GAME DOES INVOLVE WRITING ON THE PUZZLE COMPONENTS INCLUDED. WE RECOMMEND USING PENCIL SO THAT IT CAN BE RUBBED OUT AT THE END OF THE GAME. ALTERNATIVELY, USE THE TRACING PAPER INCLUDED TO WRITE OVER THE TOP WITHOUT MARKING THE CONTENTS.

FOR MORE DETAIL ON HOW THIS GAME CAN BE REPLAYED, SEE SECTION 5 OF THIS BOOKLET.

ONCE YOUR GUESTS HAVE ARRIVED AND YOU ARE READY TO BEGIN, READ TO THE ROOM:

- YOU CAN MAKE NOTES THROUGHOUT THE GAME ON THE NOTEPAD INCLUDED.
- USE A PHONE TO INPUT THE ANSWER CODES ONLINE: THESE CODES **MUST** BE INPUTTED THROUGHOUT THE GAME.
- PHONES SHOULD NOT BE USED FOR ANYTHING OTHER THAN TO SCAN THE QR CODES AND INPUT THE ANSWER CODES.
- VARIOUS COMPONENTS MAY BE WRITTEN ON OVER THE COURSE OF THE GAME. WE RECOMMEND USING PENCIL, AND PRESSING LIGHTLY, SO THAT ANY ERRORS CAN BE RUBBED OUT AND WRITTEN OVER, OR USING THE TRACING PAPER PROVIDED.
- WHEN EVERYONE IS READY TO BEGIN, SCAN THE QR CODE ON THE BOX PANEL AND PLAY THE VIDEO INTRODUCTION FOR EVERYONE TO HEAR.
- YOU ARE THEN READY TO START THE NINETY-MINUTE TIMER AND LIFT THE PANEL TO BEGIN THE GAME.
- THE VIDEO INTRODUCTION WILL TELL YOU WHERE ON THE ISLAND TO BEGIN YOUR MISSION. DO NOT OPEN ANY OTHER BOXES UNTIL YOU ARE ADVISED WHICH LOCATION YOU SHOULD VISIT NEXT.
- IF YOUR TEAM IS STRUGGLING, YOU CAN FIND HINTS IN SECTION 2 AND SECTION 3 OF THIS BOOKLET.
- IF PLAYERS DO NOT ESCAPE WITHIN NINETY MINUTES, YOU CAN READ THE ANSWERS FROM SECTION 4.

IF YOU ARE NEW TO ESCAPE ROOMS AND WOULD LIKE AN EASIER GAME, FURTHER INFORMATION ON HOW TO PLAY THE GAME IS DETAILED ON THE NEXT PAGE.

IF YOU ARE CONFIDENT WITH A CHALLENGE,
BEGIN THE GAME NOW —
SCAN THE QR CODE ON THE BOX PANEL TO
RECEIVE YOUR MISSION!

ONLY READ ON IF YOU WOULD LIKE A SIMPLIFIED VERSION OF HOW TO PLAY:

