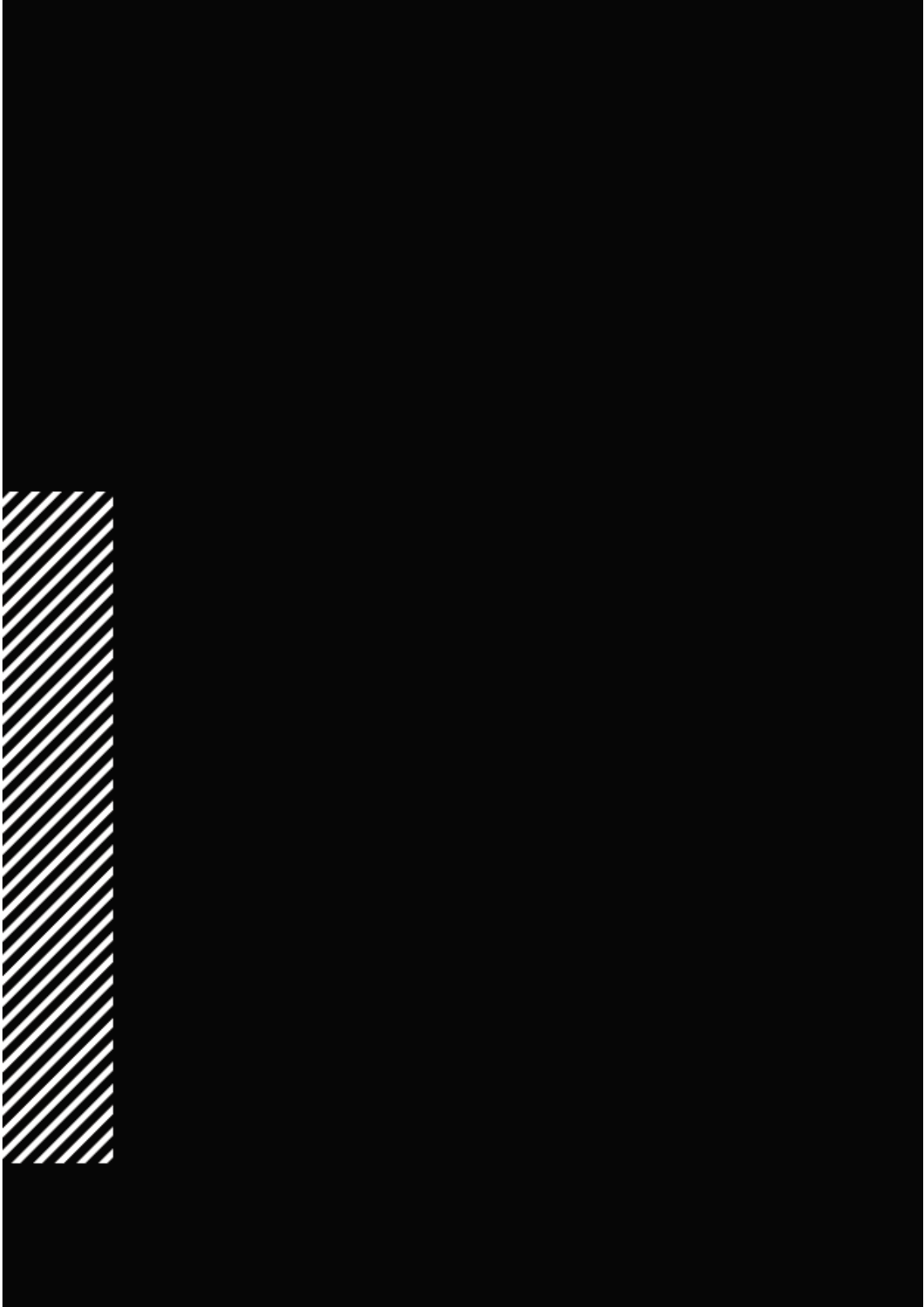




HOW TO HOST YOUR OWN  
ESCAPE ROOM  
LONDON EDITION

SETTING THE SCENE,  
HINTS & ANSWERS  
BOOKLET



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## SECTION 1 - SETTING THE SCENE

You are about to embark on a fun-filled journey of puzzle-deciphering, problem-solving and code-cracking!

In this edition of our Escape Room series, you and your guests will be attending a launch party for up-and-coming street artists at exclusive London gallery, Grafix. However, before you have the chance to enjoy the party, players find themselves mysteriously trapped inside the gallery, with one hour to escape.

