

EXIT SANTA CRUZ



Camper's Notebook

Welcome

Welcome to Escape Room Camp! This experience gives you the opportunity to create a 30-minute escape room that will be open to the public for 8 weeks. Each camper will receive 4 free passes to the game. You can use this notebook to keep your team organized during camp. Be sure to read through our instructions carefully and most of all, have fun!

Camper Agreement

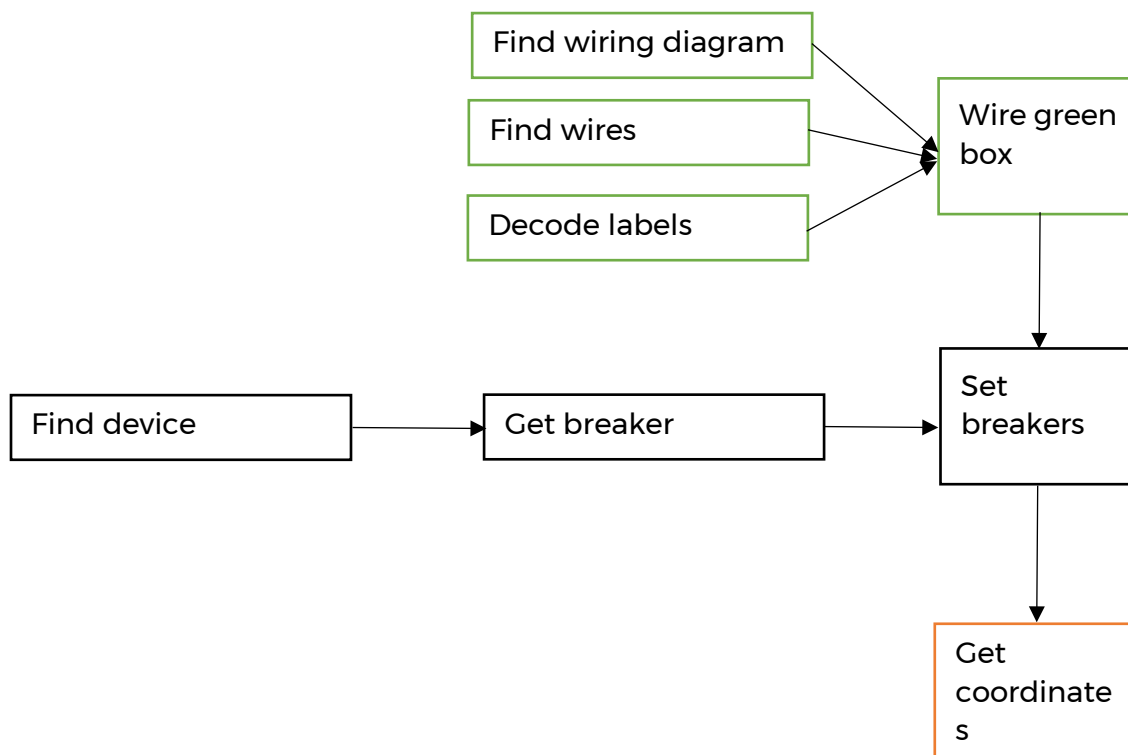
As a participant in Escape Room Camp, you agree to abide by certain rules. If you do not follow these rules, you will no longer be allowed to participate.

- Registration is \$45 per camper, regardless of the size of your team. You may add campers to your team at any time, but they must pay the full registration fee.
- Each camper will receive 4 free tickets to their game to give to family and friends.
- Your team has a budget of \$250 for your game. You may purchase supplies and be reimbursed, or ask us to buy supplies for you.
- You may use supplies and equipment at EXIT Santa Cruz with permission of staff. Staff are not able to provide instruction on using any of our equipment.
- You may use your own supplies and tools, but these must be removed from the building within three days after your game has finished running.
- All designs and puzzles will be approved by EXIT Santa Cruz staff. You may not include any obscene material in your design.
- You will be responsible for all of the design and installation of your game. Staff will only be able to help you in limited ways, at their discretion.
- You may work on your room anytime during business hours when a staff member is present. Wear your camper badge whenever you are in the building and working on your game.
- Only registered campers are allowed in the work areas. You may bring guests during Week 3 for one or two playtests. Please check in your guests with staff.
- Campers under the age of 18 must be supervised by an adult at all times.
- Your game will run for 8 weekends after your team finishes camp. EXIT Santa Cruz staff will schedule the time slots and set the price.
- With the permission of staff, you may observe players and reset your game during its run. However, the game will need to be fully self-sufficient and able to be run without supervision.
- The game design will become property of EXIT Santa Cruz and your team will be acknowledged as the creators. You will not receive any compensation for your design.
- Treat everyone and everything with respect. Do not waste supplies and try not to damage anything, including yourselves!

Escape Room Design Tips

- What is a puzzle? At a basic level, a puzzle is a set of tasks necessary to complete a goal. The goal can be unlocking a lock, opening a door, or completing a step to another puzzle. For example, Escape from Professor Psycho has five main puzzles—four puzzles open locks on the yellow box and the last gets you out of the room.
- Puzzles have three components:
 - Theme: Why does this component exist as part of the game? Why are you working on these steps? For example, in Double Agent, the satellite puzzle exists so that you can get coordinates to the secret base.
 - Tasks: What are the steps required to complete the puzzle? In Double Agent's satellite puzzle, you must first wire the green box, then set the breakers in the correct position. Those two main steps have some steps in advance.
 - Goal: What is the final goal of the puzzle? Do you open a lock, get a piece of information, or something else?

Double Agent Satellite Puzzle Flow



- Games can be linear, non-linear, or a combination. In a linear game, all the puzzles lead to the final task, so you have to complete the puzzles in order to finish the game. In a non-linear game, you can complete the puzzles in any order.

- To help players have the most fun, you need to find a balance of difficulty. You want players to have to think about the puzzle but not feel frustrated for too long. It's hard to achieve this balance, so you have to playtest with people outside of your group.
- For a 30-minute room, you should have no more than two or three main puzzles with just a few steps to complete them. Players will spend the first 5 to 10 minutes just figuring out what to do, so the steps in each puzzle should not be time-consuming.

Schedule

Week 1

- Discussion on escape room design with staff (Date and time: _____)
- Brainstorm ideas for themes and puzzles

Week 2

- Begin purchasing supplies and materials
- Test puzzles with paper versions

Week 3

- Begin installing your puzzles and decorating the room
- Invite a few friends for a playtest
- Review final design with staff (Date reviewed: _____)

Week 4

- Submit final details to staff (Date submitted: _____)
- Complete installation
- Celebrate!

Your Team

It may be helpful to talk with your team members about these topics before you begin:

What expertise do we have on this team?

What are our roles?

What are our responsibilities to each other?

How often will we meet and where?

How will we communicate with each other between meetings?

How will we make decisions?

How will we resolve conflicts?

Your Game

Your game should take about 30 minutes for between 2 and 6 people to play. You can have a smaller group size if you wish. The game must be able to be run without a gamemaster, so plan to include a clue system that players can access on their own. You should also write detailed reset instructions so that staff can reset the room without your help.

Submit a draft of this information in Week 3, and a final version by the end of Week 4.

Title:

Length: 30 minutes

Number of Players (between 2 and 6):

Description for the Website (100 words or less):

Game Introduction (what staff tell the players before they enter):

Clues (between 5 and 10):

Reset Instructions:

Budget

Use this page to keep track of your budget. Keep the original receipts for supplies you purchase. If you would like us to purchase something for you, email an Amazon.com link or a detailed description to christy@exitsantacruz.com.

Description	Date Purchased	Cost	Remaining Balance
--------------------	-----------------------	-------------	--------------------------

Your Supplies and Equipment

Use this page to keep track of the things you bring into the building. Please plan to remove all your belongings as soon as possible.

Description	Camper's Name	Date Removed
--------------------	----------------------	---------------------