

Tifes a players

Virtual Escape Room



Host a fun filled event with a difference, either online or in person.

Hunt for clues and solve the puzzles to crack the code and escape!

Be a #LocalHero and play to help the 1 in 4 young people in Scotland living in poverty

The STV Children's Appeal

Thank you for requesting the STV Children's Appeal pack to host your virtual escape room. Whether you are hosting it online or playing at home, school or work, we hope you have lots of fun arranging the event and your players enjoy solving the puzzles to make a break for freedom!

We created this game to provide you with a different, but fun, way to raise funds to help the children in Scotland who are living in poverty.

There are around 220,000 children and young people living below the breadline in cities, towns and villages across all of the country's 32 local authorities – that is roughly 1 in every 4 youngsters.

The issue is so acute that some families have to make the heartbreaking decision each day as to whether it is more important to heat their house or sit down to eat.

We're here to raise funds and to help make a real difference to those who need it most, by providing practical help like food and warm clothes; creating opportunities for training and employability; and enabling social and emotional support.



By taking part, you're helping to ensure kids receive *nutritious* meals and other essentials.



Scotland faced massive challenges at the wake of the coronavirus pandemic and there was an immediate need to help vulnerable families across the country with the most basic of needs, including food supplies.

Because of your incredible support and fundraising, grants were given to enable frontline charities and community groups to distribute good quality surplus food to communities across the country where this support was needed most.

Simon Pitts, Chief Executive of STV and Trustee of the STV Children's Appeal, said: "When the STV Children's Appeal was set up the trustees wanted to ensure that it had the flexibility to respond to any situation to help those most in need. As a charity, we work hard to help the most vulnerable in society and it is those people who will be hit hardest by the coronavirus. We're strongest when we pull together and respond quickly, and we wanted to offer immediate support to Scotland's charitable sector to help those that need it most."

How to host a fun event

Decide on your venue

If hosting virtually there are many apps for group video calls you can choose from (some popular ones include, Zoom, Google Hangouts etc). Each has their own advantages and disadvantages so take note of things like participant or time limits and for this game, it's helpful to have the ability to share your screen.



Invite your friends

For virtual games, smaller numbers work better, but why not host several escape room events to make sure all of your friends get the chance to take part?







Encourage donations to STV Children's Appeal to play

You could ask each player to donate £5 to take part and they can do that in the following ways:

- Text to donate (to make a gift of £5 Text FIVE to 70607)
- Via www.stv.tv/appeal
- Through your JustGiving page if you choose to set one up

Make a night of it

Decide what food you want at the event or invent some escape room or drag themed cocktails!

Include a quiz or conversation topics following the game.

Don't forget to let people know the difference they are making to children in Scotland affected by poverty: £5

could provide internet access to a young person feeling cut off from others

£10

could provide essential food and household items like nappies to a family struggling to makes ends meet

£20

could provide a couple of days of gas and electricity to heat a family home



Have fun!

Play lots of games, eat lots of food and take and share lots of photos tagging STV Children's Appeal on social media.

Are you ready to play slay!?

Instructions

What is 'Life's a DRAG'?

A puzzle solving challenge played virtually with friends online, or in the comfort of your own home.

How many can play? 2+ people (one is the host)

What is the aim of the game?

To 'escape' the virtual room by finding clues and solving puzzles to crack the door code, within the time limit.

Preparation in advance (the host)

Choose where you want to host the game, if virtually there are many apps for group video calls that you can choose from (some popular ones include, Zoom, Google Hangouts etc) and invite your friends for the time and date you choose.

Don't forget to ask your guests to make a donation to the STV Children's Appeal in exchange for joining in and having some fun.

Ask players to have some paper and a pen handy for jotting down notes and clues.

If playing virtually, it is ideal if you can share your screen so everyone can look at the room – just remember to print or write down your instructions and clues so players don't see the solutions if you were to flick back and forward. If screen sharing is not possible or ideal, you could send the image or a screenshot of the room immediately before starting the call so all the players have it as they play along.

Familiarise yourself with the story, where the clues are and how the puzzles work before playing, so you can provide swift answers and key pieces of information, but make sure you have the notes at hand during play.

Decide on how long players will have to escape – we recommend that the standard version of this game would take the average group around 30 minutes to escape. You can increase or decrease the time limit depending on your

audience and how difficult/ easy you want to make it.

You can also increase or decrease the level of difficulty by giving more specific or vague hints or tweaking the puzzles in the game.

Running the Escape Room (the host)

Players will ask you to perform actions on their behalf and you should take an almost robotic / literal approach, not giving more away than need be, but answering swiftly and concisely, so it's important for you to get to know the puzzles and clues before starting.

You can refer to the notes to ensure you know if one of their actions reveals anything to be able to tell them the corresponding message. If they ask for something that isn't part of the clue or that wouldn't be possible, answer with something

like; "there is nothing there" or "that action had no effect" or "it wouldn't be possible to do that."

An example of what to share without giving too much away: One of the solutions is inscribed on the bottom of the champagne cork. If they ask you to open the bottle of champagne, you do so and say "the cork shoots across the room and some of the champagne fizzes on to the floor" but unless asked specifically to read the cork you don't.



The players are trying to find three numbers to reorder as the combination to escape the room. The puzzles are laid out in a way that they can be found in any order. Some puzzles are organised as a chain of events and players may miss a step but don't panic, they can sometimes get to the final step anyway, or if not they can use a hint if help is needed.

You control the hints and as a guide, we would recommend you allow 3 per game but you can add more or not use any! You can make them easier or more cryptic. Suggestions are later in the pack. The players clearly state they would like a hint and you provide them one to help them move forward depending on their current progress or puzzle in hand.

When you have familiarised yourself with puzzles and what items reveal more info, it's time to gather everyone and get started! Begin by reading the RULES (1) and the BACKGROUND STORY (2).

When you are ready to start the game, share the screen to show the image of the Drag Queen's

Dressing Room and begin the countdown (use a stopwatch or keep time by checking a clock)!

Your guests should give you clear and specific instructions/ questions and wait for your answer that you provide by referring to the CODE SOLUTIONS (3).

Give regular updates with how long they have left.

When they are giving solutions to crack the code to leave the room, only let them give one at a time and not allow them to shout multiple numbers at once to avoid confusion. You could advise them there is a 10 second delay between attempts for added drama.





1. Rules

You will have 30 minutes from the moment the screen is shared – sharing the screen is symbolic of you entering the room – to find clues and hints and to solve puzzles to allow you to escape the room.

There are three main puzzle trails and on completion of each you will find a single digit number. These three digits put together and called out to the host in the correct order, and within the allocated time, will

open the door allowing you to escape.

If you do not escape on time, you lose the game (and in an alternate universe you'll be locked in the drag queen dressing room being tormented for eternity by bad lip syncing).

It is up to you all how to play whether you take it in turns to ask or if you just ask when a thought pops in to your head. For the best experience, avoid talking over each other.





You must ask clear, concise and direct questions or instructions to your host who will perform actions on your behalf. The host will only carry out what you ask and no more.

Examples of questions (not relevant to this game) could include "is there anything behind the curtain," "pick up the scissors and cut the rope" or "what does that postcard say and where is it from."

If your action reveals a clue or an item the host will tell you what was found e.g. "there is a piece of paper with handwriting." You then need to ask for the message to be read. If an item has been found there may not be use for it until later in the game, so take a note of it.

You cannot break or cause extensive damage for example instructions like "kick the door down" or "dig a tunnel out" won't work. If you give an instruction that has no results or isn't part of the game the host will inform you.

Take notes in order to remember what you have found, but also for what has already been tried so you do not waste any time. It may also be helpful to write some of the riddles down to make solving them easier.

If you are struggling you have three hints available. You can ask at anytime for a hint and the host will provide an additional clue to help you move forward.

Final rule – HAVE FUN and thank you for playing in support of STV Children's Appeal.

2. Background story

It started off such a great night out, lots of fun and laughs and so great to catch up. On our way home we passed a bar we had never been in. The music was loud and upbeat, and the sound of the crowd, cheering, laughing and having a great time was too much to resist. We decided to have one more drink and to see what was going on.

Well time flies when you're having fun, and before we knew it we had been in there for over an hour. This was a drag bar with the most hilarious comedy queens and the most incredible performers, so good that we couldn't tell if they were lip syncing or not. What was clear was that this was going to be our new favourite bar.

"One more performance then we need to go." We started to finish our drinks just as the announcer called "Get ready for a performance you won't forget anytime soon... the one... the only... Wendy Hoos!" Wendy exploded on to the stage in a blur of colour and acrobatics to rapturous rounds of applause and cheering. Half way through her routine she looked over towards our table, and then we could tell she was working her way through the crowd towards us.

When she finally got up to us and without breaking character or arousing suspicion with the rest of the bar, she spoke just loud enough for the table to hear, "I need your help, it's urgent, head to my dressing room right now and I'll meet you there. Don't raise suspicion."

She left a card on the table and when we showed it to the bouncer, he led us through the door to the side of the stage. We were in a corridor and at the far end was a door with a large gold star with the name **Newdy Hoos**.

We entered the room...

3. Code solutions

1. The Light Bulb

There is a card on the bunch of flowers. If asked to read it the card says:

"Congrats! You totally slayed it tonight Wendy. Here's a special bunch of flowers to celebrate. It's a rare flower so pay attention on how to care for them.

Instructions: put the flowers in exactly 4 litres of water and you can celebrate my bloom. A millilitre too little or much will see me wilt and die along with the secret inside."

The players need to find a means to measure exactly 4 litres of water to put the flowers in. Please note, they cannot use anything but the two specific measuring jugs that are hidden, and items like the vase, champagne bottle and cups have no measurements on them.

A key can be found down behind the cushion of the chaise longue. The key opens the cupboard under the sink. (If players ask you to search the couch you say a key has been found. They must instruct the host to try it somewhere specific.)



Two measuring jugs are found under the sink, instruct players that when full, one holds exactly 3 litres and the other 5 litres.

If they have found the card in the flowers, they will know what they have to do with the jugs otherwise they keep looking for clues. Here's what to do with the jugs: Using the water from the sink the players must measure exactly 4 litres in one of the following ways:

 Fill the 3L jug and pour into the 5L jug so that the larger jug now contains 3L of water

(continued overleaf)

- Fill the 3L jug again and pour into 5L jug until full – you have therefore added 2L of water to the larger jug leaving just 1L in the smaller jug
- Empty the larger jug and then pour the 1L of water from the smaller jug into it. Fill the smaller 3L jug and add to the larger jug containing 1L. It now has a total of 4L.

OR

- Fill the 5L jug and pour into the smaller jug until full, leaving 2L in the larger jug
- Empty the smaller 3L jug then pour in the remaining 2L to the smaller jug

 Fill the 5L jug again and then pour in to the 3L jug again until full (1L) meaning you now have 4L left in the large jug.

Players now need to instruct you to put the flowers in the 4 litres of water.

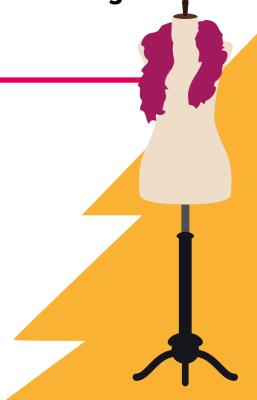
Instruct the players that when you did this "The flower blooms and a light bulb is revealed."

The light bulb should be placed in the missing gap around the mirror. When asked to do so screw it in and advise "the bulb lights up and beams the number... 3."

2. The Mannequin's Riddle

The picture on the wall (that can't seem to be removed) is of a famous drag queen and there is a note stuck to it that reads "I wish I was as fierce and fabulous as her. Could I serve this look?"

Players must instruct you to place the wig from the collection that matches the wig in the picture, on top of the mannequin as well as the dress from the rail that matches the dress in the picture, on the mannequin.



When both correct items are placed on the mannequin, as if by magic the picture swings open – it was the door of a safe and has something inside. Inside is a piece of paper with the message:

"To reveal a digit of the pin, line up the correct three letters from the riddle:

My first is in 'SAVAGE' but never in 'SHANGELA'

My second is in 'BIANCA' but not found in 'MARSHA'

My third can be found in 'DIVINE' twice, but never 'ALASKA'

These three letters spell out your number – especially when written in capitals."

Answer: You may need to spell the names in the riddle out to ensure accuracy. The middle letter has several possibilities but the sharpest should recognise only one is a Roman numeral. The correct letters spell VII which is Roman numerals for **7**.

3. The Scavenger Hunt

When asked to search the clothing rail, there are many frocks but you find a note in one of the pockets. The note is written in lipstick and says;

"I hope my performance didn't take your breath away, as you may need it to huff and puff to reveal a hidden message!"

This clue indicates that they should now breathe on the dressing room mirror. Please note there is no hot tap, only cold water, so that can't be used to cause steam, only breathing on it will work.

When indicated to breathe on the mirror, inform the players that fogging it up has revealed a secret message that reads: "SHAKE IT. Pop the cork and catch it. Read the underside."

This refers to the champagne bottle cork. (if you were asked earlier to open the champagne or if anything was in the bottle, it's acceptable to say, 'I opened the bottle and there is nothing other than champagne inside.' When asked to check the cork you can retrieve it and say:

"On the underside of the cork is a number but it's hard to tell if it is either a 9 or a 6."

The correct answer is **9** and they can come to that conclusion as there is a random clue lying underneath the rug that reads: "When presented with an either/or situation, go with the larger of the two."



4. The escape

There is a keypad on the door with the numbers 0-9. Three digits are required to open the door and they are, in this order only:



To end:

When that number is called the door can be opened if within the time limit. If they do it, then say:

Con-DRAG-ulations!

You escaped the drag queen's dressing room! You passed the test and are welcome back to this bar anytime!! Hope you didn't find that too shady!

If not:

You lose! Now Sashay away!

Hints

The list is endless for hints but some examples that are more likely to be used could be:

For 1. The Light Bulb

- What's that attached to the flowers?
- You have a jug that holds 5L and a jug that holds 3L, fill the big one and pour in to the smaller one, what are you left with in the bigger?

For 2. The Mannequin's Riddle

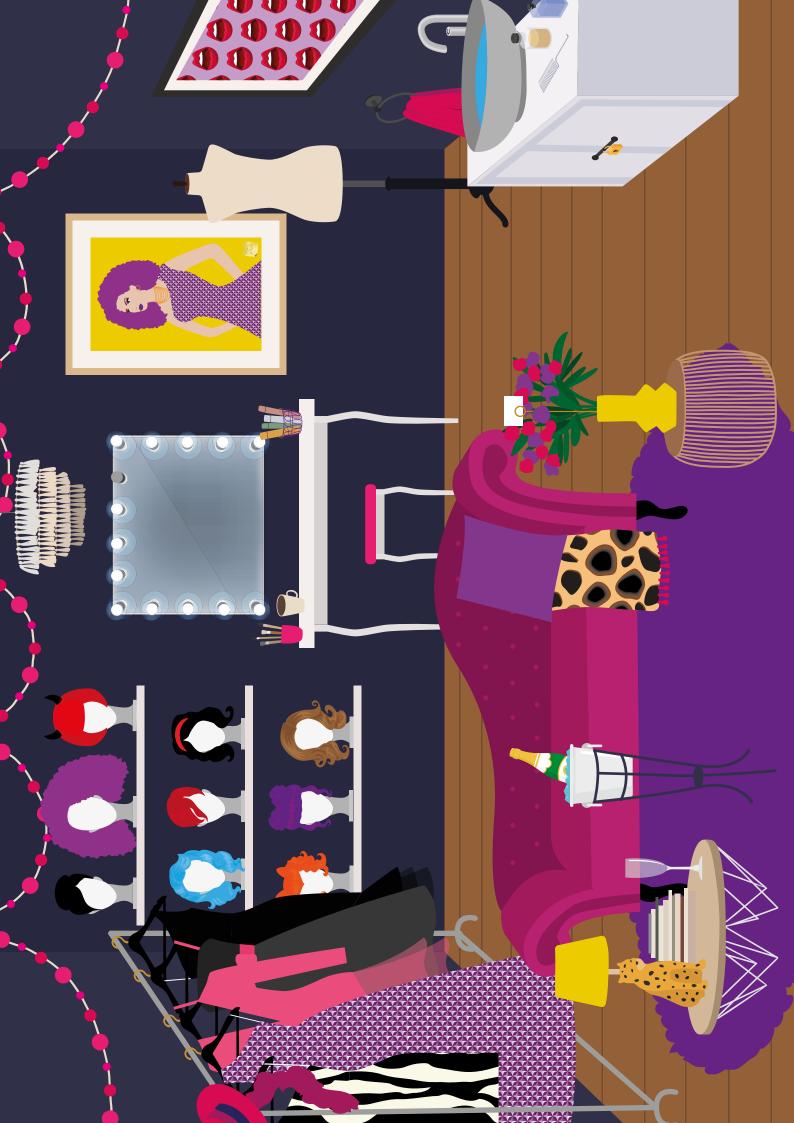
- Some items in that picture on the wall look familiar and what's that mannequin for?
- What letters are in the first name mentioned but not in the second, for each of the lines
- If struggling to make a number from the letters you could say something like "These look like Roman

numerals" or a bit more cryptic – "you should go 'roamin' through the riddle again"

For 3. The Scavenger Hunt

- Smears can often be seen more clearly on some surfaces when you breathe on them...
- Maybe there's a clue telling us which of the two options to go for - have you definitely searched everywhere?







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