



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, someone was being very rude to you. I'm so sorry.

THE ASSASSINATION

Notes

There's one major word of warning with this escape room: technically, it's *not* an escape room. You aren't going to be locked in. You can walk out at any time. But with this freedom comes a heavy burden: you still have specific goals, and you should not leave until you are certain you have achieved them all. Knowing the right time may prove tricky.

Introduction

It's the most important party of the year. Distinguished guests, people of real influence and power, have come from all over the world. None is more eminent than Martin Bauer, a diplomat who has radical ideas and isn't afraid to make them known. Consequently, he's got some equally influential and powerful enemies.

That's where you come in. Your employers have received intelligence that an attempt is going to be made on Bauer's life at this party tonight, and it's your job to prevent that happening at all costs. The problem is, your information is patchy. There's a lot you don't know.

You do know that the assassin hired to do the deed is going by the name Nikola Roskov. They must be in the hall with the other guests, but everyone was patted down before they entered, so he or she mustn't have any weapons on his or her person. What that means is Roskov probably staked out the place earlier and planted something. A bomb? A knife? You don't know. But whatever it is, it must be in the cloakroom, the only place where something could be hidden.

The cloakroom attendant has left, off duty until the end of the party, so it's not hard for you to slip inside. The first thing you see is the two coat racks, one to your left and one to your right, stretching down the entire length of the room. The far wall opposite you is covered in a thick, velvet curtain, and sitting in front of it is a hefty safe. To your right is a collection of bags and suitcases checked in by guests, five in total. Also to your right is a table with a box on it, which contains tags that are attached to the coats and things for identification. To your left is a bin, a hat stand, and a box of unused clothes hangers. Looking up, you see two windows: on the right wall is one that leads straight outside, and on the left is one that leads into the kitchen storeroom. You happen to know that the kitchen storeroom contains a fridge, freezer and cupboard all along the back wall, a small sink in one corner, and a long 'window' for passing food from the storeroom to the main kitchen. Next to this window is a button panel. There's a door between the storeroom and the kitchen, obviously, but the kitchen will be crawling with staff, so you should consider that door off-limits.

You have your instructions – do not let Roskov murder Bauer. But that's not all. If the attempt fails tonight, your employers are certain Roskov will try again, so you also need to prevent their escape, *and* get them arrested.

How are you going to prevent the assassination but still get the assassin arrested for assassination?

That's a very good question.

Observable items

In the cloakroom

Bags – There are plenty of interesting belongings inside, but you're far too honourable to take anything. That's not why you're here. Something that catches your eye is that each bag has a business card-looking thing sitting on top of everything else inside, typed in the same font. The stationery is marked with the logo of the party hosts and seems to be from a raffle or competition of some sort. You grab the five cards and put them in some sort of order:

Work with other guests to solve this puzzle and win our dinner prize! Clue one: I have 500 jewels in my collection.

Clue two: I have twice as many rubies as sapphires.

Clue three: I have twice as many sapphires as opals.

Clue four: I have three quarters as many emeralds as rubies.

How many sapphires are in my collection?

Bin – It's almost empty, just a couple of lolly wrappers and such, things the coat checking person probably threw away before they went off duty. Among them, you spot a note – it says, *Alvie, please make sure the coats don't have any food hidden in them.*

Coat rack 1 – This coat rack only has five coats on it, unlike the other one, which is rather full. Each coat has a tag attached to it for identification, but it looks like the coat checking person was having a bit of fun with it. Instead of numbers, each tag has a small, written description.

Professor Watkins. So up himself.

Alice Ludvick. Big scar, rotund, chatty.

Doctor Mirov. Squabbles with everyone.

Martin Bauer. Am enchanted by his nice eyes.

Leo Sharif. Standoffish, but gets nicer over time.

Coat rack 2 – This rack is stuffed with coats, possibly dozens of them. Nothing about them really catches your eye, but as you riffle through the pockets, you find something in the pocket of one: a receipt, signed by N. Roskov. The coat is tiny – the tag says it's an extra small. Not what you would've pictured for a scary assassin.

Curtain – It's big and ruffly, and it has a pattern that looks like letters. On the left are the letters A and B, one on top of the other, and on the right are a P and Q, one on top of the other.

Hangers – You rummage through the metal for a while, and you spot a flash of colour. Down the bottom of the box are four hangers with wires coiled around them, one red, one blue, one purple and one white.

Hat stand – Most of the hats here are very fancy and fashionable, but you notice a terrible faux pas on four of them: price tags stuck to the rims! One cost a whopping \$441, another \$533, another \$625, and the last... oh. The last one just has a dollar sign, but no numbers.

Safe 1 – Locked with a 3-digit combination lock.

Safe 2 – Locked with a 3-digit combination lock.

Safe 3 – Locked with a 3-digit combination lock.

Tag bowl – Most of the tags have numbers on them, but you locate three that don't. Instead, they have what look like directions.

North 2, west 1, south 1, east 1.

North 2, west 1, south 2, east 1.

West 1, east 1, north 1, west 1, east 1, north 1, west 1.

Window to kitchen – You could probably fit through it, but it's much too high up to reach, and it looks locked.

