

# Escape Room Planning

## Brain Storm

**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 enough just to solve a puzzle, add some depth)!

**Here's the problem.....**

**Here's how long you have....**

**Figure it out or else....**

**Clues and tools around the room** (What is already out for people to see? Do they need any tools? references? etc.)

**What's in the Box?!** (Figure out what goes in each box. Now in this context a "box" is anything that needs to be unlocked to be opened. It could be a suitcase, drawer, etc.)

**Box 1**

<b>Description:</b>		
<b>Clues needed to unlock</b>	<b>What's inside</b>	<b>Clues</b>

**Box 2**

<b>Description:</b>		
<b>Clues needed to unlock</b>	<b>What's inside</b>	<b>Clues</b>

**Box 3**

<b>Description:</b>		
<b>Clues needed to unlock</b>	<b>What's inside</b>	<b>Clues</b>

**Box 4**

<b>Description:</b>		
<b>Clues needed to unlock</b>	<b>What's inside</b>	<b>Clues</b>

**Box 5**

<b>Description:</b>		
<b>Clues needed to unlock</b>	<b>What's inside</b>	<b>Clues</b>

**Box 6**

<b>Description:</b>		
<b>Clues needed to unlock</b>	<b>What's inside</b>	<b>Clues</b>