You can host this Escape Room anywhere you choose. Ideally though, you will host the game in a closed room to simulate the drama of a locked art gallery.

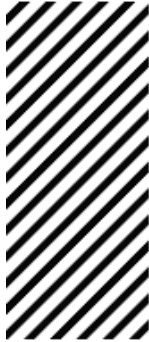
There is no maximum number of players for this game, however we would advise having no more than 6 players in order to run the game effectively.

You will act as the Host and set up the game, but you will also join in the game play. In this booklet you will find the instructions to set the scene, hints, and answers to the puzzles.

Please read through Section One of this booklet before the game starts. You will only need to read Section 2 and 3 if your team get stuck!

**Note:** You will also need to ensure one of the players has access to a device with the **internet**, as this is required for part of the gameplay and online ending.

## WHAT'S IN THE BOX



1 INSTRUCTION BOOKLET	1 WORDSEARCH CLUE
1 INTRODUCTION	1 DEO MITHRAE CLUE
1 QUIZ CLUE	1 KEY CLUE
1 TIDE TIMETABLE CLUE	1 CODES CLUE
1 MAP CLUE	1 PHOTOBOOTH FRAME
6 LOCATION CLUES	1 CLUES FILE
8 IMAGE CLUES	1 NOTEPAD
26 LETTER & NUMBER CLUES	

Extra items you will need to provide:

- Internet access
- An hour timer (this could be a smart phone or watch)
- One pen per guest
- Two framed photos or pictures (to position clues behind)
- One cushion (to hide clues inside)

## OPTIONAL PREPARATION

You may want to send out invitations to your guests to let them know the details and to get them excited! Visit [talkingtables.com](http://talkingtables.com) for printable/emailable invitations to send to your guests.

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.



## **ON THE DAY**

### **SET UP THE CLUES IN YOUR CHOSEN ROOM**

1. Unpack the clues from the CLUES bag.
2. Stick all the LOCATION, IMAGE and LETTERS & NUMBERS clues anywhere on the walls in which you will be playing the game. Alternatively, prop them up on ledges, on picture frames etc. This is part decoration and part clue, so don't look too closely!
3. Secure the TIDE TIMETABLE and the MAP clues behind two different framed pictures in the same room.
4. Put the KEY, WORDSEARCH & DEO MITHRAE clues inside a cushion – unzip the cover and slip them in.
5. Place the remaining clues on a table for guests to access at the start of the game – the INTRODUCTION, QUIZ & CODES.
6. Place the empty CLUES FILE on the table too. Players will need it to keep all the clues safe once they have been discovered, so they are easily available for review during the game.
7. Lay out the NOTEPAD and pens for guests and encourage them to make notes throughout the game.
8. Keep the PHOTOBOOTH FRAME handy, for photo opportunities at the end of the game - if you are lucky enough to escape!
9. As Host, you will be responsible for keeping check of the time as you play. Set a timer on your phone or a loud alarm!



## PREPARE FOR GUESTS ARRIVAL

- Get everything ready at least an hour before your guests arrive so you can make any final touches.
- We encourage you to offer players a drink on arrival at Grafix gallery.
- Remember to document the evening. Take photos and videos and encourage guests to do the same.
- Capture the moment and share your memories #HostYourOwn #EscapeRoom #TalkingTables

## WHEN YOUR GUESTS ARRIVE

- Welcome your guests, escort them into Grafix gallery and offer them a drink. This is the room you are playing the game in.
- Read the INTRODUCTION out loud to set the scene.
- Read out the introductory words of the QUIZ (written in red) and pass this to players to begin puzzling.
- Remind players they can and should make notes throughout the game.
- Let them know someone will also need access to a device with the internet, as this is required for solving code 5 and the online ending.
- Start the hour timer.

Now there is nothing you, as host, need to do other than join your guests. If players are struggling, you can read out the hints from Section 2 of this booklet.

If players do not escape within one hour, you can read the answers from Section 3.

## SECTION 2 - HINTS

**IF YOU GET STUCK, SHARE THE FOLLOWING WITH PLAYERS**

### **THE QUIZ CLUE**

Take the first letter from each answer.  
Solve the anagram and you will know where to look for your next clue.  
The break in the questions indicates a word break too. The answer is two words (7, 5).

### **THE TIDE TIMETABLE & MAP CLUES**

The quiz leads you to two clues – you need to find them both.  
Read the small print. What is the link between the circled numbers and the map?  
Follow the times to find a name.

Don't miss the second part of the clue – remove ME from the name identified and what is left. Look around you for what those letters stand for, perhaps the image clues mean something?

### **THE LOCATIONS and LETTERS & NUMBERS CLUES**

The artist managed to leave some clues behind for you. Use the art in the room to identify where the artist was kidnapped from. The location can be spelled out using letters and numbers.

### **THE IMAGE CLUES**

Remove ME from MC MYKE and you are left with CMYK.  
Look at the art in the room, find the right images and fit them together.  
Then turn over and you will find the location of your next clues.

### **THE DEO MITHRAE CLUE**

Locate Deo Mithrae on the map to work out the date.



### **THE WORDSEARCH CLUE**

You will find the lost river hidden in the wordsearch.  
This is a real lost river of London.  
The lost river can also be spelled out in the LETTERS art...

Code 5 is the name of the pub closest to the outlet of the lost river, on the bank of the river Thames. Use your phone to find it.

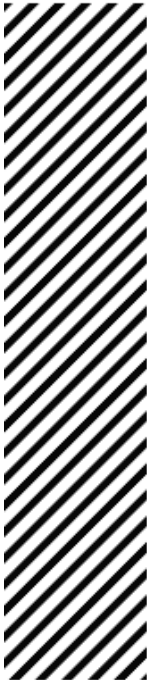
### **THE KEY CLUE**

Either scan the QR code with your phone camera or type  
<https://escape2020.talkingtables.co.uk> into a web browser to access the  
online ending.

### **THE CODES**

The ARTIST  
The WHERE  
The DATE  
The LOST RIVER  
The ACTUAL LOCATION

-- / ----  
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-- / ----  
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## SECTION 3 - ANSWERS

**DO NOT READ ON UNLESS YOU WISH TO KNOW THE SOLUTIONS TO EACH CLUE**

### **THE QUIZ CLUE**

1. Temple
2. Royal
3. Pac-Man
4. Chelsea
5. East
6. Imperial
7. Unicorn

1. Metropolitan
2. Fresco
3. Eros
4. Agave
5. Richard III

TRPCEIU / MFEAR

PICTURE / FRAME

Behind two picture frames in the room, you will find a tide timetable and a map.

### **THE TIDE TIMETABLE and MAP CLUES**

Use the circled times on the timetable as grid references on the map. In each grid square indicated, there is a letter. Unscramble the letters to spell out MC MYKE, one of the artists listed on the back of the map.

**CODE ONE IS MC MYKE**

### **THE LOCATIONS and LETTERS & NUMBERS CLUES**

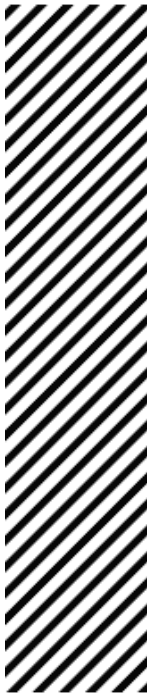
The six postcodes on the location clues correspond to the six London locations on the back of the map. Only one postcode can be spelled out from the letters and numbers on the wall. SE1 7NN, Leake Street.

**CODE TWO IS LEAKE STREET**



## THE IMAGE CLUES

Take ME from MC MYKE and it leaves CMYK, which stands for Cyan, Magenta, Yellow & Key (black). They are the four basic colours used for printing colour images. Look at the walls and find the images representing these colours. Slot them together – they form a puzzle - and turn them over. A message reads LOOK IN CUSHION.



### THE DEO MITHRAE CLUE

Deo Mithrae refers to the god Mithras. There is an excavated temple to Mithras in central London, which is located on the map in grid square O446. Check the tide timetable and you will see that there is a low tide at 04:46 on 31 Jan.

### CODE THREE IS 31 JAN

### THE WORDSEARCH CLUE

The temple stood alongside the lost river of Walbrook. Walbrook is the only lost river from the list which is hidden in the wordsearch. Walbrook can also be spelled out from the letters remaining from the postcode/location clue.

### CODE FOUR IS WALBROOK

Use a map on your phone to locate the lost river Walbrook and follow the path of this river to the outlet on the bank of the river Thames. The Banker pub sits right next to the outlet, on the riverbank.

### CODE FIVE IS THE BANKER

### THE KEY CLUE

Either scan the QR code with your phone camera or type <https://escape2020.talkingtables.co.uk> into a web browser to access the online ending. Submit all five codes to discover if you have successfully escaped the room.

### THE CODES

The ARTIST  
The WHERE  
The DATE  
The LOST RIVER  
The ACTUAL LOCATION

MC MYKE  
LEAKE STREET  
31 JAN  
WALBROOK  
THE BANKER

