

Escape the Mandatory office team building,
A two player escape room

Game master's notes

This is a two player room, where players will be given private information which they will find a way to communicate somehow. In rooms 1,2,4 and 6 the characters will not be able to hear each other. Explain to the players that they can't simply read out the code, they are given in secret. If they (accidentally) do read their code out loud tell the listener to ignore this.

Room Overview

Intro

1 Calibration testing

2 Number blocks

3 Lever,

4 Moving objects via pneumatic tube Living room bath room (double doors

5 Completely dark, audio only

6 scales

Outro

Rules

No breaking

Don't say your code

Intro

Your boss has had enough, the two of you are terrible, and he has send you on a teambuilding course.

You can't always hear/ see each other

Don't take stuff between rooms, 'we have had some incidents with that in the past'

1 Calibration testing

After the separation you both find yourself in a sparsely decorated room. In A large glass window reveals that your partner is on the other side. It must be pretty thick glass because you can't really hear anything they are doing.

Across the room is a sturdy looking metal door with a keypad to the side, two red light burn
To the right of the plain of glass hang a metal plaque

On Bill's side it reads "The code is 2462"

On Danny's side it reads "The code is 18181"

Entering the code on your side does nothing

Entering the code of the other side, will turn your light green, When both lights are turned on the doors open into the next room

2 Number blocks

Once both of you have passed through the door, they fall shut behind you. You are separated once more, and this time there isn't even an window.

Just a pair of small metal shutters, currently closed. One of them has an window sill protruding out.

On the door closest to you, there is a metal plate , about an inch or so above the floor,
On the other side of the room you once again find a door with a metallic keypad similar to the one you just passed through. Above it sits another metallic plaque

Danny: In front of the door, scattered lay nine wooden cubes (numbered 1 through 9

Danny”the plaque on your side reads “The code is 9999”

Bill Your room has a similar lay out except there appear to be only eight cubes (numbered 2 through 9)

Bill your plaque reads “The code is 1234”

Standing upon the metallic plate, will lift up The shudder, will lift on both sides, thick glass in between. Stepping of the plate will lower the shudders once again.

Entering the code on your side does nothing

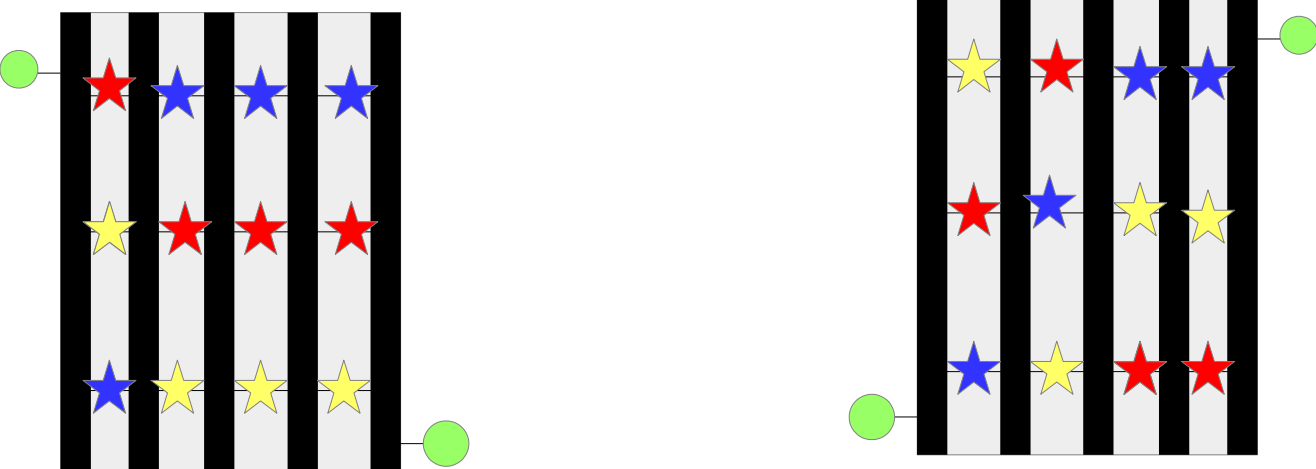
Entering the code of the other side, will turn your light green, When both lights are turned on the doors open into the next room

3 Leaver,

Unlike the previous room, you hear the echo of the door on the other side, You can actually hear each other. A heavy metal rod rests on the top

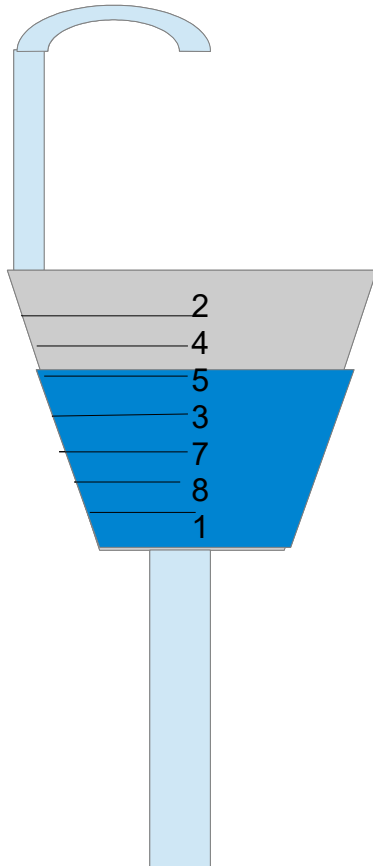
Get the metal bar through the openings that both sides have marked with a star

Going through the wrong opening, will turn the light on the bottom red, with a disappointing beep.

