



HOW TO HOST YOUR OWN ESCAPE ROOM

EGYPT EDITION



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WHAT'S IN THE BOX

1 Instruction Booklet
1 Ancient Egypt Glossary
1 Notepad
18 Challenges
1 Decoder
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 player

You may like to send out invitations to your friends & family to let them know the details and get them excited.

Scan the QR code below with your phone camera to access online invitations:



<https://www.talkingtables.co.uk/pages/online-invites>

SECTION 1

SETTING THE SCENE



In this edition of our Escape Room series, you will be transported through space and time to ancient Egypt where you must work as a team to solve the chain of puzzles laid out for you. Work against the clock to crack the codes and break the pharaoh's curse before it is too late!

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



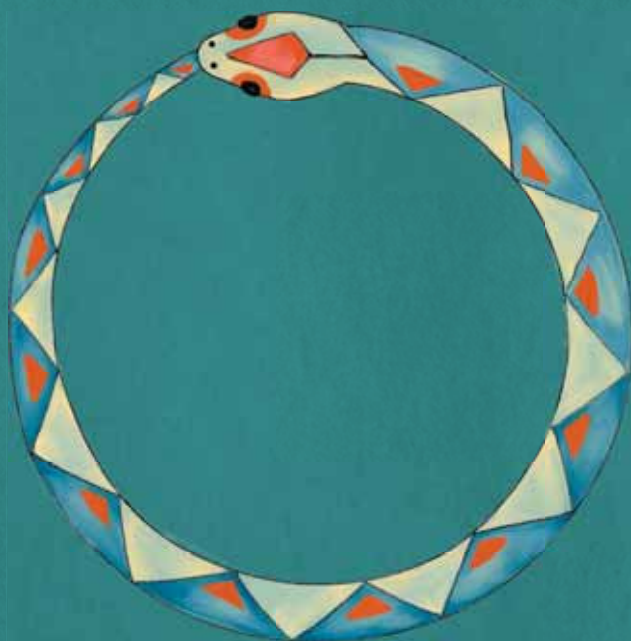
TAKE PICS AND SHARE YOUR MEMORIES
#HOSTYOUROWN #ESCAPEROOM #TALKINGTABLES

- 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.
- If your team is struggling, you can find hints in Section 3 and Section 4 of this booklet.
- Once you have found all eighteen answers, or the 90 minutes are up, check your answers against Section 5 of this booklet.

- In the game you will find answers in words, numbers and hieroglyphs. For numbers, convert these into their alphabetical equal e.g. 1=A - 26=Z. To translate the hieroglyphs, use the spinning decoder.
- Sometimes to solve a puzzle, two or more card pieces will need to be used together. Where this is so, the extra parts needed will be pictured in the bottom right corner of the main challenge.
- Keep looking at the Ancient Egypt Glossary throughout the game - it will come in handy when solving the puzzles.

Begin the game now –
scan the QR code on the inside lid 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 over the game. We suggest using pencil wherever you can, 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 work out 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, on the following web page:



SECTION 3
FIRST HINTS

(To help a little)



TOMB MAP

Starting at room number 1 in the centre, follow the map to know which order to complete the puzzles in

HIEROGLYPH DECODER

Use this to translate the hieroglyphs into English. Point the arrow at the hieroglyph you want to decode

1. WORLD MAP

Once you have found Egypt on the map, combine the letters found on the x and y axes to give you a 6 letter word

2. PHARAOH'S TOMB

Compare the kings' and queens' lists of possessions along with the items found in our pharaoh's tomb. Is there a match?

3. TOMB STEPS

You only need to focus on three of the steps...

STEP-BY-STEP MUMMY GUIDE

...three of the steps are highlighted

4. CANOPIC JARS

The mummy guide should help with which organ belongs in which jar

BOOK OF THE DEAD:

5. SOLAR BARQUE

Line up the snake's name APEP with the frame around the top and sides of the picture

6. HALL OF MA'AT

What are the names of things the arrows are pointing to? Once you know these you can crack the code

7. WEIGHING OF THE HEART

Match the colour of the feathers on the scales with the colours of the birds' tails

8. MEETING OSIRIS

Try using the key to help you read the body language of these characters

9. PARADISE

Match the pictures on the cube to those in the book - look closely for any differences between the two

10. NECKLACE STONES

Work out the pattern sequence to find which stone comes next

11. WORD SEARCH

Make sure all of the words are found on the grid to reveal the answer

12. NSEW

The figures at the top of the grid all represent a direction - these can be found in the MEETING OSIRIS picture

13. DIRECTIONAL WORDS

Make sure you read all of the letters in each direction, not just the underlined ones

14. SACRED ANIMALS

Complete the sums to find the numerical answers. Remember to convert these to letters using 1=A - 26=Z

15. DOT TO DOT

You only need to join the yellow dots together - follow the numbers

16. CROSSWORD

Find the answers to the clues in the facts found throughout the game

17. SCARAB

Layer the pieces on top of each other from large to small

18. NUMBER PYRAMIDS

Add the numbers next to each other to get the number on top. Keep going until the pyramids are filled

SECTION 4
SECOND HINTS

(To help a bit more)



TOMB MAP

The colour of each room will match the background of the linking puzzle, which tells you the order to complete them

HIEROGLYPH DECODER

Once you've pointed the arrow at the hieroglyph you wish to decode - the pharaoh's elbow will point to the letter you need

1. WORLD MAP

Once you have found Cairo on the map, join the two parts of the word shown on the x and y axes

2. PHARAOH'S TOMB

Only one king's list of possessions matches the items pictured. Count carefully, the gold is blinding!

3. TOMB STEPS

Look at the highlighted numbers on the mummy guide to learn which steps to look at. Fold them together so the lines on the steps form a word

4. CANOPIC JARS

Once the correct head has been positioned over each jar, the 6 hieroglyphs you need will be visible... time to use the decoder

BOOK OF THE DEAD:

5. SOLAR BARQUE

Once lined up properly, 5 hieroglyphs will be revealed

6. HALL OF MA'AT

E.g. pngd = face
so, p=f, n=a etc.

7. WEIGHING OF THE HEART

Trial and error may help here... if the red feather was to equal 14, would sums work?
Try this with each feather

8. MEETING OSIRIS

Use the key with the stickmen to match up the body positions and find the linked letter to each

9. PARADISE

Place the same pictures face to face - you need to be looking at the hieroglyph that reveals itself on top

10. NECKLACE STONES

Once you have found the next stone in the sequence, look to see which letter is to the top left of it

11. WORD SEARCH

You only need the 5 letter word from the central boxes outlined in red

12. NSEW

Start on the blue square, then follow the north, south, east or west directions that the figures tell you to take. Collect the hieroglyphs as you go

13. DIRECTIONAL WORDS

Start by reading all of the letters facing up in the 1st direction: THE WORD YOU, then turn the sheet and read all of the letters in the 2nd direction. Carry on until you have made a full sentence

14. SACRED ANIMALS

Be sure to count carefully! Check your answer against the glossary if in doubt

15. DOT TO DOT

When connected, the yellow dots will spell out the goddess's name you require

16. CROSSWORD

Once complete, take the first letter from each answer to form a word

17. SCARAB

Once layered up correctly only 5 hieroglyphs can be seen

18. NUMBER PYRAMIDS

Only the numbers in the blue outlined boxes are needed - you may need to rearrange these to find the word

SECTION 5
ANSWERS



1. WORLD MAP

Osi + ris =

Osiris

2. PHARAOH'S TOMB

King Rhamunen

3. TOMB STEPS

Fold steps 3, 7 & 12 together =

Path

4. CANOPIC JARS

Mortal

BOOK OF THE DEAD:

5. SOLAR BARQUE

Heart

6. HALL OF MA'AT

Feather

7. WEIGHING OF THE
HEART

Ibis

8. MEETING OSIRIS

Kings

9. PARADISE

Afresh

10. NECKLACE STONES

Soul

11. WORD SEARCH

Reeds

12. NSEW

Harvest

13. DIRECTIONAL WORDS

Ouroboros

14. SACRED ANIMALS

Hathor

15. DOT TO DOT

Isis

16. CROSSWORD

World

17. SCARAB

Horus

18. NUMBER PYRAMIDS

Skies

Spell for the Afterlife

HEAR MY WORDS OH MIGHTY OSIRIS!

I SPEAK TO HE WHO GUARDS THE GATES:

DO NOT TURN KING RHAMUNEN AWAY FROM PARADISE.

REVEAL THE HIDDEN PATH, REMOVE ALL MORTAL TIES
AND GRANT SAFE PASSAGE TO THE NETHERWORLD.

HIS HEART IS PURE, AS THE FEATHER PROVED, THOSE MANY MOONS AGO
USHER HIM ON THE WINGS OF IBIS

TO HIS RIGHTFUL PLACE BESIDE THE KINGS OF EGYPT.

AS THE SUN SETS, THEN RISES AFRESH

ALLOW HIS SOUL TO REST ETERNALLY

LET HIM CROSS THE LILY LAKE TO THE FIELD OF REEDS

SO, HE MAY TEND HIS HARVEST FOR ALL ETERNITY

HIS SEED SHALL SOW, HIS CROPS WILL GROW

AND THE OUROBOROS SHALL MEET ONCE AGAIN.

BY THE LOVE OF HATHOR,

WHO MOTHERS US ALL

THE MERCY OF ISIS,

WHO NURTURES THE WORLD

THE PROTECTION OF HORUS,

WHO RULES THE SKIES

HEAR MY WORDS OH MIGHTY ONE!

Scan the QR code below
with your phone camera to
play the complete spell and
break the curse!



If you enjoyed this
'Host Your Own' game,
we have more:

