

5 Tips For Nailing Your First Escape Room

Updated: 2 days ago



With over 1500 attractions currently operating across the UK, Escape rooms are becoming one of our fastest growing and in-demand leisure pursuits. A staple fixture in many stag/hen dos, birthday gatherings and corporate team-building days alike. But for every Escape room aficionado jotting down a new time in their personal scorebook, there is someone getting roped in by their mates.

Someone who doesn't know what to expect or where to start.

Once you know the basics of an escape room, they are a fun, immersive and exhilarating activity. So, for those of you wanting to get involved, here's how you can get started;

1. Buddy Up and make a day of it.

Like sailing a paddleboat or chilling in a hot tub, Escape rooms are best enjoyed in groups of 2-4. Enough people to cover ground and bounce ideas around, but not too many as to overcrowd.

However, if you are meeting with a group of friends, its best to get the catching up done beforehand. Meet for lunch or dinner, get some drinks (not drunk of course!) and absolutely gabble everyone's ears off.

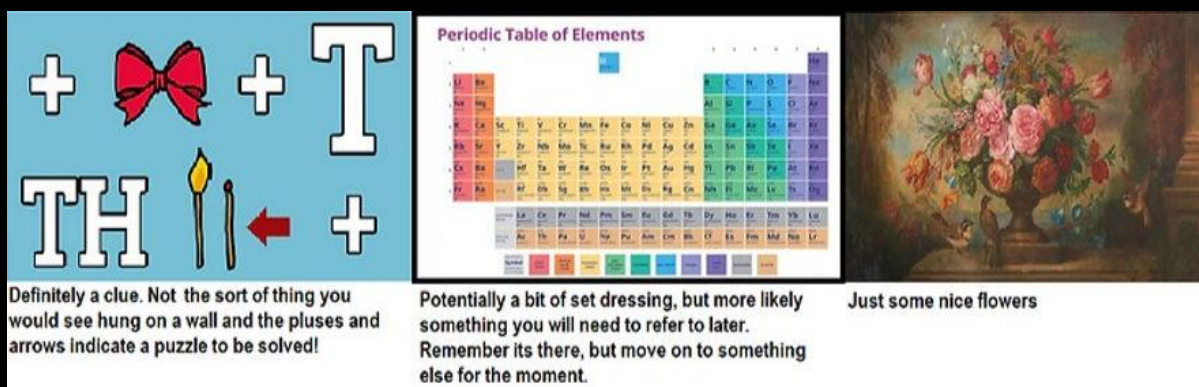
Then, when you walk through the escape rooms doors and the clock starts ticking, you'll all be feed, hydrated, up-to-date on each other's affairs and ready to crack on with the job in hand.

2. Not everything is a clue.

It's easy to walk into a new escape room and get a bit overexcited. Embodying a hardened New York detective by picking up every vase or ornament and shouting "Who are you working for!" at it.

In truth, escape rooms are mostly decorated for practicality or to create an atmosphere. Clues should stand out either immediately or may become more obvious as you go along, so don't waste your time looking through the pockets of the lab coat hung by the door, instead look at the test tubes that are clearly filled to different levels and are all different colours.

There are no hard and fast rules as what clues will look like, but unless you've gone to an ultra-hard escape room, the games master will definitely want you to see the clues, just not necessarily understand them right away.



3. Keep it Tidy

During your escape you will amass a lot of paraphernalia.

Be it lock boxes, locks, boxes, keys, codes, keycodes, puzzle pieces, puzzles, pieces. You get the idea.

Some will be immediately useful to you, some will form part of a series of collectibles.

To avoid getting in a muddle, keep your workspace tidy.

Now that doesn't mean get the vacuum and the disinfectant out, although I'm sure your Gamemaster would appreciate it.

It's as simple as keeping the contraptions you've used separate to the thingamajigs you've yet to use. Keeping the puzzle pieces in one pile and the laminated historical figures in another.

It saves a lot of head scratching down the line.

4. Work Smart, not fast.

As Douglas Adams once wrote, 'Don't Panic.'

Alright for him to say, he never experienced escape rooms. But if it's good advice for a middle-aged man aimlessly travelling through an uncertain galaxy after the destruction of his home planet, then surely it can apply here too.

It's better to spend 10 minutes calmly working out the correct 3 digit code, than potentially sitting at a number lock trying all 1000 possible combinations. Before, presumably being escorted off the premises.



A ticking clock is not renowned for its calming effect, but an hour allows plenty of time to stand still for a moment, absorb your surroundings and allow your mind and body to flow calmly and slowly like some kind of mystical puzzle solving ballet dancer.

5. Have fun

This is a quick easy one.

It's a game.

It's a fun activity.

You have presumably paid for the pleasure of being there.

Enjoy it, see it as the light-hearted challenge that it is, and just give it a bash.

If you don't succeed the first time, it's an excuse to gather the troops again and have another go

Always remember your Gamemaster wants you to have fun. They want you to solve the room of course, but ultimately, they want you to come to their game and have a good time.

They will always be on hand to help if you get stuck or run in to assist if anything (or anyone) breaks, fails or falls.

And no matter how good they are at getting you started with a dramatic 'The world will end in 60 minutes if you do not complete this mission!' story. Rest assured, there is not an escape room in existence that actually holds the fate of the world in its clutches.

Yet.

**Why not come test out your newly acquired intel at one of our rooms -
{[Link to Rooms Page](#)}**

Escape Agents New Room Launch – Overtime

Updated: Jul 12, 2023

We are super excited to announce our brand-new escape room - Overtime. Opening on 14th August 2023, come and check out this challenging and amusing new corporate themed puzzle.



Where a night stuck in the office, leads to uncovering all the office secrets, scandals and most importantly, where Geoff keeps the "good" coffee.

Its 5pm, you triumphantly rise from your chair after a hard day of typing up spreadsheets, making phone calls, pointing at pie charts and whatever else it is office people do.

You are looking forward to getting home and curling up in front of the TV with a beer and the rest of last night's pizza. All you have to do is push this door to freedom.

Oh, seems to be stuck, just try that again.

No, still jammed. Maybe someone replaced it today for a pull door for some reason?

Mmmm, not pulling either. Bit harder?

Oww, no that's your bad shoulder. Why did you use your bad shoulder?!

Well then, you conclude the cleaner must have locked up whilst you were in the toilet. After a brief pause to fall to your knees, shake your fist skywards and scream "Rafferty!" You set to your mind to the mission in hand.

Escape.



Your team will have 60 minutes of intriguing puzzle solving, padlock fiddling and cryptic tomfoolery to get your intrepid office hero home in time for pizza.

Overtime is a medium difficulty room, recommended for parties of 2-4.

As with all our rooms it is wheelchair accessible, and you will be monitored by a member of our team during your session, who can help if desired.

Click here to book the most fun you will ever have in an office. (Not a high bar, we know!)
{Link to Bookings Page}

If you have any questions or special requests do get in touch.

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(Rafferty is the cleaner, by the way. But of course, a top class sleuth like you has already figured that out.)