Escape Room Planning

В	ra	in	St	0	rm

Theme (start by thinking of a theme, what would appeal to your group, think of what items you may already have!)

Pieces (what items could be around the room or in boxes. These could be clues, red herrings, or just there to create ambience. Brainstorm what could be in the room, you can think of how they can be used as clues later).

Possible Clues (which of the above items could be clues? Is there a broken clock on the wall that is part of a lock combo?)

What's the story? (It's not end	ough just to solve a puzzl	e, add some depth)!	
Here's the problem			
Here's how long you have			
Figure it out or else			
Clues and tools around the r	room (What is already ou	it for people to see? Do they nee	d any
tools. Toloronoco. etc.)			
What's in the Box?! (Figure of that needs to be unlocked to be	out what goes in each boo be opened. It could be a s	x. Now in this context a "box" is a suitcase, drawer, etc.)	anything
Box 1 Description:			
Clues needed to unlock	What's inside	Clues	
Box 2			
Description:			
	What's inside	Clues	
Description:	What's inside	Clues	

Box 3			
Description:			
Clues needed to unlock	What's inside		Clues
Box 4			
Description:		A CONTRACTOR OF THE PROPERTY O	
			Clues
Clues needed to unlock	What's inside		Oldes
3ox 5	What's inside		Oldes
Box 5 Description:			
3ox 5	What's inside		Clues
Box 5 Description: Clues needed to unlock			
Box 5 Description:			

Set up (this part is important! You want to make sure you have all the necessary pieces to solve the puzzle, this should be a quick reference to reset to make sure everything ends up in the right spot).

Item	Location	Purpose