



Talking Tables

ESCAPE ROOM

EDINBURGH EDITION

SECTION 1
SECTION 2
SECTION 3
SECTION 4
SECTION 5

HOW TO PLAY
RESET FOR REPLAY
FIRST HINTS
SECOND HINTS
ANSWERS

WHAT'S IN THE BOX

- 1 Instruction Booklet
- 3 Envelopes
- 11 Puzzles
- 1 Clarity Filter
- 1 Notepad
- 4 Tracing Paper Sheets

EXTRA ELEMENTS YOU WILL NEED:

- Internet access
- A sixty-minute timer
[either on a smart phone or watch]
- One pencil per player

Scan the QR code below with your phone camera
to access our Spotify playlist to go with your game:



TAKE PHOTOS AND SHARE YOUR MEMORIES
#ESCAPEROOM #TALKINGTABLES

SECTION 1

HOW TO PLAY

- Start by handing out a pencil to each player.
- Make sure there is enough space for everyone to sit together and share clues.
- You can make notes during the game on the notepaper included.
- Some puzzles may need to be written on. We suggest using pencil, and pressing lightly, so that any mistakes can be rubbed out and written over, or using the tracing paper included.
- Phones should not be used for anything other than to scan the QR codes provided.
- Lots of hints are included to make this game accessible and enjoyable for a range of skill levels. If your team is struggling, don't be shy about consulting the hints in Section 3 and Section 4 of this booklet.

More on the next page...

- Work together to expose the magician who has imprisoned you. Trapped in a hidden chamber, you must solve a series of challenges to escape, then track down the secret location of the show and set things right before it's too late.
- The video will introduce you further to the storyline and instruct you on your mission.
- The game is divided into three parts, representing three locations. In each one, you must solve three puzzles to uncover three answers. These answers will then come together in some way to give one final answer for that location.
- Solve all puzzles in a location before moving onto the next. Your journey begins in The Locked Chamber.
- Use the QR code inside the game to input your answers in the online answer page and discover if you have escaped.
- You can check your answers in Section 5 of this booklet.

Begin the game now - scan the QR code on the inside box cover to watch the introduction video.

SECTION 2

HOW TO RESET FOR REPLAY

It is likely that you and your team will write on the puzzles during the game. We suggest using pencil wherever you can, so you can rub everything out easily if needed.

Alternatively, by using a combination of the notepad and tracing paper to work out the answers, the components can then be re-used.

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, on the following web page:



[www.talkingtables.co.uk/pages/
escape-room-edinburgh-replay](http://www.talkingtables.co.uk/pages/escape-room-edinburgh-replay)

SECTION 3

FIRST HINTS

(To help a little)

1. THE LOCKED CHAMBER

MAGIC WANDS

For each equation, one magic wand must be moved to make the equation correct. It could alter a number or even a mathematical symbol (e.g., '+'). Then, convert the highlighted numbers to letters.

PLAYING CARDS & HANDKERCHIEF

Pay close attention to the message on the back of the handkerchief. Notice that both the playing cards and handkerchief feature small tartan details.

MAGICIAN'S HAT

Line up the lines on the hat with the lines on the dove, flowers and rabbit. When positioned correctly, the lines will connect, linking one shape to another.

CODE 1 - QR CODE LOCK

On the letter grid, shade in all squares holding letters that appear in any of the three answers from The Locked Chamber.

2. THE RIVAL'S HIDEOUT

TARTAN SCARF

An unusual pattern... Look closely at the rows of numbers woven into the fabric.

POETRY BOOK

Have you noticed the poem at the bottom of the box? Does it match any poems in the Burns Poetry Book?

WHISKY CABINET

Each whisky in the cabinet represents something different. Carefully examine the names and descriptions, and pay attention to any images — what could each one be symbolising? You may wish to look to the sky for inspiration.

CODE 2 - MAGICIANS' PROGRAMME

Now that you've solved the three challenges in this room, use your answers to eliminate suspects who don't mention them in their bios. Read the descriptions and examine the photos carefully to uncover the magician behind the sabotage.

SECTION 3

FIRST HINTS

PART TWO

3. THE WAY BACK

EDINBURGH GUIDE

The three puzzles in this location are all hidden within the Edinburgh Guide. Use the Contents page to find them in the correct order, and take note of the symbols — the same ones from the Magician's Hat challenge appear throughout the guide. Pay close attention to the three distinct colours of the numbers and symbols. The page numbers on the first page will also help guide you.

EDINBURGH GUIDE - PUZZLE 1

The red symbols can be decoded to reveal a message: "You'll need the Clarity Filter." This refers to the small plastic sheet loose in the box.

EDINBURGH GUIDE - PUZZLE 2

The blue symbols can be decoded to spell out: "Unfold the guide." Be sure to carefully take it apart completely at the glued edge so it lies flat to reveal the hidden message on the back: "What animals can you see in the background?"

EDINBURGH GUIDE - PUZZLE 3

The green symbols can be decoded to reveal: "Look for the key." Somewhere in the guide, a key explains what each map symbol represents. Use this key to answer the questions on the Getting Around page. Point 5 indicates that the numerical answer must be converted to the alphabetical equivalent.

CODE 3 - WHAT3WORDS

Scan the QR code on the last page of the guide and enter the three words you've uncovered from the Edinburgh Guide challenges. Make sure to place a full stop between each word. The location it reveals is the final code you need to escape.

SECTION 4

SECOND HINTS

(To help a bit more)

1. THE LOCKED CHAMBER

MAGIC WANDS

In the first equation, the horizontal wand in the number 7 needs to move.

PLAYING CARDS & HANDKERCHIEF

Align the tartan diamond on the Queen of Diamonds with the matching diamond on the handkerchief. Do the same for clubs and spades.

