



# ESCAPE ROOM

How to Create an Escape Room  
for Tweens and Teens at Your Library



# ESCAPE ROOM 101

- Live-action game where players must find and solve a series of puzzles within a set amount of time to achieve a particular goal



# Breakout EDU



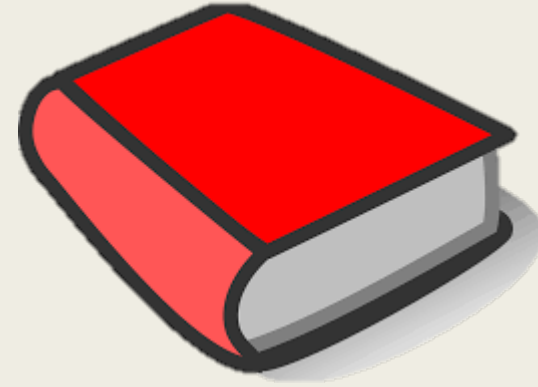
- \$150
- 12-months of access to online platform (\$50 to renew)

# HOW TO CREATE AN ESCAPE ROOM

Space



Story



Puzzles

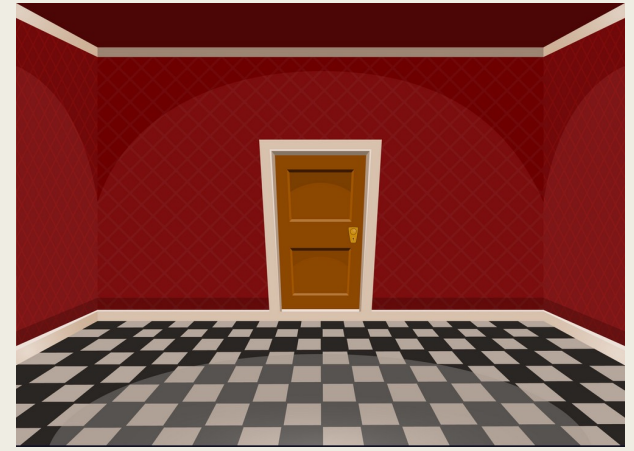


Props

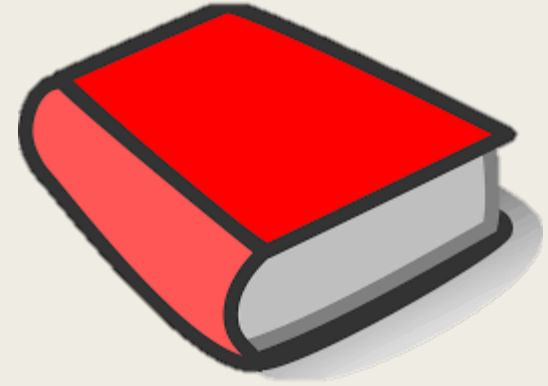


# SPACE

- Is it large enough to fit multiple players?
  - *6-12 players*
- Can it be booked for an extended period of time?
  - *At least 1-2 full days*
- Is it clear of stuff or is the stuff usable?

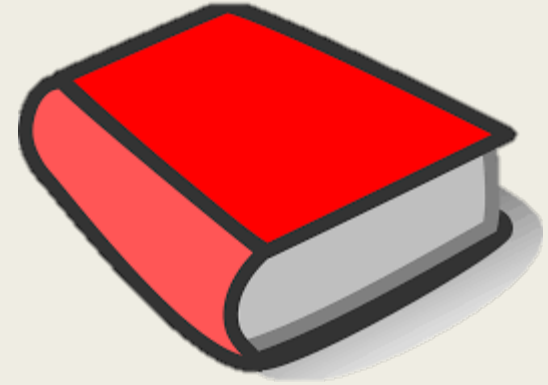


# STORY



- Who are the players?
- Where are the players?
- What do the players need to do and why?
  - *Escape*
  - *Find a lost/hidden object*
- Why is there a time limit?
  - *45-60 minutes*
- What are the stakes?

# SAMPLE STORY



## ■ Fix the Malfunctioning Spaceship

- Who are the players? Where are the players?

*Astronauts on spaceship*

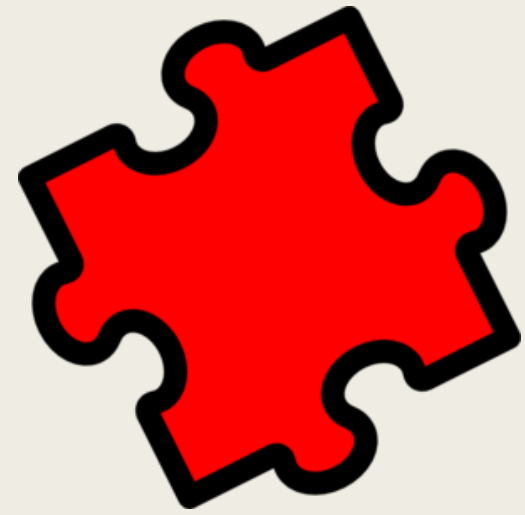
- What do the players need to do and why?

*Unlock the repair manual to repair the spaceship*

- Why is there a time limit? What are the stakes?

*Oxygen will run out in 45 minutes*

# PUZZLES

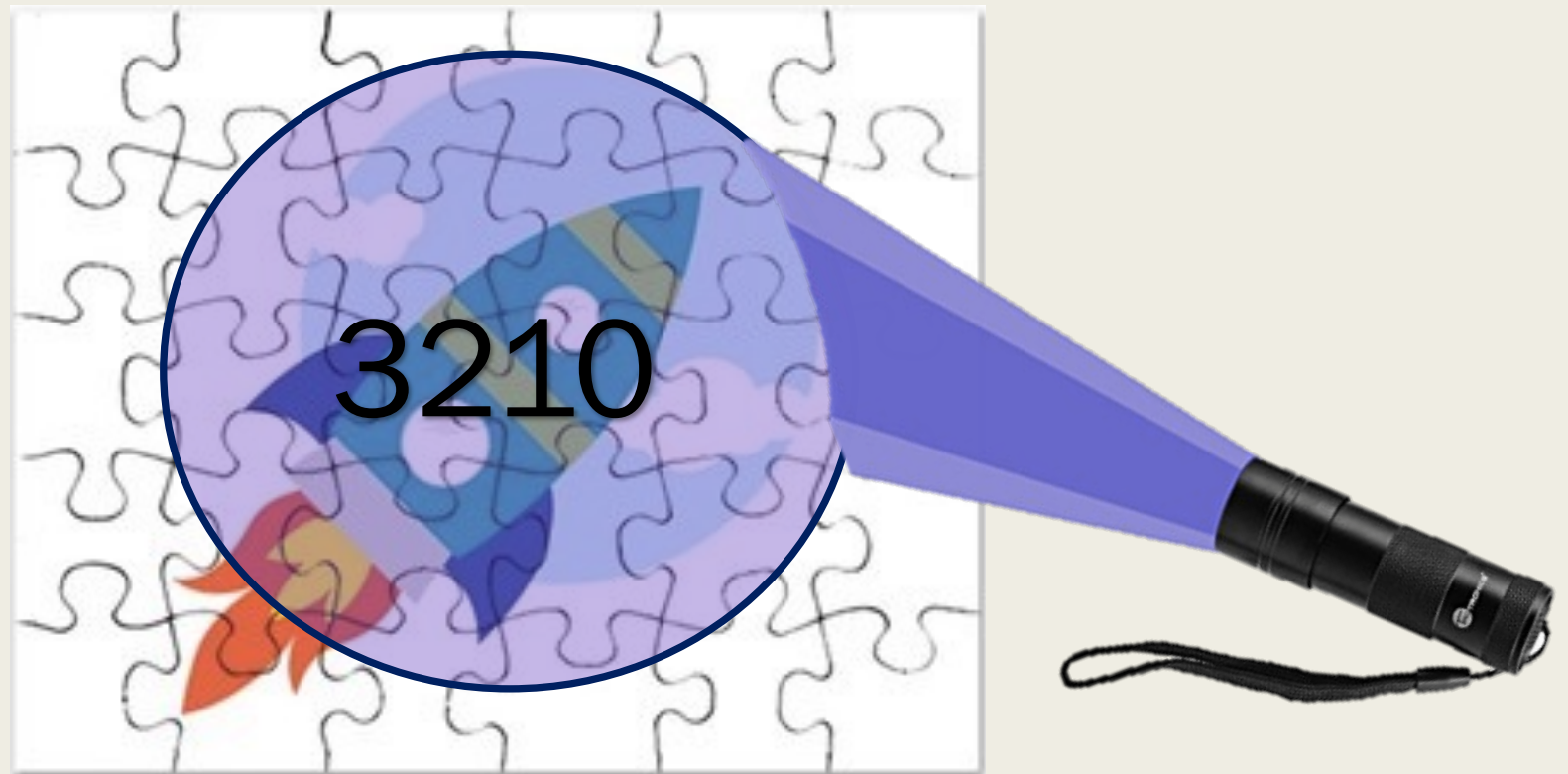
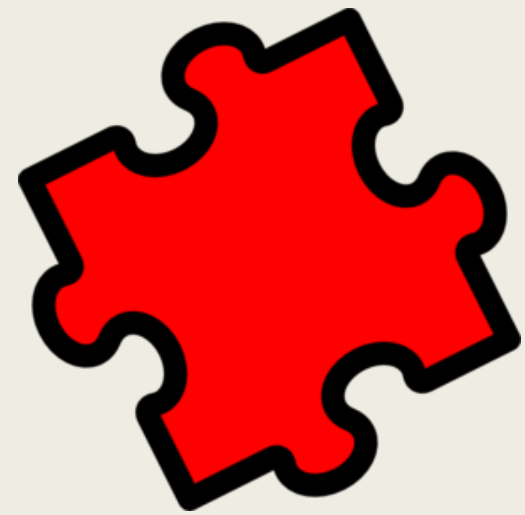


- How many puzzles will you need?
- How can puzzles fit into the story?
- Can you divide the puzzles into multiple pieces?
- How do I know if the puzzles will work?
  
- Create an answer key so you know all the solutions
- Create a map so you know where everything is hidden



# SAMPLE PUZZLE

- Spaceship Puzzle  
Invisible ink revealed by blacklight



# PROPS



- What props will help to set the stage?
- Can clues be hidden in any of the props?
- Where will players work?
  - *Worktable with pencils, paper, etc.*
- What will you do with stuff that's not part of the game?
  - *Do Not Touch signs*

# PROPS



# SHOWTIME!

- Orientation (10 min)
  - *Rules*
  - *Introduce story and goal*
- Escape Room (45 min)
  - *Searching for clues and solving puzzles*
- Exit (5 min)
  - *Photo op*



# SHOWTIME!





# SPACE

- Escape from the Space Pirates
- Stop the Alien Invasion
- Save the Astronauts
- Stop the Asteroid

# SCI-FI

## ■ Alien Artifact Heist

- Who are the players? Where are the players?  
*Thieves in a secret government facility*
- What do the players need to do and why?  
*Steal an alien artifact for an alien client*
- Why is there a time limit? What are the stakes?  
*Security will sweep building in 45 minutes*  
*Security will catch you and you'll go to jail*



# SCI-FI

- Time Travel
- Mad Scientist
- Post-Apocalyptic Survival
- Robots

# POP CULTURE

## ■ Harry Potter

- Who are the players? Where are the players?

*Students at Hogwarts recently bitten by a werewolf*

- What do the players need to do and why?

*Find Wolfsbane potion*

- Why is there a time limit? What are the stakes?

*Sun will set in 45 minutes*

*Students will be turned into werewolves*

# POP CULTURE

- Star Wars
- Doctor Who
- Superheroes (MARVEL/Guardians of the Galaxy)
- Toy Story Alien Claw Machine

# QUESTIONS?

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