



The Best  
Escape Room  
Ever

This presentation originated as a discussion in the Facebook Escape Room Enthusiasts group.

- ◆ It has been edited for hilarity.
- ◆ Names have been included as they were already posted publicly on Facebook, and everyone who contributed was so undeniably clever that they would want credit.

There are three distinct forms of humor used in this presentation. Each has been color-coded for your convenience. If the humor was of a more generic nature, no color-coding was used. The humor types are:

- ◆ Enthusiast Humor
- ◆ Owner Humor
- ◆ Enthusiast Pretending to be an Owner Humor

# The Original Post

**Bruce Smith:** I'm going to create an escape room and call it Escape, Escape, Escape, Escape. The main room will feature a bunch of locks around the walls, and in the center will be a giant ball pit with small screaming children who will run up and grab things out of your hands whenever you find something useful. Also, you are required to play with randoms.

Stephen Hawker: How many people can play at a time?

**Bruce Smith:** Take the fire code limit and double it.

**Jesse Stanton:** Can I please bring one more than that?

**Darren Miller:** Can you also blast the music system loud enough to deafen and prevent any meaningful communication, while precluding the ability to concentrate?

**Bruce Smith:** Will do. I have some electronic dance music that is ideal. (Note to self: schedule interviews with DJs.) However, please be aware that the music will be programmed to pause whenever someone is working on a lock because, at that time, the game master will be shouting out random numbers.

**Curtus Fetters:** I vote for no music, no sound, extreme silence in the room. The only sounds that can be heard will be the tenants next door and the game masters making fun of players.

**Bruce Smith:** What was that? Sorry, all I heard was "making fun of players."

**Curtus Fetters:** That's what I said!

**Bruce Smith:** Huh? I can't hear you.

Phil Brennan: If it is a Gen 4 game, I'm in. The only real question is what booking system will you use?

**Bruce Smith:** PayPal.

Jesse Stanton: It's actually Gen 5: the small children are lifelike androids who do the whole reset process themselves.



Mary Lee: Can we bring alcohol in the room?

Curtus Fetters: Nothing is allowed in the room.

Bruce Smith: Not even clothes. "In the locker please."

Justin Nevins: That could get a little weird with all the kids in the ball pit...

Bruce Smith: Logistics are such a bitch. Thankfully, Jesse Stanton has solved this problem by explaining that the small children are actually lifelike androids. Sure, it's still awkward, but it's no longer illegal.

**Amy Elizabeth Duggan:** No hints. I actually did a room where we were told, "You're not allowed any hints."

**Phil Brennan:** I thought the room was free and you just paid for hints. This just isn't meeting my expectations. Despite not having played, I'm writing a one star Yelp review on this game.

**Bruce Smith:** One star reviews on Yelp are also acceptable if you did not like the taxi service to and from the game. As for hints, we were thinking of maybe having a row of stainless steel toilets with clues for each level of the game, and when you needed them you had to fish them out of murky coffee water. There are just so many options here!



**Amy Elizabeth Duggan:** Please make sure the toilets are working and have a camera in each stall.

**Bruce Smith:** Added it to our design docs.  
Thank you.

**Amy Elizabeth Duggan:** No problem.

**Kevin Fletcher-Velasco:** How many red herrings in the room?

**Bruce Smith:** Just one, but it is a long series of linear puzzles that is as equally as long as the actual game.

Amy Elizabeth Duggan: Will there be jigsaws?

Bruce Smith: Incomplete ones, yes.

Amy Elizabeth Duggan: That lead to nothing?

Bruce Smith: Of course. Oh, but then I mess up my rule about only one herring. I may have to compromise...

**Greg Motes:** Add black light Sudoku and I'm in.

**Jesse Stanton:** Ok, but the batteries are running low.

**Bruce Smith:** And the small children keep turning the lights on. They're programmed to.

**Curtus Fetters:** A jigsaw that makes a black light Sudoku puzzle.



**Justin Nevins:** I think you should have the Sudoku squares written in black light ON the balls in the ball pit and the first step is to FIND the balls that have faded, black light images on them with a really crappy, low power, black light flashlight, only to find at the end that some of the children hid the balls.

**Bruce Smith:** I like this. It reminds somewhat of an Easter Egg hunt my friend once suggested that was designed to frustrate children. Some of the Easter Eggs were the size of Tic Tacs. The plan, at the time, was to hide them in a cat's butt. When the crying children complained, the recommended response was "What! You didn't think to look in the cat's butt?" So... same philosophy.

**Brian Sommer:** Can the game master randomly send hints that lead you in the wrong direction, and when I ask for a hint can the game master wait for at least five minutes? Please?

**Bruce Smith:** Absolutely. Our game masters will be provided with the highest quality cable entertainment so that they will barely be able to pay any attention to what you are doing. Their training will instill in them the attitude that hints are for cheaters, and they will either follow your advice to mislead players or, as an alternative, they will answer puzzles that have already been solved.



**Darren Miller:** Make sure that all written material be handwritten by someone with poor penmanship and tiny writing, using an intermittently dying pen on rumpled paper that's yellowed with age. This will give it that authentic look. Bonus points if they can't spell or use punctuation.

Also, don't laminate it either—the smudges and extra creases it picks up from handling will add to the effect.

**Bruce Smith:** Yeth. Wart a grate idear;

**Kymerly Billings:** Please can there be an object full of rice somewhere in the room with a torn up hint inside?

**Bruce Smith:** Rice? Or maggots... Sorry, that was SO disgusting. I apologize for saying it. Unfortunately, our game designer seems to have latched onto the idea.

**Rob Faiella:** I'll be in your town. Can someone recommend that game to me?

**Bruce Smith:** Consider it recommended. My friends loved it too!

**Darren Miller:** Just for reference: I think there's plenty of room inside the electrical receptacle boxes for hiding stuff. You don't even need to get those fake ones.

**Bruce Smith:** Shocking.

Jennifer Wyatt Jones: Will you give discounts for large groups? There will be 4 of us.

Bruce Smith: Well, 3 IS a crowd...

David Staffell: Finally, a real and actually decent idea! Sounds great, I'll bring gran and her friends from the nursing home.

**Bruce Smith:** Awesome. We've added rope ladders, some tunnels to crawl through, strobe lights, and a number of jump scares. It should be perfect.

**Bruce Smith:** After further review, we have decided to charge for hints. Plus for water. And the bathroom has one of those things where you have to insert quarters to get in. Why? Because, here at Escape, Escape, Escape, Escape, we're just that good! In addition, we have mandated that, regardless of your body language, our game masters must ask if you have had fun. Do not punch them.

Please validate your parking on the way out. And here's a Yelp review that we've written out for you so you don't have to go through the effort of composing sentences. Have a nice day!

**Justin Nevins:** I do hope that people reading this understand sarcasm. Imagine if someone new to this group came in and read this post and thought we were being serious. They would be like "OMG, these enthusiasts are idiots! This would be a TERRIBLE room!"

**Bruce Smith:** Wait. What?