

Escape Room

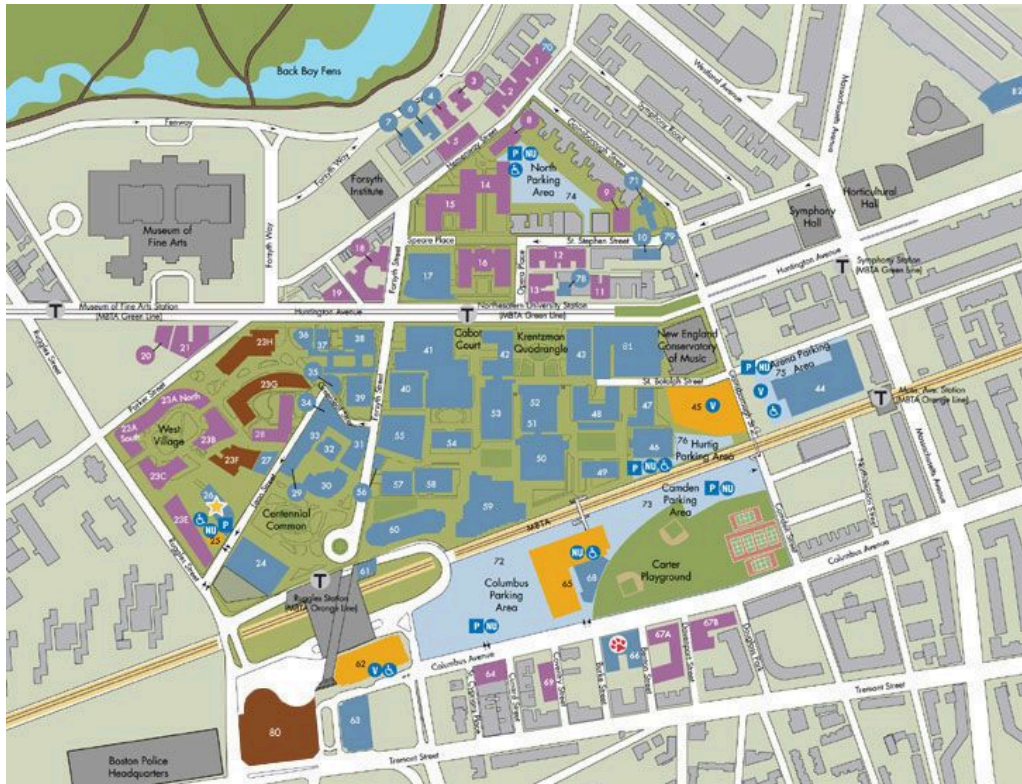
General Schema: Each tribe is “locked” in a room. There are three different combination locks that players need to open in order to escape the room. The first leg of the escape room is a logic puzzle. Players must solve the logic puzzle/riddle and enter the solution into a lock. The second leg of the challenge involves a map and clues. Players must figure out the path through the map and enter the directions into the orientation lock. The final leg is a puzzle. Once the puzzle is completed, it will give directions for the final code to exit the escape room. You must wait 1 minute in between guesses. First tribe to escape the escape room wins immunity!

Leg #1: Word Unscramble

Handout	Correct Word	Scramble
_ X _ _ _ _ _	P <u>L</u> ANETARY	TALNAYREP
_ X _ _ _ _ _	S <u>A</u> TELLITE	LTLESAETI
_ _ _ _ X _	URAN <u>U</u> S	USNRUA
_ _ _ _ _ X _ _	ASTRON <u>O</u> MY	YARMOSOTN
_ _ _ _ _ _ X _ _	INTERGALA <u>C</u> TIC	CINGTAE LRACIT
_ _ _ _ _ X _ _	SPACE <u>S</u> HIP	CIPHASSPE

Lock solution: **LAUNCH**

Leg #2: Map



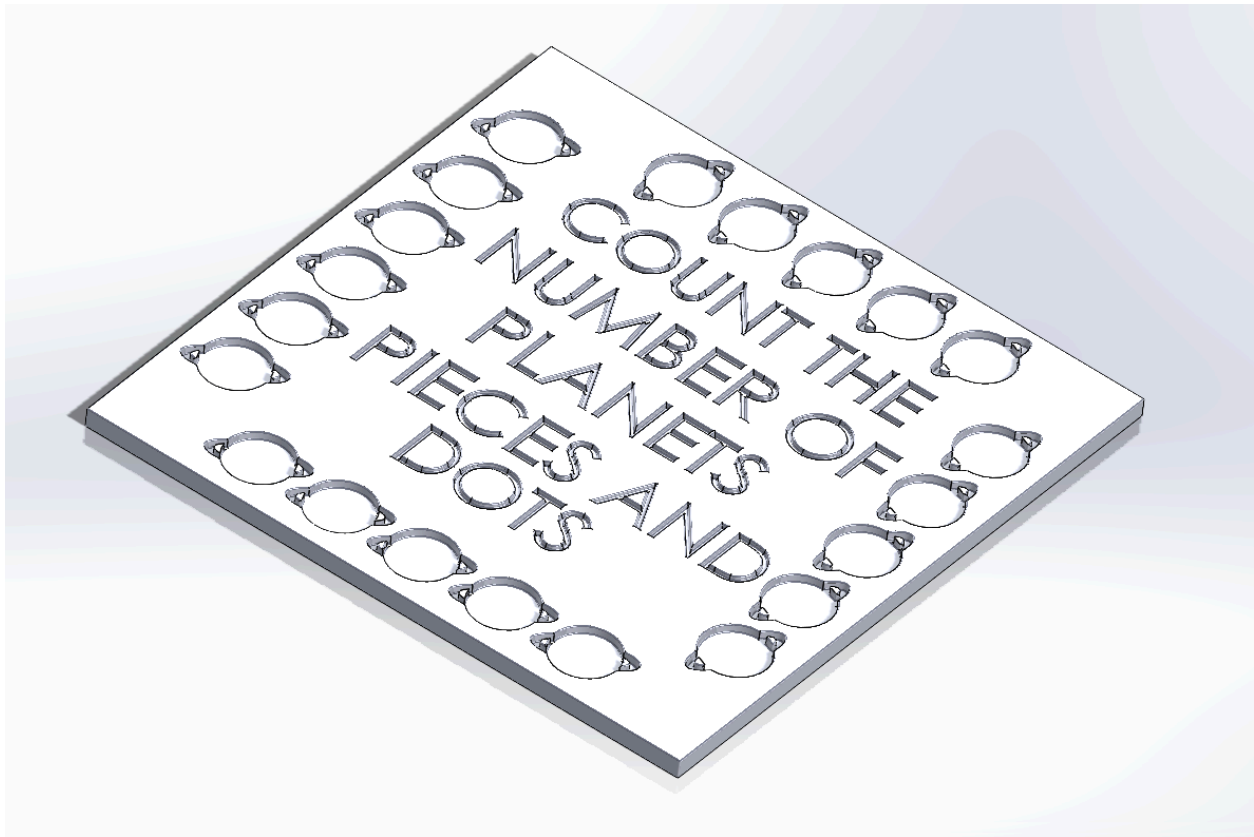
Answer:

Nightingale Hall NH (21)

Kariotis Hall KA (35)-

Churchill Hall CH (54)

Leg #3: Puzzle



We are printing out 12 3"by3" squares of paper with dots and hiding them in each room.

Solution: **21, 29, 18**

- [4 Letters/numbers](#)
- [Directional](#)

Set-Up:

Room starts with the word unscramble laid out on a table. Leg #2 is in a napkin bag closed with the word lock. Leg #3 is in a napkin bag closed with orientation lock.

Prod Instructions:

Unfortunately we will not have much production involvement for this challenge because we do not want to congest the rooms! We will need Siya/Ben/TC/Max/Nicole/Jonah + filmers. Ben will be in charge of one room and TC/Max will be in charge of the other room. This however will be an exciting round with the swap and the extra vote, so feel free to come for those aspects, but we do not want loads of prod in each of the escape rooms. Someone makes sure to message Nicole when a room is close to being done.

Leg 1 Player Hand-out:

Unscramble the 6 words below.
Once all 6 words are
unscrambled, use every letter
highlighted to unscramble the
final word. Enter the final word
into lock #1 to begin the next
phase of the room.

LTLESAETI

—  — — — — —


USNRUA

— — — —  —

CIPHASSPE

— — — — —  — —

YARMOSOTN

— — — — —  — — —

TALNAYREP

—  — — — — —

CINGTAE LRACIT

— — — — —  — — —

Leg 3 Player Handout:=

Complete the puzzle. Once the puzzle is completed, follow its directions to come up with a 3 number (6 digits) combination to escape this room. Guess wrong and wait 1 minute before you may guess again.

**LOCKED IN A ROOM,
WITH PUZZLES ALL AROUND,
THE KEY TO ESCAPE,
MUST BE CLEVERLY FOUND.**

**WORK WITH YOUR TEAM,
TIME IS SLIPPING AWAY,
UNLOCK EVERY CLUE,
OR IN THE ROOM, YOU'LL STAY**