



HOW TO HOST YOUR OWN  
ESCAPE ROOM

**HOST'S  
INSTRUCTIONS**

Clues & Solutions  
Booklet



# HOST'S INSTRUCTIONS



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

You and your guests are in central London, at exclusive gallery **GRAFIX** to attend a launch party of new city street art from up and coming talent. However, before you have the chance to start perusing the artwork, players find themselves mysteriously trapped inside the gallery, with one hour to escape.

You can host your game anywhere you choose. Ideally though, you will host the game in a room with a door you can close to create the drama of an Escape Room.

You will act as the Host; however, you may want to ask a friend to help with the set-up of the various components of the game.

## WHAT'S IN THE BOX

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

Extra items you will need to provide:

- Internet access
- An hour timer
- One pen per guest
- Two framed photos or pictures (to position clues behind)
- One cushion (to hide clues inside)



## GAMEPLAY

Preparing your Escape Room game is simple. Choose friends or family members to invite (we recommend a minimum of two other players), set the date, and send out your invitations!

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

Read pages 1 – 5 of this booklet **before** the game play.

From page 6 onwards are the CLUES TO THE CLUES and the ANSWERS TO THE CLUES, **do not read if you plan to join in the Escape Room.**

You will also need to ensure players have access to a device with the internet, as this is required for the gameplay and interactive ending.

## BEFORE YOUR GUESTS ARRIVE

Send out invitations for the game to your chosen guests to let them know the time and location.

Visit [talkingtables.co.uk](http://talkingtables.co.uk) for printable/emailable invitations to send to your guests.

### SETTING UP THE ROOM

1. Place the empty CLUES FILE on a table. Players will need it to keep all the clues safe once they've been discovered, so they are available for review.
2. Place the sheets from the NOTEPAD and some pens around the room so guests can make their own notes throughout the game.
3. Place the PHOTOBOOTH FRAME on the table for photo opportunities after playing (if lucky enough to escape!)

## SETTING UP THE CLUES

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, using blue tac (be careful of painted walls). Alternatively, prop them up on ledges, on picture frames etc. Feel free to make things more challenging for players by sticking the clues in more hidden places around the room. Don't look too closely if you want to take part!
3. Secure the TIDE TIMETABLE and the MAP clues behind two different picture frames in the same room. If you do not have any hanging pictures in that room, bring them in from another room and lean them against the wall. Note: the pictures you put these clues behind need to be framed.
4. Put the KEY & DEO clues inside a cushion – unzip the cover and slip them in. Try not to have anyone sit on this cushion during the game unless the cushion is bulky enough for the paper not to be noticed. Keep the cushion with you if need be.

## MUSIC

To add to the atmosphere and drama of the evening, why not put together a playlist of music? Use Spotify, Alexa or Google Home to search for London themed or Escape Room themed music.

As Host, you will be responsible for keeping check of the time as you play, to ensure you don't run over the hour limit.

Set a timer on your phone or a loud alarm!




## NOTES TO YOURSELF

You, the Host, are a guest at **GRAFIX** gallery. Your role is to make sure things run smoothly.

As Host, you may join the game play as you have no answers, only the location of the clues.

When things take a turn for the mysterious, players find themselves locked in the gallery before the launch party can begin. They are locked in with you, and you all have one hour to escape.

## WHEN YOUR GUESTS ARRIVE

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- 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 to help them on their mission and let them know mobile phones/tablets are part of the Escape Room gameplay.
  - Start the hour timer.

Now there is nothing you, as Host, need to do other than help your guests if you are playing. If players are struggling, you can read out clues from the CLUES TO THE CLUES page of this booklet.

If players do not escape within one hour, you can read the ANSWERS TO THE CLUES in this booklet for the solutions.

## SUBSEQUENT GAME PLAYS

This game can be repeat played.

# CHECKLIST

## ADVANCE PREPARATION

- Decide whom to invite (ideally minimum of 2 guests).
- Send out your invitations in good time, making sure everyone is clear on the location (send maps/directions if necessary) and what time they need to arrive.

## FOOD AND DRINK

- We encourage you to offer players a drink on arrival at Grafix gallery.
- If you would like, you can provide snacks and drinks for your guests during the game, although they may be otherwise engaged as they attempt to make their escape!

## THE ROOM

- Arrange the furniture, making sure there is plenty of space for everyone and for all the components of the game.
- Set up the room and the clues as per the SETTING UP THE ROOM / CLUES instructions.
- If possible, have a small separate table for the CLUES FILE so these are easily accessible for review during the evening.

## ON THE DAY

- Get everything ready at least an hour before your guests are due to arrive so you can make any final touches.
- 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







# ANSWERS TO THE CLUES

**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 pictures on the wall of the room you will find a TIDE TIMETABLE and a MAP.

## TIDE TIMETABLE, MAP and IMAGES CLUES

Use the circled times on the timetable as grid references on the map. In each grid square indicated, there is a letter, which when found chronologically spells out MC MYKE, one of the artists listed on the back of the map.

## CODE ONE IS MC MYKE

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 pictures representing these found colours. Slot them together – they form a puzzle – and turn them over. A message reads LOOK IN CUSHION.



# ANSWERS TO THE CLUES

## LOCATIONS and LETTERS & NUMBERS CLUES

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



### CODE TWO IS LEAKE STREET

### DEO MITHRAE CLUE

Deo Mithrae refers to the god Mithras. There is an excavated temple to Mithras in London, in grid square O446. There is a low tide at 04:46 on 31 Jan.

### CODE THREE IS 31 JAN

The temple stood alongside the lost river of Walbrook. WALBROOK can also be spelled out from the letters remaining for the postcode/where clue.

### CODE FOUR IS WALBROOK

Follow the Walbrook down Dowgate Hill to the Thames and The Banker sits right next to the outlet of the old Walbrook river on the riverbank.

### CODE FIVE IS THE BANKER