Window to outside – It's big enough that you could easily jump through it, but it's much too high up to reach, and you're not an expert climber. It's slightly ajar, so definitely not locked.

In the kitchen

Buttons – There are two buttons labelled 'go' and 'stop', but they don't seem to be working. Next to them is a small panel, and as you swing it open you see some wires – or rather, one wire, and four spots where wires should be but aren't. The spots are labelled 18/6, 4/1, 15/3, 18/3, and 12/2. The one wire that's in there, a silver one, is in the spot labelled 12/2.

Conveyor window – This is a very short but wide window that looks into the main kitchen, but 'looking' isn't what it's for. You can stick your hand through it and reach onto what seems to be a food conveyor belt. You guess it's for quickly getting food from the freezers back here into the kitchen, if for some reason the door wasn't good enough. There's a whole collection of meals sitting on the conveyor belt, but they're just out of reach. The chefs in the kitchen don't seem to be paying them any attention for now. Just to clarify, basically, there are several trays of food. For example, one tray has steak. But it isn't just one meal per tray; it's lots of little samples to be distributed around the room.

Cupboard – Inside is a chef's uniform, clean and unused. It's rather small. If you check the tag, you'll see it's a size extra small.

Fridge and freezer – Taped to the front is a piece of paper. It's a list of allergies of the guests for tonight. Most of them are normal – allergic to peanuts, gets hives – but you see Martin Bauer's name on the list. “Mustard. Falls unconscious, but not life-threatening. Call ambulance to be safe.”

Inside the fridge and freezer is a huge collection of every food you can imagine, some you can't even name. There's also a scrunched up piece of paper at the back. It says:

GDHZDK
XCIWTSDDG
DJIIWTLXCSDL

Sink – Sitting right next to the tap, out in the open, is a small silver key.

Actions

Buttons – putting the wires in place (18/6 red, 4/1 blue, 15/3 white and 18/3 purple): Next to the panel, the buttons light up! They look like they'll be working now.

Buttons – pressing 'go' once the wires are in place: The conveyor belt starts moving, the ready meals inching towards you. Still, the chefs notice nothing. They're absorbed in their work. Eventually the meals reach you. You can get your hands through the window to grab it if you want.

Conveyor – examining the ramen: The ingredients haven't actually all been mixed yet. There are little bowls of broth, a big bowl containing sliced vegetables to be shared amongst the broths, a big bowl of sliced meat, and another bowl containing noodles. The broth, meat and noodles look fine, but the vegetables are coated in... something. Some slimy-looking substance. You don't trust it at all.

Curtain – pulling it aside: It's heavy, but it moves... and reveals a safe in the back wall. They have a secret back-up safe! This one must contain way more important stuff than the one sitting out in the open.

Safe 1 – inputting code 717 from the hat stand: It opens, and inside you find an extendable stepladder.

Safe 1 – pushing it to one side: It's heavy, and grinds against the floor a bit, but it moves. Underneath, you see something very surprising: another safe! Hidden under the first one! What a great hiding spot. This one must contain something very interesting.

Safe 2 – inputting code 100 from the bags: You open the safe, expectations high, and you find a small silver key.

Safe 3 – inputting code 903 from the tag bowl: It opens, but inside you don't see any valuables. What you do see is far more interesting: two empty vials. If you're not mistaken, they have a faint odour of a common poison.

Window to kitchen – unlocking it and using step ladder to climb through: You launch yourself through the window and drop out the other side. Somehow, the window seems lower on this side; you don't need the ladder to get back through.

Note that these are NOT the only actions that must be taken to complete this room. These are just the ones that lead to further clues. All other necessary actions can just have 'okay' as a response.

Conclusion

[If the players have done any of the following: locked the window to the kitchen, failed to replace poison with mustard, removed the chef's uniform, failed to lock the window to outside, and failed to plant poison vials in either the chef uniform or Roskov's coat...]

You think over your plan. You try to put yourself in Roskov's shoes, to imagine exactly how they thinks this assassination is going to happen. Have you done enough to make sure they don't do it, and don't get away? Are you *sure*? There may be something you're overlooking.

[If the players have locked only the window to the outside (preventing Roskov's escape), replaced poison with mustard (making Bauer sick but not dying), and put vials for poison in Roskov's clothes (to ensure Roskov's arrest)...]

You slip back into the party, unnoticed. Mere minutes later, another guest quietly approaches the entrance to the cloakroom and goes inside. Nobody sees but you. You wait with baited breath, unable to see what's going on in there, and then suddenly all the chefs burst from the kitchen, plates of food in their hands. One chef, smaller than all the others, is carrying a bowl of ramen straight towards Martin Bauer, who looks delighted. He takes the bowl, and takes a single mouthful. The chef scurries back into the kitchen as Bauer begins to turn green.

Bauer collapses, and those around him scream. People are yelling for someone to call an ambulance, for security to lock the doors so nobody can get out – some are even shouting, “Who gave him that food?” The other chefs, the real ones, storm the kitchen. They must spot Roskov leaping from the storeroom to the cloakroom because moments later, they rush back out and go through the cloakroom door. With the window to the outside locked fast, Roskov has nowhere to run. The chefs emerge, frog-marching Roskov, who is now wearing their own coat over the chef's disguise. Other guests surround the group and start patting down Roskov's pockets – where they find the evidence of the poison.

Roskov is done. Police will be here at any moment, as will an ambulance for Martin Bauer, who is sure to make a full recovery. Your employers will be very pleased.

GM's explanation

So, there are three goals for players of this room, and none of them is 'escape'. Stop the assassination, stop the assassin escaping, get the assassin arrested. There are loads of things to look at in this cloakroom, so let's try to go through this methodically...

First, there's a locked safe (Safe 1). And actually, if players move it aside (let them know it's heavy, but definitely mobile), they'll find another safe (Safe 3). And behind the velvet curtain is another safe (Safe 2)! All of them are locked with three-digit combinations. Repetitive, I know. So, let's look around the room and see if we can unlock them.

Let's start with the hat stand. Some of the hats have price tags on them (gasp), which are actually a number pattern. 441 – 533 – 625 – ? This can be solved either by seeing that it's just adding 92 each time, or looking at each digit individually (first digit goes up by 1, second digit goes down 1, third goes up 2). Either way they'll get an answer of 717, which opens Safe 1, revealing a stepladder. This will help them get into the kitchen storeroom, except the window to it is locked. So we need a key.

For that, we should go to the bags and suitcases. There are five of them, each with a little card talking about jewels from the people in charge of this big party. It's kind of like a force-your-guests-to-socialise game, a puzzle where everyone receives a different clue and has to work together to figure out the answer. Luckily, players have all the clues at their disposal, and can use a bit of algebra or trial and error to figure out the answer is 100. This is the code for Safe 2, which contains the key for the window to the kitchen.

Before we head to the kitchen, though, there's still a lot we can do in the cloakroom. For instance, we haven't looked at the box of coat hangers. In it, players will find four coloured wires coiled around some hangers, to be used later.

Also remaining is the bin, which contains a small message to Alvie the coat checker, referencing 'food in the coats'. When players look at the coats, one rack is useless except letting them know that Roskov is a size extra small, while the other rack has five coats with unique descriptions written on the tags. Hidden in the letters of these descriptions are types of food – for instance, the first description says, “So up himself.” Stick the first two words together, and bam, we have 'soup'! Following this, players can find the hidden words 'carrot', 'squab', 'ramen' and 'fish'. The important one is ramen, as this is written next to the name Martin Bauer, the attempted assassination victim.

Finally, there's the bowl of tags. Most tags have numbers written on them, but three have what appear to be compass directions. If players draw out these directions, they'll find they're drawing out numbers. Specifically, the numbers 903, which is the code for Safe 3. Inside this safe, players will find two empty vials of poison – meaning Roskov has already poisoned something. Probably some ramen, Martin Bauer's favourite food. On the plus side, they know which coat is Roskov's, so they can put one of the vials in a pocket as part of the evidence against him.

Now, to the kitchen! Because the floors are uneven, players don't need to bring the stepladder with them. They can now move freely between rooms.

First, on the sink they'll find a key out in the open. It's similar to the one that opened the kitchen window, which makes sense, because it's the key for the other window. Good, because the other window is currently unlocked and could be an escape route for Roskov. They'll want to lock it. First goal, stopping him getting away, is achieved!

To confirm that this is Roskov's intended escape, the freezer contains a coded note. The curtain in the other room actually tells you how to decipher it: A=P, B=Q, and so on. The note confirms that Roskov is coming in the door and going out the window.

Near the 'window' that leads to the food conveyor belt in the kitchen (I'm so sorry, I have no better way to describe this. It's... sort of like the clear plastic opening to a tissue box, but thicker. And as for the conveyor belt, just think the game *Overcooked*), there are buttons to activate the belt, but their connecting wires are missing! Good thing players found some wires. There's a number code to figure out which coloured wire fits where, with an example wire as a hint: a silver wire sits in the spot marked 12/2. This is simple division, giving an answer of 6, which is the number of letters in 'silver'. Once the buttons are working, players can make the conveyor belt move, bringing trays of food within their reach. There is indeed a tray of ramen, and it looks suspiciously like it's been tampered with. Players must dispose of the poisoned elements to stop Bauer's murder.

Great! That's two out of three goals achieved. But at the moment, there's no crime to arrest Roskov for. Lucky for the players, on the fridge is a note detailing the allergies of various guests at this party. One of them is for Martin Bauer, describing his non-fatal-but-still-

terrifying reaction to mustard. If players mix some mustard (conveniently found inside the fridge) into the ramen, it will look like he's been murdered.

Oh, and in the cupboard, there's a size extra-small chef's uniform. Roskov is going to wear it as a disguise to make sure one of the poisoned ramen bowls gets to Bauer. Better put the second empty poison vial inside its pocket, just to be safe.

Now, players have gotten rid of the poison, placed mustard in the ramen, locked the window to the alley outside, and placed incriminating evidence in Roskov's clothes. As long as they don't lock the window between the cloakroom and the kitchen (which Roskov still must use for this to happen properly), everything will go perfectly to plan!