



Talking Tables

HOW TO HOST YOUR OWN ESCAPE ROOM DRAGON EDITION



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WHAT'S IN THE BOX

1 Instruction booklet
18 Puzzles
5 Pages of props
1 Celestial decoder
1 Notepad
8 Tracing paper sheets
1 Photo booth frame

EXTRA ELEMENTS YOU WILL NEED:

Internet access
A ninety-minute timer if you want a timed game
(either on a smart phone or watch)
One pencil per player

You may like to send out invitations to your friends & family to let them know the details and get them excited.

Scan the QR code below with your phone camera to access online invitations:



www.talkingtables.co.uk/pages/online-invites

SECTION 1

SETTING
THE SCENE

Step into the shoes of courageous knights on a daring mission to rescue the legendary dragon, Okarth, from the wicked wizard Zeidan the Powerful.

But watch out! When you finally find Okarth, Zeidan captures you and locks you up together in his cursed castle. Now, it's up to you and your team to uncover hidden clues scattered throughout the castle's tapestries, spell books, and potions. Piece together the words for a powerful spell that will break the curse and set you free!

Scan the QR code below with your phone camera to access our Spotify playlist, for music to accompany your game:



TAKE PICTURES AND SHARE YOUR MEMORIES
#HOSTYOUROWN #ESCAPEROOM #TALKINGTABLES

- Start by handing out a pencil to each player.
- Make sure there is enough space for everyone to sit together and share clues.
- You can make notes during the game on the notepaper included.
- Some puzzles may need to be written on. We suggest using pencil, and pressing lightly, so that any mistakes can be rubbed out and written over, or using the tracing paper included. Find more information on this in Section 2 of this booklet.
- Phones should not be used for anything other than to scan the QR codes provided.
- If your team is struggling, you can find hints in Section 3 and Section 4 of this booklet.
- Once you have found all eighteen answers, check your answers against Section 5 of this booklet.

More on the next page...

The game starts in The Dungeon of the castle.

Use the map of the castle to work out the order you should visit each room.

In each room you will need to solve a puzzle that will give you a word needed to complete the spell and break the curse.

Don't be afraid to use the hints if you need to!

Sometimes to solve a puzzle, you may need to use one of the 'props'. Look to see if you notice any similarities between the props and the castle room you are in.

Before you begin the game you may wish to lay all of the props and puzzle sheets out on the table in front of you so they are easily identifiable.

For more of a challenge, try setting a 90 minute timer to complete the game in, otherwise choose to work through the puzzles at your own pace.

Begin the game now -
scan the QR code on the inside lid to
watch the introduction video.

SECTION 2

HOW TO RESET FOR REPLAY

It is likely that you and your team will write on the puzzles during the game. We suggest using pencil wherever you can, so that rubbing everything out once the game is finished is an option.

Alternatively, by using a combination of tracing paper and the notepad to work out the answers, the components can be left unmarked and therefore be reused.

Lastly, you can find PDF printables of all the components that may have been damaged during the game, along with instructions on how to re-build the complete escape room game, on the following web page:



SECTION 3

FIRST HINTS

(To help a little)

1. THE DUNGEON

Be sure to use the answers in the white boxes for the number of steps you need to take in each of the fifteen directions.

2. THE VAULT

Use the key prop to measure the key holes and the keys. Notice anything unusual about the shape of the teeth on the keys?

3. THE BOOK OF INVISIBILITY

Use the co-ordinates on the small squares to colour in the same area on the large grid.

4. THE GREAT HALL

On the back of the Celestial Decoder is the same golden tree plaque as above the fireplace. Use this to help you.

5. ENCHANTMENT CHAMBER

Use the template from the pop out props to build a model of the purple gemstone, then refer to the Decoder.

6. HERALDRY HALL

You'll find four curtain props. Piece these back together to reveal 6 heraldry symbols.

7. DIVINATION CHAMBER

Use the Celestial Decoder to translate the runes on the table.

8. ARMOURY

Focus on the different jewels one by one - notice that they form letters.

9. PUZZLE PARLOUR

You'll find the triangular puzzle pieces in the props. Use the black star as a guide for how they will fit together.

10. THE BOOK OF DRAGONS - FIRE

You should also find a postcard with the fire-breathing dragon on it.

11. THE BOOK OF DRAGONS - WINGS

Look closely at the sun and you will find the next instruction.

12. THE BOOK OF DRAGONS - SCALES

Count up how many of each symbol you see. Remember to look at the inside of both the front and back covers.

13. THE PANTRY

Find the 7 differences between the two pictures. Collect the letters that are next to the differences you spot.

14. THE MAJESTIC STAIRCASE

You might notice that all the answers to the questions include a colour. Use your knowledge of primary and secondary colours in the second part of the challenge.

15. ASTRONOMICAL OBSERVATORY

Work out in what sequence the words will form a sentence, then join them up in order to make a constellation.

16. MAP TO ESCAPE

Follow each path leading from a white box to see which letter it ends up at.

17. THE BOOK OF SPELLS

For each of the ingredients mentioned in the method, look for their symbol on the left hand page.

18. ALCHEMY LABORATORY

Follow the instructions to work out which potion belongs where. The potion bottles in the pop out props can help you.

SECTION 4

SECOND HINTS

(To help a bit more)

1. THE DUNGEON

Only follow the directions given by the creepy things if you stop on them. But collect all letters that you pass through.

2. THE VAULT

Only four keys will be the right size to fit in the locks. What letters do their teeth make?

3. THE BOOK OF INVISIBILITY

What object have you shaded in? The answer is an eight-letter word.

