



**KEYSTONE
CREATIVE
ESCAPE GAMES**

CONTENT PREVIEW

WHAT'S INCLUDED

The following pages are examples of a digital download would include. Each theme is unique and therefore some items may be different from packet to packet, but this should give you the general idea.

Every theme will have variations of the following items:

Build Out Files:

- Videos
- Building Instructions
- Buying Guides
- Room Layouts
- Prop Pictures

Escape Room Master Files

- Audio Files
- Intro Videos
- Screen Graphics
- One Screen Clues

Game Master Files

- Game Follow Along & Reset Guide
- Game Plot
- GM Cheat Sheet
- Clue Sheet
- Pre-Game Briefing / Story

Game Files

- Detailed information on each game
- Printable Ciphers

Media

- Advertising Files
- Images / Logos

Walkthroughs

- Detailed PDF
- Video Walkthrough



BUILD OUT FILES

The DIGITAL PACKAGE includes detailed instructions on where to purchase and how to build everything you need for your location. We base our lists on a 400sq ft room, and your needs may vary. Our 3 months of free phone and email support will help guide you through the process.



BUILD OUT LIST FOR ROOM/SET DESIGN.

Item	Quantity	Est. Cost	Notes
2x4x8 Lumber	50	\$200	Home Depot List
Dog Ear Fence Pickets	50	\$100	Home Depot List
#6 x 1-1/4in Drywall Screws	3 lbs.	\$23	Home Depot List
#8 x 3in Drywall Screws	5lbs	\$40	Home Depot List
Tapcons 3/16 x 2-3/4	25pk	\$12	Home Depot List
16/2 Low Voltage Cable	500ft	\$150	Home Depot List
12/2 Romex Electrical Wire	50ft	\$60	Home Depot List
Light Fixtures	4 ?	\$175	Home Depot List Quantity depends on your layout
Bulbs	4 ?	\$40	Home Depot List Quantity depends on your layout
Research Hut Lights	1	\$50	Home Depot List
Paint #1	1 Gal	\$35	Home Depot List
Paint #2	1 Gal	\$35	Home Depot List
Paint #3	1 Gal	\$35	Home Depot List
Joint Compound (45 weight) 18lb bag	2	\$30	Home Depot List
Spray Suit XXL	3	\$45	
Wire Mesh	700 sq ft	\$1,000	See PDF
Foam	5 Kits	\$4,000	See PDF
REQUIRED ITEMS TOTAL		\$6,030	

BUILD OUT FILES

BUILD OUT GUIDE

PROP: PELT DOOR

This will be attached to a thin chamber in the inner cave. This one is 13"x13". You can build it just about any size, but you want it small enough and high enough that players don't trip over it.

WALL FRAME (built into the wall)

- (2) 2x4x16 1/2" Board
- (2) 2x4x13" Board

DOOR

- (2) 2x2x13" Board (Frame Top & Bottom)
- (2) 2x2x10" Board (Frame Side)
- (3) Dog Ear Board @18"

- (1) Medium Hasp Set
- (1) Medium Hinge Set

DOOR

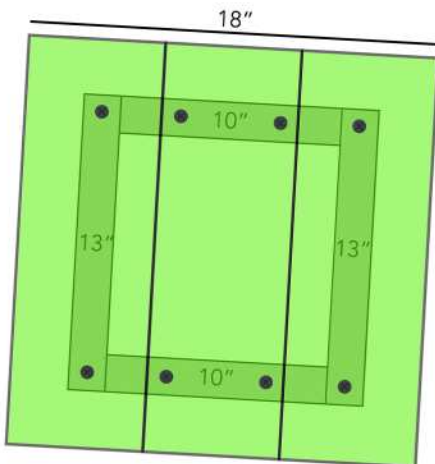
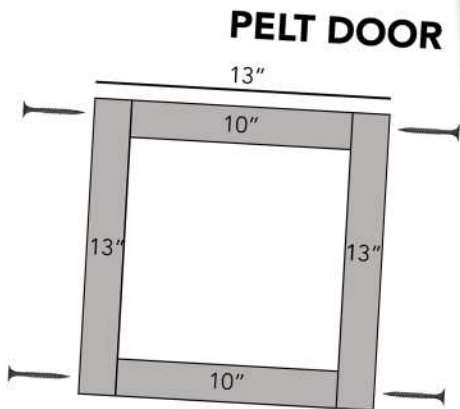
Attach 2x2's to form a frame. (See Diagram)
The frame should be 13"x13" square

Attach Dog Ear Boards to frame.
Total door should be 18"x18"

****Note**** Depending on how you mount the door to the wall, you may need to cut some of the Dog Ears. Feel free to add some artistic flair to the Dog Ear Boards when cutting. (Slit, notch, etc.)

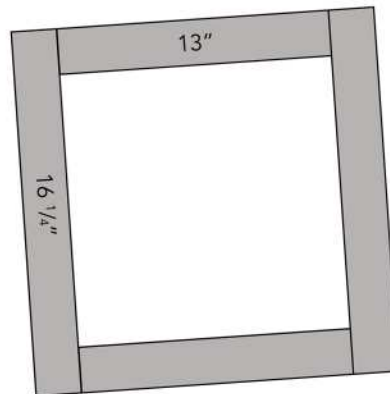
DOOR FRAME

This will be built your

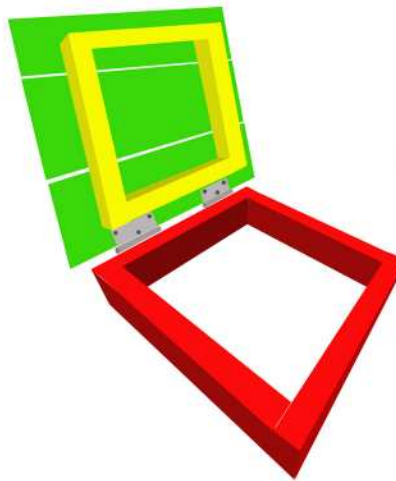


STEP 2
Attach Dog Ear Boards

PELT DOOR



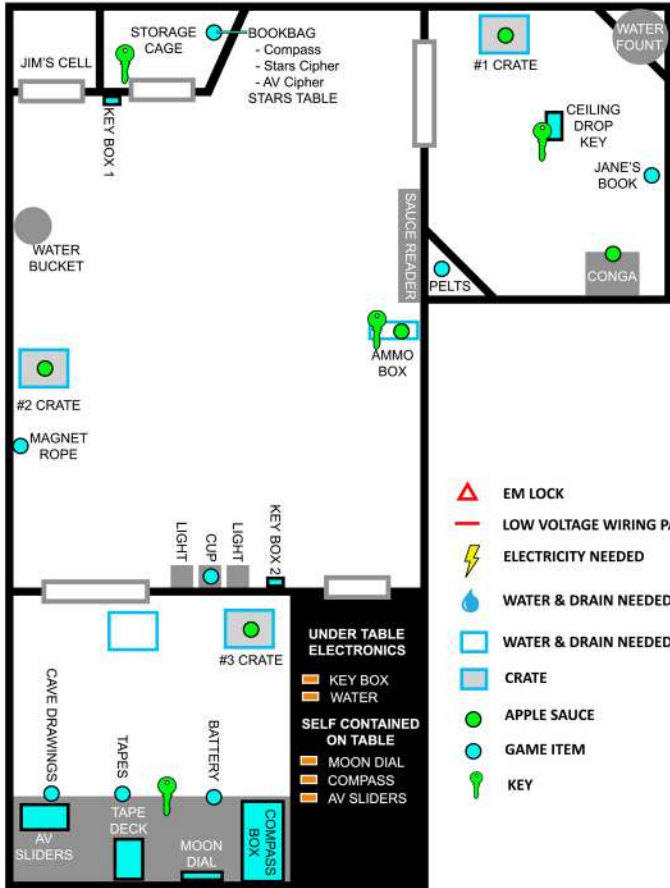
STEP 3
Attach 2x2's
for wall frame
structure



STEP 4
Attach Door to Frame
using hinge set.
Note the hinge is
attached to the
Dog Ears on the door
and the 2x4 on the wall frame.

BUILD OUT FILES

ROOM LAYOUTS



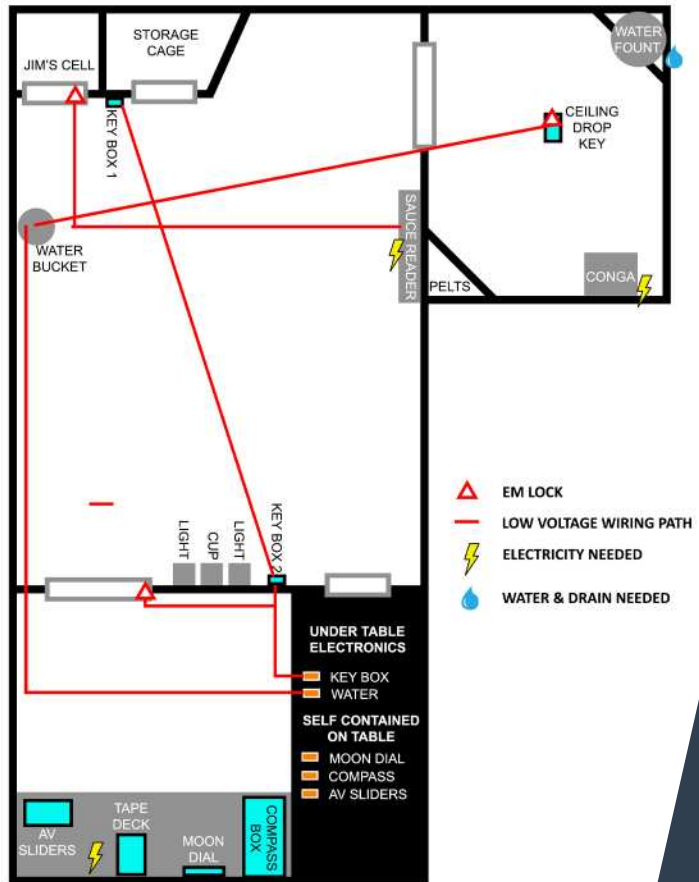
- △ EM LOCK
- LOW VOLTAGE WIRING PATH
- ⚡ ELECTRICITY NEEDED
- 💧 WATER & DRAIN NEEDED
- WATER & DRAIN NEEDED
- CRATE
- APPLE SAUCE
- GAME ITEM
- 🔑 KEY

General Room Diagram

A basic diagram is provided for each theme.

Custom Room Diagram

Custom Diagrams (like the one shown) are available as an add on to your package.



- △ EM LOCK
- LOW VOLTAGE WIRING PATH
- ⚡ ELECTRICITY NEEDED
- 💧 WATER & DRAIN NEEDED



GAME ROOM MASTER FILES

We use Game Room Master software to interact with our players, but the files could easily be used in just about any software.

Each theme has unique elements and some have more files some have fewer. The following is a list for our Bigfoot's Revenge Game:

Audio Files:

- Ambient Sounds
- ERM Triggered Files
- Game Triggered Files
- Random Growls

Intro Video:

- Video
- Video Script

Screen Graphics:

- Themed Background
- PSD Editable File

Clues:

- Clue List sorted by game
- * Some themes have audio, video, or image clues as well

GAME MASTER FILES

GM MAP CHEAT SHEET

AV SLIDERS

FINAL CODE: 536134

A=5, G=3, C=6, D=1, H=3, F=6

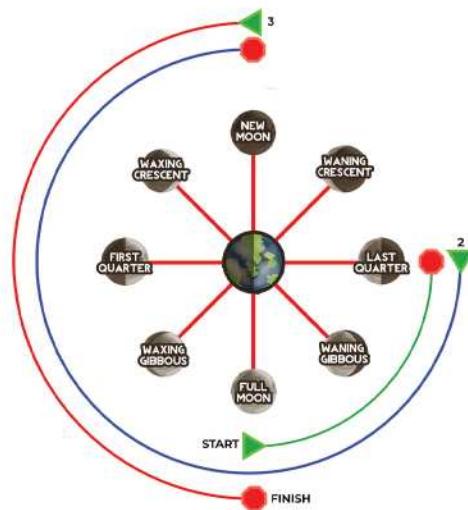
- 5 A  Classic Rock
- B  The Lion Sleeps Tonight
- 6 C  Mathew McConaughey
- 1 D  White Noise
- E  NickleBack
- 4 F  Kenny G Solos
- 3 G  Christmas Music
- 3 H  Classical Music

STARS

- VEGA
 - ↻ 5 TO CANOPUS (4)
 - ↻ 2 TO CAPELLA (3)
 - ↻ 8 TO ARCTURUS (9)

- UY SCOTI
 - ↻ 4 TO POLLUX (1)
 - ↻ 2 TO PROXIMA CENTAURI (8)
 - ↻ 5 SPICA (5)

- BEATLEGUEISE
 - ↻ 6 TO BELLETRIX (7)
 - ↻ 3 TO SIRIUS (9)
 - ↻ 8 TO ANTARES (4)



START - FULL MOON
 COUNTER CLOCKWISE TO LAST QUARTER
 CLOCKWISE TO NEW MOON
 COUNTER CLOCKWISE TO FULL MOON

JANE'S BOOK

- 3 MARVIN - CHIMPANZEE FROM PERDIA ILLINOIS
- 8 SALLY - HAS RINGS ON TAIL
- 5 LARRY, DARRYL, DARRYL - MOST GREEN OF ANY PAGE



GAME FILES

Every individual game or challenge comes with supporting files. Each of these files are able to be printed on a standard sheet of paper. We offer a printing package that includes custom printed books, metal panels, canvas, and other materials.




WALK THROUGHS

Our walk through files help you make sense of the theme and all of the complexity of the game play. Each walk through contains very detailed descriptions of the game concept including: Difficulty, Tech Level, Location, Lock Type, Reward, Reward Mechanism, and Cipher Needed.

Many of our themes also have a detailed video walkthrough.

NAME OF GAME	DIFFICULTY	TECH/NON	LOCATION	LOCK TYPE
STORAGE STRETCH	Easy	Tech	Outer Cave	EM Lock
<p>This is the opening game. Players will find a hot dog stick with a hook end. They will insert it into the storage cave where they will find 2 keys on a carabiner on a hook. They will use the stick to grab the keys.</p>				
<p>REWARD: Keys to unlock the Research Hut</p>				
<p>REWARD MECHANISM: – When both keys are inserted into the yellow key boxes and turned, the research hut doors will open.</p>				
<p>CIPHER: No Cipher</p>				
MOON DIAL	Medium/Hard	Tech	Research Hut	EM Lock
<p>Players will find cassette tapes in the hut table. (unlocked). They will play the tapes in order of date. The tapes will tell them the direction (clockwise/counterclockwise) and the moon phase needed to solve the game. They will then move the dial on the board in the correct manner to open the Cave Door.</p>				
<p>REWARD: Open Cave Door</p>				
<p>REWARD MECHANISM: – Players move the moon dial in a fluid motion (no pauses) in the correct order and direction.</p>				
<p>CIPHER: Cassette Tapes</p>				



The diagram shows a central Earth with eight moon phases arranged in a circle around it, connected by red lines. The phases are: FIRST QUARTER (top), WAXING GIBBOUS (top-left), WAXING CRESCENT (top-right), NEW MOON (right), WANING CRESCENT (bottom-right), LAST QUARTER (bottom), WANING GIBBOUS (bottom-left), and FULL MOON (left). A logo for 'HEMOGLOBIN' is in the bottom right corner.