



Talking Tables

HOW TO HOST YOUR OWN ESCAPE ROOM ROMAN EMPIRE EDITION



SECTION 1	SETTING THE SCENE
SECTION 2	HOW TO RESET FOR REPLAY
SECTION 3	FIRST HINTS
SECTION 4	SECOND HINTS
SECTION 5	ANSWERS

WHAT'S IN THE BOX

- 1 Instruction booklet
- 18 Puzzles
- 4 Pages of props
- 1 Notepad
- 8 Tracing paper sheets
- 1 Photo booth frame

EXTRA ELEMENTS YOU WILL NEED:

- Internet access
- A ninety-minute timer if you want a timed game
(either on a smart phone or watch)
- One pencil per player

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

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



www.talkingtables.co.uk/pages/online-invites

SECTION 1

SETTING THE SCENE

Life as a gladiator has not been easy. Day after day, you've been forced into the arena - fighting, performing, and doing whatever it takes to survive. But now, at last, an opportunity has come. A chance to escape your captors and leave this life behind for good.

But... you can't make this journey alone. Along the way, a hidden network will guide you. Hidden messages and carefully crafted puzzles stand between you and your escape. Solve each challenge to uncover the words you need. Piece them together to complete your Terms of Passage, and prove you have what it takes to leave your life as a gladiator behind and begin your new life of freedom.

Scan the QR code below with your phone camera to access our Spotify playlist, for music to accompany your game:



Take pictures 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. Find more information on this in Section 2 of this booklet.
- 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, check your answers against Section 5 of this booklet.

More on the next page...

- The introduction video will introduce you further to the storyline and instruct you on your mission.
- The challenge begins with Puzzle 1. The Colosseum. Each puzzle must be solved in order, with every correct answer unlocking the path to the next challenge.
- Every puzzle will give you a word needed to complete the Terms of Passage and secure your escape.
- Don't be afraid to use the hints if you need to!
- Sometimes to solve a puzzle, you may need to use one of the 'props'. Look to see if you notice any similarities between the puzzle you are solving and the four pages of pop-out props.
- Before you begin the game you may wish to lay all of the props and puzzle sheets out on the table in front of you so they are easily identifiable.
- For more of a challenge, try setting a 90 minute timer to complete the game in, otherwise choose to work through the puzzles at your own pace.

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 during the game. We suggest using pencil wherever you can, so that rubbing everything out once the game is finished is an option.

Alternatively, by using a combination of tracing paper and the notepad to work out the answers, the components can be left unmarked and therefore reused.

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-rome-replay

SECTION 3

FIRST HINTS

(To help a little)

1. THE COLOSSEUM

Look for the four tickets to the gladiator show in the pop-out pieces. Notice that each ticket has a door (porta) number - use these to put them in order.

2. THE GLADIATORS

Match the descriptions of the gladiators with the torn up picture on the back side of the booklet.

3. THE STANDARDS

There's a page about standards in your Gladiator Handbook - take a look.

4. THE TUNNEL CODE

Start by finding the numbers hidden in the tunnel directions. Once you've found them, convert each one into a Roman numeral and search for them in the grid.

5. THE STATUE

Copy the black lines so they are mirrored exactly on the other side of the blue line.

6. THE MOSAIC

Find the matching mosaic disc and place it on the centre, making sure the arrows line up. Don't turn it.

7. THE POTTERY

Find the paper ribbon with the coloured markings in the pop-out props and fold along the fold lines.

8. THE CLAY TABLET

There is no pop-out prop for this one – you must use your imagination!

9. THE BATHS

Find the missing pipe piece and place it so all the pipes connect properly. Focus on where the water flows from.

10. THE TOGAS

Start by looking for the easiest clues first - especially any toga that must go at one end, or any that cannot be on an end.

11. THE BANQUET

Find the foods that belong on the plate in the pop-out props. Match the foods to the shapes of the missing items and place them on top.

12. THE MAP OF ROME

The answers to the true or false questions can be found throughout the game. Start at the tavern, circled in red, then walk west to the first cross. Answer the first question correctly to know where to head next.

13. THE CHARIOT RACE

Use the Gladiator Handbook to match each faction name to its colour. Then read the race description carefully to track which faction is in the lead each time.

14. THE ANIMAL SHRINE

Find the animal pieces and arrange them in the order shown by the words around the shrine.

15. THE ROADS

Find the six road puzzle pieces in the pop-out props. Construct the puzzle so that the roads match up between the pieces.

16. THE COINS

Each coin is worth 3, 4, 5, or 6. Try different values until the sums start to work. Every coin has a different value.

17. THE CALENDAR

Carefully tear the perforated sections and fold the calendar to build its 3D shape. Each side represents a different season.

18. THE SHIP

Copy the message from the note onto the sails, following the spiral path shown, starting from the marked star. Ignore any spaces.

SECTION 4

SECOND HINTS

(To help a bit more)

1. THE COLOSSEUM

Once in order, stack the tickets up so the markings on the left line up neatly. Tilt the ticket away from you to read the letters.

2. THE GLADIATORS

Look closely at their weapons, armour, and appearance. Use the Gladiator Handbook to help identify each type of fighter.

3. THE STANDARDS

Notice that the standards in the handbook have letters on them. One of the images appears upside down compared to the handbook – what could that mean?

4. THE TUNNEL CODE

Search for those numerals in the grid - only across or down, not diagonally. Cross them out, then focus on the symbols left behind.

5. THE STATUE

Focus your attention on the lines in the central section and turn the page to read the word you've created. Remember not to draw the reflection of the red lines.

6. THE MOSAIC

Starting at the arrow, look at each compass point. Some letters are on the base, some on the disc - read them clockwise to find the answer.

