

DECKSCAPE DEMO

12-99

1-6

10 min.

Deckscape is an "Escape Room" game in pocket format. It can be played with a group of friends or even alone. In this kind of game, a group of people are "trapped" inside a room and they must solve the puzzles and mysteries to escape within the time limit. No foreknowledge is required to solve the puzzles: Anyone can do this!

Print this file. The images are arranged in such a way that when you print them, the front and the back of each card will match perfectly. Print each page on both sides. Each card shows a number in the upper left corner: fronts show a number from 1 to 10 and backs show a number from R1 to R10, respectively. Cut the cards carefully along the edges and try to not read them.

If you cannot print pages on both sides, print all the pages separately, cut out all the cards and attach the fronts to their matching backs.

You can ask someone who will not be playing to cut and glue the cards.

Finally, sort the cards from 1 to 10 and create a deck with card number 1 on top: You are ready to play! Read the front of card number 1 and follow the instructions. Have fun!

**Have you enjoyed the demo version of Deckscape?
New adventures await you in the finest stores.**

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Illustrations: Alberto Bontempi



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ATTENTION: DO NOT READ THESE CARDS BEFORE PLAYING!

1 **DECKSCAPE** 12-99 1-6 10 min.
DEMO

You are trapped inside a small room; there is a locked door but you don't know the code to unlock it. Looking around you can see a solid metal toolbox, an electric panel and a little remote control. How do you escape from here?

CAUTION!
**DO NOT LOOK THROUGH THIS DECK
NOR SHUFFLE THE CARDS.
EACH CARD SHOWS A NUMBER FROM 1 TO 10
IN THE UPPER LEFT CORNER.**

This game is inspired by the real **Escape Rooms**. The players are "trapped" inside a room and cooperate to escape within the time limit. In order to succeed, the players have to solve puzzles, make smart use of the items they find, and understand the plot of the story.

**Before playing, take paper, pencil,
and a clock to check the time.
Once you get everything, flip this card.**

2 **The toolbox**

This toolbox could contain something useful. In order to open it you must insert the correct 3-digit code.

ATTENTION: DO NOT READ THESE CARDS BEFORE PLAYING!



THE POCKET
VERSION OF THE
WORLD-WIDE
PHENOMENON!

ATTENTION: DO NOT READ THESE CARDS BEFORE PLAYING!

B2 SOLUTION

The correct code is 234.
The screws are math symbols and you can calculate the result of each column.

6	5	4
⊘	⊘	⊗
3	2	1
—		
2	3	4
6/3=2	5-2=3	4×1=4

If your answer is wrong, mark an X.
Proceed to the next card.

B1 DECKSCAPE DEMO

Take the next nine cards without looking at them and form 3 decks sorted by colors.

Always follow the text of the card on top of each deck, and proceed to the next card only when instructed to or you have solved the puzzle on top.

In order to solve a puzzle:

- Carefully read the question.
- Discuss to find a common answer.
- Flip the card to check the solution.

You can try to solve the puzzles on top of the various decks simultaneously, or focus all together on a single puzzle. Remember that in the end you'll win or lose all together.

SCORESHEET

Each time you make an error, mark an X on this red line!

Check the time on your clock, mark it and start playing!

HOURS: MINUTES

:

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3 Inside the toolbox

You open the lid of the toolbox. There is a **set of keys**; you put them in your pocket, they could be useful.



Flip this card to look at the **set of keys**. Keep it—it may be useful! Proceed to the next card.

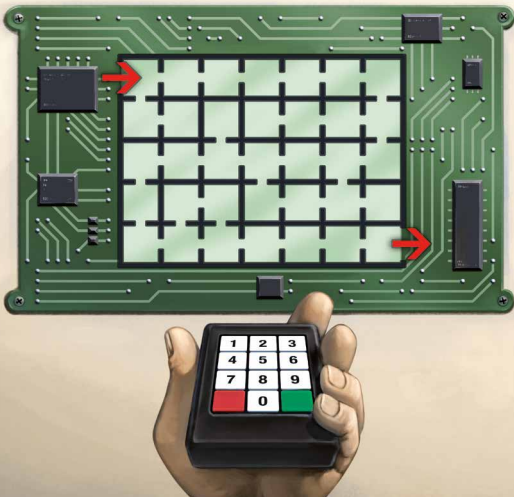
4 There is something more!

Inside the safe there is also a plastic **badge**; it shows a weird grid of letters.



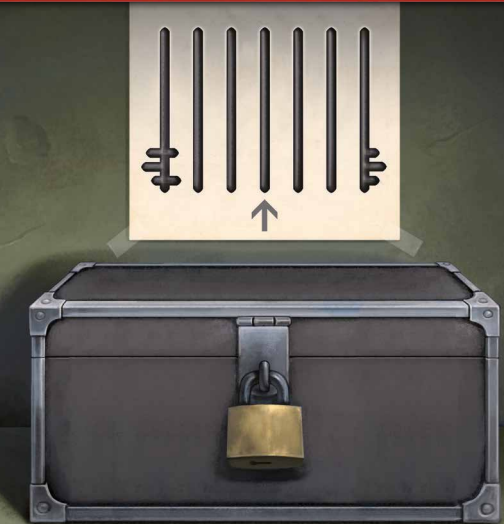
Flip this card to look at the **badge**. Keep it—it may be useful! Now focus on the other cards.

5 The panel with a maze



There is something hidden behind the panel. You have only one chance to open it correctly: **push the number suggested by the panel**.

6 A recess behind the panel



A poster on the wall suggests something. If you have it, **find the correct key to open the suitcase!**

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B4 **BADGE**

EXIT

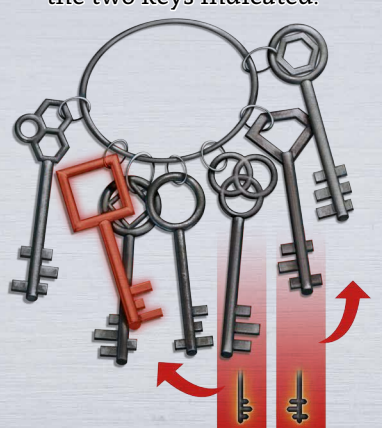
L	O	V	E
X	Y	Z	U
C	H	I	S
T	R	A	P

B3 **SET OF KEYS**



B6 **SOLUTION**

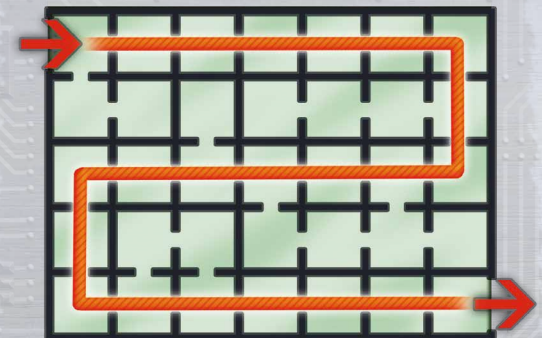
You need the *set of keys*. The correct key is the one with a square shape. The poster suggests the correct key is equidistant from the two keys indicated.



If your answer is wrong, mark an **X**.
If you haven't found the *set of keys* yet, mark a second **X** and flip this card.
If you do have it, proceed to the next card.

B5 **SOLUTION**

The correct number is 2.
Following the shortest path from the entrance to the exit of the maze, you create a "2".



If your answer is wrong, mark an **X**.
Proceed to the next card.

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7 A piece of paper

What? The suitcase is empty!
You double-check and find a false bottom that contains a **piece of paper** showing weird triangles.



Flip this card to look at the **piece of paper**. Keep it—it may be useful!
Now focus on the other cards.

8 A weird keyboard



This door is locked by a colored keyboard. If you have the code, **push the 4 buttons** to open it!

9 The attendant



A very polite but resolved attendant stops you. **Which rope should you pull in order to open the curtains and escape from here?**

10 Ready to go!




The exit is right here, you can already see the light outside. **Make a choice: do you want to leave alone or take the attendant with you?**

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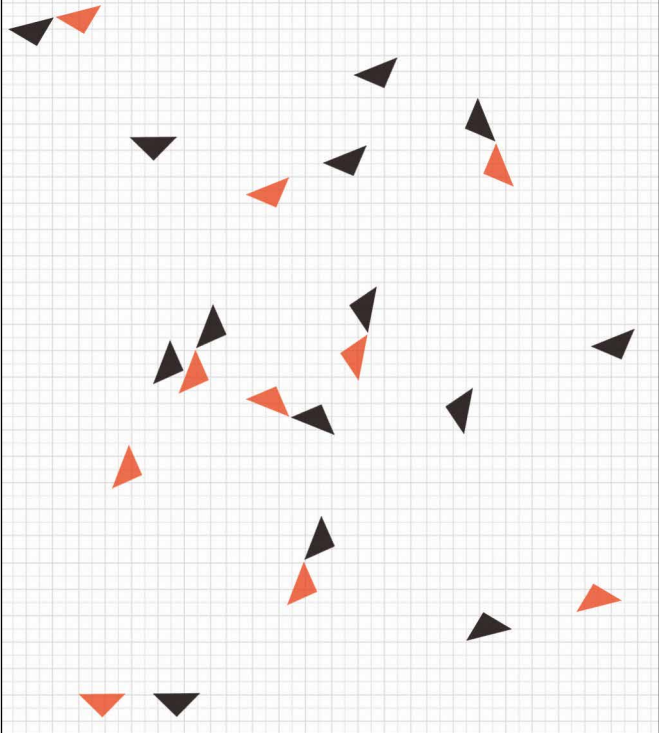
B8 SOLUTION

Push the 4 green buttons from the top to the bottom. As suggested by the *badge*, they compose the word "EXIT".



If your answer is wrong, mark an X.
If you haven't found the *badge* yet, mark a second X and flip this card.
If you do have it, proceed to the next card.

B7 PIECE OF PAPER



B10 SOLUTION

The attendant's name tag contains the hidden message "Help"! Apparently, he is sick of this place!

If you decided to take the attendant with you, **remove one X from the Score-sheet**.

Now count how many minutes it took you to complete the game.

Add 2 minutes for each X marked on the Score-sheet.

Depending on the total minutes, your score is:


0-10 minutes:	Pure genius! Well done!
11-15 minutes:	Mission complete!
16 minutes or more:	Better late than never!

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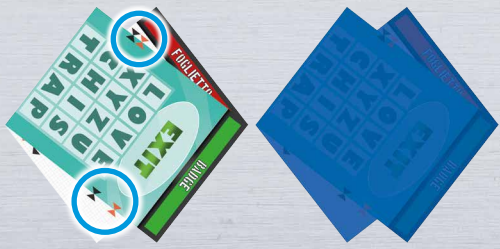
  MORE
DECKSCAPE
ADVENTURES AWAIT YOU
IN THE FINEST STORES!

B9 SOLUTION

The correct rope is the third one.
The triangles on the curtains...



...suggest you should match the triangles on the *badge* and the *piece of paper*.
When all the triangles match, you can see the shape shown on the third rope.



If your answer is wrong, mark an X.
If you haven't found the *piece of paper* yet, mark a second X and flip this card.
If you do have it, proceed to the next card.

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