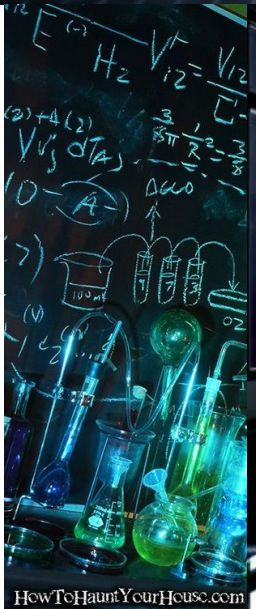

HowToHauntYourHouse.com

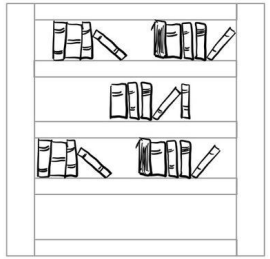
# Playlist

- Mystery of Love ~ 4 min
- Your Song ~ 4 min
- Who You Love ~ 4 min
- Wait for Me ~ 5 min
- Gospel ~ 4 min

Spotify:
https://open.spotify.com/playlist/4cwhTvBdrMp1pP2bxwcq4r?si=94b04a3cd630434b

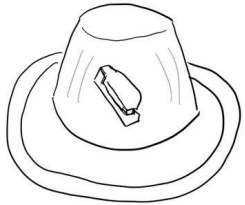
# Direction 1:
# Office Murder Mystery

Someone is killed...



... in an office space...

... it is up to us to figure out who the killer is...



... find unexpected clues in twisted every day objects...

... discover why and who is responsible

# Small Description

Everyone in the game is an employee/intern at a company. You all break into your office at night time (because you're sneaky) and find your boss is dead! It is your job to figure out what happened.

By solving puzzles/discovering clues, you find that your company is a sham/working with shady people (drug dealers?) and your boss was in too deep. They were trying to blow the whistle on the operation or report to the FBI but someone got to them first. You will discover your company secrets as you find who had the motive and opportunity to kill your boss.

(The death is optional, your boss can just go missing)

## Kinds of Fun

- The main kind of fun for any escape room is always **Challenge**. This is all about solving puzzles and struggling to work through the obstacles
- There is a **Narrative** element involved. As participants solve the puzzles they will learn more about who the murder is (explore the narrative)
- We could also add some **Sensation** by creating an atmosphere with music and physical objects to look and feel.

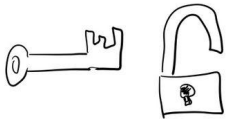
## Narrative Approach

- For the narrative approach we would want the artifacts in the room to tell a story about the context
- We could also release small pieces of the story with each newly discovered clue to keep the narrative attached to the clues and constantly flowing

# Direction 2:
# Can’t Trust Anyone

Someone is killed...

... each participant will assume the role of a character and hide some information. One of you might be the killer...



... as clues are found, players will reveal part of their secret information...

...The final clue may involve accusing someone of murder!

# Small Description

This is a classic murder mystery in corporate america. All participants are given a special character and some secret information they can't release. You need to find the killer without revealing your information. Everyone is a suspect.

By solving puzzles/discovering clues, you find that someone was stealing from the company, someone was being blackmailed by the deceased, someone was having an affair, etc. All the clues will be hidden in and around everyday office supplies. Your goal is to piece the murder together and find out who had the motive and opportunity to kill

## Kinds of Fun

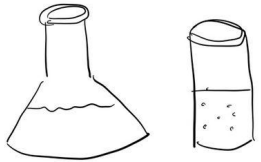
- **Challenge**. Look above for details
- **Narrative.** As they move through the room, a new piece of the story is told
- **Sensation**. Look above for details
- **Fellowship.** By giving every participant a character and ulterior motives, we will add more dynamics to the experience. Players will have to play the player as much as the game. This will likely involve bluffing, deceiving and discovering.

## Narrative Approach

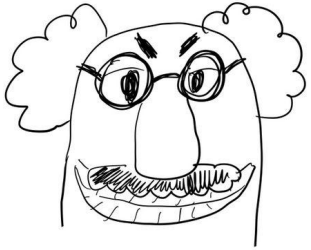
- For the narrative approach we would want the artifacts in the room to tell a story about the context
- We could also release small pieces of the story with each newly discovered clue to keep the narrative attached to the clues and constantly flowing
- Each participant could be responsible for telling some part of the story so they collectively build the narrative

# Direction 3:
# Mad Scientist is Loose

Someone is killed...



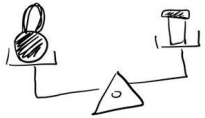
... in a mad scientist's lab and you are trapped inside...



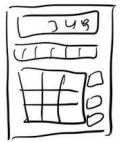
... they are coming to get you and you need to escape...

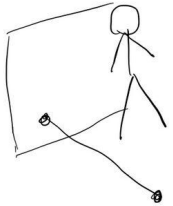
... time is ticking...

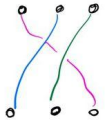
... you'll need to use your knowledge & intuition to solve complex puzzles and find you way out...



... Be careful, there may be traps







# Small Description

Everyone in the game is an employee/intern at a company run by a mad genius (scientist). As always, you are working late when you hear “It worked, it finally worked” shouted across the office. All doors lock, you are trapped. Your job is to escape the room, or else...

By solving puzzles/discovering clues, you find that your CEO was working on some super transformational cerum (which he has perfected and consumed). It fills him with rage and you will be his victims. However, your job is to find the recipe for an antidote and escape the room alive. That won’t be made simple as the closer he gets the harder the game will become (dimming lights or clues get harder)

## Kinds of Fun

- **Challenge**. Look above for details
- **Narrative.** As they move through the room, a new piece of the story is told
- **Sensation**. Look above for details

## Narrative Approach

- For the narrative approach we would want the artifacts in the room to tell a story about the context
- We could also release small pieces of the story with each newly discovered clue to keep the narrative attached to the clues and constantly flowing
- We could have one of our team members add narrative elements through a speaker or in some broad way