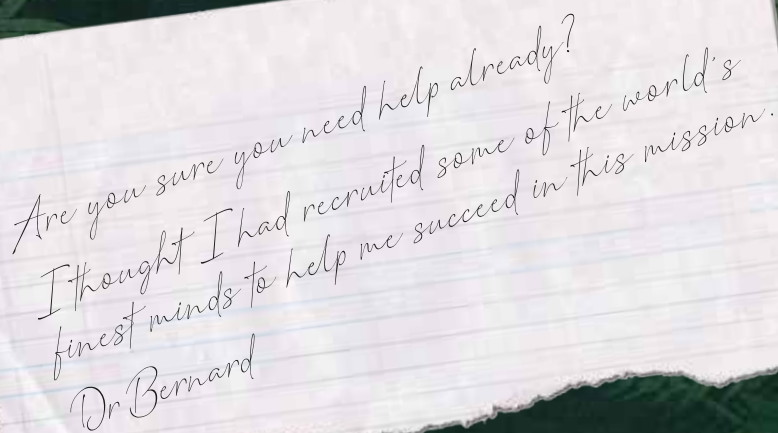
- ONCE THE TOP PANEL HAS BEEN REMOVED, YOU WILL FIND THREE INTERNAL BOXES, EACH WITH A LOCATION NAME. LISTEN CAREFULLY TO THE INSTRUCTION VIDEO AND DR BERNARD WILL TELL YOU WHERE TO START. YOU MUST NOT OPEN ANY OF THE OTHER BOXES UNTIL YOU ARE TOLD TO DO SO.
- SCAN THE QR CODE ON THE BACK OF THE POLLINATION DIAGRAM - THIS WILL TAKE YOU TO THE ONLINE ANSWER FORM. ONCE YOU HAVE FOUND THE SEVEN-LETTER PASSWORD TO DR BERNARD'S SAFE, TYPE THIS INTO THE **CODE ONE** SECTION OF THE PAGE. IF YOU ARE CORRECT, YOU WILL FIND OUT WHICH LOCATION (BOX) YOU MUST VISIT NEXT. PLEASE NOTE, YOU MUST COMPLETE THE FULL ANSWER FOR IT TO BE RECOGNISED AS CORRECT.
- CONTINUE SOLVING THE NEXT SET OF PUZZLES UNTIL YOU FIND **CODE TWO** AND FOLLOW THE SAME STEPS AGAIN. ALWAYS READ THE TEXT DISPLAYED ON THE WEBPAGE ONCE YOUR ANSWER HAS BEEN FILLED IN - IT WILL DIRECT YOU ON YOUR JOURNEY ACROSS THE ISLAND.
- ONCE YOU HAVE FOUND ALL THREE CODES IN THEIR CORRECT ORDER, YOU WILL BE SUCCESSFUL IN ESCAPING THE ISLAND!

YOU ARE NOW READY TO BEGIN THE GAME -
SCAN THE QR CODE ON THE BOX PANEL TO
RECEIVE YOUR MISSION!



SECTION 2

FIRST HINTS



*Are you sure you need help already?
I thought I had recruited some of the world's
finest minds to help me succeed in this mission.
Dr Bernard*



IF YOU'RE CERTAIN,
SCAN HERE TO HEAR THE
FIRST HINTS FOR EACH PUZZLE:



WWW.TALKINGTABLES.CO.UK/PAGES/ESCAPE-ROOM-ISLAND-FIRST-HINTS



SECTION 3
SECOND HINTS

*Still struggling after the first hints?
I had hoped for better, but ok...
Dr Bernard*

THE RESEARCH CABIN

COLONY RESCUE EQUIPMENT

USE THE FLOWERS TO FIND WHERE TO FOCUS FURTHER. YES, YOU'RE STILL LOOKING AT THAT UNLISTED ITEM. YOU WILL FIND THREE LETTERS HERE.

POLLINATION DIAGRAM

DON'T LOOK TOO HARD — THE ANSWER IS RIGHT IN FRONT OF YOU. YOU WILL FIND ONE LETTER HERE.

CCD INFOGRAPHICS

ANY DUPLICATES SHOULD CANCEL EACH OTHER OUT. YOU WILL FIND ONE LETTER HERE.

BEE SPECIMENS

TWO LETTERS SEEM OUT OF PLACE. YOU WILL FIND TWO LETTERS HERE.

THE TANGLED JUNGLE

ISLAND MAP

THE ROUTES I TOOK SEEM TO FORM THE SHAPES OF LETTERS.

SCRAMBLED LETTER COMPASS

I'VE KINDLY LEFT THE COLOURED BOXES IN THE CORRECT ORDER FOR YOU TO USE.

CODED LEAVES

THE LEAVES ARE NUMBERED 1-3. THIS WILL GUIDE YOU IN KNOWING WHICH ORDER THEY SHOULD BE READ IN. WHAT HAVE YOU ALREADY FOUND THAT CONTAINS EIGHT AND SIX?

THE GOLDEN FORTRESS

HONEYCOMB MAZE

YOU MAY STILL NEED TO USE MY COMPASS HERE.

FIND THE QUEEN BEE

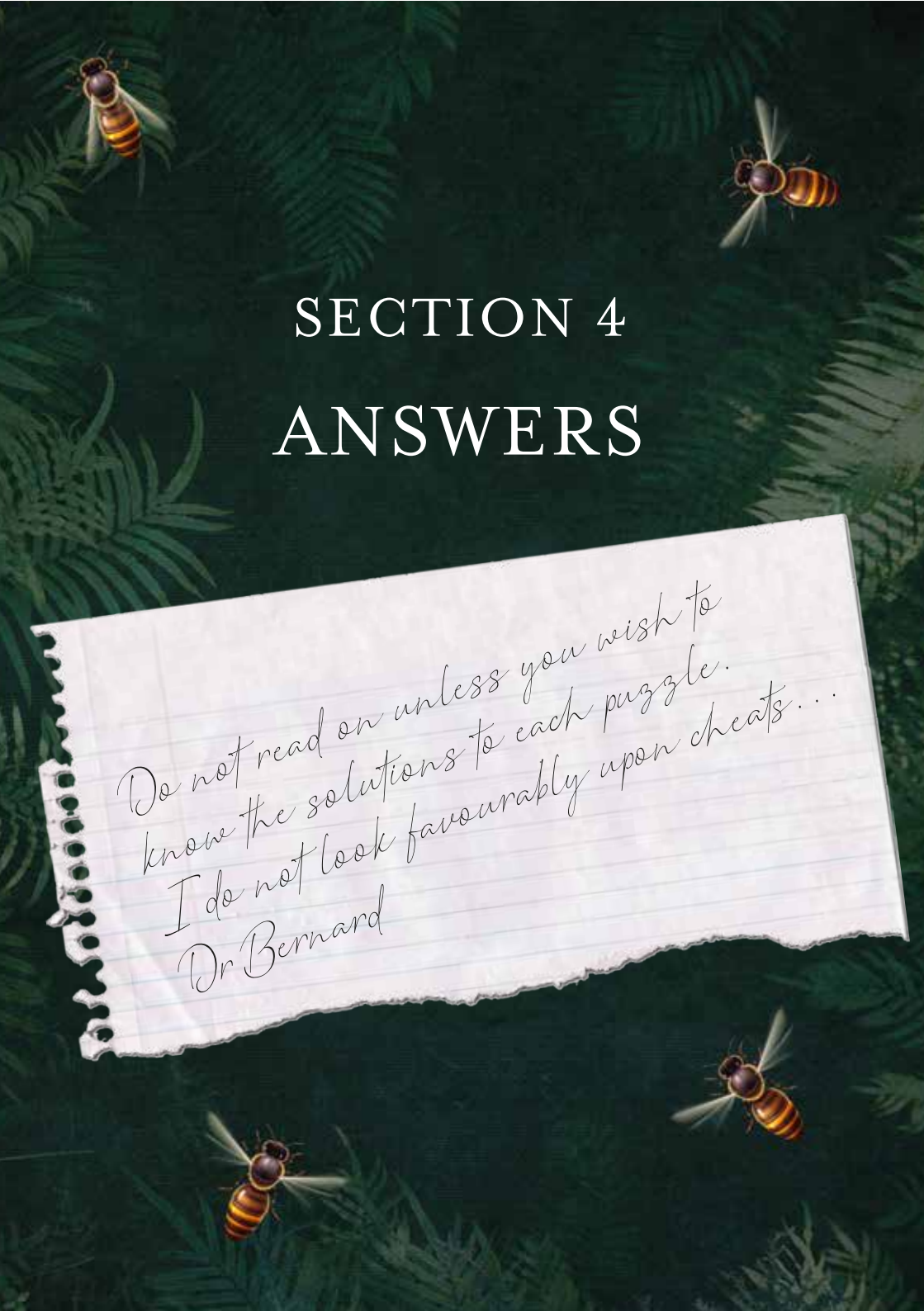
ONCE YOU HAVE LOCATED HER, LOOK WHAT IS BEHIND HER!

HEXAGON NUMBER PUZZLE

USE MY COMPASS TO DECIPHER THE CODE. REMEMBER TO READ FROM LEFT TO RIGHT.

PENTOMINO PUZZLE

WHAT SYMBOLS ARE THE FIVE BEES POSITIONED ON TOP OF? FIND THE WORD THEY ARE HIDING.



SECTION 4

ANSWERS

Do not read on unless you wish to
know the solutions to each puzzle.
I do not look favourably upon cheats....
Dr Bernard

THE RESEARCH CABIN

COLONY RESCUE EQUIPMENT

RST - FOUND ON KEY 7 OF THE
WALKIE TALKIE.

POLLINATION DIAGRAM

R

CCD INFOGRAPHICS

E - THE ONLY MISSING LETTER
THAT STANDS ALONE.

BEE SPECIMENS

OE

CODE ONE

RESTORE

THE TANGLED JUNGLE

ISLAND MAP

TECTONIC

SCRAMBLED LETTER COMPASS

UPROAR

CODED LEAVES

START WITH SIX

(THAT'S YOUR SIX-LETTER WORD -
UPROAR)

MAKE IT THREE

(YOU ONLY NEED THREE LETTERS
FROM THIS WORD)

U AR NOT OF NEED

(REMOVE THE LETTERS U, A & R)

NOW FROM EIGHT

(THAT'S YOUR EIGHT-LETTER
WORD - TECTONIC)

TAKE THE FIRST FOUR
(YOU ONLY NEED TO KEEP TECT)
TOGETHER THEY WILL GIVE
YOU MORE
(PUT PRO AND TECT TOGETHER)

CODE TWO

PROTECT



CAVE OF PROTECTION

THE GOLDEN FORTRESS

HONEYCOMB MAZE

ASHES

FIND THE QUEEN BEE

SWIRL

HEXAGON NUMBER PUZZLE

HAVOC

PENTOMINO PUZZLE

BREWS

LOOK DOWN THE MIDDLE OF THE
LAST FOUR WORDS AND YOU WILL
SEE THE WORD HIVE.

QUEEN BEE

FIND HER HIDDEN IN THE LID OF
THE TANGLED JUNGLE BOX.

CODE THREE

T	H	R	I	V	E
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SECTION 5

HOW TO RESET
FOR REPLAY



DUE TO THE NATURE OF THE PUZZLES INCLUDED IN THIS GAME, IT IS LIKELY YOU AND YOUR TEAM WILL WRITE ON THE COMPONENTS INCLUDED. WE RECOMMEND USING PENCIL WHEREVER POSSIBLE, SO THAT RUBBING EVERYTHING OUT ONCE THE GAME IS FINISHED IS AN OPTION, BUT WE REALISE THIS MAY NOT ALWAYS BE POSSIBLE.

ALTERNATIVELY, BY USING A COMBINATION OF TRACING PAPER AND THE NOTEPAD TO SOLVE PUZZLES AND RECORD THE ANSWERS, THE COMPONENTS CAN BE LEFT UNMARKED AND THEREFORE BE RE-USED AGAIN.

LASTLY, YOU CAN FIND PDF PRINTABLES OF ALL THE COMPONENTS THAT MAY HAVE BEEN DAMAGED DURING THE GAME, ALONG WITH INSTRUCTIONS ON HOW TO RE-BUILD THE COMPLETE ESCAPE ROOM GAME INSIDE THE BOX, ON THE FOLLOWING WEB PAGE:



WWW.TALKINGTABLES.CO.UK/PAGES/ESCAPE-ROOM-ISLAND-REPLAY

IF YOU ENJOYED THIS
'HOST YOUR OWN' GAME
WE HAVE MORE:



