



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 busy, bustling Kyoto to attend the premiere of a brand-new movie, *Kyoto-Makai* at Studio OtoToHikari. Before the new feature film *Kyoto-Makai* can begin, players find themselves mysteriously trapped in the bar area, with one hour to escape. Can you work your way out before time is up?

You can host your Escape Room 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

- 9 JAPANESE PROPS
- 1 PHOTOBOOTH FRAME
- 1 CLUES FILE
- 1 NOTEPAD
- 1 FORTUNE TELLER
- 1 INTRODUCTION PART 1
- 1 INTRODUCTION PART 2
- 1 SCRIPT
- 1 SCROLL OF PROTECTION
- 1 LANTERN
- 1 SUDOKU
- 1 ORIGAMI INSTRUCTIONS
- 4 SQUARES OF ORIGAMI PAPER
- 1 INSTRUCTION BOOKLET

Extra items you will need to provide:

- Internet access
- An hour timer
- 1 pen per guest
- A magazine (to insert some clues into)
- 1 elastic band for SCROLL (optional)

GAMEPLAY

Preparing your Escape Room experience is simple. Just choose a minimum of two friends or family members to invite, 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 interactive ending.

BEFORE YOUR GUESTS ARRIVE

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

Visit talkingtables.com 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 PROPS around the room or in a designated corner, along with the PHOTOBOTH FRAME. for photo opportunities after playing (if players are lucky enough to escape!)

SETTING UP THE CLUES

1. Unpack the clues from the CLUES bag.
2. Slip the FORTUNE TELLER into a door hinge in the room, along with the Sudoku clue.
3. Take the ORIGAMI INSTRUCTIONS and one sheet of the square origami paper and slip them into separate pages of a magazine, don't put them in together.
4. Leave the magazine in the room somewhere, not hidden.
5. Place the SCRIPT anywhere in the room, not hidden. There is no clue to find this, it is there, in the bar.
6. Construct and hang the LANTERN anywhere in the room, not hidden. There is no clue to find this, it is there, in the bar.
7. If you have nowhere to hang the LANTERN, simply place it somewhere in the room.
8. Use an elastic band to roll the SCROLL OF PROTECTION.
9. Place the SCROLL OF PROTECTION anywhere in the room, again this does not need to be hidden. There is no clue to find this, it is there, in the bar.

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 Japanese or Escape Room themed music.

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

Set a timer on your phone or a loud alarm!

NOTES TO YOURSELF

You, the Host, are the bartender at the Evil Spirit bar, located inside the movie studio. 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.

As the bartender, you have a strange habit of repeating the last word of other people's sentences, for no apparent reason. You also tend to stare into people's eyes a few seconds too long before looking away. Demonstrate these character traits throughout the game!

When things take a turn for the mysterious and mythical, players find themselves locked in the bar before the premiere of the film begins. They are locked in with you, the bartender, and have one hour to escape.

WHEN YOUR GUESTS ARRIVE

- Welcome your guests and read out the INTRODUCTION PART 1 to the players in character as the bartender.
- Escort players to The Evil Spirit bar and offer them a drink. This is the room you are playing the game in.
- Read out the INTRODUCTION PART 2.
- Remind players they can and should make notes throughout the game to help them on their mission and let them know mobile phones 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. Ensure you have the appropriate type of paper for the ORIGAMI when you have run out of the paper provided.

CHECKLIST

ADVANCE PREPARATION

- Decide whom to invite (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.
- Encourage your guests to dress in Japanese inspired outfits to add to the theme of the game play.

FOOD AND DRINK

- We encourage you to offer players a drink on arrival in the Evil Spirit bar.
- 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.
- Decorate the room to fit the theme using the PROPS and any additional props you may have.
- Set up the clues as per the SETTING UP THE 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

CLUES TO THE CLUES

IF YOU GET STUCK, SHARE THE FOLLOWING WITH PLAYERS

INTRODUCTION PART 2 CLUE

The last nine lines form an acrostic.

SUDOKU

Which number is in the centre?

FORTUNE TELLER CLUE

A	7	N	20
B	8	O	21
C	9	P	22
D	10	Q	23
E	11	R	24
F	12	S	25
G	13	T	26
H	14	U	1
I	15	V	2
J	16	W	3
K	17	X	4
L	18	Y	5
M	19	Z	6

CLUES TO THE CLUES

IF YOU GET STUCK, SHARE THE FOLLOWING WITH PLAYERS

SCRIPT

The SCRIPT tells you where in the room to find a clue.

This clue is given in the number code in the FORTUNE TELLER.

ORIGAMI

What animal have you made?

What colour is this animal?

What drink is that colour?

LANTERN

Look into the LANTERN for an address.

Use the internet.

SCROLL

Solve the FARTHEST GIG anagram.

What is Hana's fear?

What is the theatrical term for GLOSSOPHOBIA?

ANSWERS TO THE CLUES

DO NOT READ ON UNLESS YOU WISH TO KNOW THE SOLUTIONS TO EACH CLUE

WELCOME TO THE EVIL SPIRIT

Read down the first letter of each line in the verse at the end. It reads **DOOR HINGE**, which is where you will find your first clue.

FORTUNE TELLER

If A = 7, then B = 8 and C = 9 and so on. Match the numbers to letters to give the answer:

I AM ME NO MORE

I AM TRANSFORMED

LOOK AT THE SIXTH LINE OF THE SCRIPT AND SEARCH FOR ANOTHER CLUE.

Code one is YOKAI

SCRIPT

Line six – flip through the pages of the **MAGAZINE** and you will find the **ORIGAMI INSTRUCTIONS** for how to fold the shape, plus the **ORIGAMI PAPER** to use.

ORIGAMI

A frog is green. Curacao is blue, Campari is red, and Midori is green.

Code two is MIDORI

SCROLL OF PROTECTION

Solve the anagram to reveal Hana's fear.

Code three is STAGE FRIGHT

LANTERN

Look closely at the **LANTERN** and you will find a URL code **escape.talkingtables.co.uk**. Type this code into the internet to load the escape page, where you must enter your three code words to see if you have successfully cracked the Kyoto-Makai Escape Room and been released!

THE END

