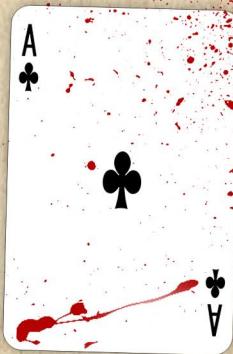
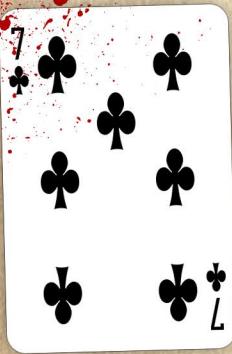


GAME MANUAL

HOUSE OF CARDS



HOUSE OF CARDS

House of Cards is a tricky escape room where the participants will have to reveal the gambling location of the "Swedish Hus Mafia". The mafia has stolen the Swedish regalia and the police fear that they will gamble about it before splitting it up and leaving the country.

The time period is the 1920's when gambling was still prohibited in Sweden, which is another incentive for the police to expose and arrest the mafia.

You, dear Game Master, play the role of the police department and should be ready to assist your group of detectives. You are also responsible to lead the police operation and see if the detectives gave you the right names and location. If they did, the case will be solved!

BE AWARE

To recreate the escape room House of Cards your first assignment is to print the necessary images but first off, let's begin with a little warning before you start printing anything.

The answer to the first part of the puzzle is "Photo room", referring to the photo room inside Forsbergs Skola. To change this you would need to redo the crossword and change the date on the birthday card (which is related to the polybius square). With a bit of work you can make your own version of the game and images if you'd like.

Before printing the telegram you will need to change the phone number since the participants will need to send you a text message to finish the game.

THINGS NEEDED

PRINT

Telegram

Newspaper

Birthday card

Cipher note

Cipher wheel

Photograph

BUY / GET / FIND

Envelope

Marking pen

Deck of cards

Folder big enough to hold the images

Hiding place

PREPARATIONS

I

Write "A = 0" inside the envelope. Should be big enough to see but not obvious.

Write "Marie" on the front of the envelope.

Put the birthday card and cipher note in the envelope.

Gather the telegram and the newspaper.

PREPARATIONS

II

Prepare the card deck. You need to be careful on this step since the cards need the right symbols corresponding with the cipher note and wheel. Cards are shown in a picture in the newspaper. They spell out Kungsgatan 52 (if detectives write 25 it's wrong). Make sure the cards on the picture have the right symbol, the rest can be random. There is in total 52 symbols (one for each card).

Put the cipher wheel and the photograph inside a folder.

Hide the folder (preferably in the photo room on Forsbergsskola).

START THE GAME

Welcome the players and tell them that you're from the Stockholm Police Department. Before handing out the documents, tell them that the telegram does not include clues since the police department doesn't know anything more than the detectives. You will hand out the envelope containing the birthday card and cipher note, the newspaper and the telegram.

CROSSWORD

The detectives need to solve two puzzles to complete the first part of the game. In the birthday card the detectives will see two lines 1. ____ and 2. ____.

They correspond with the crossword puzzle and the polybius square.

To solve the crossword the detectives need to fill out the crossword and find the missing words. The missing words can be found in the articles, for example "seven hearts". The word for line 7 is "hearts", the word for line 4 is "horse". The dark squares in the crossword will give the letters P, H, O, T, O. When that is found the first part of the puzzle is solved. The crossword has a 1 next to it as a clue to solve line 1.

POLYBIUS SQUARE

For the second puzzle, the polybius square, the detectives need to figure out to use the date (same date on all documents).

The date will spell out "ROOM". When solved the detectives knows to go to the photo room and find the hidden folder. The birthday card tells them to locate a folder.

FOLDER FOUND

The second part of the game starts when the detectives have found the folder. From there on they need to connect the playing cards to the cards on the picture in the newspaper and decipher the symbols.

To get the names from the photograph they need to use the "A = 0"-clue. A=0, B=1, C=2 and so on. The correct address is Kungsgatan 65 and the names are Seb Ingros, Ax Well, Steve Angel - shortened names of the members in the Swedish House Mafia.

THE END

The detectives will call you with the address and names, hopefully they got it right. If not, give them a hint where you think they might need to work a little harder. If the detectives successfully found the information the game is finished. Make sure to praise your detectives after a well done job!