

## **Literally Locked In**

### **Supplies:**

*(Varies on your location & what you are willing to work with. Here's what I had lying around that I used...)*

- 1-2 Kiddie pools
- 1-2 blacklight flashlights
- 1 UV/blacklight visible inked marker
- 1-2 safes/chests (each with a padlock or key)
- Key to unlock the exit door's lock
- Blindfolds (one per player)
- Pre-made clue cards hidden around the room(s)

### **Explanation:**

The goal: escape from a dark room that you are locked in by following the provided clues around the room that will eventually lead to a key that'll unlock the door. It's that simple!

Instead of spending \$70 and travelling 2 hours to get to the nearest "no work involved" escape room, I figured I might as well put a little effort & creativity in and do this myself with the facility I have. All you really need to do is flip a door knob upside down so that the keyhole is on the inside of the room – thus making it difficult to get out without the appropriate key. I was in the room with everyone to monitor them, but I also had an extra key on me to get out of the room quickly in case of emergency.

### **Details:**

Take apart the doorknob and flip it upside down so that the keyhole is located inside the room. This way, the only way (that the players know) out is to locate the key. Once that is done, the next parts are the most fun.

Now you need to determine where you want the player to be led to looking for the clues. I started from the middle of the room with a locked safe/chest that they needed to get into in order to advance further into the game. The safe/chest had the first clue on it...which pointed to a kiddie pool. Someone had to get a little wet to find the next clue...which pointed to windows. Outside of one of a window was another clue that had a key/code attached to it, which would open the safe/chest. Inside was located a blacklight and another clue...which pointed to the walls (where there was some writing in UV/blacklight marker)...which pointed to...which pointed to...which pointed to...you get the idea.

Creepy music either inside the room or from outside of the door adds a fun/creepy aspect to the night as well. I also added a little fog to each of the rooms with my fog machine to limit visibility – which lets the game drag out a little longer (we had 2 hours for this one game, so I wanted it to go as long as possible, yet remain fun the whole time).

We had two rooms with doorways perpendicular to each other – within about 1.5 feet of each other so we split the clues up between the two rooms and had half of the group in one room, while the other half was in the other room. Some of the clues came with a key/code for the other room's safe/chest – so essentially they had to work together (using hangers or other small objects) to push keys and/or codes to each other in order to escape their rooms.

### **Starting the game:**

Before entering the room, explain to all of the players that they ONLY way out is through the locked door (so if anyone needs to use the restroom – do it now). So their goal is to find and follow all of the clues that'll eventually help them get out of the room. The number of clues remains undisclosed so they don't know how many they will have to find. To make matters more intense – time them. I gave my players 60 minutes to escape.

All phones must be left outside of the room EXCEPT one. That one (preferably containing a flashlight) will be their only source of light in the room – except for some moonlight through the windows.

Once they are all ready, blindfold them and lead them one-by-one into the room. Circle them up around the safe/chest that is in the middle of the room (this should help get them started). Blindfolds must stay on until the start of the game and the door is locked behind them.