



ESCAPE THIS PODCAST

Game Master's Notes

The notes below are a guide for game masters. They contain all required information to run the specified room, including:

All room items

All puzzles and solutions

All correct (and some incorrect) player actions

Full room introduction and conclusion

Additional notes and tips

Do not read these notes if you intend to play the escape room; there are spoilers everywhere.

These notes are for people playing the rooms with friends, family, enemies or strangers.

These notes are not to be used to create recordings, videos, or other media featuring the escape room. If you want to use these notes to make something cool or creative, please send us an email at escapethispod@gmail.com to let us know.

These notes are free. If you paid money to obtain these notes voluntarily, thank you. If you were forced, someone was being very rude to you. I'm so sorry.

BAND FOR LIFE

Notes

Huge thanks to Mousetail, Tessa Lapointe, Jacob Finkle, Mark Colman, and [Unintelligible], our Patreon donors whose names were given to NPCs and a band this week!

Introduction

You knew getting your super-rich event manager uncle to give you this usher job would pay off one day. You knew it. You've sat through awards, conferences, school recitals, every boring thing the concert hall could possibly hold, but finally... it's a concert. The first international tour of legendary band Mousetail, and you get to stand at the edge of Aisle EE, view of the stage mostly unobstructed. You get through the usual part, leading people to their seats, giving suspicious looks at people who have brought outside food but not actually caring enough to confiscate, then you lean against your wall and wait.

The opening act comes and goes... but then the drummer and guitarist, Tessa Lapointe and Jacob Finkle, emerge from behind the curtain, arranging and preparing their instruments. Apparently they never trust crew and always do it themselves. This goes on for a while, the crowd screaming themselves silly, but you can't help noticing that the lead singer, Mark Colman, hasn't yet made an appearance. And he's meant to be the pickiest of the lot.

He's also the most prone to mood swings and temper tantrums of the lot. What if... no. He wouldn't disappoint a crowd of tens of thousands of fans, on his first international tour. Right? But in the pit of your stomach, you're beginning to feel worried. Tessa and Jacob up on stage are looking confused themselves, and it seems like they're making their warm-up stretch on longer than it should, in case Mark is running late. That's not a great sign.

And then you get a buzz on your walkie-talkie. "This is [Unintelligible]. Could you come backstage to the green room right away, please? Just you."

Well, that's ominous. But clearly something's wrong, so you obey. And... oh, wow, you're in Mousetail's green room. Oh my god, this is incredible.

The co-worker who buzzed you approaches. You don't actually know their name; you've only ever heard it through the walkie-talkie, so to you it's always [Unintelligible]. In their mumbly voice, they say, "You're a fan of these guys, right? You know them pretty well? Because the singer's missing and, as you can see, there's a big old mess in here. I'm worried something happened when I went to the bathroom. I was hoping you knew enough about him to figure out what it was, where he'll be. This gig is pretty important to the venue."

Not just to the venue - to your uncle. He's the event manager. If the event fails, people assume it was mismanaged. You promise to do everything you can to get Mark found and ready to go on stage ASAP. Grateful, [Unintelligible] leaves and takes your position at Aisle EE.

They weren't kidding. This green room is a mess. You've come through a door in the south wall, which if you return through, leads you to the big curtain that separates the stage from backstage. In front of you are a pair of tossed around sofas and a mini-fridge. Bottles are dropped on the floor. Near the east wall is a stand meant to hold warm-up instruments, but they're now on the floor, too. Against the north wall is a full costume rack, and attached to the west wall is a TV monitor. Strangely, there's a coffee table that seems deliberately undisturbed; it's got a large glass bowl of M&Ms on it, and it seems odd that it too hasn't been overturned. Besides that, the only things to see are the brick walls themselves.

No Mark. Not yet, at least.

Observable items

Audience: You push the edge of the curtain aside just enough that you can see out, not so much that anyone can see you. You can only get eyes on the far right edge of the audience, just a couple of the furthest out people in each row, but even that is a daunting number of spectators. You hope you can fix all this and find Mark so they're not disappointed.

Bottles: You circle the room picking up discarded bottles as you go. They're of a variety of different labels, similar sizes, and all empty to the last drop. You find six in all. **[Show bottles supplementary image.]**

Costumes: The costume rack has quite a selection of bright-coloured, elaborately sewn pieces of clothing and accessories. Mousetail is known for their fun costumes. You've heard there are some rules they follow to pick the right ones for every concert, but aren't quite so deep a fan that you've tried looking them up. People in the audience probably know. Hopefully by the time you get Mark back, he knows them well enough that he can get dressed quickly!

Curtain: The big, dark curtain completely separates you from the stage, and is even thick enough to drown out some of the screams of the audience on the other side. If you move to the right side of the curtain, there's a tiny spot where you might be able to poke your head out. Hey, what's that? There's a funny glint on the very edge of the curtain. You move towards it... it's a little bit of glitter, like someone glittery brushed past it and some stuck. And not only that, as you walk, you accidentally kick something: a small, empty bottle of glue.

Door: From the stage side, the door is plain except for the words "green room" printed on them. Helpful. On the other side, though, the side visible from inside the green room, there are some hooks (for clothes, maybe?) and a set list has been pinned up so everybody knows the order of play for the show. **[Show set list**

supplementary image.]

Fridge: The mini-fridge has some minor denting on the front and sides. Nothing fresh; this could have been done several concerts ago. Perhaps someone was angry about not being able to get it open. Not all that surprising, considering it has a 6-digit electronic combination lock holding it shut.

M&Ms: It's a modest sized bowl, and unlike so many things in the room, it doesn't look like this has been messed with too much. The M&Ms themselves appear normal, mostly... you can't quite put your finger on it... ah, that's it! Not all the colours you'd expect to see are in here. In fact, there are only four different colours: blue, green, orange and yellow. Maybe Mousetail is one of those groups with a funny clause in their contract about removing all the other coloured ones just to make sure the venue is actually reading carefully.

Monitor: It's mounted to the wall, it's not very big, and it's switched off. You check it out all over, but it looks like it needs a remote to turn it on.

Sofas: The sofas have been dragged around, flipped on their sides, just totally messed up. And there are spears sticking out of their cushions! What has Mark been doing back here? Oh, hang on. You get a closer look and realise, these aren't spears. They're... guitar necks. Cool ones – instead of just painted wood or whatever, these are made of a semi-transparent material – but they're still broken, pointy guitar necks. **[Show guitar necks supplementary image.]**

Walls: The walls are plain brick all around, none of the hundreds standing out in any particular way... oh, well, except this one in the middle of the right wall, which has some scratches on it. Kind of looks like a capital N. But it's probably nothing. Anyway, the only other thing going on with these walls is that a couple of posters have been hung up, promotional ones from some of Mousetail's recent national tours. Not as cool as tonight's big international debut, of course, but they still looked pretty cool. **[Show posters supplementary image.]**

Warm-up instruments: Hoo boy. The band - or maybe just Mark - has gone to town on these things. If the guitars were sitting nicely in stands, they'd be quite a sight: each one has a different coloured and shaped body, with transparent sections so you can see right through them in places. For warm-up guitars, they're fancy. But they have not been treated well. Not only are they very much not sitting nicely, but rather strewn across the floor, there's a reason you only noticed details about the bodies. Not one of these guitars has a neck. They've all been snapped off. **[Show guitar bodies supplementary image.]**

Actions

Audience - peeking out from behind curtain to look for an audience member with a glittery poster: You peek out as far as you dare. You can still only see a small fraction of the audience right in the outermost seats... but there is something. Only a few rows from the front, right near the end, is a young woman

holding up a homemade sign. There are glittery words on it; you can't see them all from here, but you see Mark's name. Also on it are several small circular objects that look recently glued on to make a big shape. Again, you can only see a small fraction, but it looks like part of a heart.

Audience - counting M&Ms visible on glittery poster: It takes a while to be sure because she keeps waving the poster around and ruining your count, but eventually you figure out that this piece of the heart is made of 3 blue, 2 green, 5 orange and 2 yellow M&Ms.

Bottles - looking at caps of the two bottles that have them: You take a look at these bottle caps. They actually have designs on them. The *Then & Now* one has a picture of a chicken, and a number 7 on the underside. The *Instagram's Best Voted Ale* has a picture of a sheep, and a number 6 on the underside... but when you try to put the cap back on the bottle, it doesn't quite screw in right.

Costumes - searching pockets: You pat down all the costumes and dig your hands into the pockets of all the ones that have them. Most are empty, but! What's this? In the pocket of one wild costume that you can only describe as sea captain meets parrot, you find four bottle caps. One has a picture of a cat on top and a number 3 on the underside, another has a horse and the number 2, then a duck and the number 5, and a deer with the number 0.

Costumes - dressing in green spiky wig, purple belt, and shoes that are one light blue and one yellow, as according to discarded outfit note, and going out on stage in it: Refer to conclusion!

Curtain - peeking out at the band to check their outfits: It's not a perfect angle for details, but from what you can make out, Tessa the drummer has a yellow wig, dark blue belt and red shoes. And Jacob the guitarist has all three - wig, belt and shoes - purple.

Fridge - unlocking it with code 736502 from bottles: The fridge unlocks! You swing its door open, and find absolutely no drinks inside. Well, fair enough, they've all been tossed around the room, haven't they? What you find instead is something that probably wasn't meant to go in here: a TV remote.

M&Ms - counting the ones in the bowl: You meticulously take out every M&M and sort them by colour. It's not that huge, thankfully. You count 19 blue, 19 yellow, 20 orange, and 33 green. Oh, hang on - right at the bottom of the pile, there's a faded grey one. It looks like it's been here forever. No way of knowing what colour it once was. Even one of the lines on the M on top has faded, so it doesn't look like an M anymore.

Monitor - switching it on with remote found in the fridge: You press a button on the remote, and the monitor switches right on! It must be connected to a camera at the front of the stage, because it's showing you a wide shot of the whole audience. Well, almost the whole audience; it doesn't quite reach the far edges at either side. But 99% of the audience can be seen from this screen. It's pretty

daunting. You're not surprised it was switched off and the remote hidden away.

Monitor - after switching on, looking on it for an audience member with a glittery poster: You get up close to the screen and search for glitter. Not all that many signs being held up by the audience tonight, so you don't have to look at too many individuals. And of those few, glitter does not seem a popular choice... there! At the far right! It's slightly cut off by the monitor, but there's a young woman with a sign that says MARRY ME in sticky glitter. Additionally, there are little, colourful, round things glued onto it to form a shape. Even though the side is cut off from view, it's clearly a big heart.

Monitor - counting visible M&Ms on poster: Most of the heart shape is cut off by the edge of the monitor, but what little you can see is made of 3 blue, 2 green, and 3 orange M&Ms.

Walls - examining the brick 12 left and 7 down from the N brick, as guided by the M&M directions: You count the bricks carefully. They all look identical so it's easy to lose your place, but at last you're quite sure you've done it correctly. This brick still looks the same as any other... all the same, you poke and prod at it. And when you do, a little bit of the grout around it comes loose. This brick has been removed. Quickly, you use everything you've got to help pry it out, and sure enough, it pulls away from the wall and reveals a hole. Inside it are two pieces of paper, one folded, one scrunched. The folded is closer so you reach for that one first. It's a short note. "I'm alone back here. A girl managed to sneak in after Tessa and Jacob went on stage. She had this sign, and said she wanted me to read it but it wasn't ready yet. She sat down and started gluing and colouring. It was pretty weird. But while she was doing it, and I was watching, I realised something. For once, I'm glad security didn't do their job, because that girl showed me what I really want. All these years, I've been an artist. But I haven't really been an artist. Not the kind I dreamed of being. I loved gluing and colouring at school, and I still love it now. I can't wait another second. Goodbye, Mousetail. I'll trash the place so you don't miss me as much. I won't be needing this anymore." You're numb as you read it. He's gone? Quitting music? But he can't. So many people - so many fans, not to mention your uncle and all the venue staff - are counting on this concert. You are freaking out. And then you look at the scrunched-up piece of paper. **[Show scrunched note supplementary image.]**

Warm-up instruments - hanging over the set list two guitar bodies and necks that perfectly fit the indents and hooks on the door: You first take the two necks and hang them on the hooks. They slide on perfectly, hanging down over the top of the set list. Then you hold up the bodies so they overlay the little bits of pattern. They sort of sit on top of each other, but you can still see through the transparent sections. And it looks like the colours of the instrument bits are highlighting some of the words on the set list more than others. Strange... **[Show coloured set list supplementary image.]**

Conclusion

Heart pounding, head sweating beneath your wig, you push past the curtain and step onto the stage. A rippling wave of shrieks goes up from the crowd, a Doppler effect of screaming, and Tessa and Jacob turn to see you.

