

Room 407

Introduction

On holiday in the UK, you find an escape room advertised which is not far from your hotel. The website is a bit shoddy, it has annoying little animations and the link to the About section is broken. But an escape room is always a good way to spend an afternoon! So you book and turn up at the right time to a nondescript door in a street of shops and houses. You ring the doorbell. A buzzer sounds and the door makes a loud click.

Tentatively, hoping you have the right address, you push open the door and enter a dark hallway. The door shuts behind you. The hallway is lit by a single dusty bulb. There's a door to your right with a 'No entry' sign and an impressive large padlock that almost makes the sign redundant. In front of you is a door made up to look like a hotel door, in that it has the number 407 on it. There is a Yale lock but if you look closer it's just painted on.

Speakers crackle and you hear a female voice – she's obviously reading a script and sounds more than a little bored. Not to be deterred, and after all you've already paid, you listen as she sets the scene and reads the rules.

“My name is Chelsea and I'll be your game master today. Behind the door in front of you is a hotel room. The guest staying there has disappeared and you've been called in to find out what may have happened to them. The owners have given you sixty minutes in the room. You do not need to damage anything and there's a fire exit that is just a fire exit, it's to comply with fire regulations and you can ignore, it's not part of the game. I'll be watching you on monitors and if you need any hints or help, just ask. Your time starts as soon as you enter the room.”

Well, with your expectations thoroughly lowered, what would you like to do?

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Rooms

Hallway

A high narrow hallway dimly lit by a single dusty bulb. There is a door to your right which has a 'No Entry' sign and an impressive padlock. In front of you is a door made up to look like a hotel door, in that it has a number on it. There is a Yale lock but if you look closer it is just painted on.

After Chelsea leaves: The hallway is still dingy but you notice something has changed. The impressive padlock on the door with the no entry sign has changed. It is now a simple padlock with number dials.

Hotel Room

You are in a budget hotel room. The room is brightly lit with a fluorescent tube on the ceiling and on the floor is a worn light grey carpet. The walls are a non-descript magnolia with a print on the wall opposite to you trying to brighten up the room. You have entered through the door in the left corner of the room and in front of you is a single bed with a pillow and duvet, with its head against the left wall and jutting out into the middle of the room. If you looked from above the room would look like a U shape to walk around the bed. Beside it, on the far side from you, is a small set of drawers with a lamp on top. Opposite the foot of the bed against the right wall is a dressing table which is just a plain table with no drawers, and a free-standing mirror on top, and a stool pushed underneath. Beside it, on the side nearest you, is a safe for a guest to lock away their valuables. On the other side of the dressing table, in the opposite corner of the room to where you are standing, is a white door. Beside the bed on the floor is a closed suitcase.

As you step into the room, you move away from the hotel door and it clicks closed behind you. You notice a digital number pad on the back of the door lights up, waiting for a code – that must be your way out once you've solved the mystery of who the guest is.

After all, you know you're never *really* locked in in an escape room. **Note:** Start timer now.

After Chelsea leaves: You go back into the hotel room and it's now in darkness. The a faint glow from the bedside lamp that you can see isn't plugged into the wall. The shade on it gives an odd green glow to the room, but at least you can see enough not to trip over anything.

Bathroom

It's a very white bathroom, lit by a harsh fluorescent light on the ceiling. The walls are tiled, the floor is cheap linoleum. There's a toilet in front of you, beside it to your right a basin and further to your right in the corner is a glass shower cubicle. Thankfully, they all look very clean. Next to the shower cubicle is the fire exit Chelsea mentioned, a door set flush in the wall convincingly painted to match the white tiled walls but with a lit regulation green 'Fire Exit' light above it shattering the illusion.

The first time you enter the bathroom: You hear the speakers crackle again.

Chelsea (dramatically): "Ugh, I am soooooo booooooored. I've had enough of this. I'm not paid enough to watch you and press buttons. I'm off!"

You hear a clattering noise, and a bang like a door, then suddenly you're plunged into darkness. The fluorescent light in the bathroom has gone off, and so has the one in the hotel room. The fire exit sign is lit giving you a faint eerie green glow in the bathroom, just enough to see what you're doing. Has Chelsea gone and left you in here? What are you going to do now?

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Control Room

The room is very dark and narrow, with no lights or windows, and you're sure the walls are painted black as well. Against the opposite wall is a desk on which is sitting a computer with two large screens, a keyboard and a mouse. The screens are on and creating a glow which is spreading up the wall to a shelf above the computer. There is a comfy office chair in front of the desk. This looks like the control room for the original game but Chelsea is not there.

Sitting Room (Conclusion)

It's softly lit with two upright lamps, wood panels across the walls and a plush dark blue carpet on the floor. There's a couple of large bookcases on the wall opposite you and in the middle of the room are two leather sofas facing each other with a low table between them. Most surprisingly, sitting on the sofa is a woman, who clicks a stopwatch in her hand and beckons for you to sit opposite her, smiling warmly.

Chelsea (no longer bored!): Congratulations! You solved the game in XXX minutes! So, who was our guest in the hotel? **Answer:** A jewel thief.

(If given the opportunity, Chelsea will gleefully reveal that one of the bookcases swings open and connects to the control room – and that's how she got out and changed the lock)

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Items

Hallway

External door – **Note:** If the player chooses to try to leave before going into the hotel room, they can and they find themselves on the street, however if they try to walk away, they always keep coming up to that door (this is in for my lovely but pedantic playtester!)

After Chelsea leaves: This door is now locked with no visible way to unlock it.

Impressive padlock – This is a large and ornate lock which needs a large key. **Note:** this lock will never be opened.

Simple lock (which replaces impressive lock) – It is a three dial number lock. **See Actions.**

Hotel Room

Hotel door

Outside: It has the metal numbers 407 and a Yale lock painted on.

Inside: It is just a plain white door. There is a lit digital number pad above the handle.

Digital number pad – An unusually large digital number pad protruding from the wall with a lit green display screen which might take 3 or 4 numbers maybe, and buttons in 4 rows, 0 to 9 with a * and a # symbol.

Note: Random combinations will not work.

Note: If hint needed or if searched thoroughly, the players notice a panel on the side that looks like it might take batteries.

After Chelsea leaves: The number pad's display screen is no longer lit.

After power to lights restored: Even though the power's on, the digital number pad hasn't lit up again.

Print – An overly cheerful picture of the sun rising over a green field and the words *Rise and Shine* in an arc above it. It's slightly crooked. **Search:** Find a playing card (8 clubs).

Bed – A neatly-made single bed with a pillow and a plain white duvet. **Search:** Under pillow, find a playing card (4 clubs)

Drawers – A small set of three drawers. The middle and bottom ones open. The top drawer has a small circular hole where the handle should be. **Note:** Hole is too small for fingers. **See Actions.**

Stool – A rickety stool. You would be unwise to try standing on it.

Lamp – A small lamp with a pale green lampshade. There is something poking out underneath the base.

Search: Find a playing card (2 clubs). **If needed, the lamp is not plugged into the wall. Search inside:** Find batteries (which also turns off the light)

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Mirror – A free-standing mirror and it is tilted at an odd angle. **Search:** Find a crumpled playing card (6 hearts – with a fish drawn on the back).

Safe – A small hotel safe with a digital lock. The display has three spaces and underneath is a number pad 1 to 9. **See Actions.**

Suitcase – The suitcase is closed and needs a key to be opened. **See Actions.**

Metal object - It is the same shape as the other drawer handles. **See Actions.**

Bible – A King James' bible.

If asked for Genesis Ch4 V24: "If Cain is avenged seven times, then Lamech seventy-seven times."

Keycard – a hotel keycard. **See Action.**

Scribbled note – It says "In darkness there is light".

Batteries – Two normal AAA batteries. **Note:** for the digital number pad.

Necklace – A very beautiful necklace. It looks expensive.

Hand-written list – The list is of local addresses of posh sounding houses. A couple of them have been crossed off the list.

Black balaclava – A black balaclava.

Bathroom

Bathroom door –

Hotel room side: As this is a hotel room, this is presumably the door to the bathroom. The handle is silver and chunky, with a large panel with a horizontal slot on it. The door is locked – let's hope the hotel guest never needs to use it in a hurry! **See Actions.**

Bathroom side: On the back of the bathroom door is a white bathrobe. **Note:** Seen if door is searched or closed.

Bathrobe – You search it and in the pocket is a small key.

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Small key – a small metal key. **Note:** for the suitcase.

Toilet – It's just a normal toilet. **Note:** There is no water in the toilet. **Search:** *You lift the lid of the cistern and find a bag of army medals wrapped in plastic.*

Basin – A white basin with a hot and cold tap. **Note:** The water does not work. There is no plug.

Shower cubicle – A square of cheap Perspex with a shower head above and a drain in the floor. The control of the shower is metal and there's a sign pinned to it with a surprisingly large green magnet which says "Out of order".

Large magnet – A very large green circular magnet.

Fire exit door – You can see the outline of a door but it is lying flush against the wall, painted like the surrounding tiles to almost blend in. The gap around the door is too small to get your fingers in to prize it open. **See Actions.**

A bag of army medals – Several army medals which look old and valuable.

Control Room

Computer – On the screen is just a window which says: Enter password. **See Actions.**

If try to remove them: The monitors are bolted to the desk and when you look underneath the base unit is locked into a cage and unmoveable. *The keyboard and mouse could be unplugged, but they'll need to be plugged back in to use the computer.* **Note:** All the computer equipment is wired – none of them contain batteries.

Office chair – It's a normal office chair.

Shelf above computer – On the shelf is a plant with long feathery leaves. Beside it is a manual on how to use a computer. On the right is a humorous card that says, "To err is human but to foul things up completely takes a computer".

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Actions

Hallway

Turn number lock to 407 – The padlock pops open and you can open the door. You cautiously push the door open and see a room that looks like a sitting room. **See room description**

Hotel Room

Enter 2 4 8 into safe – The safe beeps and the door pops open. **Search:** Find a metal object and a necklace.

Note: make the opportunity for the speakers to crackle and bored Chelsea to say (bored), “Haha a red herring!” to remind the player she is there.

Insert metal object into top drawer – It can be pulled open. **Search:** Find a bible, a keycard and a hand-written list.

Use keycard bathroom door – You slide the keycard into the slot. It makes a clicking noise, but nothing happens, the handle won’t move. You take it out, give it a rub and try again. Still nothing. It seems like the right thing to do. You try again and this time as well as the handle mechanism clicking, there is a crackle over the radio.

Chelsea (bored): “Hmm? Oh, I shut my eyes for a moment. I’m meant to press this button.”

You try the handle and this time you can push the door open to reveal a bathroom. **See room description.**

Use key on suitcase – it opens. Inside is a scribbled note which says, “In darkness there is light” and a black balaclava.

Insert batteries into digital lock – The display screen lights up.

Enter 539 into digital lock – The lock beeps cheerfully and you hear a click. The door can now be opened.

Bathroom

Use magnet on fire door – You place the large magnet where a door handle would go and you feel it pull on something inside the door. The door pulls open to reveal another room. **See room description.**

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Control Room

Type FURNITURE into the computer – The Enter Password box is replaced with a small window with two circles on the left screen. Above one is Turn On Lights and the other is Turn On Cameras.

Turn on lights: Behind you, you see the fluorescent light flicker on in the bathroom.

Turn on cameras: The right screen fills with four images, three of the hotel room from different angles and one of the bathroom. You are relieved to see no-one is in there with you – although where is Chelsea?

If turn on cameras with the lights on: One of the cameras in the bathroom looks much darker than the others.

If turn on cameras with the lights off: On one of the cameras in the bathroom you see something written on the tiled wall in illuminous paint: OTGENCH4V24

Game Master Notes

How to open the safe – Find the clubs playing cards. Use the painting clue of ‘Rise and shine’ to put in ascending order. 6 hearts is a red herring (ugh!).

Alternative solution to drawers – pull out the middle drawer fully, put hand in palm upwards and slide top drawer out.

How to unlock the computer – On the shelf is a fern, a manual about IT and the poster to err = fern-it-err = furniture.

How to unlock digital lock – The verse refers to 7 times 77 = 539. *This is a tricky one – feel free to help players or allow them to use a calculator! Alternative if needed: solution can be 777.*