

**RANSOM**

**&**

**RETURN**

An Outside the Box Game by



**ESCAPE**  
M A N O R

**CONFIDENTIAL**

**FACILITATOR GUIDE**



Congratulations on your purchase of Ransom and Return.  
This game is designed to fit into your spaces as opposed to  
with 5-30 players,

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I recommend heading to your local dollar store and grabbing six boxes there. At Escape  
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latches large enough to put sheets of paper in without needing to roll them in half, though they  
do not need to be fat.

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## STEP 2: PRINTING

This game has paper materials you will need to print out in order to play it. The materials are  
in three sections; ransom, return, and facilitator only. They should be printed in colour and  
the thicker the paper the less easily they will be ripped and tattered. After you print one  
package separate it from the others. All the materials correspond to specific parts of the  
game and the three types of files should not be mixed. Cut out the materials from their  
blank backgrounds so that there is not additional paper around them for the most visually  
pleasing version of the game.



# Game Introduction

Congratulations on unlocking Escape Manor's mobile escape game "Ransom and Return". This game is designed for 5-30 players. In this booklet, you will find a step-by-step guide for how to play the game.

Let's make sure you have everything you need to play. Inside the game kit you should find the following:

- *One silver briefcase with latch*
- *5 locked zippered pouches*
- *5 large, white envelopes*
- *1 four-digit lock for the briefcase*
- *1 large laminated map*
- *1 account transfer instruction sheet*
- *1 large colour wheel*
- *This booklet (CHECK!)*

Got everything? Awesome.

Before starting the game read this book through from start to finish.

From here on out, you will be referred to as "the facilitator". You will be the host of the game for your group.

Make sure you check out the game setup in full, grab those items we list that aren't in your kit, and budget some time for your set up!

The game should take somewhere between 15 and 30 minutes to set up after you've finished reading this booklet.





# Game Setup



The physical set-up for this game is simple. The briefcase you received has everything you need inside. The locked, zippered pouches and the envelopes you find inside that briefcase are already filled with their designated game pieces. In the next step, you will split your group of 5-30 people into five teams, each of which has a team colour. The coloured Escape Manor logo on the front of each zippered pouch or envelope lets teams know which of each belongs to them.

All the envelopes and zippered pouches should be hidden in your game space. We recommend concealing them but don't make them too difficult to find! We want to make sure all the teams are able to find their respective envelope and zippered pouch in approximately 5 minutes.

**Pro tip:**

Make a mental note of where you hid things so that if a team can't find some of their materials by the 5 minute mark, you can give them a hint.

The large, collaborative map should be put in the centre of the room, accessible to all teams. Beside the map, you should place the original briefcase your kit arrived in. **Placed inside the briefcase should be the large COLOUR WHEEL.** This is very important as it is how the teams finish the game. Once you ensure it is inside, you can lock the otherwise empty suitcase with the 4-digit lock that arrived with your kit. The code for that lock is 6718 (SHHHHH!). Make sure the code is set when you close the lock then spin the numbers on the side to make sure it is firmly closed. We always recommend setting the locks to 0000 or 000 at the beginning of the game so everything is uniform.

The last piece of set up is to place the FINAL ACCOUNT NUMBER SHEET in the middle of the room with the briefcase, and a large, laminated map. You want to make sure every team has access to it to finish the RANSOM half of the game.

**NOTE: PUT OUT THE FINAL ACCOUNT NUMBER SHEET ONLY IF YOU ARE USING THE MANUAL BRIEFING.**



## Additional materials you should provide (that are not included in your kit)



- Each team should get an erasable whiteboard marker so they can write on the collective map in the middle of the room.
- Each team should have somewhere they can write things down and show other teams. This can be a whiteboard, paper, clipboard, etc.
- A timer so you, the facilitator, can keep time during the game
- WiFi, a screen, and sound capabilities (if you are choosing to use the digital briefing)

## Splitting your group into teams

This is a 45-minute game that has 5 teams. You should split your group evenly into those 5 teams and assign each a team colour: **green**, **blue**, **orange**, **red** or **purple**.

Before splitting up your group, make sure to let them know they must have one device that can connect to the internet available per team. This can be a smartphone, tablet or computer.

Make sure that you only allow your players into the game space when you are ready to begin the briefings and game. When they enter you will be briefing them, following the briefing outline found on page 6.

## Adding time for small groups

If you don't have a large group, no problem! You can play this game with as few as 5 people (1 per team). As the facilitator, try to split your group as evenly as possible and feel free to add extra time, as demonstrated below:

- Add extra time if your group is smaller. If you are playing with between 8-12 players, give them an extra 5 minutes (50 minutes total). If you are playing with 5-7 players, give them an extra 10 minutes (55 minutes total).



# Briefing Outline



The time has come to **bring your group into the room and brief them** before the game begins. There are two ways to brief your group: the digital briefing or the manual briefing.

## Digital Briefing

If you have audio and video capabilities in your gamespace, we recommend using the digital briefing. It is a video that includes the rules, the game storyline, and a timer for the game. There are also 4 "game outcome" videos to be played at the end of the game, based on how well the teams do!

All those videos can be found at:

<http://www.escapemanor.com/ransom-return>

Once you begin the video briefing, the facilitator should go to page 10 of this booklet to continue hosting the game.

## Manual Briefing

Don't have audio and video capabilities? No problem! In this booklet you will find a manual briefing (pages 7-11). When you have everyone gathered, just read it from top to bottom.

**Once you have briefed your group (read out the briefing intro, rules and game storyline) it is time to begin the game. Step into your space and enjoy!**



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# Manual Briefing

Welcome to Escape Manor's first mobile escape game experience. This game is called Ransom and Return, and here's how it works:

This is a 45-minute game that has 5 teams. You should split yourselves up evenly into those 5 teams and choose a team colour: **green**, **blue**, **orange**, **red** or **purple**.

Before you choose your team please take into account that you must have one device that can connect to the internet available per team. This can be a smartphone, tablet or computer.

If you haven't already been split into teams, please do so now.

## Rules of the Game

1. Each team is allowed 1 hint from the game facilitator if you are stuck. Send one team member to speak to the game facilitator and they will return with information to help you move forward.
2. Each of the teams has things that they must accomplish alone, but this does not mean that you shouldn't collaborate with the other teams in the room. You all win or all lose this game as a group. We are not competing against one another.
3. Since nothing for this game is a permanent fixture in this space it means that there will be a lot of paper, envelopes, and props. No need to write on anything that is not laminated or damage any game pieces you see.



4. Things you need are hidden, so do look for them, but please don't break furniture, decor or people in the process of trying to find them.
5. Game pieces that belong to your specific team colour are hidden in the game space. If you find something that is not for your team then leave it there so another team can find it on their own. Of course, if they ask for help from the group to find their pieces then feel free to give them a hand.
6. You are allowed to use your cell phone during the game.
7. Read all your instructions carefully. Many of them contain instructions you need to solve those puzzles.
8. **The two halves of the game (ransom and return) don't overlap any puzzles or materials until the very last puzzle. You can solve the ransom portion and the return portion completely independently of each other, so organize yourselves as such. You can tell what side of the game pieces belong to by looking on the back and reading "Ransom" or "Return" on their labels.**

## Pro Tip!

This game requires you to be highly organized and to work on multiple things at once. Your team (organized by colour) should try and split up so you are working on both the ransom and return side at the same time.

This game is cooperative. You cannot finish the parts of your puzzles without other teams. Collaboration is key. Talk to each other and help one another out!



# GAME STORYLINE

A member of our team has been taken by a notorious group of kidnapers who have eluded city police for months. You need to get your teammate back, and you better make it fast. These kidnapers are known for moving quickly and ensuring they never leave too much evidence behind of where they've been and especially of where they are headed next.

The kidnapers have demanded a million dollar ransom from our group in the next 45 minutes. Obviously, none of us have that handy, so the plan is to hack into the branch manager's account at the richest bank in town to access its reserve, then transfer the money to the kidnapers. The bank manager keeps their information very secure, so you will need to work together with other teams to share what you have so everyone can answer their security questions.

Though the kidnapers say they will release our friend once they collect the ransom we can't put all our eggs in one basket. Our goal is to both collect and send the million dollar ransom to the kidnapers to protect our friend but also to discover which quadrant of the city the kidnapers' headquarters is located in. That's where they are currently holding our teammate. If we find them we can retrieve our buddy and help the police put these criminals behind bars for good.

Each team needs to find an envelope and a zippered pouch somewhere in this room to get them started.

Good luck, our 45 minutes begin now.



## NO NEED TO READ THIS SECTION TO THE TEAM

Once the group begins the game, the facilitator should start a 45-minute countdown (the video has a 45-minute timer).

The facilitator should time the team and make an announcement for every 5 minutes that have passed. "5 minutes gone and 40 minutes until the kidnappers make off with our friend forever" should get people moving.

The facilitator should also be available for hints. Keep your answer key open and nearby.

If you want to give your team extra time at the end of the experience, you can use the extra 5-minute timer (if you're using the digital briefing) or you can announce you are giving extra time (if you are doing a manual briefing)

### How to know when teams have won:

- the final account transfer is made by one representative from the group
- the four-digit lock on the briefcase is opened
- the group has received a message that they have successfully diffused the bomb

## Final Game Outcomes

Once your group's 45-minutes expire, there are a few possible outcomes:

1. The team has sent the ransom AND opened the briefcase AND diffused the bomb
2. They send the ransom but DO NOT open the briefcase
3. They open the briefcase but DO NOT send the ransom
4. They DO NOT send the ransom OR open the briefcase

Based on how much progress the team makes, the facilitator should play the outcome video (if you are using audio and video) OR read out the conclusion (if you are doing it manually) that applies to the team's level of success (found on the next page).





**What to read if they send the ransom, open the briefcase and diffuse the bomb:**

“Congratulations team. You have thwarted the kidnapers, saved your teammate’s life, and served justice! The kidnapers will be going away for a very long time thanks to you!”

**What if they send the ransom but do not open the briefcase:**

“Well team, you have sent the kidnapers the ransom and your teammate is on their way back, but the kidnapers are, unfortunately, still at large and the police must restart their hunt for them. For today, a life has been saved! Congratulations!”

**What if they open the briefcase but do not send the money:**

“Congratulations team, you have found the headquarters of the kidnapers in the allotted time. The police rushed in and were able to capture one of the two masterminds behind the crimes. Unfortunately, your teammate was taken away by the kidnapper still at large. We will use the captured criminal to try and find them but your teammate cannot return today. Police do inform us that now that we have found their headquarters that the kidnapers are unlikely to return to our city. Congratulations on driving them out of town!”

**What if they do not complete the transfer OR open the briefcase:**

“Unfortunately team, the kidnapers made off with your teammate and have evaded justice again. The trail has dried up and police will need to restart their search for these criminals! Your efforts and work today have certainly shown the police a thing or two about how to work fast and put things together. Congratulations on all the work you’ve done thus far!”





# Answer Key

Each team is allowed to use one hint, a total of 5 hints per game. When they approach you, the facilitator, ask them which question they are trying to answer. Below is the methodology for how to solve each puzzle and the answers to the puzzles themselves. You, the facilitator, should ask the team member who approaches you if they would prefer just to hear the methodology first to give them a chance to figure out the puzzle or if they would like the answer outright. If they opt for the methodology, tell them which game pieces they need to answer the question they are stuck on then send them back to their teammates.

## Green Team: Ransom Answers

**Question:** How to open the zippered pouch?

**Method:** Add the 3 green numbers together on top of the box and input in the lock.

**Answer:** 638

**Question:** What town/city is the bank manager's cottage in?

**Method:** Combine the cottage directions and the map of the great lakes to determine the town

**Answer:** Muskegon

**Question:** What is the bank manager's favorite movie?

**Method:** All the bank manager's Halloween costumes were star wars characters

**Answer:** Star Wars

**Question:** Where was the bank manager's first job?

**Method:** The answer is the first job on his resume

**Answer:** Burgerville

**Password on site:**

muskegonstarwarsburgerville

## Green Team: Return Answers

### Materials Needed:

- Police report 'coffee on the run!'
- Picture of the coffee shop
- Hotel Ranking Guide 2017
- Your guide to local hotels

### Method to Solution:

Local coffee shop identified in the picture as 'Adam's Coffee Shop'. Comparing 'guide to local hotels' and 'Hotel Ranking Guide 2017', the 4-star hotels are identified as Brooks Hotel, Hotel Floyd, and Hotel Jowsey. The closest of these in proximity to Adam's Coffee Shop is Hotel Floyd.

### Location of safehouse:

Hotel Floyd (Psst, Facilitator: If teams get stuck here, tell them to use their ruler to measure the distance to the hotels)



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**Orange Team: Ransom Answers**

**Question:** *How to open the zippered pouch?*

**Method:** Add the 3 orange numbers together on top of the box and input in the lock.

**Answer:** 604

**Question:** *What is the name of the bank manager's favourite pet?*

**Method:** Find the diary entry from 1990 and combine that information with the photos of animals to find which pet he got in 1990

**Answer:** Iago

**Question:** *What was the bank manager's best Halloween costume ever?*

**Method:** Combine the picture of the trophies with the 4 photos of Halloween parties

**Answer:** Darth Vader

**Question:** *Who was the bank manager's childhood hero?*

**Method:** Find the Daily News newspaper clipping about the boy drowning and being saved by the dog.

The dog's name is the answer.

**Answer:** Lady

**Password on site:**

iagodarthvaderlady

**Orange Team: Return Answers**

**Materials Needed:**

- Police report 'kidnapping and release'
- Confirmed safehouse: Mickey's Diner
- Mickey's Diner flyer

**Method to Solution:**

The prima ballerina was snatched at the NAC and brought west to the Abandoned car factory. Two major streets south is (past Wellington Street West) Gladstone Avenue. Four streets east along Gladstone Avenue is Karen's Ice Cream Shop. Mickey's Diner flyer indicates location is at Corner of Lees Avenue and Main Street.

**Location of Safehouses:**

- Karen's Ice Cream Shop
- Mickey's Diner (Lees Avenue and Main Street)



**Purple Team: Ransom Answers**

**Question:** How to open the zippered pouch?

**Method:** Add the 3 purple numbers together on top of the box and input in the lock.

**Answer:** 814

**Question:** Where did the bank manager meet his wife?

**Method:** Combine the diary entry from 1985 with the photo of Las Vegas sign

**Answer:** Las Vegas

**Question:** What time of day was the bank manager born (spell it out, 12-hour clock)?

**Method:** Look for the Polaroid picture of the hospital room with the clock in it

**Answer:** two-twenty

**Question:** Which city did the bank manager spend longest in while on vacation?

**Method:** Find all plane tickets and use them to determine which city has the longest time between tickets

**Answer:** Sydney

**Password on site:**

lasvegastwotwentysydney

**Purple Team: Return Answers****Materials Needed:**

- Police report 'Bad guys steal book!'
- Schedule for Pope's visit

**Method to Solution:**

Bible disappeared between 3:30 pm and 3:45 pm. During this interval, at 15:25 pm the Pope arrived at Notre Dame Basilica. The closest bar to Notre Dame is Bar Petunia.

**Location of Safehouse:**

Bar Petunia (Psst, Facilitator: If teams get stuck here remind them they are looking for a standalone bar and not one inside a hotel)





**Blue Team: Ransom Answers**

**Question:** How to open the zippered pouch?

**Method:** Add the 3 blue numbers together on top of the box and input in the lock.

**Answer:** 802

**Question:** What is the bank manager's favorite band?

**Method:** Find Gordon's record collection list and see which band appears more than others

**Answer:** Radiohead

**Question:** What is the bank manager's favorite sport's team (city and team name)?

**Method:** Find the photo from the World Series and note the year (remind teams they can use an electronic device)

**Answer:** Chicago Cubs

**Question:** Who is the first person the bank manager kissed (first name only)?

**Method:** Combine the diary entry from 1976 with the photo of the kids sitting in the hallway and the prom ticket

**Answer:** Erin

**Password on site:**

radioheadchicagocubserin

**Blue Team: Return Answers****Materials Needed:**

- Police Report 'bridge and barber'
- Daily News article
- Sonny's Barber Shop
- Confirmed safehouse: Ragtag Cinema

**Method to Solution:**

The oldest bridge in town is Chaudiere Bridge. Sonny's Barber Shop's location is identified on the flyer as Metcalfe Street at Wellington Street.

**Location of Safehouses:**

- Ragtag Cinema
- Pont de la Chaudiere Bridge (Psst, Facilitator: Remind teams to include any French on the map so the first letter they are looking for is P)
- Sonny's Barber Shop (Metcalfe Street/Wellington Street)





**Red Team: Ransom Answers**

**Question:** How to open the zippered pouch?

**Method:** Add the 3 red numbers together on top of the box and input in the lock.

**Answer:** 620

**Question:** Who is the bank manager's favourite author (last name only)?

**Method:** All the pets have names from one specific author's stories (remind teams they can use an electronic device)

**Answer:** Shakespeare

**Question:** What was the mascot of the bank manager's high school?

**Method:** Combine the three pictures of high school teams with the bank manager's resume (remind teams there is only one mascot so their answer should be singular)

**Answer:** Bulldog

**Question:** What was the bank manager's childhood nickname?

**Method:** Find the photo of the children playing in the street and find Gordon's name on it

**Answer:** Gooby

**Password on site:**  
shakespearebulldoggooby

**Red Team: Return Answers****Materials Needed:**

- Police report 'smash, grab, and stash!'
- Photo of Aberdeen Pavillion
- GET TO KNOW YOUR TOWN flyer
- Maria's Italian Kitchen flyer

**Method to Solution:**

The bank flyer indicates Wilson bank is located on Cobourg Street at Rideau Street. Instructions indicate they moved South on the same side of the river, hit Queensway, and crossed the canal. They parked in this area around 12:30 pm. The photo of the Aberdeen Pavillion is time-stamped at 12:42 pm. The closest hotel to the location that this photo was taken is Hotel Sauve. Maria's flyer indicates location is next to Alexandria Bridge

**Location of Safehouses:**

- Hotel Sauve
- Maria's Italian Kitchen (next to Alexandria Bridge)





# Answers to final group puzzles:

## RANSOM

Final account number: 0012987947770559932301

## RETURN

Combination into the briefcase: 6718

## BOMB PASSWORD

ransomandreturn

(found at <http://www.goldsbank.ca/bomb>)

## Teardown and Cleanup



The best way to tear down this activity is to sort all your materials back into the envelopes and zippered pouches they started the game in. This way you will have only need to find those envelopes and zippered pouches next time you want to play!

If any pieces were damaged and you would like them reprinted, feel free to email us at [keymaster@escapemanor.com](mailto:keymaster@escapemanor.com)

To reset your game pieces back where they belong, just turn the pieces over and look for the coloured words on the bottom of each piece. These are your reset indicators. Everything with "team blue" labelled on the bottom of the back of each piece belongs in team blue's envelope or zippered pouch, everything labelled "team orange" belongs in team orange's envelope or zippered bag, etc.

All the RANSOM pieces belong in the zippered pouches and all the RETURN pieces belong in the white envelopes.

# Master Checklist

To ensure you have all the pieces you need to run the game each time, here is a checklist of all the materials that come with your game. You should have the briefcase, the colour wheel, the 4 digit lock for the briefcase and:

## Green Team: Ransom Materials

- 3 digit lock set to 638 (locks up zippered pouch)
- Photo of kids sitting in a school hallway
- Polaroid of the hospital room
- Othello the llama
- Juliet the cat
- Macdonald High School Bulls postcard
- Madrid to Ottawa ticket plane ticket
- Green team's security questions

## Green Team: Return Materials

### *Inside large envelope:*

- Instructions letter from Sr. Detective Schnier
- A laminated map
- "Coffee on the run" police report
- Black and white picture of the coffee shop
- Mickey's diner pancake picture with address
- Get to know your town banks flyer

## Orange Team: Ransom Materials

- 3 digit lock set to 604 (locks up zippered pouch)

### *Inside zippered pouch:*

- Prom invitation
- 1990 Halloween photo
- Great Lakes map
- Ottawa to Sydney plane ticket
- Reykjavik to Paris plane ticket
- Las Vegas photo
- World series photo
- Lady Macbeth photo
- Orange team's list of security questions

## Orange Team: Return Materials

### *Inside large envelope:*

- Instructions letter from Sr. Detective Schnier
- A laminated map
- Police report 'kidnapping and release'
- Photo of ballerina
- Black and white photo of Mickey's diner
- Hotel rankings 2017 card





**Blue Team:** Ransom Materials

- 3 digit lock set to 802 (locks up zippered pouch)

*Inside zippered pouch:*

- 1990 diary entry
- 1989 Halloween photo
- Hamlet the dog photo
- Paris to Ottawa plane ticket
- Watson High School Bulldogs postcard
- Kids playing in the street photo
- Blue team's security questions

**Blue Team:** Return Materials*Inside large envelope:*

- Instructions letter from Sr. Detective Schnier
- A laminated map
- "Bridge and barber" police report
- Guide to your local hotels flyer with the hotel room bed in picture
- Ragtag cinema black and white photo
- Note from police officer to sr. detective about Maria's

**Red Team:** Return Materials*Inside large envelope:*

- Instructions letter from Sr. Detective Schnier
- A laminated map
- "Smash, grab, and stash" police report
- Sonny's barber shop flyer
- Schedule for Pope's visit sheet
- Maria's Italian Kitchen flyer

**Purple Team:** Ransom Materials

- 3 digit lock set to 814 (locks up zippered pouch)

*Inside zippered pouch:*

- 1976 diary entry
- Gordon's Resume
- Directions to the cottage
- Ottawa to Reykjavik plane ticket
- Iago goat picture
- Halloween 1992 picture
- Purple team's security questions

**Purple Team:** Return Materials*Inside large envelope:*

- Instructions letter from Sr. Detective Schnier
- A laminated map
- "Bad guys steal book!" police report
- Picture of church steeple
- Daily News clipping about bridges
- Black and white photo of Aberdeen Pavilion

**Red Team:** Ransom Materials

- 3 digit lock set to 620 (locks up zippered pouch)

*Inside zippered pouch:*

- Kelly's Halloween 1991 photo
- Plane ticket from Sydney to Ottawa
- Plane ticket from Ottawa to Madrid
- Picture of trophies
- Diefenbaker Rams postcard
- Record collection list
- 1985 diary entry
- Daily news article
- Red team's security questions



Congratulations on your purchase of Ransom and Return.  
This game is designed to fit into your spaces as opposed to  
you coming to ours. This game can be played with 5-30 players,  
but is recommended for 20-30.

Below you will find a step by step guide to set up your space to play the game:

### PRE-GAME PREPARATION

The 5 following steps will all happen before game time. It can be done at any time  
beforehand. If you intend to print these materials, please consider printing the materials

**Thanks for playing!**

**Visit us at our website [www.escapemanor.com](http://www.escapemanor.com) for more  
escape games and experiences.**

### STEP 1: BUILDING YOUR MANOR

This game requires 6 boxes with latches that you can hold a lock onto to close. We  
recommend heading to your local dollar store and grabbing six boxes there. At Escape  
Manor, we build our own. Your local hardware store should have latches that you can attach  
to any old box and turn it into what you need to run this game. The boxes you choose need  
to be large enough to put sheets of paper in without needing to fold them in half, though they  
do not need to be flat.



me has 6 locks that will need 5 3-digit locks  
your digit lock. When you have to be set to our desired  
ations. The locks will have instructions for how to set them. If  
having any trouble, please see some video tutorials online for the  
model of lock you are using. You should begin organizing your materials by  
Mark your boxes and locks with the colour associated with it. This way you won't  
locks if they all look the same.

# ESCAPE M A N O R

### STEP 2: PRINTING

This game has paper materials that you will need to print out in order to play it. The materials are  
in three sections: ransom note, key cards, and a map. The ransom note should be printed in colour and  
the thicker the paper the better. The key cards should be printed in black and white and  
package separate it from the rest of the materials. The map should be printed in black and white  
game and the three types of key cards. The ransom note should be printed in black and white  
blank backgrounds so that you can use your own images. The key cards should be printed in  
pleasing version of the game.