They stare - well, you think they do. They're now also wearing sunglasses, so it's hard to tell. Your heart thuds in your chest. They know. They must know.

But they give you a greeting nod and turn back to the crowd. Numb, you walk forward as well, towards the main microphone stand. The crowd noise is deafening; you wish you'd found some earplugs to go with this outfit.

You clear your throat. Behind you, the others play the opening beat and chords of the first song of their opening set. You know it, right? Well, you hope you remember all the words. And you hope you can put on Mark's distinctive voice. Because if not, those tens of thousands of people watching you might not stay as happy as they are now. No pressure.

You open your mouth...

GM's explanation

The two places to start are both contained in the mess: the discarded bottles and the smashed up instruments. The instruments are a bit easier, so let's go there - your first step is to collect all the snapped necks and bodies of guitars. You can't easily match them together, but it is good to know that they have distinct, unique shapes. On the back of the door, you'll notice two differently-shaped hooks hanging above the set list, and two differently-shaped markings on the bottom of the set list's paper. If you match these hooks to guitar necks and the markings to guitar bodies, you'll be able to position two guitars in just the right way that their semi-transparent colouring highlights certain words on the set list: Bright, Yup, Odown, Gleft. Some of these words are more real than others. Keep note of them for now.

Around the room you'll have found a few empty bottles, most of which are missing their caps. If you search the costumes' pockets, that's where you'll find those caps, which is good, because you'll need them. Hidden in these is a numerical code to unlocking the fridge. Makes sense, right? Bottles, fridge? So, every bottle cap has a picture of an animal and a number. Every bottle label has a name and a ranking. Perhaps obviously, the rankings will be the order you input the cap numbers into the lock, but how do you know which cap goes with which bottle? The answer to that is in the pictures and the names. For instance, that sheep? Well, it's actually a ewe. And 'ewe' is hidden inside the word 'Brewer' in one of the beer names. All the animals go by either their male or female names, so that's a bit of trivia for you to revise, but once you've matched all the caps you'll get the code 736502. Note that if a bottle already had a cap, it may not have been correct.

Once you've got the fridge unlocked, you can access the treasure inside: a TV remote so you can switch on the backstage monitor and see the audience. The

image is a little cut off at the peripherals, but that's okay, right? You don't need to see anyone at the far edges of the audience... unless you do. If you explored the curtain area, you would have noticed a discarded glue gun and a smattering of glitter, as if a very artsy person has been sneaking around back here. In fact, that's exactly what happened: an audience member crept up around the curtain, into the green room. If you look in the crowd for a glittery poster, you can see one - if you're peeking from the curtain, you can just see the right edge of her poster, but if you look on the monitor, you can see the left. It looks like she glued M&Ms to her poster board... stolen from the green room?

This will be relevant, I swear. Remember those mysterious words on the set list? They're actually directions. Notice how each one is almost right, up, down and left, and the single letters in front of them represent M&M colours. So, "Bright" is actually telling you that blue M&Ms represent right. Yellow represent up, orange ones are down, and green ones are left. Starting from the brick in the wall marked with an N, you need to move up by however many yellow M&Ms there are, right by how many blues there are, left by how many greens there are, and down by how many orange ones there are. Don't forget to include the ones our special audience member stole!

If you move correctly, you'll find a brick that can be dislodged, and behind it, a note explaining where the singer has gone and why he's not coming back. Uh oh. You need to keep this concert alive. There's only one way to do it: dress up as him and go out on stage yourself. But which elaborate costume is his? He left in the brick hole his notes containing his rules for coming up with the perfect outfit, rules that every die-hard fan knows and will notice if they're not followed.

Basically, all you have to worry about are the shoes, the belt, and the wig. The shoes need to match what the band members' shoes looked like last year: so, the drummer wore light blue and the guitarist wore yellow, so this year the singer needs one light blue and one yellow. For the wig, it's the singer's turn to have green, spiky hair (the only colour and style he hasn't worn in either poster). For the belt, you'll need to check out what the band members are wearing tonight, to make sure you match them in some way. The drummer has a yellow wig tonight, so they're fine, but the guitarist is wearing all purple, so you need something purple as well. Might as well be the wig.

Using these rules, craft the perfect outfit, and get on out there! You know all the words. You'll be fine.