7. THE POTTERY

Lay the paper ribbon over the top of the pots, ensuring the coloured markings on the ribbon match those on the pots below it.

8. THE CLAY TABLET

Read the message carefully, then take the first letter of each sentence to reveal the hidden word.

9. THE BATHS

Look for the baths connected to the heaters. Add a small amount of water to these to reveal the hidden letters.

10. THE TOGAS

Once you've worked out the order of the five togas, read the stitched marks from left to right to reveal the next word.

11. THE BANQUET

Once placed, follow the arrows and take the letters they point to in number order.

12. THE MAP OF ROME

Only correct answers will guide you along the right path. Keep track of your route and collect letters as you go.

13. THE CHARIOT RACE

Each time a faction leads, take a letter from that colour. Start with the simplest shape, then move to shapes with more sides: circle, then triangle, then square, then hexagon.

14. THE ANIMAL SHRINE

Each animal forms a letter. You'll need to account for one animal three times in order to spell the word you need.

15. THE ROADS

When the road is complete, place it over the base. If correct, letters will appear through the holes to reveal the word.

16. THE COINS

Once you know the value of each coin, complete the sums on the right hand side. Convert each answer into a letter using A=1, B=2 to reveal the word.

17. THE CALENDAR

Use the words on each side to identify the seasons, then fold the flaps in the correct order - spring to winter - to reveal the letters.

18. THE SHIP

Once written, read the letters in the new pattern shown, starting at the star in the bottom right and moving in a clockwise spiral. The final word of the sentence is the last word you need.

SECTION 5

ANSWERS

1. THE COLOSSEUM

When lined up correctly and tilted away, the tickets show the word: MASTER.

2. THE GLADIATORS

The torn up image shows a gladiator holding a gladius and a large rectangular shield. He has a cracked tooth and burn on his right leg, making him Aurelius "Ironjaw" who fights for glory.

Answer: GLORY.

3. THE STANDARDS

The matching standards in the Gladiator Handbook have the initials: F. R., E., E. D. O. & W. But the fork is upside down. Rotate the fork and the letter to get the answer: FREEDOM.

4. THE TUNNEL CODE

Once the numbers from the directions have been crossed out in the grid, the only ones remaining are: XIX, I, VI, V, XX, XXV. When converted to letters they spell: SAFETY.

5. THE STATUE

When all of the black lines have been mirrored on both sides, the word in the centre reads: COURAGE.

6. THE MOSAIC

Looking around all 8 points of the compass, starting where the arrow points, you will collect the letters: PATIENCE.

7. THE POTTERY

When the colours on the folded ribbon are matched up with the colours on the pots, you will take the letters: HONOUR.

8. THE CLAY TABLET

When you imagine the tablet unbroken, the first letter of each sentence forms the word: SILENCE.

9. THE BATHS

When water is applied to the baths directly connected to the heat pumps, you will see the letters: TRUST.

10. THE TOGAS

After being arranged in the correct order, the embroidery on the togas spells out: LOYALTY.

11. THE BANQUET

Once the food has been positioned on the plate in the matching white areas, the arrows point to the letters: WEAPON.

12. THE MAP OF ROME

The answers to the questions are: False, True, False, False, True, True. When you follow the correct path, you will collect the letters: THREAT.

13. THE CHARIOT RACE

Take the letters from the following shapes: green circle, blue circle, red circle, white circle, blue triangle, white triangle, green triangle, red triangle, green square, red square. Answer: BEGINNINGS.

14. THE ANIMAL SHRINE

The words around the outside of the shrine tell you to order the animals as: dolphin, dog, eagle, dog, wolf, lion, dog. The shapes of these animals then give the letters: REVENGE.

15. THE ROADS

If positioned correctly, the windows in the constructed puzzle will reveal the letters: PURPOSE.

16. THE COINS

The silver coin = 4, bronze = 5, green = 3, gold = 6. The sums give you the answers: 16, 18, 9, 4, 5. Converted to letters, this spells: PRIDE.

17. THE CALENDAR

You should recognise some month names, which reveal the season on each side of the calendar. When the top flaps are folded in the right order the word formed will be: EMPIRE.

18. THE SHIP

When written and read in the correct layout, the decoded message is: Your life begins now on the wide open sea. Answer: SEA.

TERMS OF PASSAGE

I COME WITHOUT RANK OR ^{1.} MASTER.

I DO NOT SEEK ^{2.} GLORY, ONLY A NEW LIFE.

I WILL CHOOSE ^{3.} FREEDOM OVER COMFORT.

I WILL ACCEPT RISK OVER ^{4.} SAFETY.

I WILL CARRY ^{5.} COURAGE, BUT I WILL ACT
WITH ^{6.} PATIENCE.

I WILL SHOW ^{7.} HONOUR AND PRACTICE ^{8.} SILENCE .

I WILL VALUE ^{9.} TRUST ABOVE GOLD.

I WILL GIVE ^{10.} LOYALTY WITHOUT QUESTION.

I WILL COME WITHOUT ^{11.} WEAPON AND
WITHOUT ^{12.} THREAT.

I WILL SPEAK NO NAME THAT
ENDANGERS YOU.

I WILL SEEK NEW ^{13.} BEGINNINGS,
NOT ^{14.} REVENGE.

I WILL CARRY ^{15.} PURPOSE, NOT ^{16.} PRIDE.

I WILL REMEMBER THIS: FEAR BELONGS TO
THE ^{17.} EMPIRE. THE ^{18.} SEA BELONGS TO NO ONE.

SCAN THE QR CODE WITH
YOUR PHONE CAMERA TO
PLAY THE FINALE VIDEO AND
ESCAPE LIFE AS A GLADIATOR!



IF YOU ENJOYED THIS
'HOST YOUR OWN' GAME,
WE HAVE MORE:

