

# TOMB ESCAPE

# Game Master Sheet

---

***This sheet provides high-level guidance for the Game Master to help oversee the game play for this pop-up escape room.***

***(In the initial preparation, the Game Master should use the invisible ink pen to highlight the letters “T,” “U,” “R,” and “N.”)***

- ~ Upon entering the escape room, players will need to find the letter (usually placed in the skeleton’s hand). Using the black-light pen (usually located inside one of the bones), players can read the word, “turn” and combine with the underlined word, “over.” So, the letter instructs them to turn over the bones and pedestal.
- ~ Inside the pedestal, the players will discover a lockbox.
- ~ The numbers on the bones are a 0 and two 6s. 6-0-6 is the combination to open the lockbox, in which is located a decoder.
- ~ Using the decoder, the players will decipher the hieroglyphs on the wall. There are three words encrypted in the symbols—one in blue, one in green, and one in red. The red word is the only one that is relevant to solving the puzzle, and it reads: DEATH.
- ~ The combination for puzzle pod is D-E-A-T-H.
- ~ The puzzle pod contains the last key, which opens the lock on the door.