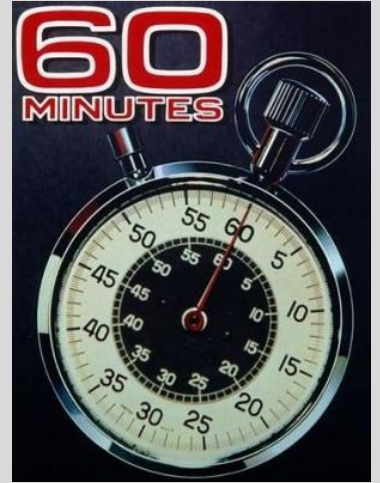


MORMON BREAKOUT

Orientation presentation

An Escape Room is...

Your team has 60 minutes to escape the “locked” room using clues, puzzles and codes that all lead up to a final puzzle which will unlock the door to escape.



**With over a 100 room plays.....
What is success rate?**

?? %

**With over a 100 room plays.....
What is success rate?**

about 50 %

You will do great!

Just a few Rules...

#dontcheat

Everything that has a lock on it
is meant to be unlocked



**There are no clues in electrical outlets,
walls, or under carpet**

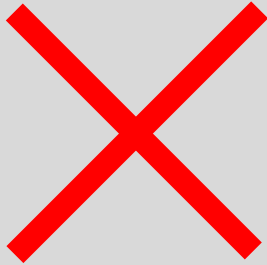


**You do not need hammers, screwdrivers,
explosives, or saws in order to escape!**

Zip ties are there for a reason...

If you see this sign in the room, the items or cabinet are not part of the game.....

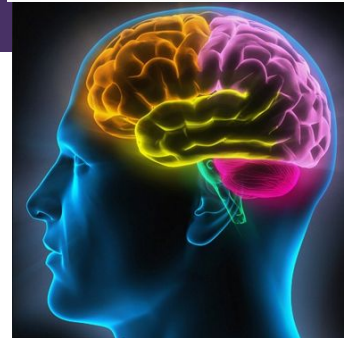
Item not part of
the game



**Tips and tricks
you might want
to know...**



Be SMART!

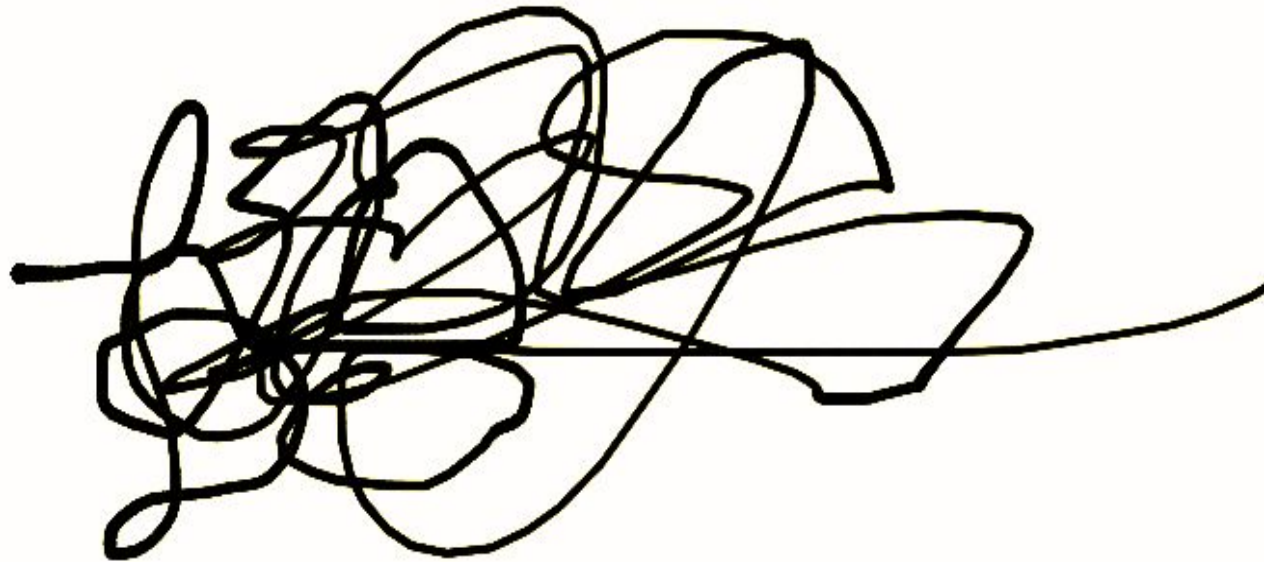


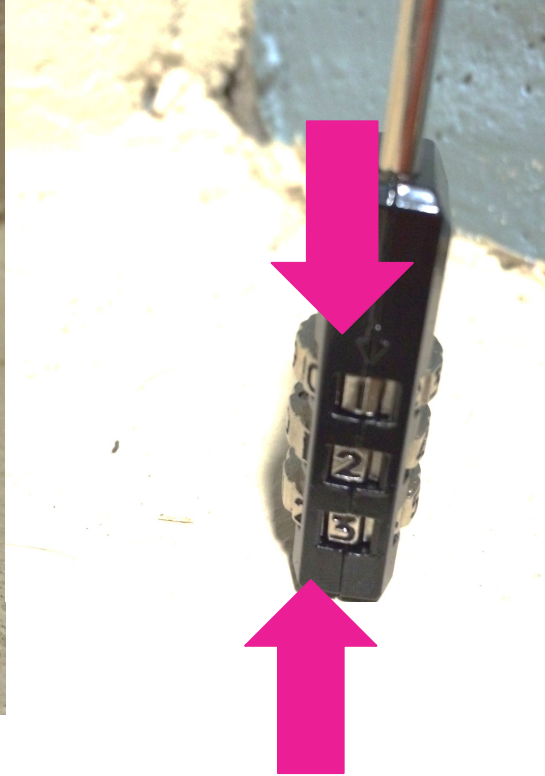
Search Everything!!!
Anything could be a clue



The clues are not necessarily linear

Your team may be working on many different things at once.





Make sure the numbers are lined up on the lock. There are lines showing you where to line up the combo.

Teamwork is key!

Everyone will have good ideas

Communicate!



Hints

- Your team will get 3 free hints
- Use QR codes on each puzzle or object to open
- More than 3 hints will add three minutes each to your escape time
- Don't be hesitant to use clues if you are stuck



To open suitcase



No need for phones

They won't help you anyway
because EVERYTHING you need
to escape is within the room

Exception: Use one cell phone to
text / receive clues.



Need Bathroom?

Any Questions???
