

Mission Documents



Step One Print It

Print this document, each page one a single piece of paper. You'll need the individual pages.

The following pages contain the "Training Mission" as well as Mission 1: "Central Station"

Step Two Work Together

Escape Team is the most fun when played with 2-4 players.

Every mission has different phases. The solution code of each phase must be entered in the ESCAPE TEAM app, in order, beginning with Phase 1.

However, we recommend to spread all of the mission's pages on the table, working on them together in parallel.

Step Three

Be Prepared

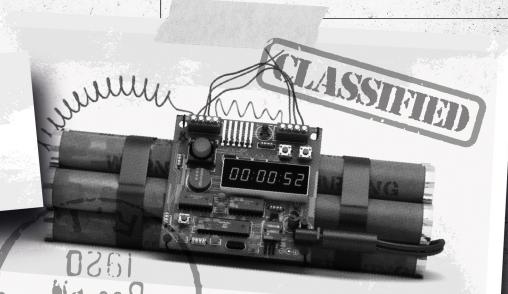
Every mission's overview has a list of required material (scissors, pens. ...). Make sure that everythigh is available. We recommend using colourful, easily distinguishable pens. Also, pencils and erasers could be useful...

Step Four

Get Ready

Start the ESCAPE TEAM app. The game's story is told through audio messages and sounds will notify you of new clues, so activate sound* on your device. In the app. choose your mission to let your adventure begin.

*Should you be using an iPhone, make sure to also bring the 'mute switch' on the device's side, right above the volume buttons, into the 'sound activated' position



832982-3248072390-234 ESCAPE TEAM-2348623-2



Training Mission

01 05

Max 10 Mins

2-4 Players

Scissors. Pens, Paper

This is a really easy mission, introducing you to the basics of ESCAPE TEAM. If you do not make it in time, never think about disarming a real bomb...



FOOLS!

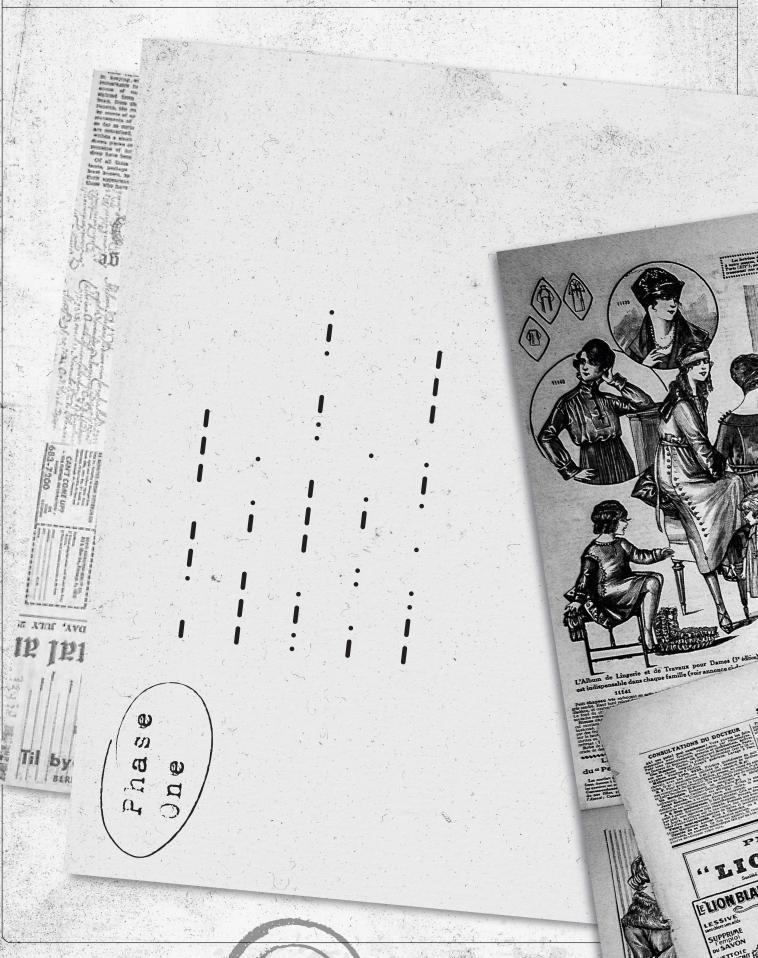
This bomb is disarmed in THREE PHASES. I bet you're not going to finish even the first one. If you really want to try. go ahead. Every single one of my puzzles leads to a FIVE DIGIT CODE for its phase. If you think that you solved a phase, enter its code into the app and confirm it by pressing. OK.*

*If you enter a code wrong, there will be a time penalty, of course! Tick-tock!



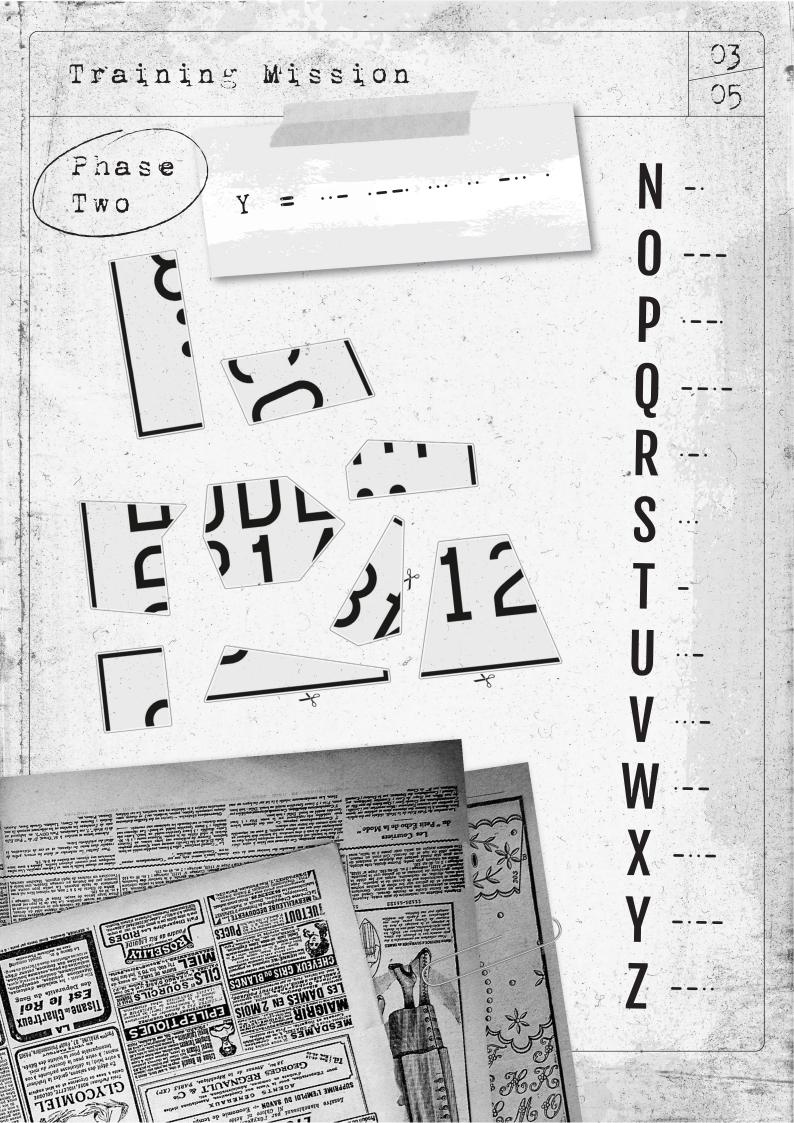
Training Mission

02



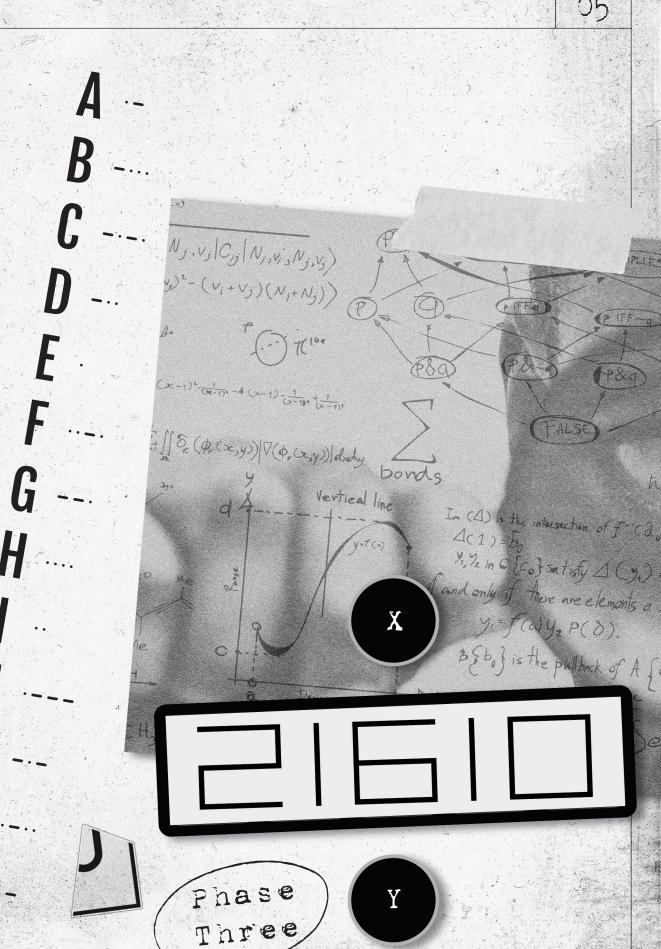
832982-3248072390-23486 ESCAPE TEAM-2348623-234

05.1.4E -18



Training Mission

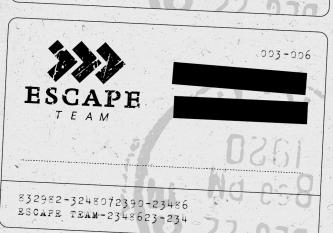
04



Bonus Mission

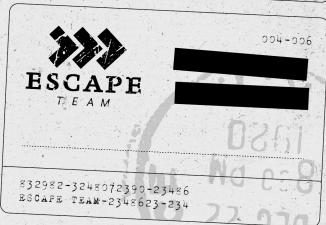
We're @playescapeteam on Instagram and we'd love to see postings of you showing how you're having fun with Escape Team. Also, simply email us a link to your posting to mission@escape-team.com and we'll return the favor by sending you six voucher codes for Mission 5: Subway one for you, five for your friends! (Watch out: the voucher codes will only (!) work with Android devices, not on iPhones and iPads. So, if you re an iPhone user: time to invite some friends over, together with their Android phones!)















Mission Ol 06 Central Station

01

Max 15 Mins

2-4 Players

Scissors. Pens, Paper

This mission tests your team-play abilities. Work cooperatively, let others know what you re thinking, stay calm and you won't have any problems with this bomb.

The Gld Bewspape

Phase One

> Black Rook a2 to from

832982-324807 ESCAPE TEAM-23





Phase Three

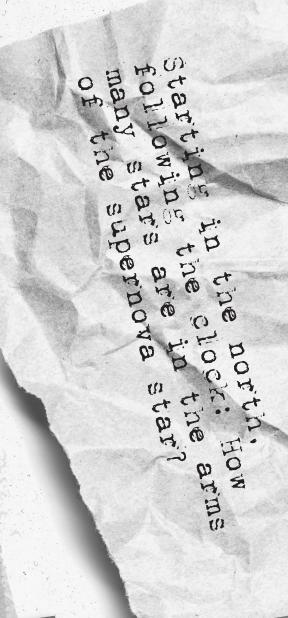
Our code consists of the disits 0, 3, 4, 5 and 8. But of the 5's right, but not necessarily directly next to it. 0 and 5 is between the two numbers that usually follow it. The two disits on the right add up from b3 to b5. Black Bishop

Do not forget:
Gamma falls
onto Kappa and
Epsilon falls
onto Beta.

Always consider the flipside.

Phase Four

Black Rook from c2 to cl
White Bishop from h3 to 54
White Bishop from h7 to f5
Black Bishop from a4 to c4
White Queen from cl to bl
Black Rook from cl to bl
White Bishop from 54 to f3
White Bishop from f5 to e6
White Rook from h1 to el
Black ...







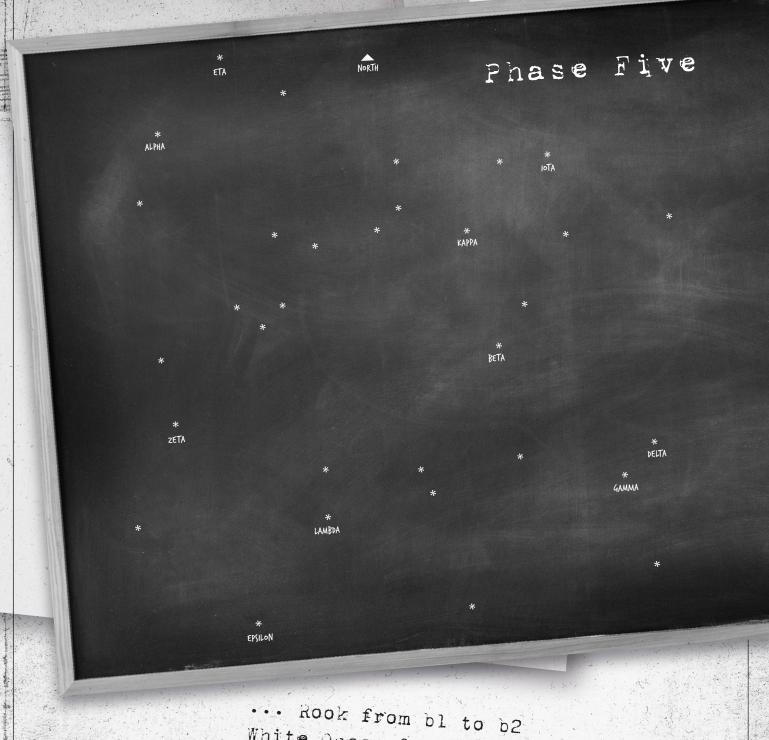
Mission Ol: Central Station

05



Temporarily fold the space-time continuum in the following ways: Eta falls onto Jota, Alpha falls onto Delta. onto Zeta, Lambda falls onto Delta.

832982-3248 ESCAPE TEÂM



White Queen from c4 to b3
Black Bishop from e6 to f7
White Bishop from f3 to e4
Black Rook from b2 to a2



Mission Terminal

01 06



Max 20 Mins

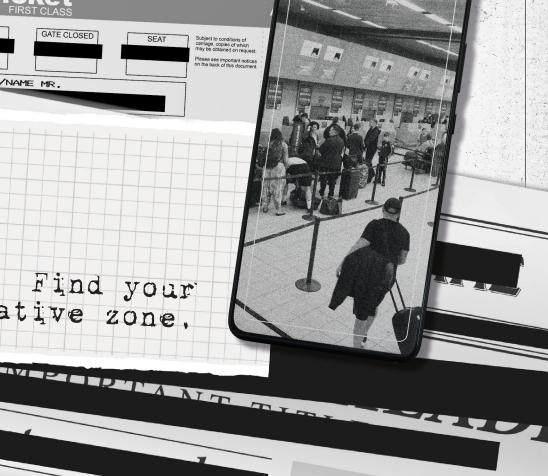
2-4 Players

Scissors. Pens, Paper A hasty mission that makes it necessary to work together and to stay concentrated, despite all pressure. Don't get distracted and carefully work your way towards the solution.



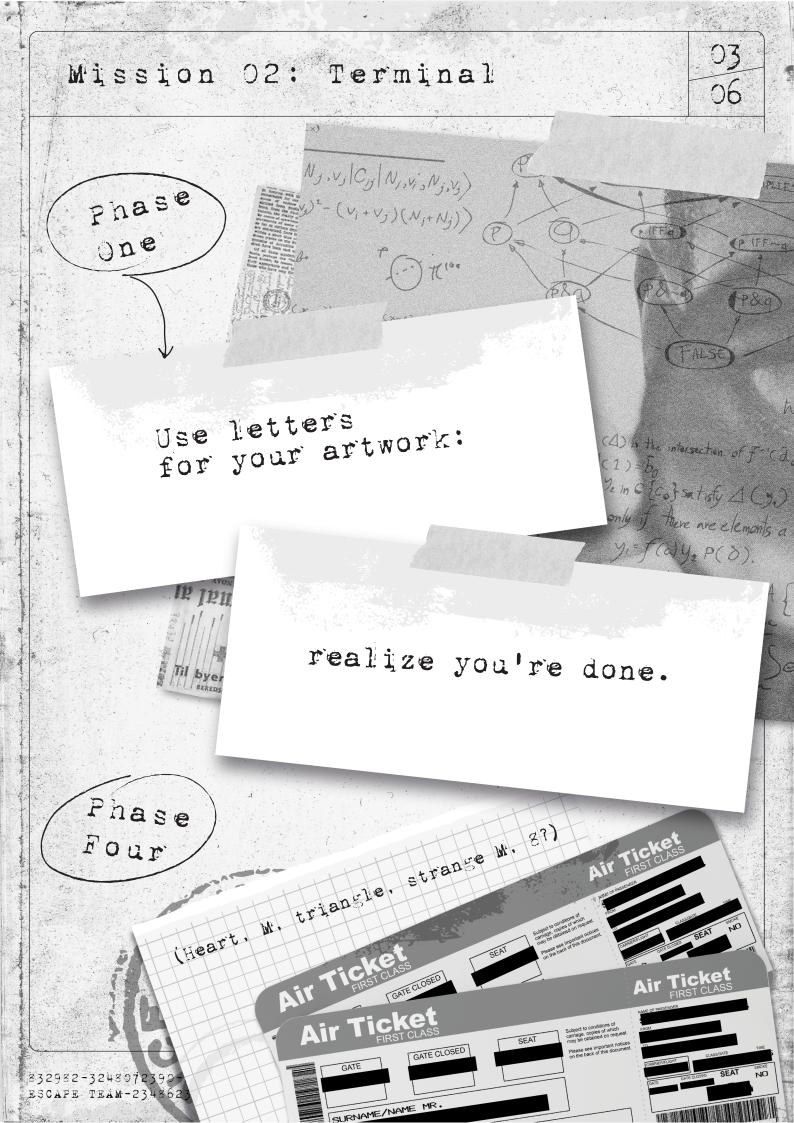
creative zone.

EVTOAI EVTOAI



832982-3248072390-23486 ESCAPE TEAM-2348623-234





04 Mission 02: Terminal 06 Phase Two 832982-321 ESCAPE TEA



Mission 02: Terminal

06





Mission Elevator

01 07

/Hard/

Max 30 Mins

2-4 Players

Scissors. Pens, Paper

This mission is highly demanding and requires different skill sets. Hopefully, you have good team to handle this one. Don't give up together, you can surely do it.

REC

1(}

one Phase

You again! You seem to be bored! Why don't you try one of those Sudoku riddles, before you set

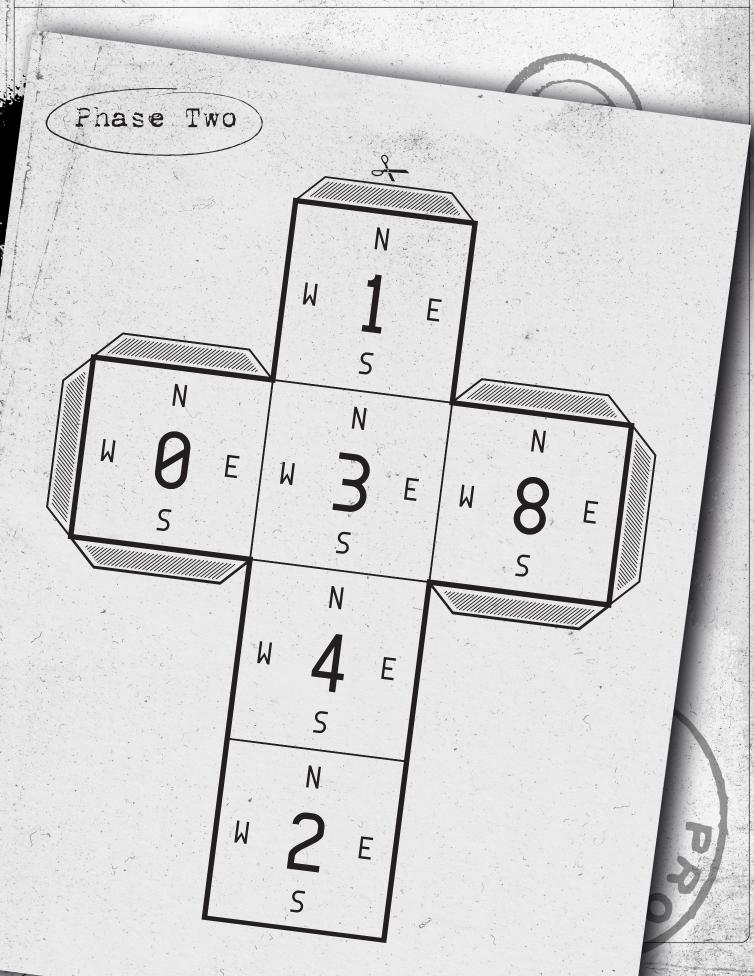
pored to death...

6 4 6 6 9

4 9 9 2 6 1 4 6 1 3

832982-32480723 ESCAPE TEAM-234 Mission 03: Elevator

02



Put down the finished cube. The 8 should be facing the ceiling. The north should be pointing away from you. Twist the cube by 90° clockwise. Tilt it onto the side that s in the west. The upward facing number is A. Twist the west away from you. Tilt the cube towards north, twice. Tilt it towards east, twice, then towards west. Which number is now on the cube's downside? That's B. Twist the south to the right. Tilt the cube onto its left side. C is the sum of the numbers that are visible on the cube's left and right side. Tilt it in a way that hides the 4 underneath the cube. Starting from the now upward-facing number. which number is one step to the west and one more step to the east? This number is D.

> When the moon stands in Uranus and the sun in south-west, look east.

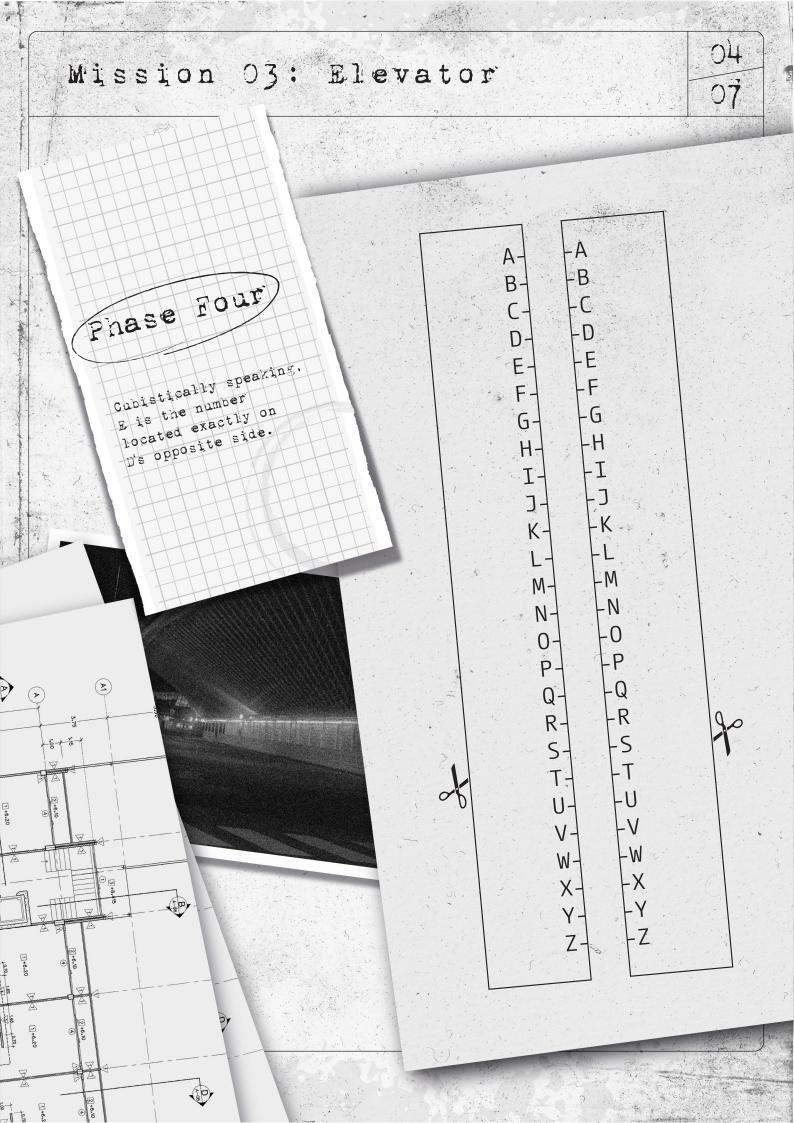
2. When water stands in Neptune and thunder strikes in the north, look west.

3. When the sun stands in Mars. and the moon in south-east, look south.

4. When the moon stands in Wercury and water in the west.

5. When earth stands in the north. look east.

and the moon in Mars. look south.



Phase Three

J = L V = R F = B W = M . A = D G = A . A = U

QIZOKZE

C = I G = L D = B E = P X = U Z = Q C = H

NRQIKXP *

O = X W = P S = Z S = L W = L O = S M = A

JHGKPES

L=Q D=B Z=U J=Q R=Z V=L $K=\overline{Z}$

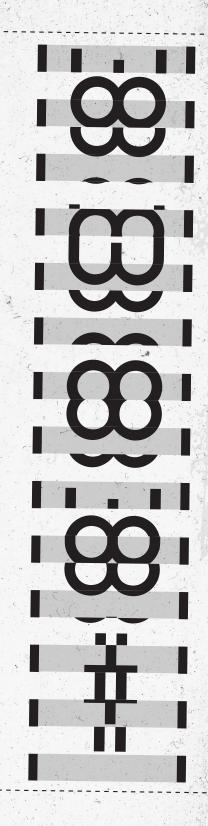
CVMNFNC

Q = B W = 0 Z = X R = U Q = A 0 = U $L = \overline{D}$

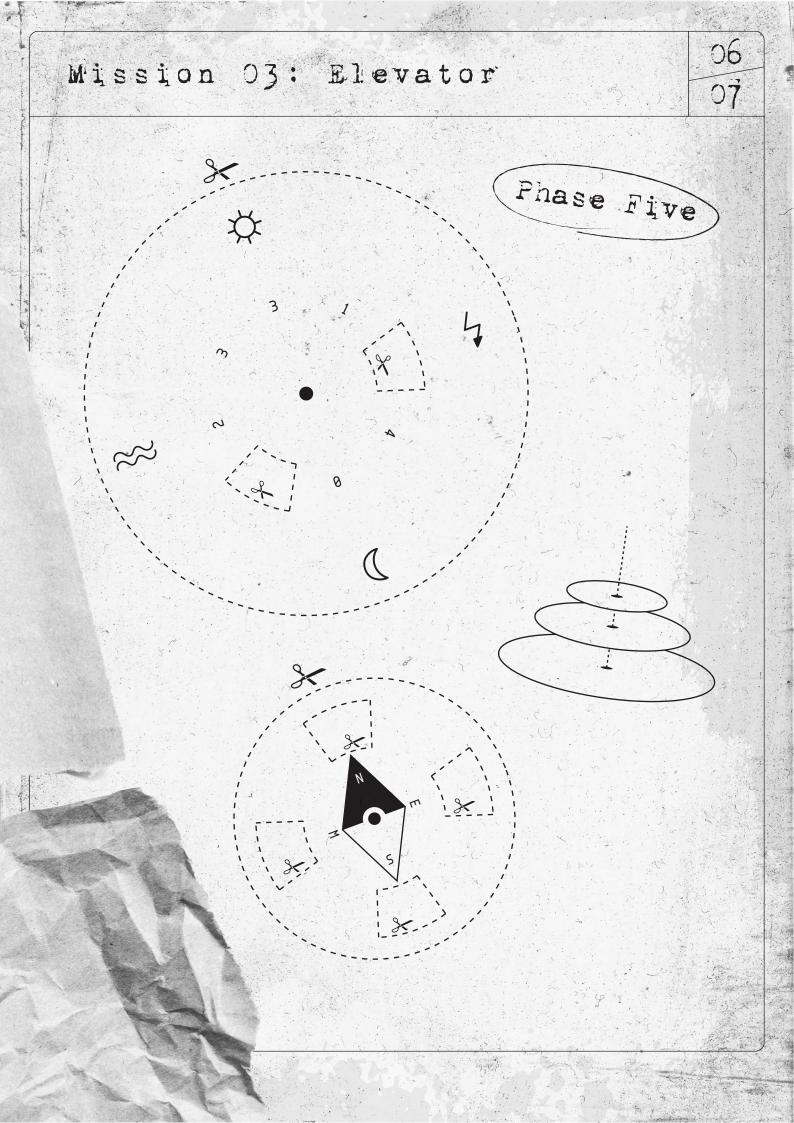
TLGFWBV

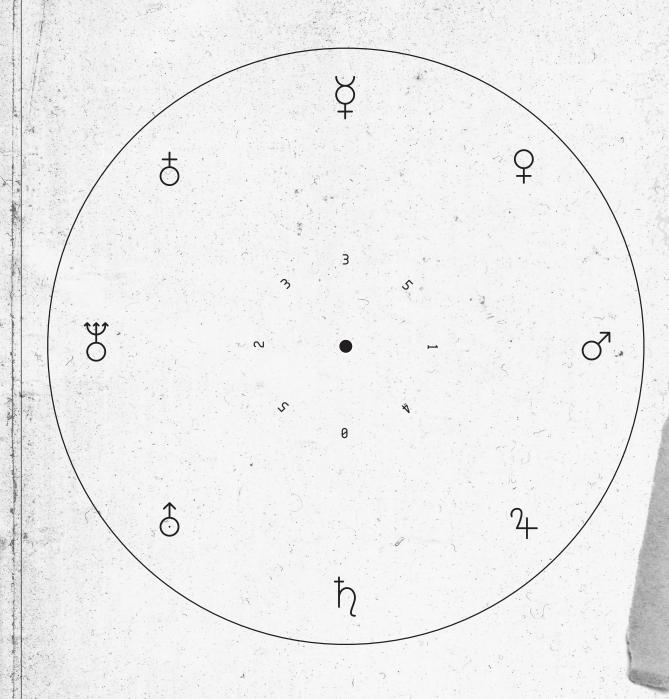
E = M B = L H = A T = M Z = G T = W

QJOYXB











Mission 04 Rollercoaster CONN

01

07

Hard/

Max 30 Mins

2-4 Players

Scissors. Pens. Paper An action-laden mission that requires sharp thinking, quickness and clever teamwork. Try everything to solve the riddles of the maniac before the innocent passengers are harmed!



Phase One

20

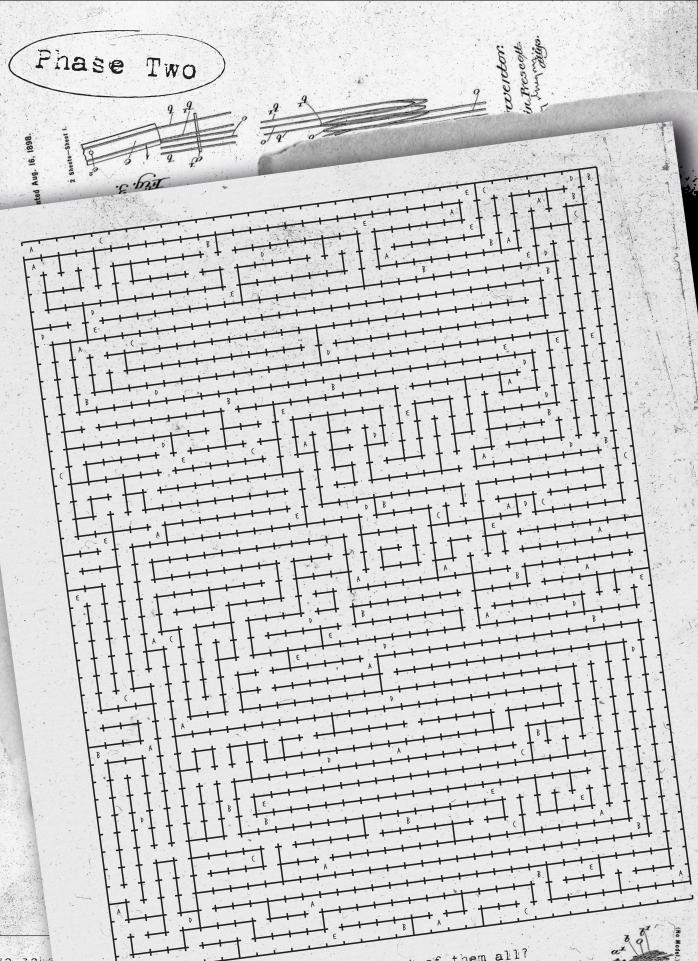
.30

29

ESCA

Mission 04: Rollercoaster

20 70



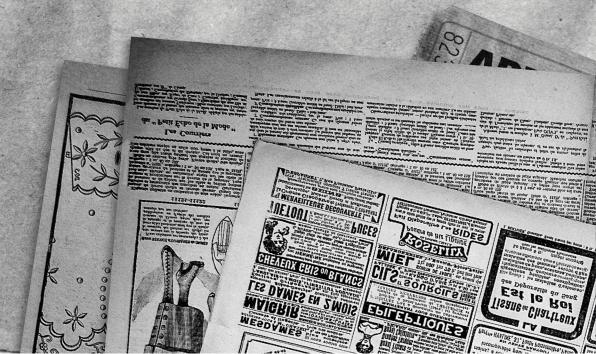
832982-3248 ESCAPE TEAM who's the fairest of them all?

09,164.



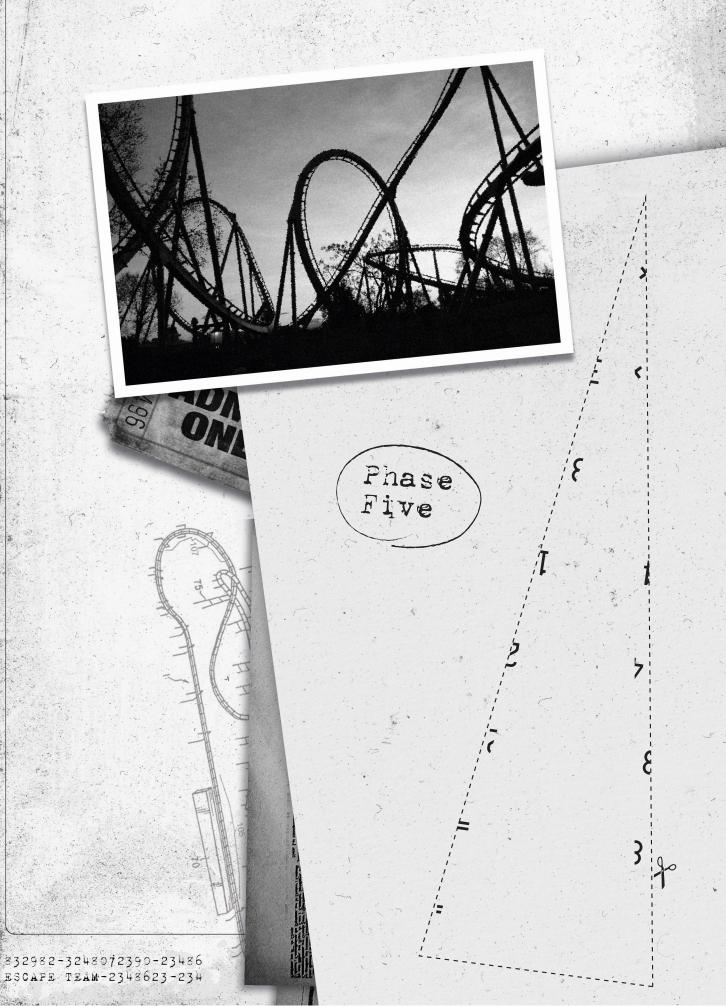
) I O MIRROR

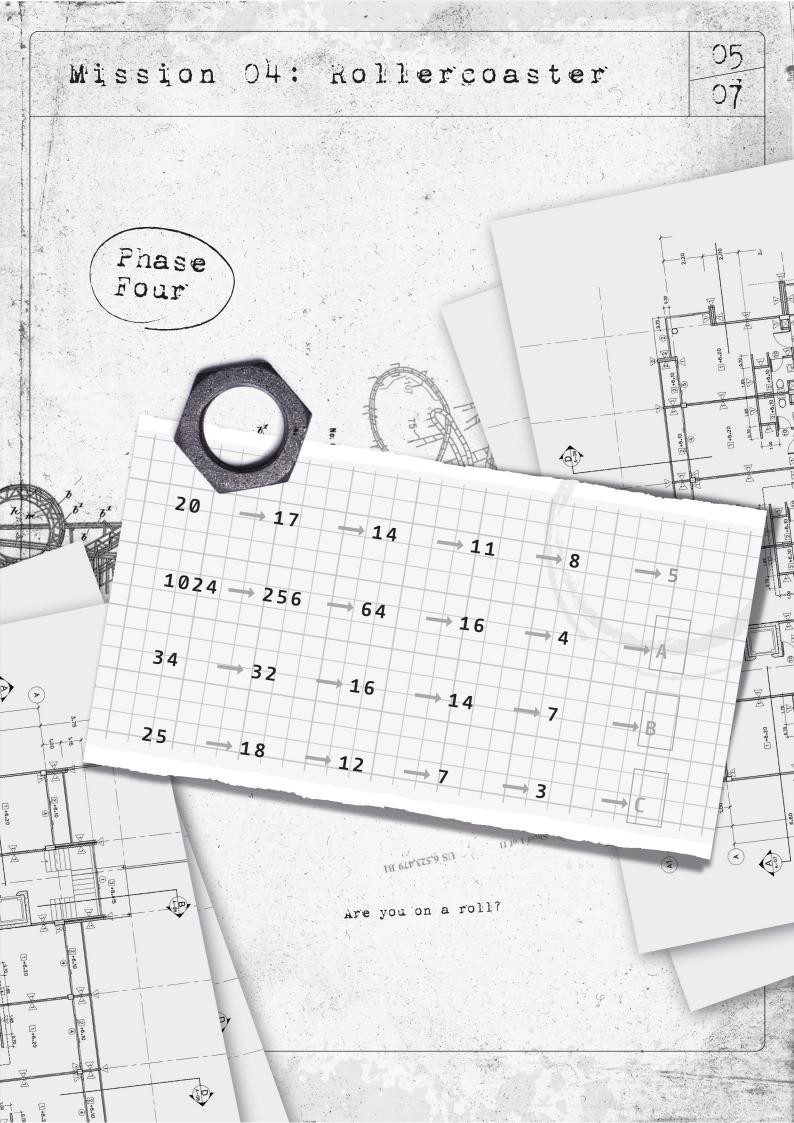
Some things can only form under pressure.

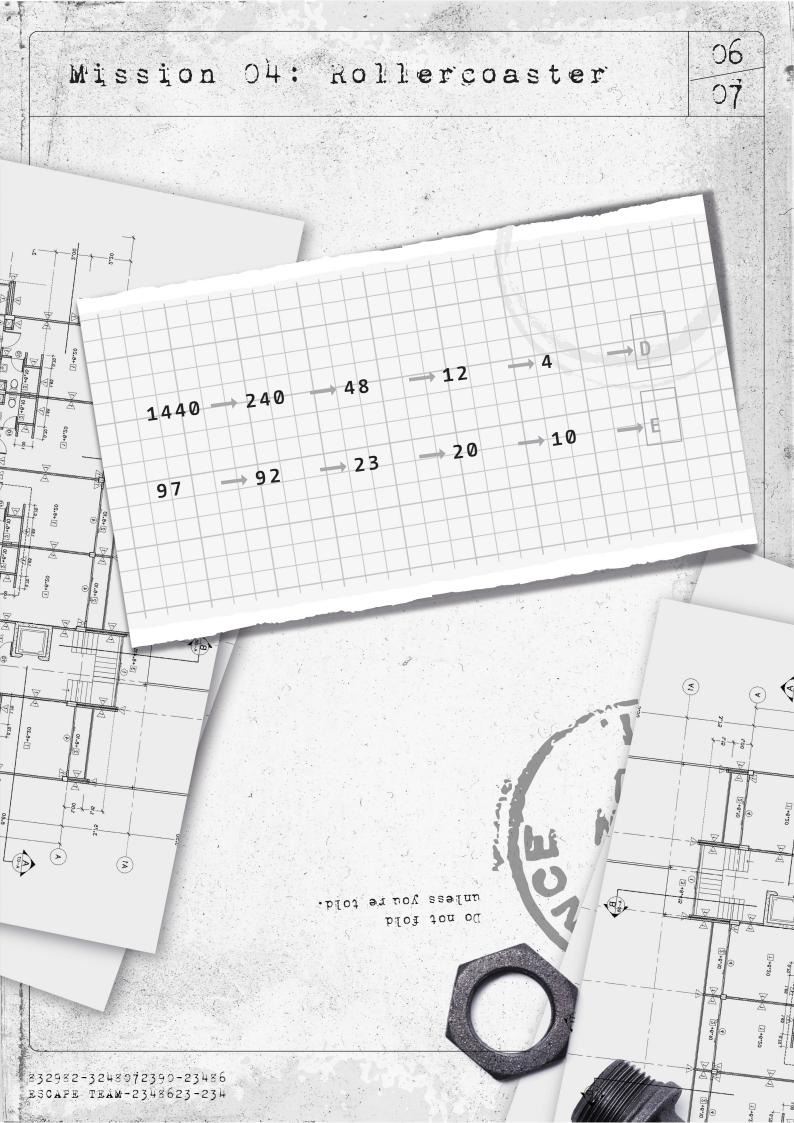


832982-32480 ESCAPE TEAM

No. 609,164.









Mission 05 Subway

01 06

CONFIRME

/Hard/

Max 30 Mins

2-4 Players

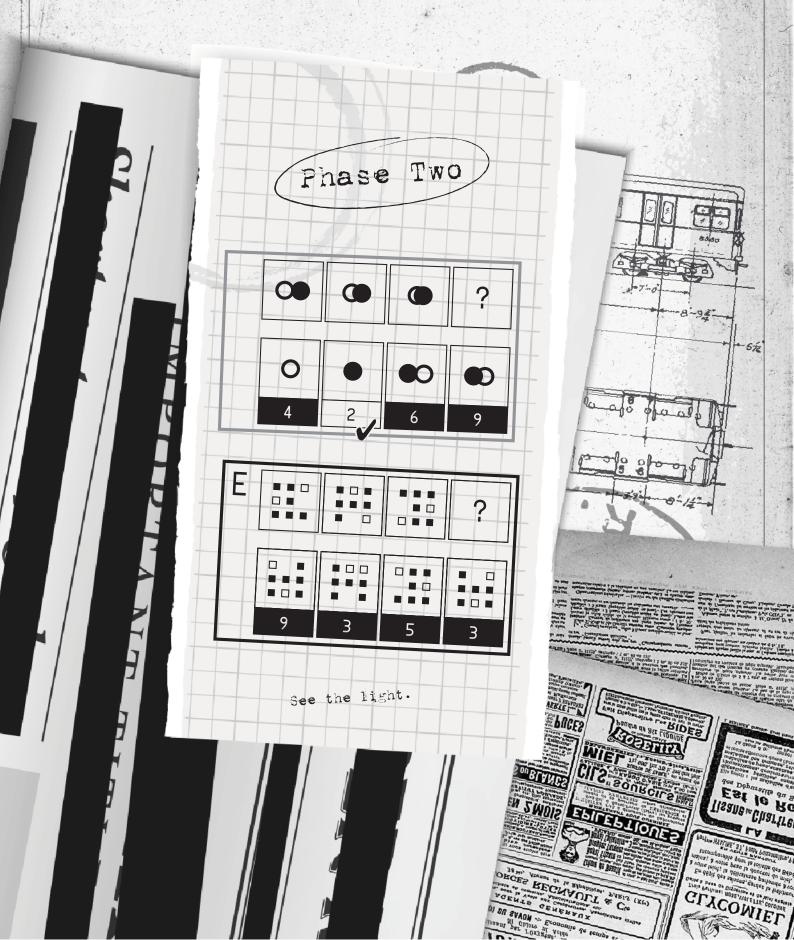
Scissors. Pens, Paper A tricky mission on a tight schedule. You regoing to need different skill sets to make it through this one in time. Only through cleverly coordinated teamwork you'll be able to make it out of this dangerous situation...

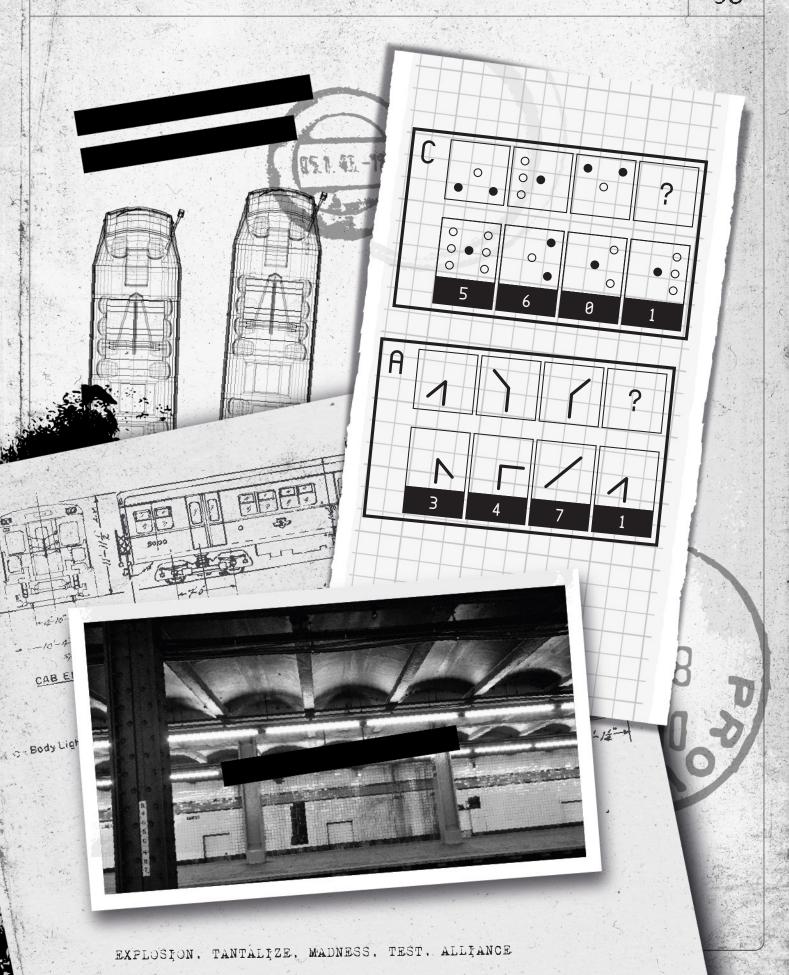
832982-3248072390 ESCAPE TEAM-23486

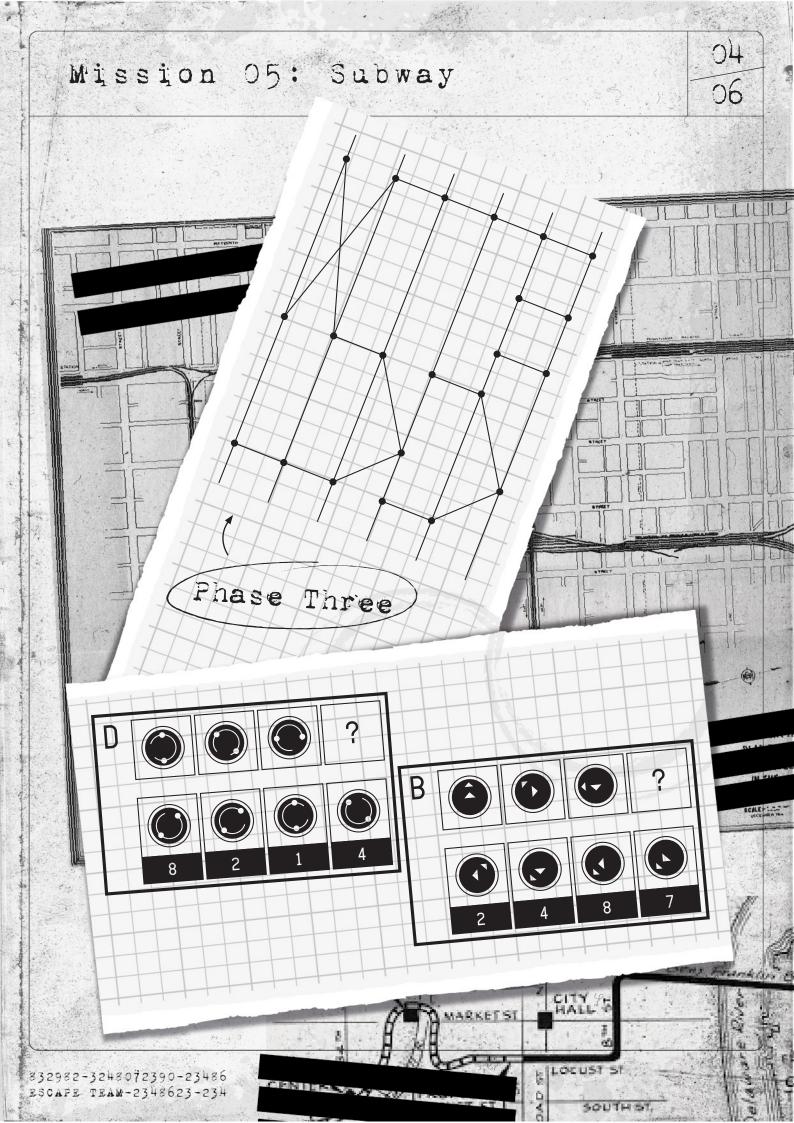


ATTACK, POLICE, TEAM, EXIT, MANIC, NIGHT, AIRPORT, KARATE

PEOPLE, LOST, START, NUKE, TECHNICIAN, ESCAPE, MISSION







05 Mission 05: Subway Phase Four

Phase Five