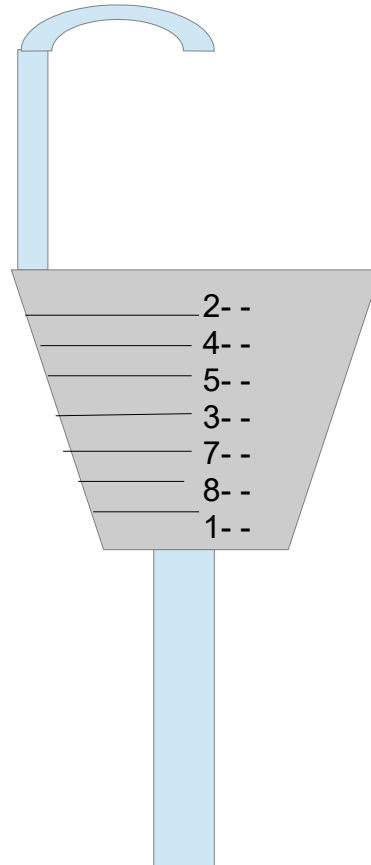


4 Adjacent bathrooms

Bill



Danny



Unlike the other, sparsely decorated rooms, this the room you just walked into appears to be a fully functional bathroom. Apart from a pair of metallic doors

There is a mirror over a sink, on the side where the shudders had been in the previous room. Adjacent to the sink, The sink does not appear to have connect, there is a plug in, but the tubing The side you came through has a bath, filled with several rubber duckies The opposite Side has a metallic door and a toilet facing the bath. A pneumatic tube hangs adjacent to the toilet hangs a pneumatic tube,

Bill's Side

Bath.

The bath is filled with hot Water, on the surface of which, happily bob, several Rubber duckies

Bill's side

Danny's side



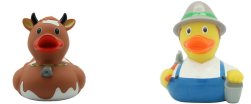
-7-



-3-



-3-



-6-



-1-



-4-

The red one is too big to fit through the pneumatic tube

Toilet

There appears to be a wooden block, sitting on top of the toilet seat, "1" Probably the one they took with them from a couple rooms earlier. The pneumatic tube appears to be sucking with quite some vigor.

Sink: upon closer inspection you find that it is not a mirror in fact you appear to be looking into Danny's room, all though she still can't hear you.

Underneath the sink, sit several buckets, of different sizes and colors, stacked
Stacked
Red Bucket 3L
Blue bucket 2L
Yellow bucket 1L

Inside a tiny, toy version of same colour
Red Bucket

Door
A large metallic door, this one does not have a keypad but a plaque that reads “The code is 531”

Danny's side
Bath Several duckies

Toilet The pneumatic tube appears to be blowing. On top of the Basin sits a wooden placard which
reads - - ?

Sink

Mirror, markings in the sink

Three different colored buckets stacked underneath

Door

Metallic door much the same as the previous one, there appears to be space for 3 numbers in the code

Entering the right code will open the door for both rooms.

5 Completely dark, audio only (netting)

This room doesn't appear to be connected, instead after closing the door you each find yourself into a long corridor, Until finally reaching another room. This room appears to be pitch black.

You can hear each other, and after stumbling around for a bit, you hands touch what feels like heavy rope, It appears that a net has been hung across the length of this room, The only thing you can see is the dim glow of the keypad on the far side of Bill's room.

Danny's side, appears to have no keypad, put it does have a plaque, You can't make out the numbers in this darkness. (745)

Bill's Side, There appears to be a active keypad, the tiny red light is the only thing but you need to get pretty close

The plaque is removable , handing it through the netting to bill means he can hold it to the light

6 Scales

Leaving the darkness behind, this time you find yourself once again separated. Several wooden cubes are strewn over the floor, number 1-9 in increasing size (Wriggling the arms will scramble the code and reset the room)
Three arms of scales,

Bill's room

Closet, up, (weighted -3)

Middle neutral

Farthest, Down (weighted 4)

Several wooden cubes are strewn over the floor, number 1-9 in increasing size

Door with keypad reading The code is "238"

Danny's room

Closest down, weighted +3

middle neutral

Farthest up weighted -4

Door with keypad reading "The code is 999"

Outro