MAGICIAN'S HAT

Use the decoder on the underside of the insert with the intro video QR code on. What letters are formed by the combined shapes?

CODE 1

For example, the letter D appears in one of your answers. Therefore, shade in any square in the letter grid that contains a letter D. When complete, use the grid with the large QR code. The magician gave you the codeword in the intro video.

2. THE RIVAL'S HIDEOUT

TARTAN SCARF

There are a lot of sixes, but are there any other numbers?

POETRY BOOK

Compare the Address to Edinburgh

poem in the book to the one on the bottom of the box. Are they the same?

WHISKY CABINET

Each whisky represents a celestial body. Identify what they symbolise, then find the odd one out - what sets it apart?

CODE 2 - MAGICIANS' PROGRAMME

Find the only magician linked to all three of your answers.

3. THE WAY BACK

EDINBURGH GUIDE

Decode the red symbols first, then blue, then green.

PUZZLE 1

The Clarity Filter fits perfectly over the square photos — but only one reveals something new. Using a torch may help if it's hard to read.

PUZZLE 2

Step back and take in the bigger picture.

PUZZLE 3

Find one key on the South Bridge Vaults page and two more on the back cover. When you have the four answers, 1 = A, 2 = B, 3 = C etc. and 0.1 = A, 0.2 = B etc. too.

CODE 3 - WHAT3WORDS

Make sure you enter the words in the correct order - as instructed on the Contents page.

SECTION 5

ANSWERS



1. THE LOCKED CHAMBER

MAGIC WANDS

1) $3 - 7 = 4$ changes to:

$$3 + 1 = 4$$

2) $1 + 6 = 8$ changes to:

$$1 + 8 = 9$$

3) $2 + 5 = 8$ changes to:

$$3 + 5 = 8$$

4) $6 - 9 = 3$ changes to:

$$8 - 5 = 3$$

The highlighted numbers are 4, 9, 3, 5. Convert these to letters to reveal the answer: DICE.

PLAYING CARDS & HANDKERCHIEF

Once the three playing cards are placed in their correct positions on the handkerchief, read the uncovered letters to spell the answer: ILLUSION.

MAGICIAN'S HAT

$$\star + \star = \star\star = P$$

$$\text{pentagon} + \triangle = \text{pentagon with triangle} = R$$

$$\square + \text{oval} = \text{square with oval} = E$$

$$\bigcirc + \text{oval} = \text{circle with oval} = S$$

$$\star + \text{pentagon} = \text{pentagon with star} = T$$

$$\square + \bigcirc = \text{square with circle} = I$$

$$\triangle + \star = \text{triangle with star} = G$$

$$\text{oval} + \square = \text{oval with square} = E$$

Answer: PRESTIGE.

CODE 1

Shade in all letters from your three answers on the letter grid. Once complete, carefully tear out the grid and place it over the Lock to Exit QR code. If filled in correctly, you can scan the code to access the online answer page:



Enter the codeword from the intro video: OPEN SESAME

2. THE RIVAL'S HIDEOUT

TARTAN SCARF

Among the sixes, four hidden numbers reveal the year: 1993.

POETRY BOOK

Identify the altered words in the Address to Edinburgh poem from the Burns poetry book. Together, they form the sentence:

MY LOVE IS LIKE A RED,
RED ROSE WITH THORNS
AS DARK AS NIGHT.

WHISKY CABINET

From left to right, each whisky represents a celestial body:

Mercury, Earth, The Sun,
Mars, Venus.

The odd one out? The Sun, because it is not a planet — it is a: STAR.

CODE 2 - MAGICIANS' PROGRAMME

The three key clues to identify the culprit are: 1993, a red rose with black thorns, and a star. While multiple magicians may have one or two of these references in their photo or bio, only one has all three. The magician who graduated from Edinburgh School of Magic in 1993, wears a starry cloak, has a red rose in their hat, and bears the name 'Blackthorne' is: MAGNUS BLACKTHORNE / NYX.

3. THE WAY BACK

EDINBURGH GUIDE - PUZZLE 1

The Clarity Filter (plastic film square) fits perfectly over all the square photos in the Edinburgh Guide, but only one reveals a hidden word. When placed over the Scott Monument photo, the word OVER appears.

Answer: OVER

EDINBURGH GUIDE - PUZZLE 2

When instructed to 'unfold the guide', make sure to open it completely - this means carefully removing any glue from the spine and laying it flat as a single sheet. Once fully unfolded, you'll reveal a blue background featuring painterly illustrations of horses.

Answer: HORSES

EDINBURGH GUIDE - PUZZLE 3

The symbol keys on the South Bridge Vaults page and back cover reveal the following:

Arrow = 0.1 miles

Solid square = £1.00

< symbol = 1 minute

Using these, solve the Getting Around page questions:

1) $19 \times \blacksquare = £19$

2) $3 \times \longrightarrow = 0.3 \text{ miles}$

3) 1 turn

4) $< \times 13 = 13 \text{ minutes}$

Point five states that A could equal 1 or 0.1, suggesting you need to convert your numbers to letters.

Answer: SCAM

CODE 3 - WHAT3WORDS

Enter your three answers into What3Words as OVER.HORSES.SCAM to reveal the secret location of the show:

EDINBURGH ROYAL OBSERVATORY – your final answer to escape!

FOR MORE DETAIL ON HOW TO SOLVE EACH PUZZLE, PLEASE SCAN HERE:



[www.talkingtables.co.uk
/pages/escape-room-
edinburgh-answers](http://www.talkingtables.co.uk/pages/escape-room-edinburgh-answers)

IF YOU ENJOYED THIS
ESCAPE ROOM GAME,
WE HAVE MORE:

