## 5 ESCAPE <br> T $E A M$

Step One
Frint Ft
Print this dacument，each pase ane a sinsle piece of paper．Yau＇ll need the individual pasces．

The followins pases contain the MTraining Mission＂as well as Missian 1：＂Central Station＂

Mission Documents


Step Two
Wark Tayether

Eseape Team is the mast fun when played with 2－4 players．

Every mission has different piases．The salution code af each phase must be entered in the ESCAFE TEHM app，in arder，bes゙innins゙ with Phase 1.

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

## Step Three

## Be Frepared

Every míssion＇s averview has a list of required material （scissors，pens，．．．）．Make sure that everything ins available．We Fecommend using colourful．easily disting゙uishaole pens．Alsa，penciils and erasers could De useful．．．

Step Four
Get neady
Start the ESCAFE TEAM app．The same＇s story is tald throuch audio messaces and sounds will notify you of new clues，sa activate sound ${ }^{\text {＊}}$ on your device．In the app． choose your mission to let your adventure besin．
＊Snauld you be usins an ifinone． make sure to also bring the mute switch＇on the device＇s side，rijght above the volume buttons，into the＇sound activated＇position


## Training Mission

Easy

Max 10 min

2-4 Players
Seq sore Fens, Paper
,


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


## FOOLS!

This bomb is disarmed in THREF PHASES. I bet yau're not suing to finisin even the first ane. If you really want to try. so ahead. Every single ane of my puzzles leads to a FFVEDFGFT CODE for its phase. If you think that you salved a phase. enter its code into the app and confirm it by pressing, 0 K .*

- If you enter a cade wrong., there will de a time penalty, of course! Tick-tock!




## Trainins $M i_{1} s s i_{1} a n$

## Bonus Mission

We're @playescapeteam on Fnstatram and wed love to see postins sof you showins naw you'fenavine fun with Escape Team. Also, simply email us a link to your postinst to missian@escape-team.cam and well return the favarby sendins yau six vouener codes for wission 5: Subway ane for you, five for your friends! (watch out: the voucher codes will anly (!) wark with Android devices, nat an ifnones and ifads. So, if youre an ifhone user: time to invite same friends over, tosetner with their Andraid phones!)


i $E A M$

[^0]T EAM

Easy

Max 15 Wins

2-4 Players
Scissors
Fens, Paper

## Mission OI

This mission tests your team-play abilities. Work cooperatively, let others know what you re thinking, stay calm and you wont have any problems with this bomb.
(If) (1) 10


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ESCAFE TEAM -2;
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## Phase Three

Our
distils $0, c_{\text {consists }}$ in which $, 3,4,5$ and 8 . But 5's rishi, out The 4 is But directly no ut not nee on the keep a max it to it. ne necessarily 3 is bet maximum dist. 0 and 5
 two dismally follow numbers to the tits on the it. The dicitits on one number rasht add up from ob to the left as the two


Do not forset: Gamma falls anta Kappa and Epsilon falls onto Beta.

## Mission 01: Central Station

$$
\begin{aligned}
& \text { Starting } \\
& \text { fallow } \\
& \text { many st } \\
& \text { af tie }
\end{aligned}
$$

Black rook from 82 to 81 Finite Bishop from 33 to 54 Black Bishop from in to 55 Wite queen from a 4 to ci Black rook from el to 01 Wince Bishop from 54 to $£ 3$ Black Bishop from $f 5$ to ebb Winter rook from in to el Black...

$$
\begin{aligned}
& \text { north. } \\
& \text { black: How } \\
& \text { in the arr } \\
& \text { va star? }
\end{aligned}
$$

$$
\begin{aligned}
& \text { a } 0 \text { 品 } 5
\end{aligned}
$$



Mission 01: Central Station

... rack from bl ta bo
Winter queen from el ta bl
Black Bishop from ebb ta fl White Bishop from 13 ta e 4 Black nook from of to al
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## Mission 02: Terminal

Missian 02: Terminal



T $E A M$

Mission 03 CONIIRMIIIT


Max 30 mins

2-4 Players
Seissars
Fens, Faper

This mission is hicnly demandins and requires different skill sets. Hopefully, you have sood team to handle this one. Don't Eive up tosetier, you can surely do it.

Iou as,ain! Yau seem to be bared Thy don t you try ane of tnase Sudaku ridales.

| 4 | 1 |  |  | 6 | 5 |  |  | 7 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $E$ |  | 6 |  |  | 7 | 4 | 8 |  |
| 2 |  | 7 | 4 | 9 |  |  |  | 6 |


| 3 |  | 1 | 5 | $A$ |  |  | 7 | 2 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 9 |  |  | 4 | 2 | 3 |  | 8 |
| 1 |  | 8 | 6 |  | $C$ |  | 2 | 9 |
|  | 2 |  |  | 1 | 8 | 6 | 4 |  |
| 6 | $B$ |  | 3 |  |  |  | 1 |  |

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$$
\begin{array}{l|l}
\text { Missian 03: Elevatar } & 02 \\
07
\end{array}
$$

## Mission 03: Elevator

Fut down the finished cube. The $z$ should be facing the ceiling. The north should be painting away from you. Twist the cube by $90^{\circ}$ clockwise. Tilt it onto the side that in tine west. The upward-facing number is A. Twist the west away from you. Till the cube towards norton, twice. Till it towards east, twice. then towards west. Winch number is now on the cube's downside? That's B. Twist the south to the risgint. Tilt the cube anta its left side. $C i_{i} s$ the sum of the numbers that are visible on the cube's left and ricing side. Tilt it in a way that hides the 4 underneath tine cube. Starting from the now upward-facinc number. which number is one step to tine west and ane mare step to the east? This number is $D$.
4. When the moon stands in west.

Mercury, and water in the west.
100R east.
5. When earth stands

ESCAFETH

## Missian 03: Elevatar



Missian 03: Elevatar

## Fhase Three

| 05 |
| :--- | :--- |

QI ZOKZE
$C=I \quad G=L \quad D=B \quad E=P \quad X=U \quad Z=Q \quad C=H$
NRQIKXP
JHGKPES $L=Q \quad D=B \quad Z=U \quad J=Q \quad R=Z \quad V=L \quad K=Z$
C V M N F N C
$Q=B \quad W=0 \quad Z=X \quad R=U \quad Q=A \quad O=U \quad L=J$
TLGFWBV
$E=M \quad B=L \quad H=A$
QJ OYXB


Q to tor ot tatar ar ar


## Missian 03: Elevatar

## Mission 03: Elevator

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# Mission 04: Rollercoaster 

Phase Two




## Mission 04: nollercoaster

## Missian 04：nollercaaster

$$
\begin{array}{ccc}
1024 & \rightarrow 256 & \\
34 & 32 & 16 \\
25 & & 18
\end{array}
$$

12 6 แ゙とで9 Sn

## Mission 04: nollercoaster



- prof ainos ssarun PTOF $70 U 0$ O

$$
\begin{array}{|l|l}
\hline \text { Mission 04: Rollercoaster } & \frac{07}{07}
\end{array}
$$


$0 Q^{\circ}$

i

8
24. 30
$4!$
7.
15.
${ }^{26}$.

21
15.
3.
${ }^{10}$.


Mission 05: Subway

PEDPLE, LOST, STANT, NUKE, TEOHNECAN, ESCAFE, MISSION




## Mission 05: Subway



Mission 05: Subway

Finase five

ACTFNMMX YBCBCMXXEFF SEGUHJ D HMEE W GM JKLFA I E I V B S U E Y T K H

 $V A C B Y E X R S B Y T E E$ O $J Y B F V C Y A B B C A B A M S N R G I G D Z E I E R D$ YEIPEOPLEDEFA JD JALLI IANCEA



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 OHMUILNNIGKI
 HR.PI U G GUG IVCIVOLRTMLERZSGL


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