4. THE GREAT HALL

Use the seven round pictures on the tree plaque to help identify the letters you need from the tapestry.

5. ENCHANTMENT CHAMBER

When built correctly, 5 rune symbols will be formed on the gem. Translate these using the Celestial Decoder.

6. HERALDRY HALL

Remember, curtain pleats are smallest near the top. Take the first letter from each of the revealed symbols.

7. DIVINATION CHAMBER

Ignore the spacing of the rune stones!

8. ARMOURY

The red rubies form an M. What letters do the others form?

9. PUZZLE PARLOUR

You've made the puzzle but what does it mean? What does the picture represent?

10. THE BOOK OF DRAGONS - FIRE

Yes! Carefully coat the white fire on the postcard with water...

11. THE BOOK OF DRAGONS - WINGS

You'll need to look closely to see 4 sets of instructions hidden in the picture.

12. THE BOOK OF DRAGONS - SCALES

Once you have the 6 numbers, convert them to their numerical equivalent using A=1, B=2 and so on.

13. THE PANTRY

Solve the 7-letter anagram using the letters you've found. Otherwise they can be read anti-clockwise from top left.

14. THE MAJESTIC STAIRCASE

Blue + red = purple

Red + yellow = orange

Yellow + blue = green

15. ASTRONOMICAL OBSERVATORY

Use the Celestial Decoder to find what constellation you have made and what word you need.

16. MAP TO ESCAPE

Be sure to look carefully where the paths cross over.

17. THE BOOK OF SPELLS

Notice that each group of symbols forms a letter on the left hand page.

18. ALCHEMY LABORATORY

Once you've gone through all the instructions once, read through again as more will become clear!

SECTION 5

ANSWERS

1. THE DUNGEON

The letters you should collect on your journey form the word: POWERS.

2. THE VAULT

The four keys that fit in the locks on the chest show the letters: K E E P.

3. THE BOOK OF INVISIBILITY

The object revealed is a castle, also known as a: FORTRESS.

4. THE GREAT HALL

The seven letters to be taken from the tapestry spell the word: SECRETS.

5. ENCHANTMENT CHAMBER

The rune stones on the gem stone can be translated into: MAGIC.

6. HERALDRY HALL

When positioned correctly, the curtains will reveal six heraldry symbols. Their first letters then form the word: MYSTIC.

7. DIVINATION CHAMBER

When translated and read as a correct sentence, the rune stones say: The word you seek is none other than LUMINANCE.

8. ARMOURY

The five sets of jewels form the letters that make the word: MOONS.

9. PUZZLE PARLOUR

The picture on the puzzle represents: STARDUST.

10. THE BOOK OF DRAGONS - FIRE

Once water had been applied to the white fire on the dragon postcard, the word revealed is: MOONSTONE.

11. THE BOOK OF DRAGONS - WINGS

The four clues hidden within the picture tell you that the word is FREEDOM.

12. THE BOOK OF DRAGONS - SCALES

The number of symbols you should find in the order given are 4, 1, 14, 7, 5, 18. Converting them to letters makes the word: DANGER.

13. THE PANTRY

The seven letters next to the differences create the word: COURAGE.

14. THE MAJESTIC STAIRCASE

The answer to the second part of the challenge is the colour orange. In the stained glass window, the only orange object is a: FEATHER.

15. ASTRONOMICAL OBSERVATORY

The words should be joined to create the sentence: Let the light of the stars guide your way home. This creates the Leo constellation, which gives you the word: DESTINY.

16. MAP TO ESCAPE

The paths between the letters and the white boxes will lead you to the sentence: The word is: ETHEREAL.

17. THE BOOK OF SPELLS


The six symbols linked to the ingredients in the method form the letters: WISDOM.

18. ALCHEMY LABORATORY


Once all of the potion bottles are back where they belong and their rune symbol translated, the word that can be read left to right is: ENCHANTMENTS.



SPELL TO BREAK ZEIDAN'S CURSE



OH, ANCIENT **1. POWERS**, TIME-HONOURED AND DEEP,
RELEASE US FROM THIS ENCHANTED **2. KEEP**.
IN THE HEART OF THE **3. FORTRESS**, WHERE **4. SECRETS** THRIVE,
DISCOVER THY STRENGTH, LET THY **5. MAGIC** COME ALIVE.




TO BREAK THE CURSE THAT BINDS WITH **6. MYSTIC** MIGHT,
PROFESS THESE WORDS UNDER THE **7. LUMINANCE** OF THE
8. MOON'S SOFT LIGHT.


MIX THE ESSENCE OF **9. STARDUST** WITH **10. MOONSTONE'S** CORE,
UNSEAL THE PORTAL, LET **11. FREEDOM** BE RESTORED!



IN THE FACE OF **12. DANGER**, STAND FIRM, UNAFRAID,
WITH **13. COURAGE** AS YOUR GUIDE, LET NOT YOUR SPIRIT FADE.
TRUE AND STEADFAST, YET GENTLE AS A **14. FEATHER**,
PEACE IS OUR **15. DESTINY**, SO LONG AS WE BAND TOGETHER.



BEWARE THE SHADOWS THAT **16. ETHEREAL** LIGHT MAY CAST,
NAVIGATE WITH **17. WISDOM**, FOR TIME DOTHS SLIP BY SO FAST.
WHEN REALMS ALIGN, THE HEX SHALT PASS,
BREAK FREE FROM THE **18. ENCHANTMENTS**, AT LAST!



Scan the QR code with
your phone camera to
play the complete spell
and break the curse!



If you enjoyed this
'Host Your Own' game,
we have more:

