

A Surprising Escape

A Virtual Escape Room RPG by Danny Sag.

*Originally designed for Nullus Anxietas 7a - The Australian Discworld Convention.
Revised for Virtual Discworld Fun Day 2022.*

<https://ausdwcon.org/escaperooms/>

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INTRODUCTION

The style of this Escape Room RPG is heavily influenced by Escape This Podcast. Please give their show a listen, because they are awesome: <https://www.consumethismedia.com/escape-this-podcast>

Escape This Podcast (and all Escape Room RPGs like this) are a cross between the puzzle solving aspect of an Escape Room and the Roleplaying experience of an RPG (with a game master). The GM should be prepared to deal with unexpected actions from the players beyond what this guide contains, and also be able to give subtle hints towards the right puzzle solution. Generally speaking, the players' puzzle solving ability is more important than their ability to role play a character, as most of the time characterisation is not important.

GAME MASTER'S NOTES

The notes below are a guide for game masters. They contain all required information to run this room, including:

- All room items
- All puzzles and solutions
- All correct (and some incorrect) player actions
- Full room introduction and conclusion
- Additional notes and tips

DO NOT READ THESE NOTES IF YOU INTEND TO PLAY THE ESCAPE ROOM; THERE ARE SPOILERS EVERYWHERE.

About This Room

A Surprising Escape is a Discworld themed room originally designed for Nullus Anxietas 7a - The Australian Discworld Convention. The convention was planned to be held in July 2021, postponed until April 2022 and then unfortunately cancelled altogether. One of the unfortunate things coming out of the COVID-19 pandemic, amongst many others.

The theme of the convention was "Ankh-Morpork: Citie of One Thousande Surprises" and so the convention theme has heavily influenced this room design. Eventually this room was run for groups as part of the 'Virtual Discworld Fun Day' in June 2022. Watch a full play through on YouTube at <https://youtu.be/fFdaAJmFv04>

Note that pre-knowledge of the Discworld is not required AT ALL to solve the puzzles here, although some jokes from the books are used - where outside knowledge is required, it is part of the narrative and objects in the room.

Terry Pratchett is the author of the amazing Discworld series of comic fantasy novels - 41 in all, plus various short stories, spin-offs, adaptations, etc. If you enjoy this room, we suggest giving them a try! Some parts of this room are influenced by the Garden of 5 Surprises from "Thief of Time".

To Prepare:

- Read these notes through, so you have an idea of the room, its descriptions and actions, and the overview of how things should flow.
- [For an in-person session] Print out the attachments, each on a separate piece of paper. They should be handed to the players when the description or action says to do so, and ask the players to read or describe the attachments. This may help with puzzle solving, or it's good for an audience/audio recording if you're doing that. In a live panel setting, these attachments should also be projected on a screen so the audience can see as well.
- If your players are not physically in the same room as you (i.e. you're running the game over video chat), you can provide the attachments as files (JPGs) and ask the players to only open the files when

directed to do so (by the description/action section in these notes), or send them the files/links at the point at which they encounter them while playing.

- A Game Master's screen (as per RPGs) may be of use to hide your notes from the players.
- Make sure you have a party horn/popper or some other surprising noisemaker to use for the final surprise (see "Final Puzzle"). Hide this in your pocket or behind the screen.
- When reading through a description out loud, be sure to emphasize any underlined words so that the players know that these are important (and refer to things they can further investigate). Read slowly, pausing often, so that players have the opportunity to make notes.
- Ask players (pick one each time) to describe the contents of the attachments out loud – whether or not you have an audience. Even if all players can see the attachment, describing it out loud may highlight things other players missed, or cause the players not reading to point out things the reader missed – it's a good aid to puzzle solving.
- Ask players to talk through their puzzle solving out loud, rather than just think silently – this is especially important with an audience, but also helps with collaborative puzzle solving between the players.
- Don't rush to give hints when players are stuck. Let them try and solve the puzzles themselves – but if they ask for a hint, just nudge them in the right direction. However, if players start going off in a very incorrect direction, you can stop them gently with an in-world description of what they're trying not working at all, and "you get the feeling that this isn't the right way".

CONVENTION PANEL INTRODUCTION

(Use this as the intro when running this as a convention panel with an audience, whether in person or virtual. Two of the players should be preselected so that you know they'll be a good fit, and a third can be an audience volunteer. Or, preselect all your players)

Hello and welcome to **A Surprising Escape**. This is a Discworld themed virtual escape room, originally designed for Nullus Anxietas 7a - The Australian Discworld Convention. The theme of the convention was to be "Ankh-Morpork: Citie of One Thousand Surprises".

My name is... *(Introduce yourself)*, and I will be the game master today. Our players today are *(introduce the preselected players/get them to introduce themselves)*.

[We'd also like to see if any of you in the audience would like to volunteer to be our third player - but before you do so, please keep in mind that you've got to be happy to be solving puzzles collaboratively, you have to be able to talk though your thinking out loud, and you're the sort of person who can role play in front of an audience - characterisation isn't necessary, but imagination, stage presence and puzzle solving ability is. So now - who would like to volunteer? *(Select an audience member volunteer if there are any - and ask them to introduce themselves)*.]

Before we get started: please remember that if you in the audience already know the answers - from a playtest or a previous session - or even if you think you've got the answer, please don't shout it out - just keep quiet and let our players try to solve the puzzles themselves. Players, if you get stuck and really can't work it out, you can ask the audience for hints or their thoughts on the solution - and if you're really stuck, I can give you a hint as well.

CONCEPT INTRODUCTION

(Read this to players – this is where to start when running a game for a private session, or even for a live panel at a convention)

This is a virtual escape room - I will be describing what you can see and interact with, and you just tell me what you want to do - please take a lot of notes, as you'll probably need to do so - and occasionally I'll hand you a piece of paper/send you a link with a picture on it which is something you'll encounter in this room. Please also try to talk through your thinking out loud, because even the most vague of ideas may help your fellow players make a connection to get you to solutions.

The rules are similar to a real escape room: Don't attempt to break anything, everything does have a solution, and almost everything you encounter will be used to solve a puzzle at least once.

Let's begin!

ROOM INTRODUCTION

It's been a wonderful visit to Ankh-Morpork over the last week. You've seen all the sights - from the gardens and menagerie at the Patrician's Palace, to the latest comedy at The Dysk Theatre, and some amazing eye-opening displays in the back alleys of the Shades (and you're glad you paid extra for the armed escort).

Today has been spent looking around the market stalls of Sator Square, visiting the grounds of Unseen University, and gawking at the wonderful statues in the Plaza of Broken Moons. You're now wandering through the residential streets of Unreal Estate - mostly tenement housing, with the occasional fancy-looking mansion.

On one quiet street between two fairly standard houses for the area, you find something that's a little surprising. Through a wrought-iron fence, you can see a park with several trees and other various ornaments that seems very out of place for a built-up residential area of the city. Halfway along the fence is an archway leading into the garden. Next to this gateway, you can see a sign on the fence. It says "The Garden of 7a Surprises."

7a? That's the number that wizards are suspicious about. And given that the Unreal Estate area of the city is owned by the Unseen University, you can understand why they might not want to use the number eight.... Um, the number that is between seven and nine.

Your curiosity piqued, you enter through the archway and take a look around.

The garden is surrounded on three sides by houses - three brick walls on the left, right and at the back. The fourth side is the fence you walked past, with the arched gateway you just walked through. Leading from this gateway is a path made up of flagstones. Ahead of you, in the centre of the garden, the pathway splits into three other directions, making up a four-way crossroads. At the centre of the crossroads is a flagpole. There's a flag at the top, but it's furled up at the moment. The paths lead from this central point to each of the three walls - left, back, and right.

On the path leading to your left is what appears to be a large rock, perhaps a foot tall and 2 feet wide, with a brass plaque on it. The pathway continues and ends at the left-hand wall, on which you can see a small alcove and hear the trickle of running water. A fountain of some sort, maybe?

The path to the back wall curves around a tree and ends at a spot you can't see from here - the tree is blocking your view.

On the path leading to your right, you can see a small statue on a stone column, and beyond that the path continues until it hits the brick wall on the right. There's something there but you'd have to get closer to see it.

There are several mossy trees spread throughout this small garden, in patches of dirt and grass that look like they've been left to grow wild, rather than well kept. Perhaps the University's gardeners don't come here very often. Adding evidence to this theory is the pile of rubbish you can see in one of the corners - people have likely thrown it over the fence. Such a shame.

So the garden has rocks, a statue, a flagpole, trees and a water feature, and that's about it. Nothing all that surprising.

You turn around to walk out again but discover that you can't pass back through the archway - some mysterious force is stopping you. On the inside of the fence next to the archway you can now see another sign. It says "Surprise! This is not the exit."

Well, that's the first surprise for sure. Time to find the rest of them...

(The remainder of this document comprised the more detailed descriptions of locations, items and actions, as well as a separate section for the final puzzle. As players investigate the locations and items, and attempt actions, find the relevant section and read them the description. If they attempt something that does not have a description, be sure to improvise an answer!)

ARCHED GATEWAY / FENCE

From the inside, there doesn't seem to be anything visually different about the archway or the fence. There's the surprising sign you saw before, and nothing that looks like it's preventing you from leaving. However, if you get closer than 6 inches to the gateway, you just... stop. You can't move any further forward.

Attempt to go through gateway

You can't. A mysterious force is stopping you. You can't even get closer than 6 inches to the fence or the arched gateway.

Attempt to touch or climb the fence.

You can't. A mysterious force is stopping you. You can't even get closer than 6 inches to the fence or the arched gateway.

FLAGPOLE

It's quite tall. The flag attached to the top of it is just drooping - there's no wind to blow it today. You can't see what's on the flag. There are no ropes either, so you can't easily lower the flag down.

Attempt to climb

There's nothing to grip on the pole. You get maybe two feet off the ground but can't climb any further up without slipping.

Attempt to reach by climbing tree nearest to flagpole

See Trees - attempt to climb.

Look at flag AFTER activating pinwheel.

Peering up at the flag you can see its unusual design.

(Give players ATTACHMENT F and ask them to describe it)



Pick up fallen object from flag AFTER activating pinwheel.

It's a small key.

FOUNTAIN

Set into the left-hand wall is a small alcove at waist height, and at the top of the alcove is a small pipe. Out of the pipe, water is trickling down into a pool at the base of the alcove. It's a pretty disappointing fountain, and not out of place in any sort of public garden. Nothing surprising here.

Examine the pool

The water in the pool at the base of the alcove is a little murky, but otherwise uninteresting.

How does the water drain out?

Presumably there's some sort of drain at the bottom of the pool, but it's hard to see through the murky water.

Drink the water

The water doesn't look to be particularly clean - that pipe it's running out of definitely looks quite dirty. But this is Ankh-Morpork, and it can't be any worse that the water from the river Ankh - the river contents can only be called water because it moves slightly faster than the land around it. So you take a drink. It's got an odd flavour to it - you can feel a bit of dirt on your teeth, and the faint taste of urine. But it's not the worst thing you've ever drunk. I mean, you had a beer at the Mended Drum last night.

Collect water with your hands

Your hands are now wet. The water doesn't stay in them for very long.

Collect water WITH tankard (but no base)

The tankard doesn't have a base - the water runs right through it. That wasn't successful at all.

Insert metal disc into tankard's base.

The small metal disc fits perfectly into the base of the tankard! Now you've got a cup with a base.

Collect water WITH tankard AND base

Some water does collect in the tankard, but it quickly seeps out around the edge of the base and back into the pool. Looks like this tankard isn't exactly watertight. It'll need something to seal the base in place.

Apply wax to tankard's base

You smear some of the soft beeswax from the melted statue around the base of the tankard. It looks to create a good seal.

Collect water WITH tankard AND base AND wax

You collect some water in the tankard. The wax seems to have done the trick to seal the base in place - so you can now carry water around the garden without losing too much of it.

PINWHEEL / ROCK

The plaque on the rock says "World's Tallest Pinwheel - designed by B. S. Johnson." And indeed, sticking out of the top of the rock, you see a pinwheel - pretty much like the familiar toy that children blow on to make the wheel spin. The pinwheel is about the same size as the child's toy - hardly the world's tallest! However, it's built of a finely detailed, shiny metal, rather than colourful paper. *(For those unfamiliar with the toy, it's like a small windmill on a stick).*

Attempt to pick it up

You try to pick it up, but it's stuck within the rock. It stays where it is.

Attempt to blow on pinwheel

The blades of the pinwheel don't seem to turn, no matter how hard you blow on them.

Attempt to move pinwheel blades manually

The blades of the pinwheel don't even turn when you push them. They appear stuck. There must be another way to make them turn.

Pour water on the pinwheel AFTER collecting water from the fountain

(Water must have been collected in the tankard, with the base inserted and sealed with wax)

Following the instructions from the statue's plaque, you add water to the pinwheel... and as you do so, you hear a rumbling and quickly step back. Rapidly, the pinwheel grows to be extremely tall, and the rock itself splits open. It really now is the world's tallest pinwheel!

Looking up, you can see that the head of the pinwheel faces the flagpole, and it's only a few feet away.

Examining the giant pinwheel more closely now, you see the word "SURPRISE!" embossed on its metal body at head height, and just below this a wheel with a handle attached. You try the handle and notice that it freely spins in either direction - but as you turn it, nothing happens with the top of the pinwheel.

It also appears that the splitting of the rock has dislodged the plaque completely. Picking it up, you can see that there's more writing on the back of the plaque which you hadn't seen before.

(Give players ATTACHMENT E - ask them to read it aloud)

WIND FOR	FOR
WARD FOR	BACK
WARD FOR	WIND

Turn handle 4 times forward, 4 times backward

Winding the wheel four forward and four backward does indeed make wind! The top of the pinwheel starts to spin, and a wind is blown towards the flagpole.

This causes the flag to start fluttering in the wind. There is a clink as something flies out of the unfurled flag and lands on the ground at the base of the flagpole.

RUBBISH

In the corner of the park, a small pile of rubbish has accumulated. You can see amongst the debris a wooden tankard, an old newspaper, and a packet of cigars - but the rest is just muck that you wouldn't want to touch.

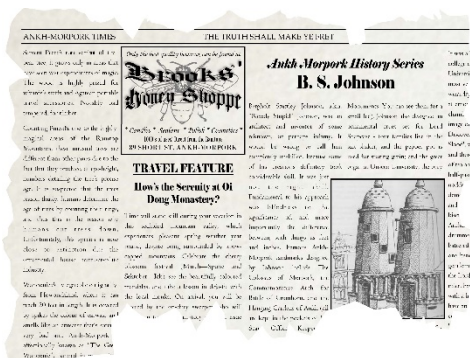
Pick up tankard

The tankard is made of wood, something you've seen in dozens of taverns in this city. But this one is going to be useless to drink out of - it's got no base at all. There's just a 2 inch diameter circular hole at the bottom of the tankard.

Pick up newspaper

It's a torn page from a months-old issue of the Ankh-Morpork Times. It's got a fair bit of dirt and mud on it, and it's quite soggy, but you can still read a few of the articles.

(Give players ATTACHMENT A and allow them the chance to read it or describe it)



Pick up cigar packet

The cigar packet is used, and it's a popular brand - Pantweed's Slim Panatellas. Looking inside, you find it's mostly empty - but not entirely. Inside you find a chewed stub of a cigar - just one, mind you - and a book of matches.

Look for other rubbish

There's nothing you'd want to touch - it's either sticky, mucky, or icky.

STATUE

The statue sits on a stone column. The column is about 3 feet high, and the statue itself is only 2 feet. It appears to be a bronze sculpture of the goddess Morporkia, the patron goddess of the city of Ankh-Morpork. She stands in her traditional pose, holding a shield in one arm, with the other aloft holding a flaming torch.

On the stone column below the statue is an engraved brass plaque.

(Give players ATTACHMENT B - Ask them to read it aloud)

WHEN THE TORCH IS LIT JUSTICE IS REVEALED DAWN AFTER TO GROW TALL
--

You look back at the statue. Actually, now you examine it more closely - Morporkia's hand is empty. She's not holding a torch at all!

Attempt to light torch/statue with matches

The statue is missing a torch - so there's nothing for you to light!

Attempt to use newspaper as torch

The newspaper, being damp, kinds of sticks to itself as you roll it up. You place the end of the rolled up newspaper in the statue's hand, but it's much too big and it flops over and falls out. You attempt to light it, but the newspaper is too damp to burn, unfortunately.

Attempt to remove shield

It's part of the statue, and thus unable to be removed.

Attempt to move/rotate statue

It doesn't move.

Use cigar stub as torch for statue.

You light the cigar stub, and smoke gently wafts from its end. It also seems to make a perfect replacement for Morporkia's missing torch. As you place the stub in her hand, a larger flame begins to appear, making it look as if her torch is actually flaming!

But then something odd begins to happen... the statue starts to melt! It appears that maybe it wasn't bronze after all, just wax... Morporkia was just one big candle.

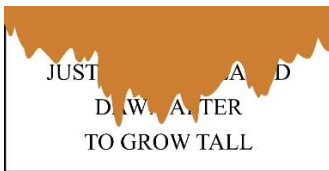
The candle melts rather quickly, with the smell of honey in the air, and the flame is soon extinguished. You can now see the top of the stone column where the statue - or candle - once stood, and it is covered in soft wax and there appears to be something underneath the wax - a word of some sort?

Scrape away the soft wax

You scrape off some of the soft wax. It's pretty decent stuff - beeswax, you suspect. Beneath the wax on the top of the column, you can now make out the word SURPRISE! You also notice that the wax has dripped down the side of the column as well, over the plaque beneath. Some of the words and letters are now covered up.

It now looks like this:

(Give players ATTACHMENT D)



TREES

There are several trees dotted throughout the garden. They appear to be of a few different recognisable species - you can see oaks, ashes, pines, elms and even the mighty larch. All of the tree trunks are covered in moss, and even the lowest branches on each tree seem out of reach.

Example tree on path to back wall

Nothing special about this tree, it's the same as the others. (*Read the above description for 'Trees', if not already done so.*)

Attempt to climb a tree

The trunks are very slippery due to all the moss. You can't really even shimmy a small way up any of the trees. Plus, you can see that even the lowest branches on any of the trees are a long way up - it'd be very difficult to get that high up - and you can't see why you'd need to.

Attempt to reach flagpole/fence/wall by climbing tree

Unfortunately the nearest trees to the flagpole/fence/wall are too far away for you to reach from one of their branches. So even if you could get up onto a tree branch, it wouldn't do much good. Plus, the tree trunks are covered in moss, which is really slippery.

Count the trees

You count all the trees, and there's 18 of them.

Count just oaks OR elms OR ashes OR pines OR larches

- Oaks: 2
- Elms: 5
- Ashes: 4
- Pines: 4
- Larches: 3

Trees - clean away moss

Which tree?

Any tree

Some of the moss scrapes away easily, but it does make your hands feel a bit disgusting. You think you'll need a good reason to get your hands dirty this way.

Tree closest to flagpole

You can definitely clear enough of the moss off the trunk. The trunk is still slippery but not nearly as much as it was. Still, it's too far away from the flagpole for you to reach the flag from one of the branches.

All the trees (or just the pines).

After much effort you pull away a lot of moss. It's quite a surprise, but you find that some of the trees have numbers engraved on their trunks, at head height. And they're all pine trees. These must be those magical Counting Pines you read about in the newspaper!

Read numbers on Pines AFTER scraping away moss

There are four pine trees. The numbers engraved on their trunks are:

A Surprising Escape

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- 460
- 511
- 430
- 375

WALL (RIGHT)

When you follow the path to the right up to where it meets the right hand wall, you almost feel hope rise in you! Set into the wall is a small cast-iron door - and written on the door are the words "EXIT HERE". However, the door itself is set four feet off the ground, and it's only two foot square. If this is indeed the exit, it's very small - you'd never be able to squeeze through it. Also on the door are what appear to be three numbers.

Examine Numbers

As you look closer you can see that the numbers are on dials that spin - three dials, each which can be changed through the digits 0 to 9. It must be one of those new-fangled combination locks that the Guild of Locksmiths invented in the Street of Cunning Artificers a few years ago. Maybe if you find the combination, you'll have your exit!

Enter incorrect combination on cast iron door

You spin the dials into place, but nothing happens. The door does not open.

Enter the correct combination 888

- (this is half the count of the counting pines' numbers: $460 + 511 + 430 + 375 = 1776$, then divided by $2 = 888$)

As you spin the combination lock value around to 888, it clicks and the iron door swings open. Can the exit really be here? You look behind the door, but just find a small cubic box inside - this was just a wall safe, not an exit! Inside the safe, you find a very small pot containing what looks to be a seedling for a tree. You also find a small shovel, which has the word "Surprise!" engraved on the wooden handle. Unfortunately, the shovel is attached to the wall of the safe by a small chain, locked with a key lock.

Unlock lock on shovel WITH key from flag.

The lock comes undone, and you can now pick up the shovel.

WALL (BACK)

Following the path to the brick wall at the back, it just comes to a dead end. The wall is too tall to climb, and you can see that it meets the roof of the house on the other side. It spans the full width of the garden, meeting the left and right walls in the corners.

Examining the wall more closely, you can see, at about your knee height that a word has been scratched into one of the bricks. It says "DIG". Directly beneath this on the ground there aren't any stones, just a small patch of cold, bare earth. Lying on the ground here is a small metal disc, about 2 inches across.

Pick up the disc

You pick it up. It looks like this.

(Give players ATTACHMENT C - Ask them to describe it)



Attempt to dig WITHOUT shovel (using hands/metal disc/tankard)

The ground is cold and hard, and your fingers/the disc/the tankard hardly make(s) a dent. You're going to need some sort of more appropriate tool if you want to dig here.

Pour water from fountain on the ground, then attempt to dig WITHOUT shovel

The ground is now slightly damp. However, you still can't make a dent in it with your fingers.

Attempt to dig WITH shovel

You manage to break the ground, and dig a small hole with the shovel, about 6 inches deep. As you look up from your hard work, you notice that the word scratched onto the brick has changed. Instead of "DIG", it now says "PLANT".

Plant seedling AFTER digging WITH shovel

You gently place the seedling in your hole, and pat some dirt around it with care. As you look up at the wall now, the word "PLANT" that was scratched into the brick has now been replaced with the word "GROW".

Pour water on seedling AFTER planting

You pour a small amount of water over the seedling, then step back. As with the pinwheel, it seems that this water can make things grow... fast.

Continue with Final Puzzle below

FINAL PUZZLE

Magic Door

Rushing upwards you make out leaves and branches and a trunk, but then the tree curls in on itself and starts merging with the wall.... The wood curves itself into an arched shape and finally settles into what looks like a large wooden door, fixed into the brick wall. It's quite ornate and well carved, with a leaf motif around the frame, and picked out in the carving you can see the four symbols that appear to represent the four elements: water, fire, earth and air.

Around the top arch of the door, some engraved words are magically appearing... They say:

"SPEAK FRIEND AND EXIT"

Say the word "friend" (in any language)

The inscription above the door changes to "SURPRISE! WRONG FRANCHISE."

These words then disappear and are replaced by "SELECT THE SURPRISES"

At the same time, a grid of buttons with symbols on them appear on the centre of the door. It looks like this:

(Give players ATTACHMENT G and ask them to describe it aloud)



Press a symbol

Archway, Candle, Pinwheel, Flag, Pine Tree, Shovel, Magic Door

The symbol clicks into place and stays depressed. Looks like you chose correctly.

Ankh, Owl, Hippo, Wizard's Hat, Skull

The symbol doesn't stay down, and in fact, all of the symbols now pop back up. That one probably isn't right. Now you have to start again. And this time, you'll want to make sure you get them all right.

(Do not allow players to have more than one or two incorrect guesses – it makes the final surprise much better.)

After the 7 correct symbols are pressed, and an 8th one is chosen...

(The GM should be prepared with a party horn/party popper/some other noisemaker, which has been hidden from the players during the entire game. Players should be trying to discuss which of the remaining buttons is the 8th surprise... wait a bit before interjecting, as they choose an 8th symbol... or just find an opportune moment to reveal the party horn and blow on it, hopefully surprising your players with an unexpected noise)

Surprise! Turns out that the 7th surprise is this one. We never said it was very good. You've correctly pressed the buttons for all the other surprises, so as you recover from this disappointing surprise, the door unlatches and you pull it open, and you walk through. Strangely, as soon as you step through you find yourself back on the street, outside the main entrance archway into the garden.

Congratulations! You have escaped!

CONVENTION PANEL CONCLUSION

Thank you for playing! I hope you enjoyed yourselves.

(Allow time for some brief comments to players)

The format of this escape room is highly influenced by the wonderful podcast, Escape This Podcast, done by Dani and Bill, who are Sydney locals. I definitely recommend you give it a listen, check out www.consumethismedia.com

If you would like to run this room for your friends at home, we will put a link to all of the materials up on the website after the convention – so check back on <https://ausdwcon.org> in a week or so's time. [Please let me know if you want to be notified by coming up and writing down your email address.]

[Please feel free to encourage other people who aren't here today to attend one of the other sessions of A Surprising Escape - we'll have different players of course - but please refrain from talking about the solutions to the puzzles so that everyone who plays or attends has a chance to work them out for themselves. And if you want to come again, that's great - but please don't spoil it for those who don't know the solution!]

Thank you all, and good afternoon!

A WALKTHROUGH OF THE ENTIRE ROOM

(This is an explanation for the GM to understand the flow of actions and puzzles in the room - familiarize yourself with this before running the room for other players)

After examining what you can around this garden, you first will need to collect the cigar packet, tankard and newspaper from the rubbish pile. You also will need the metal disc you can find at the back wall. This can be used to fix the tankard - at least partially.

After lighting the cigar stub with the matches, you place the stub into the statue's hand so it acts as a torch. When the statue-cum-candle melts, you can collect some wax, and see that the words on the plaque now read "JUST ADD WATER TO GROW TALL".

After sealing the base of the tankard with wax from the melted statue, you can collect water from the fountain, and then pour the water over the small pinwheel. This causes it to grow to be the world's tallest! It's now as high as the flagpole and it's also facing towards the flag. The instructions on the back of the pinwheel's plaque can be interpreted (when read aloud) as "Wind (i.e. crank the handle) four forward four backward for wind (i.e. moving air)". After winding the wheel four times forward, then four times backward, the pinwheel starts moving, blowing the flag open.

The flag tells you "HALF THE COUNT" with a picture of pine trees. This, combined with the article in the newspaper, should point you to the Counting Pines. By clearing the moss off the pine trees, you can see their ages. Adding the numbers together comes to 1776. Half of this is 888 - and this code can be entered into the EXIT HERE cast iron door.

With the door open, inside you'll find a shovel and a seedling. Using the key that fell out of the flag, you can unlock the chain on the shovel and remove it and the seedling from the safe. At the back brick wall, you can now dig with the shovel, and following its magical instructions, you then plant the seedling and pour water on it to make it grow (as per the pinwheel). This then grows into the magic door.

After a fun Lord of the Rings themed surprise, we get to the final puzzle. Pressing the correct symbols for the surprises encountered so far. These are:

- Archway: the surprise written on the sign as a mysterious force stops you from leaving.
- Candle: the melting statue *Fire*
- Pinwheel/Windmill: the growing pinwheel *Water*
- Flag: the unfurling flag *Air*
- Pine Trees: the counting pines
- Shovel: the wall safe, digging a hole *Earth*
- Doorway: the magic door/LotR surprise

The elemental connection is not required to solve this puzzle, but it's hidden there anyway.

There's only 7 surprises however - all the other symbols don't correspond to things seen in the garden - and as you debate as to which of the remaining symbols must be the 7a'th surprise, the door itself surprises you with a silly noise, and then you can exit!

ATTACHMENTS

These are small versions here - print out the files at full size to give to players, or share links/the images as players reach them. The full sized versions of these images are available to download from <https://ausdwcon.org/escaperooms/>

A - Newspaper

ANKH-MORPORK TIMES

Sapient Pear: A rare variant of the pear tree, it grows only in areas that have seen vast expenditures of magic. The wood is highly prized for wizards's staffs and Agatean portable travel accessories. Notably bad tempered, for timber.

Counting Pines: Native to the highly magical areas of the Ramtop Mountains, these unusual trees are different from other pines due to the fact that they produce, at eye-height, numbers detailing the tree's precise age. It is suspected that the trees reason thusly: humans determine the age of trees by counting their rings, and thus this is the reason why humans cut trees down. Unfortunately, this species is now close to extinction due the ornamental house number-plate industry.

Wahoonie: A vegetable originally from Howondaland, where it can reach 20 feet in length. It is covered by spikes the colour of earwax, and smells like an anteater that's eaten very bad ant. Ankh-Morpork is affectionally known as "The Great Wahoonie".

THE TRUTH SHALL MAKE YE FRET

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1000's of uses! Direct from the Ramtops

89 ELM ST. ANKH-MORPORK

TRAVEL FEATURE


How's the Serenity at Oi Dong Monastery?

Tune will stand still during your vacation in this secluded mountain valley, which experiences pleasant spring weather year round, despite being surrounded by snow-capped mountains. Celebrate the cherry blossom festival (March—Spune and Sektobor—Ick), see the beautifully coloured mandalas, and take a lesson in de-ja-fu with the local monks. On arrival, you will be greeted by the ornate duty sweeper who will issue

Ankh Morpork History Series

B. S. Johnson

Bergholt Stuttley Johnson, a.k.a. Monuments. You can see them for a "Bloody Stupid" Johnson, was an small fee). Johnson also designed an architect and inventor of some ornamental cruet set for Lord reknown, or perhaps infamy. It Snapcase - four families live in the would be wrong to call him salt shaker, and the pepper pot is completely unskilled, because some of his creations definately took organ at Unseen University, the only considerable skill. It was just not the right skill. Fundamental to his approach was blindness to the significance of, and more importantly the difference between, such things as feet and inches. Famous Ankh-Morpork landmarks designed by Johnson include The Colossus of Morpork, the Commemorative Arch for Battle of Crumhorn, and the Hanging Gardens of Ankh (all are kept in the pockets of Scar Official Keeper



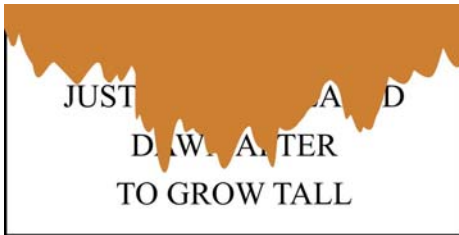
B - Plaque on Statue

WHEN THE TORCH IS LIT
JUSTICE IS REVEALED
DAWN AFTER
TO GROW TALL

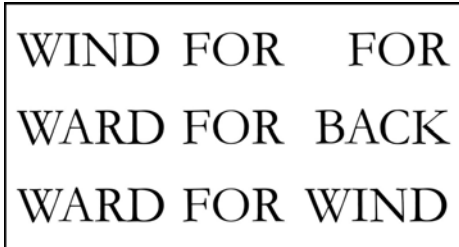
C - Metal Disc



D - Plaque on Statue With Wax



E - Pinwheel Plaque Back



F - Flag



G – Magic Door

