



HOW TO HOST YOUR OWN ESCAPE ROOM

MARS EDITION

SECTION 1

SETTING THE SCENE

WHAT'S IN THE BOX

1 Instruction Booklet
1 Notepad
10 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. Visit the product page on talkingtables.co.uk 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.



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



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 working as a team to solve a sequence of enigmas and challenges in a bid to secure your place on the last space craft leaving for Mars, before planet Earth is destroyed.

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 directive 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.

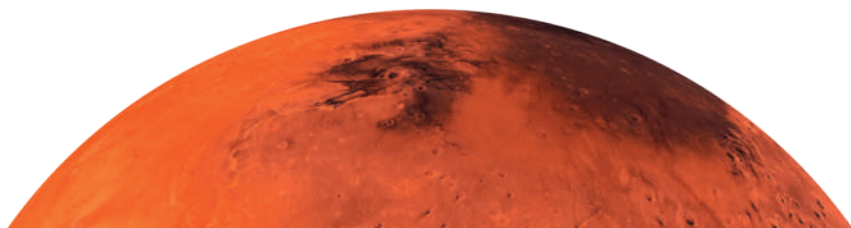


ONCE YOUR GUESTS HAVE ARRIVED AND YOU ARE READY TO BEGIN, READ TO THE ROOM:

- 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. A calculator should not be required for the game but can be used if needed.
- Each solution must be written onto the answer dial. Ensure you write each answer in the space given. Start every answer in the first space, regardless of the length of the number or word.
- Various components, including the answer dial, will need to 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.
- When everyone is ready to begin, scan the QR code on the box panel and play the video directive for everyone to hear.
- You are then ready to start the ninety-minute timer and lift the panel to begin the game.
- 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 DIRECTIVE!



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

- When you have watched the video directive and lifted the box panel, look at the contents of the box. You will find a heptagon-shaped component – this is the answer dial where each answer must be written.
- Note that each statement is marked with a Roman numeral from i – viii. Most of these numerals can be matched with various components throughout the game – look for the numerals to find which component leads to which answer.
- The exceptions to this rule are numbers iii & viii. To find these answers, follow the directions written in the statements on the answer dial.
- Start by working on the first stage of the game, which is made up of puzzles i – iii, and can be found inside the pentagon on the answer dial. Input Code 1 into the online page before moving onto the second stage of the game.
- To solve the second stage of the game - puzzles iv – viii - you must open the black envelope and discover the components inside. These answers cannot be found just by using the vital statistics sheet.
- Having solved puzzles iv – vii, you should be able to find the answer to viii, which is Code 2. Enter this online to receive instructions on how to finish the game.

**YOU ARE NOW READY TO BEGIN THE GAME –
SCAN THE QR CODE ON THE BOX PANEL TO RECEIVE YOUR DIRECTIVE!**



