





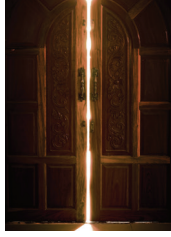







THE
HOTEL TERMINUS
39 HADES STREET









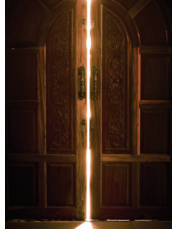




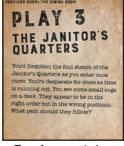
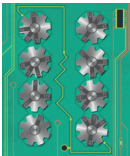
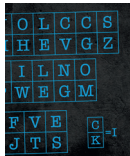


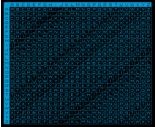
GAME RESET INSTRUCTIONS

Follow the below list to place the relevant components in the correct envelopes so that the game is reset for plays 1, 2 or 3.

PLAY 1	
Room	Components (loose in room wallet)
THE FOYER 	 
THE GUEST BEDROOM 	 
THE DINING ROOM 	 
THE BOILER ROOM 	 
THE JANITOR'S QUARTERS 	

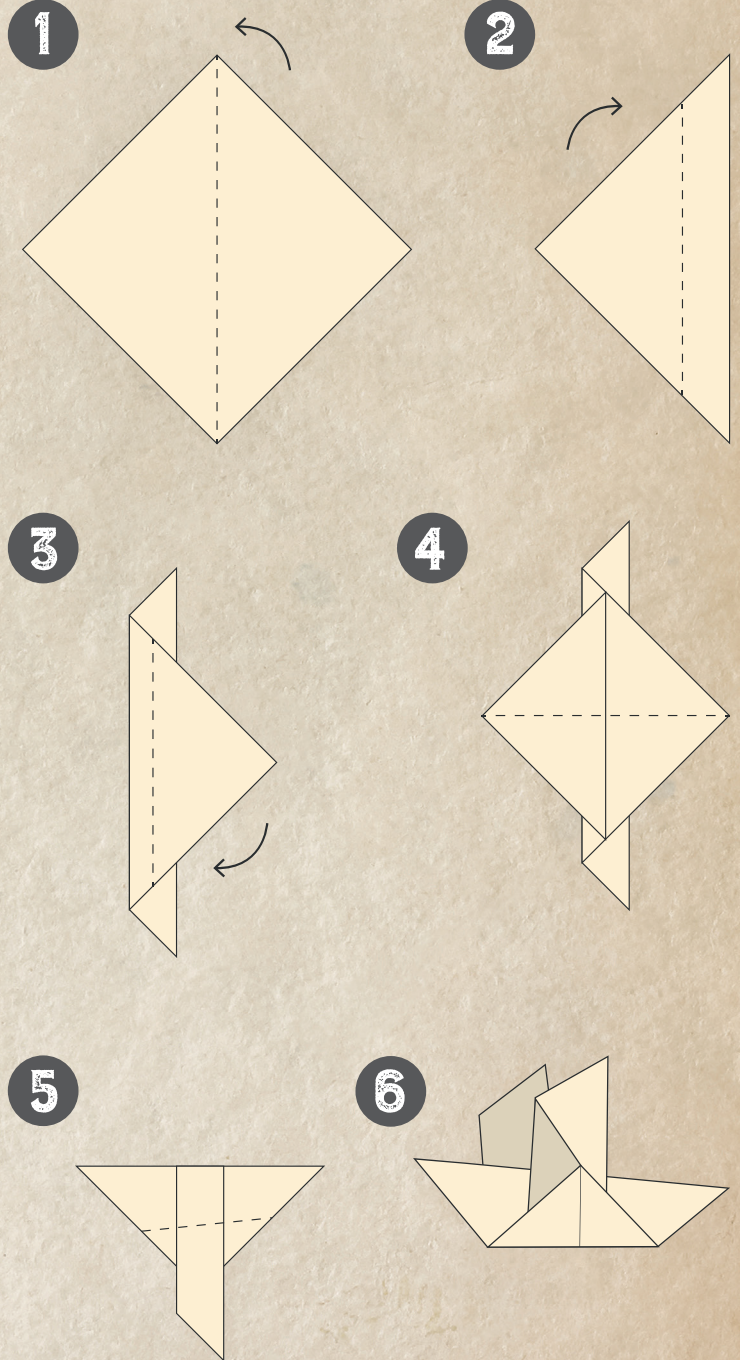
PLAY 2	
Room	Envelope + Components
THE FOYER 	    
THE JANITOR'S QUARTERS 	  
THE DINING ROOM 	   <p>4 Pieces</p>
THE GUEST BEDROOM 	  
THE BOILER ROOM 	 

PLAY 3

Room	Envelope + Components
THE FOYER 	 <p>PLAY 3 THE FOYER</p> <p>When you first yourself standing in the world of the Hotel Terminus of figures, the service bell will be always as the day is this world, nothing is going right in this place. The bell service will use a emergency service. It is in case of...</p> <p>Envelope contains</p>  
THE GUEST BEDROOM 	 <p>PLAY 3 THE GUEST BEDROOM</p> <p>As you make your way to the bedroom you take in a sudden stop, your heart is pounding. There are three envelopes around this room. This time you must enter to escape as you know your way to the door. You are going to get stuck to the wall. It's a really simple puzzle, but you have to get what the message.</p> <p>Envelope contains</p>  
THE DINING ROOM 	 <p>PLAY 3 THE DINING ROOM</p> <p>As you make your way to the dining room you see a sign on the wall. The sign is a grid of numbers and letters. You have to solve the puzzle to get the key to the door. The puzzle is a 4x4 grid of numbers and letters. You have to solve the puzzle to get the key to the door.</p> <p>Envelope contains</p>  
THE JANITOR'S QUARTERS 	 <p>PLAY 3 THE JANITOR'S QUARTERS</p> <p>There's something the four doors of the Janitor's Quarters are you enter your room. There's something the four doors are in a room. There's something the four doors are in a room. There's something the four doors are in a room. There's something the four doors are in a room.</p> <p>Envelope contains</p>  
THE BOILER ROOM 	 <p>PLAY 3 THE BOILER ROOM</p> <p>A few minutes in the Boiler Room, you see a sign on the wall. The sign is a grid of numbers and letters. You have to solve the puzzle to get the key to the door. The puzzle is a 4x4 grid of numbers and letters. You have to solve the puzzle to get the key to the door.</p> <p>Envelope contains</p> 

ORIGAMI BIRD SOLUTION

PLAY 2 ROOM 2



ANSWERS

PLAY 1

- Room 1 = Bedroom
- Room 2 = 493/Dining Room
- Room 3 = 705/Boiler Room
- Room 4 = 710/Janitor's Quarters
- Room 5 = 493917

PLAY 2

- Room 1 = 710/Janitor's Quarters
- Room 2 = 493/Dining Room
- Room 3 = Bedroom
- Room 4 = 705/Boiler Room
- Room 5 = 200683

PLAY 3

- Room 1 = Sleep/Bedroom
- Room 2 = 304/Dining Room
- Room 3 = 710/Janitor's Quarters
- Room 4 = 705/Boiler Room
- Room 5 = 283261

THE
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TERMINUS**
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INSTRUCTIONS

READ FIRST BEFORE PLAYING

INTRO

The Hotel Terminus has been left without human contact for over 90 years until urban explorers, just like you, started to investigate the rumours of a haunting at the abandoned hotel. To your shock the stories appear to be true!

You and your team must move from room to room solving unique puzzles and navigate your way through the hotel before time is up and you are trapped forever.

This game includes three unique playthroughs meaning you can play again and again.

VERY IMPORTANT!

Before you start playing, DO NOT open any of the envelopes and please take your time to read these instructions carefully.

WHAT IS THE HAUNTED HOTEL ESCAPE ROOM?

This game is based on the ever-growing popularity of escape rooms and how they capture people's imaginations and put their problem-solving skills to the test. In this game you will be able to immerse yourself in the story as if you were truly stuck in a haunted house.

CONTENTS:

There are 5 room packs included, each room consists of the following:

- **Play 1** - loose inside the room
- **Play 2** - in an envelope
- **Play 3** - in an envelope

Number of players: 1+ (the more players, the better your chance of escape!)

Aim: Solve the puzzles, make your way through the many hotel rooms, and escape with your life!

Duration: 60 minutes

WHAT DO YOU NEED?

- A table, as you will need space for the puzzles and components used during the game.
- Comfortable seats for players.
- Pen and paper, to help solve some of the puzzles and riddles.
- A clock or timer.

ANYTHING ELSE?

Remove the room packs from the box and spread them out on the table in front of you. Do not open anything yet!

OBJECTIVE: On your own or as team, you must use your wits and finesse to uncover clues and piece together the story behind this haunted hotel. Each room will have an answer that leads to the next. Freedom beckons in the final room where you'll need

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to identify a combination to exit...
but will you manage to do it before the
time runs out?

GOOD TO KNOW

- Inside each room (at the top) and on the front of each envelope, you can see which room you should have come from. If you have come from a different room, go back to that room and try again until you get the correct answer.
- You will only need the contents of the play you are currently on – so on play 2 you will not need a clue that you saw on play 1.
- Some things are included to help tell the story, whilst others are tasks to help complete the game.
- Some clues seem useless but will be needed at some point during your escape – it is up to you to decide when these clues are required.

HOW TO PLAY

Each attempt at escape will consist of five different rooms, these are called 'plays'. There are 3 different plays in this game meaning that it can be played 3 times uniquely! Each play starts in the Foyer, so this should be the first room you visit.

SOLVING TASKS

The contents of each room envelope will vary. They will all have a task to complete and are often accompanied by additional clues and hints to aid your escape. But remember, whilst some things seem useless at the time – they may be needed later.

ANSWERING:

The answer for each section could be the name of the next room, the room number or even a riddle hinting at your next location. If you arrive at a solution that doesn't match any of the other rooms, it means your answer is wrong and you should give the puzzle another go!

The final answer of each play will be in the answer sheet – choose one player from your team to check. If you are wrong, that player is then out and will be trapped in the haunted hotel forever! The remaining players will have to try and find the correct answer without them.

HELP:

If your time is running out and you are struggling to get an answer, you will be able to look for a hint. These hints are located at the bottom flap of each door. You should only use a hint if you NEED them and you have run out of ideas.

ESCAPE TIMES:

You have one hour to escape! But for those of who like a challenge there are some more targets to aim for!

Amateur Escapologist: If you finish within an hour then you have escaped your doom, but a little more practice would not harm!

Expert Escapee: If you managed to escape within 45 minutes then this is for you! You are pro!

Harry Houdini Reincarnated: If you escape any of the three plays within 30 minutes then you could give the great man a run for his money!