ESCAPE TEAM ONLINE is the most fun when played with 2-6 players. Gather your friends in three different locations, which should be connected through a video call.

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.

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

Start your video call. TEAM ALPHA starts 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. Now, 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.
Phase 3

21610

Morse Code

A ·
B ···
C ···
D ·
E ·
F ···
G ·
H ···
I ·
J ····
K ·
L ···
M --
BONUS MISSION

Take some nice photos of your completed mission (avoid spoilers, though!), post about it on social media, email a link to your posting to mission@escape-team.com and we’ll happily send you six voucher codes for Mission 5: »Subway«: one for you and five for your friends!
Phase 3

Our code consists of the digits 0, 3, 4, 5 and 8. But in which order? The 4 is on the 5’s right, but not necessarily directly next to it. 0 and 5 keep a maximum distance. The 3 is between the two numbers that usually follow it. The two digits on the right add up to the same number as the two digits on the left. White Queen from b3 to b5. Black Bishop from f7 to g6.

Always consider the flipside.
MISSION 1: CENTRAL STATION

Phase 5

... Rook from b1 to b2
White Queen from c4 to b3
Black Bishop from e6 to f7
White Bishop from f3 to e4
Black Rook from b2 to a2
...