



DINNER FOR ONE ROYAL



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Escape  Stay



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Escape Stay

**Making vocational education and training
a first option - not a second choice!**

www.escape2stay.eu



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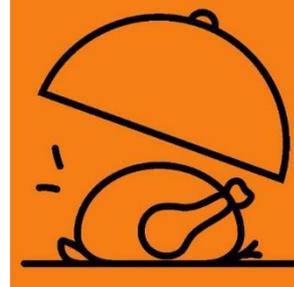
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DINNER FOR ONE ROYAL



Another hotel is unable to host the Queen who is on a national visit to your country. Now you have to take her in – the problem is, she will be here in 30 minutes!

Can you prepare everything for your royal guest?

In this escape room you will immerse in the **HOSPITALITY SECTOR (SERVICE)**

and cover the following related skills and typical tasks:

1. Cognitive skills (memory, thinking outside the box)
2. Ability to perform under time pressure
3. Physical skills (balance)
4. Problem-solving competence

After completing this escape room, your students will be able to:

- ✓ work with digital media / QR code
- ✓ distinguish mathematical sizes and calculate
- ✓ comply with complicated instructions
- ✓ understand basic cultural backgrounds
- ✓ work with sector-specific materials (cutlery, waiter pad)

This is one of five free escape rooms you can play with your students to make vocational education career paths attractive.

Find all of them here:
www.escape2stay.eu



RIDDLE OVERVIEW

1. QR Code Jigsaw Puzzle
2. Cleaning Royally
3. Balancing a Plate for the Queen
4. Unlocking the Silverware
5. Castle of Glass
6. Welcoming Her Majesty

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INSTRUCTIONS FOR GAME MASTERS

This booklet will provide you with all necessary information to implement the escape room and link all needed materials.

As a game master, you will introduce the game setting and aim to your group of players. You will be available in case they need help and provide them with hints that will guide them to find the solutions of the riddles and ultimately reach the goal.

Sometimes the Game Master has to interfere without being asked to avoid players working too long in the wrong direction or to prevent them from settling on a wrong solution. But not too much! Watch out for your body language and where you look in the room to avoid unintentional hints.

Remind players that they can use a hint – sometimes they forget or pride prohibits them from asking. Read the room and be flexible with the hints. You do not have to use the exact hints that are provided in the instructions.

*To find out more about your role as a game master, please have a look at the **Escape2Stay handbook** and our complete guideline here:*

www.escape2stay.eu



GAME RULES

When introducing the Escape Room, make sure to:

- define the playing area and let the players know if there are any objects that are off limits. If the room is very full of material, mark objects that are not part of the game with a coloured dot.
- instruct them that they do not have to destroy/break any objects in the room. They will never need force to discover any clues.
- Some riddles instruct players to use a smartphone, so they are allowed to have one.
- In this room the goal is not to open the door but to assemble something in the given time. If there is a need to, the door can always be opened.
- Set the time limit to 30 minutes and make sure that the players have an opportunity to see the time passing by placing a clock or a countdown visibly in the room.



TIME FRAME

- | | |
|-------------|---|
| 120 minutes | Preparation before playing for the very first time including reading instructions, preparing materials and getting familiar with the game |
| 10 minutes | Introduction of the escape game to players |
| 30 minutes | Estimated game time for one group |
| 15 minutes | Resetting the room after one play-through |



PREPARATION

To play the game you need a suitable room where you can comfortably hide four envelopes and a locked safe (or have a locked drawer). The room needs to be big enough to build a bridge when bending backwards (“Twister” game) and at least two empty tables should be provided.

ITEMS TO PREPARE

- **4 A4 envelopes** → Place the material for each riddle into a separate envelope. Add a puzzle piece for the final puzzle to each. Hide the envelopes in the room.
- **Plain napkin** → write numbers into the corners of the folded crown (2,30; 2,70; 2,10; 1,90)
- **Waiter pad** (or similar paper stack) → write Twister instructions on it
- **Tape** for the Twister spots → Stick the “Twister” spots to the floor in an open space.
- **4 paper plates** → glue provided pattern on them. Hide the plates in the direction the head of the player forming a bridge will point (behind their back standing up on the spots).
- **Tablecloth**
- **Safe with key** (unless a lockable drawer is available) → hide in the room.
- **1 drinking glass** → Place the drinking class close to the “Castle of glass” riddle.
- Players need a **smartphone** with QR scanner/reader
- If no **WiFi** is available, the videos have to be downloaded on a separate device



You can find all instructions here:

www.escape2stay.eu/dinner-for-one-royal-1



PREPARATION BEFORE FIRST PLAY-THROUGH

Estimated time: 120 minutes

- Reading instructions and getting familiar with the hints (45 minutes)
- Buy needed objects if necessary
- Research potential WBL offers of restaurants in the area
- printing of materials in colour (15 minutes)
- putting the riddles in envelopes and writing the number of the clue on envelopes
- setting up the room for the first time (20 minutes)
- Make notes where you have hidden the hints for players in the room. As each room is a bit different, you can choose yourself where to put the hints (2 minutes)





PREPARATION TIME TO RESET THE ROOM

Estimated time: 15 minutes

- removing traces and notes from previous group/play-through and hiding new hints (15 minutes)



PRINTABLE MATERIALS

- **QR code for the explanatory video** → cut it into multiple pieces
- **3 menu cards** → include QR codes to local restaurants and institutions offering WBL in gastronomy on the back
- **mirrored instructions for the napkin**
- **final puzzle with QR code for end video on the back** → cut it into four pieces (if your material looks very different from the one in the photo, take your own and print it with the QR code on the back)
- **Twister spots** to stick to the floor → cut them out
- **patterns for paper plates** → cut them out and glue them to the plates
- **cutlery** (with numbers on two knives) → cut them out
- **playing cards** → cut them out
- **solution grid**

Find all materials you need here:

www.escape2stay.eu/dinner-for-one-royal-1





STARTING THE GAME

It is recommended to estimate **50 minutes for a play-through**, of which you take 10 minutes to brief the players, 30 to let them play, and 10 for a quick de-briefing. Ideally, you combine it with a more intense career counselling session before or after the escape game.

After generally introducing your plans and motive to play the game with your students, continue with these steps:

- First, build groups of max. 6 players per group.
- Second, introduce the setup and the rules of the escape game.
- Finally, give them the story introduction and start the timer.



INTRO OF “DINNER FOR ONE ROYAL”

Explain that in the room the group will be confronted with several riddles. Each can be solved on its own but they might have an unexpected connection or can be solved better with a team. In general, team work makes mastering the room easier as more people know more and collaboration saves time. Encourage the students to communicate everything they discover and read every clue out loud to use everyone’s brain. Let them know they can use their phones if the riddle directly asks for it but for nothing else. Remind them that they can use a hint. If they want one, they should ask you. Also let them know that if they get stuck you might offer a hint on your own discretion.

Watch the intro
video here:

<https://bit.ly/3O7PCDK>



The backstory of the room will not be explained as it is presented after solving the first riddle. Give the students a hint that what is obviously visible in the room might be a good place to start (QR code puzzle). Leave room for questions but don’t give anything away that concerns a riddle.

Here is the backstory for the eyes of the Game Master only:

“Hello, this is Hotel Paradise calling.

We have an emergency and we need your help. The Queen is coming to our hotel but we cannot host her. We will send her to your hotel.

However, she will be here in 30 minutes, so please hurry.

I have three menus I will send you, but I forgot which one she chose. She comes from Brighton by the sea where she loves the food. Maybe this helps.

Please set her a perfect dinner table and our sincere apologies.

Best of luck.”



RIDDLE OVERVIEW & HINTS

Riddle 1: QR-Code Jigsaw Puzzle (Quick Win)

Description

A cut-up QR code is found obviously on a table in the room.

Once put together, it can be scanned with a smartphone to open a video that informs the players about the objective of the game including a hint to which menu the Queen wants.

The players have to find and select the right menu out of three (veggie, meat, fish). There are also several envelopes hidden in the room that contain a riddle, instructions and puzzle pieces to help you make the perfect set dinner table.

The goal is reached when players watched the explanatory intro video and have selected the correct menu.

Hints for Game Master

- You need a skill you know from your childhood – to complete a jigsaw puzzle.
- An electronic message has been sent from the other hotel to inform you about the situation.
- Use electronic helpers.

Materials needed

- Cut-up QR code



- Three menu cards



- Smartphone & WiFi (players)

- Intro video

<https://bit.ly/3O7PCDK>





Riddle 2: Cleaning Royally – the Napkin (Manual)

Description

An envelope contains a napkin and a description of how to fold it into a specific shape. The instructions are mirrored with step-by-step pictures. Players must follow the instructions to fold the napkin into a crown. The completed crown has a price written in each of the four corners that, if added, leads to a number for the final code (9).

A puzzle piece is hidden between the pages of the description.

The goal is reached when players have folded the napkin into a crown, obtained the puzzle piece and the number for the final code (9).

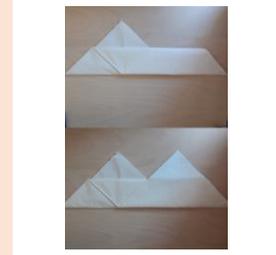
Hints for Game Master

- Turn the napkin into something that resembles the Queen's Crown.
- It has to be royal.
- Adding up the bill is always helpful.

Materials needed

- 1 A4 envelope
- 1 plain napkin with numbers written into the corners of the folded crown (2,30; 2,70; 2,10; 1,90)

- mirrored instructions



- puzzle piece for the final puzzle





Riddle 3: Balancing a plate for the Queen (Physical exercise)

Description

An envelope contains an almost empty waiter pad with a “Twister” game description and a puzzle piece in it.

If “Twister” game is performed on the coloured dots on the ground, the head will be pointing towards a hiding spot for the plates. There are four plates with different patterns of which the one which suits the Queen the most (resembling the British flag) must be chosen.

Under each plate is a number, the right plate will give the right number for the final code (3). The right plate must be put in the right place on the table.

The goal is reached when players have selected the correct plate, obtained the puzzle piece and the number for the final code (3)

Hints for Game Master

- Balance is everything.
- Bridge the gap. Your head is where the info is.
- Colour must match the country of origin of the Queen.
- Think about the British flag.

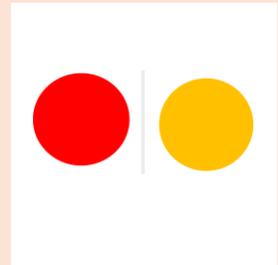
Materials needed

- 1 A4 envelope
- Waiter pad

PLACE



- Twister spots to stick to the floor



- 4 paper plates with printed patterns



- puzzle piece for the final puzzle





Riddle 4: Unlocking the silverware (Search & Combination Game)

Description

In the sealed envelope is a folded tablecloth.

At first there is no obvious riddle. However, if the tablecloth is unfolded, a key and a puzzle piece fall out. Without further instructions, the players have to look for something that can be opened with the key.

They will find a locked box that contains cutlery. Opening that safe with the key, the silverware will be found within. The players need to select the right knife (fish knife, as known through the menu) and set it on the table together with the fork.

On the back of both possible knives are numbers, the one on the fish knife will be the one for the final code (2).

The puzzle piece is for the final puzzle.

The goal is reached when players have selected the correct knife and placed the cutlery on the table, obtained the puzzle piece and the number for the final code (2)

Hints for Game Master

- Where there is a key, there is a lock.
- Set the base for the table.
- Only give the Queen the silverware she needs.

Materials needed

- 1 A4 envelope
- Tablecloth
- Prepared cutlery (with numbers on two knives)



- safe/ drawer with key
- puzzle piece for the final puzzle





Riddle 5: Castle of Glass (Sorting Game)

Description

Next to a drinking glass is an envelope with a set of playing cards.

The players must choose the right glass size for the Queen's dinner using the playing cards.

The cards with the different sizes must be sorted in ascending order. The correct order provides the toast for the Queen and thus also the password for the QR code on the glass bottom which holds the number for the final code (7).

The password consists of 4 words separated by spaces. The 1st and last word begin with a capital letter. The number of letters can be seen under the QR code.

The envelope also contains a piece for the final puzzle.

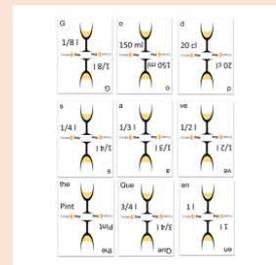
The goal is reached when players have found the 4-word password, obtained the puzzle piece and the number for the final code (7)

Hints for Game Master

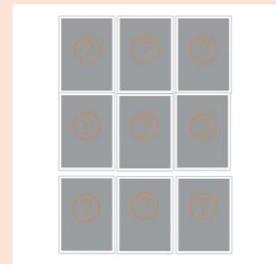
- Start with a sip before you drink up.
- Is there something in the glass?
- The password is essential for the Queen.
English Password: "God save the Queen"

Materials needed

- 1 A4 envelope
- 1 drinking glass
- Smartphone with QR code scanner
- playing cards



- solution grid



- puzzle piece for the final puzzle





Riddle 6: Welcoming Her Majesty

Description

A puzzle piece has been included in each previous riddle package. Only when players have found all riddles, they can put the four pieces of the puzzle together which shows the final set table. The picture can be used to compare the set table at the end.

The picture allocates an order to the products and shows the order of the numbers of the final code to generate the video of the Queen coming to dinner.

A QR code on the back of the puzzle will guide the players to a final video which shows the Queen arriving at the hotel.

The goal is reached when players have completed the jigsaw puzzle, set the table correctly and watched the final video by inserting the previously found password.

Hints for Game Master

- Have you used all riddle pieces?
- All pieces go together.
- Is there an order to the numbers?
- Always check behind.

Materials needed

- 1 A4 envelope
- completed final puzzle





DEBRIEFING

On completion, meet the students and give them feedback about how they performed. Explain what worked well, if and where they surprised you, where they performed better than the average or expected and where team and individual efforts were good and fruitful. Also mention what did not work so well and where improvements in the group and the individual actions could have helped solve the riddles easier.

If they completed the game in the 30 minutes timeframe, congratulate them on their success. If they needed longer, still mention the finalisation positively and explain what caused the delay.

Tell them about the connection to the VET sector gastronomy. Mention the QR codes on the back of the menu: They are actual places that offer WBL in the sector. Explain what skills and characteristics of the sector (cognitive skills, memory, thinking outside the box), ability to perform under time pressure, physical skills (balance), problem-solving competence) the different riddles showed and mention if one student was particularly good at one of them. Provide them with more information material concerning the sector in your region. Give them the QR codes to the local places to take home.

WALK-THROUGH

Students enter the room, not knowing what to expect and what their task is, besides assembling something. A cut up QR code is found obviously on a table in the room. Once put together it can be scanned to open a video on YouTube that informs the players about the objective of the game: A team member from another hotel is calling to inform them that the other hotel was supposed to host the Queen of England this evening but is now unable to accommodate her. Now the players must host her – the problem is, she will be here in 30 minutes! The other hotel has sent them three menus with only a small hint on which one the palace chose: She comes from Brighton, a city by the sea, where she loves the food and wants to some similarity. Now all staff – the students in the room - has to work together to serve Her Majesty with the perfectly set dinner table. Close to the QR code puzzle, the students find the three menu cards of fish, meat and veggie and select the menu the Queen wants (fish).

The players look for other hints in the room. Each item for the perfectly set dinner table they need to assemble lies behind one riddle which can be found in four envelopes hidden in the room. These envelopes contain one riddle including all needed material and a puzzle piece in each.

Have a look at this video from the testing phase:

<https://youtu.be/yk6E5Y0dasg>





The order in which the envelopes are found and/or solved does not matter but all envelopes need to be found for the puzzle pieces for the final puzzle. All riddles need to be solved to generate the code for the final video that shows the Queen arriving.

One of the envelopes contains a napkin and a description of how to assemble it. The instructions are mirrored step-by-step pictures. The pictures must be followed correctly to fold the napkin into a crown. The completed crown has a price written in each of the four corners that, if added, lead to a number for the final code (9). A puzzle piece is hidden between the pages of the description.

Another envelope contains an almost empty waiter pad with a “Twister” game description and a puzzle piece in it. The students need to play a light version of “Twister” on the coloured dots on the ground, their head will be pointing towards a hiding spot for the plates. They will find four plates with different patterns of which they choose the one which suits the Queen the most (resembling the British flag). Under each plate is a number, the right plate gives the right number for the final code (3). The students place the right plate in the right place on the table.

In another sealed envelope is a folded tablecloth. At first the students find no obvious riddle. However, when the tablecloth is unfolded, a key and a puzzle piece fall out. Without further instructions, the players look for something that can be opened with the key. They find a locked box (or a locked drawer) that contains cutlery. Opening that safe with the key, they find silverware within. The players select the right knife (fish knife, as known through the menu) and set it on the table together with the fork. On the back of both possible knives are numbers, the one on the fish knife is the one for the final code (2). The puzzle piece is kept for later.

Next to a drinking glass the students find an envelope with a set of playing cards. The players choose the right glass size for the Queen’s dinner using the playing cards. The cards with the different sizes displayed are to be sorted in ascending order on the provided grid. The correct order provides the toast for the Queen and thus also the password (God save the Queen) for the QR code on the glass bottom which holds the number for the final code (7). The password consists of 4 words separated by spaces. The first and last word begin with a capital letter. The number of letters can be seen under the QR code. Again, the envelope also contains a piece for the final puzzle that is kept for later.

After the students have found and solved all riddles, they assemble the final puzzle with the pieces from each envelope. The picture then shows the set table. The students use the picture to compare the set table to their result in the room. The picture allocates an order to the products that show the order of the numbers of the final code to generate the video of the Queen coming to dinner. A QR code on the back of the puzzle guides the players to a padlet that once the code is inserted displays the final video which shows the Queen arriving at the hotel.

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