

Musical and Mayhem



Magic Shop Escape Room

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LONGLINE

In a land full of mystical and magical curiosities, guests encounter mayhem in Madame Romilda shop. With the assistance of some lost magical cards they must rally together to find a way to escape the everchanging shop.

4-6 Players

Our Inspiration

- Trinket shop full of unique goods.
- The world of Caraval, from the Caraval series by Stephine Garber.
- Our love of magic and fantasy world building.

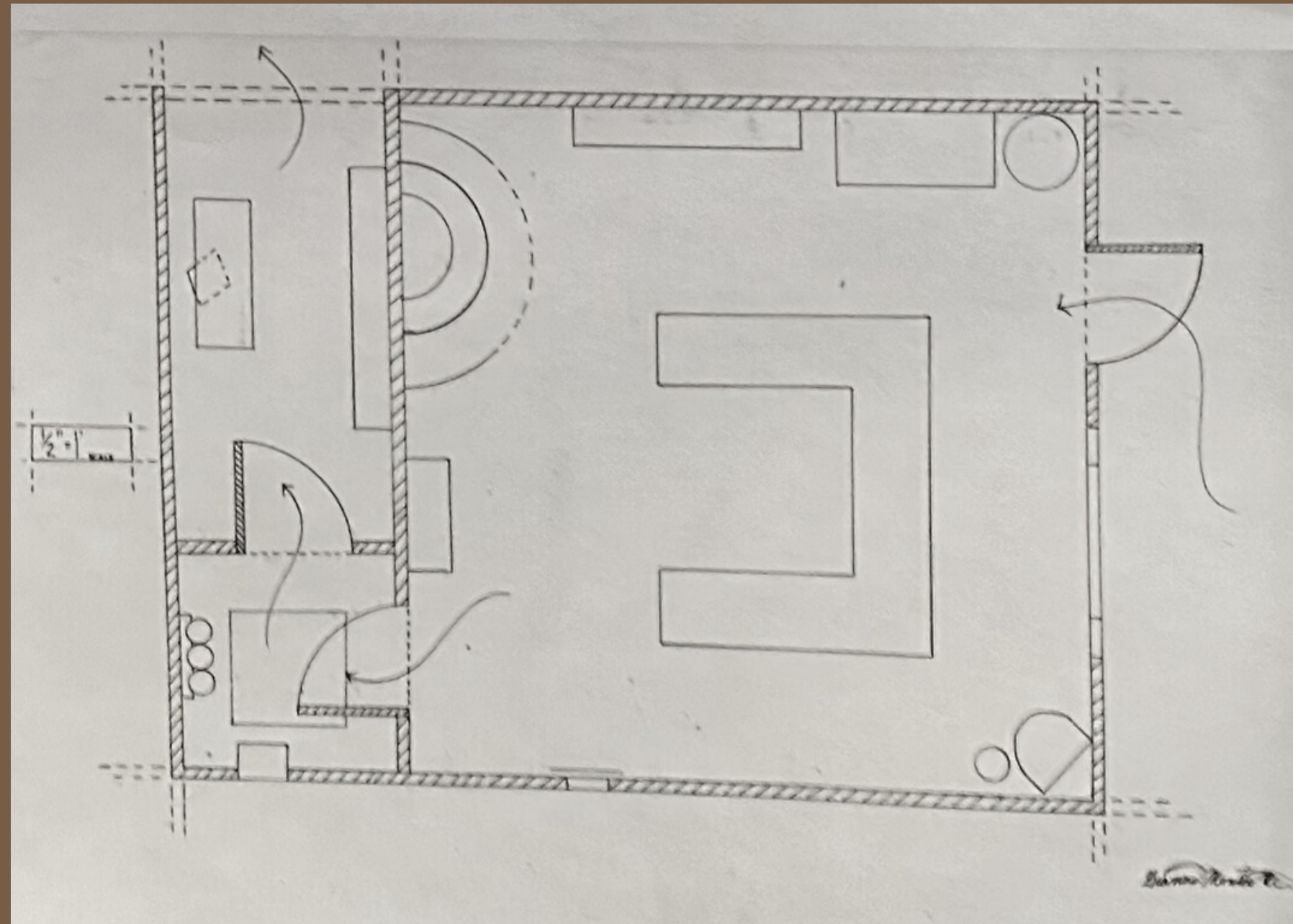




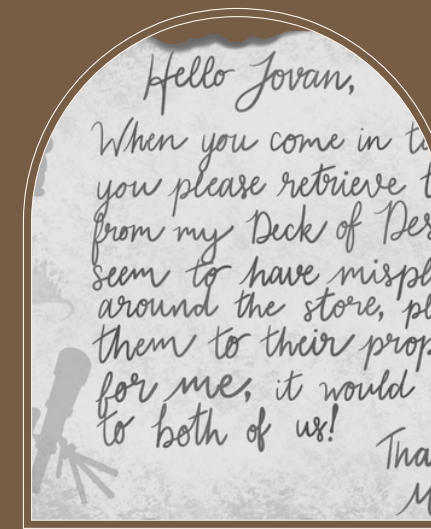
Moodboard



Groundplan



Room 1: The Store



Guests enter a Magical store full of interesting objects

The shop owner must leave due to unforeseen circumstances. Guests are left to explore.

They encounter "the Wishing Star"

The star shorts out after calling to guests and they are trapped in the shop.

A note is on the counter instructing guests to find cards.

They must complete puzzles to find all of the cards from each magical item.

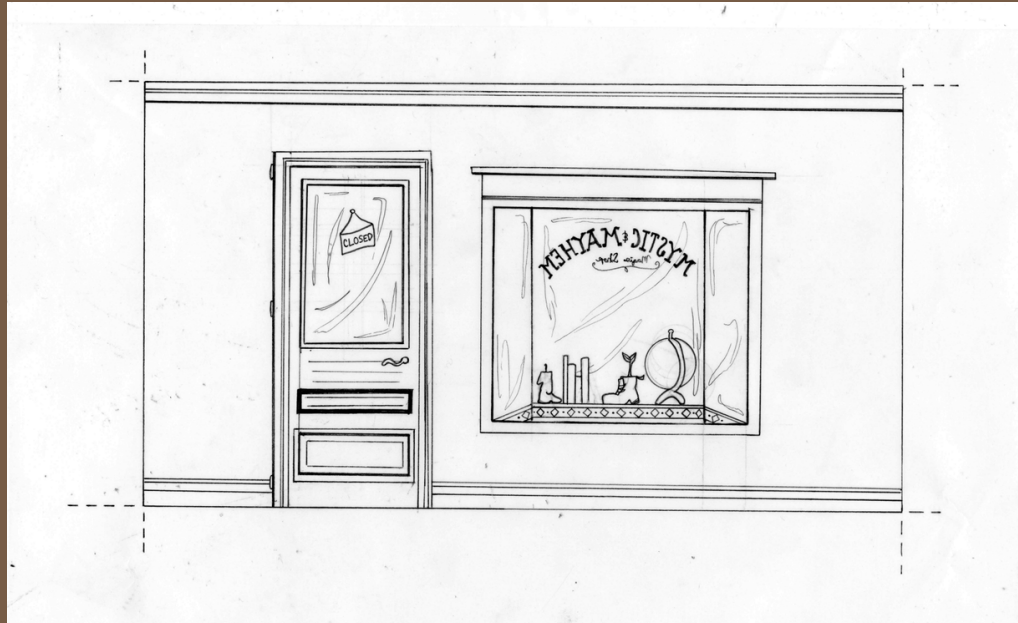
Guests must place the cards in their corresponding locations

The power of the cards unlocks the door to the next room

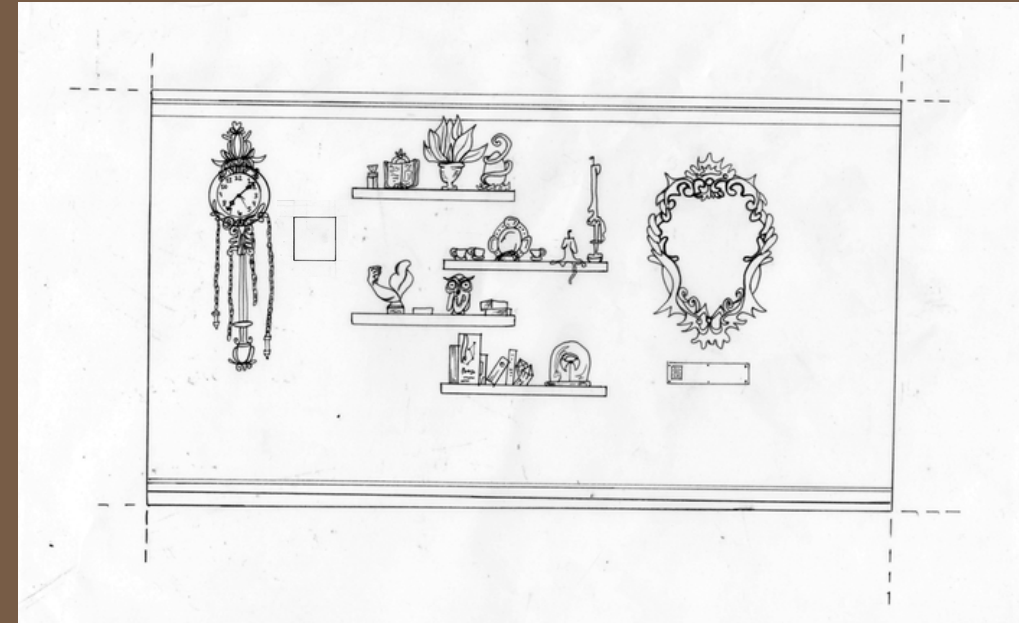
Room 1 Elevations



Wall 1



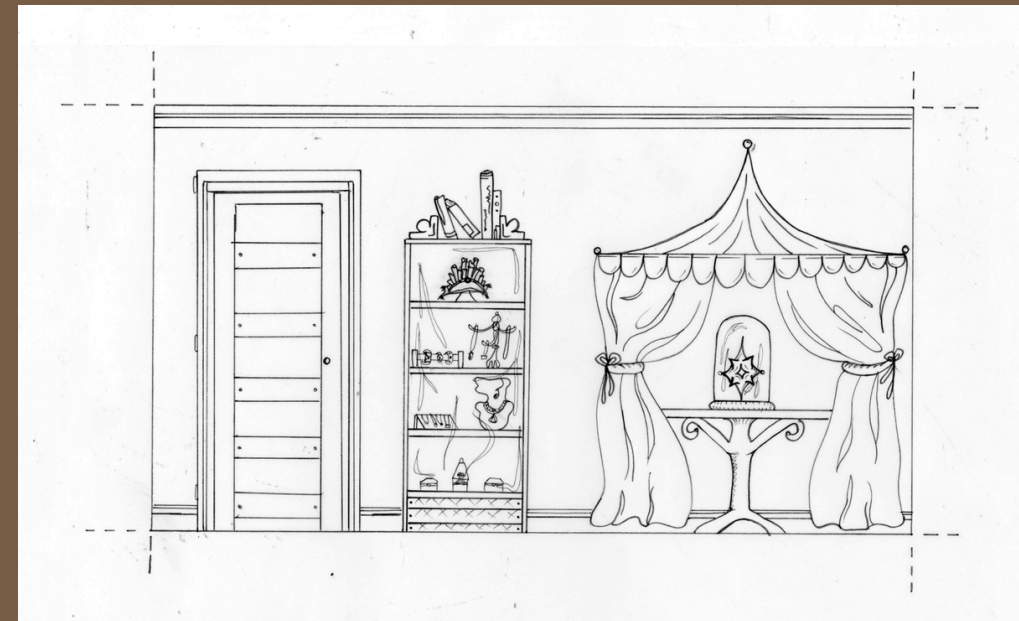
Wall 3



Wall 2



Wall 4

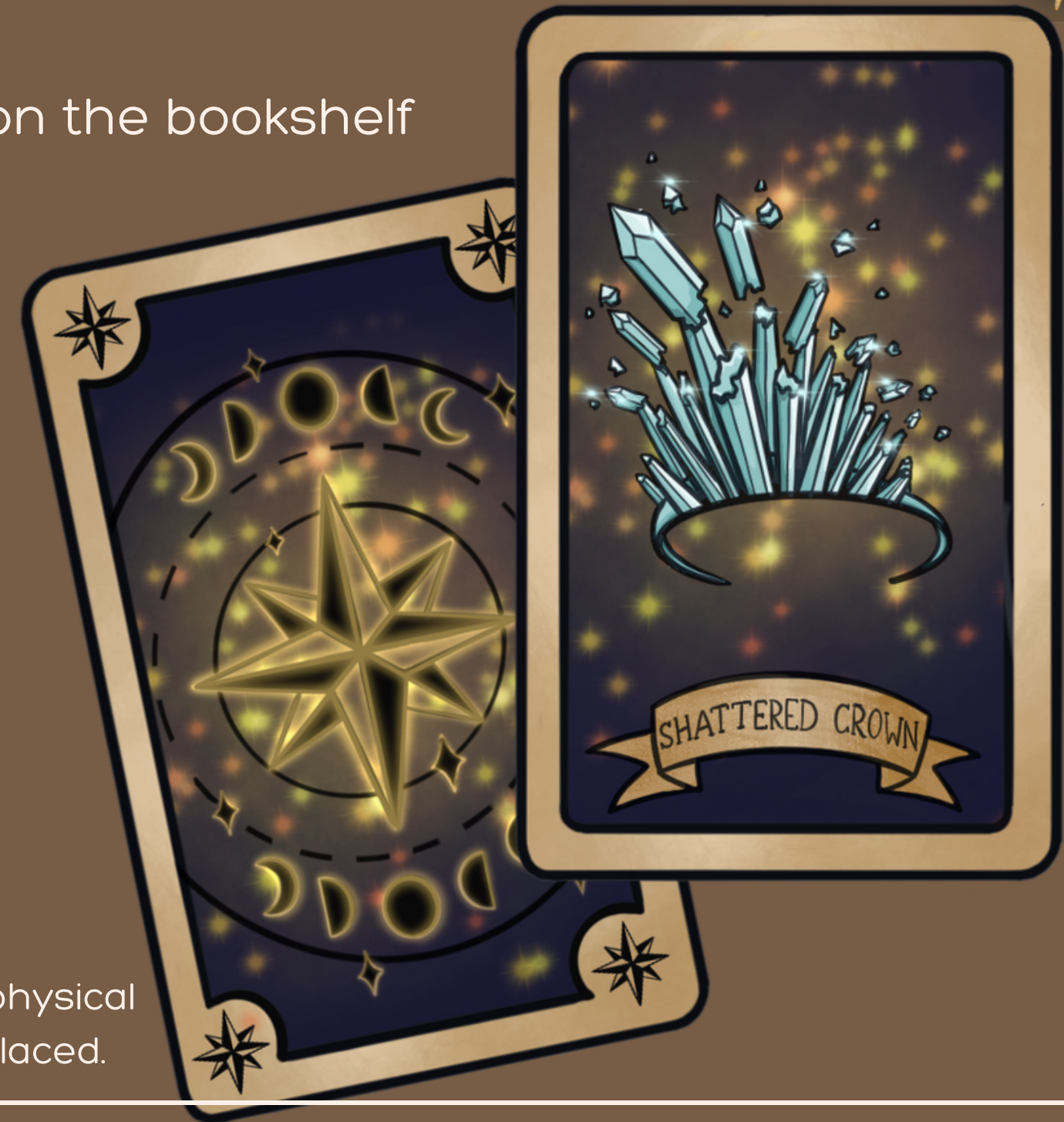


Shattered Crown



End Location: Hidden amongst the magical objects on the bookshelf

- Guests must search and find the card on the bookcase
- The card must then be placed on the marked area on the top of the Shattered Crown Case



Card Marker: This is the symbol that is placed below, next to or near the physical object that corresponds with each card as a marker for the card to be placed.

The Map of All

End Location: The map of all is a map of the world that is locked in a drawer behind the counter.

- On the wall is a framed list of past winners of Caraval
- In an unlocked drawer behind the counter there are a stack of letters addressed to the past winners.
- Guests must count how many letters are addressed to each person and enter that code into the combination lock on the drawer: 2 3 1 5 2 4
- Once guests unlock the drawer, the framed list will also pop open on the wall and the card for the Map of All is in there.
- Guests must take the card and place it in the marked spot in the drawer next to the rolled up map.



The Reverie Key



End Location: The Reverie Key is in a locked glass box placed on the counter, under which the corresponding card marker is.

- There is a book laid open on the sales counter. Several letters are written in red and underlined.
- Guests must type those letters into the cash register and spell out the word: "open."
- This unlocks the cash drawer. Inside, is a key, and the card for the Reverie Key.
- On the top of the locked glass box there is
- puzzle that requires you to connect the
- constellation on top. Guests must put all the
- pieces to the jigsaw puzzle to unlock the box
- and place the card inside on the marker.



The Watchers Telescope



End Location: The watcher's telescope is a small telescope on a chain. It is locked in the display cabinet in the middle of the room, beneath which the card marker is hidden.

- Inside the cash register drawer, there is a key. This key opens the display case in the counter. Guests must take out the telescope and read the clue on the price tag:
"The stars hold your answer."
- Guests must find a book about constellations on the shelf and the card for the Watcher's Telescope is hidden within the pages.

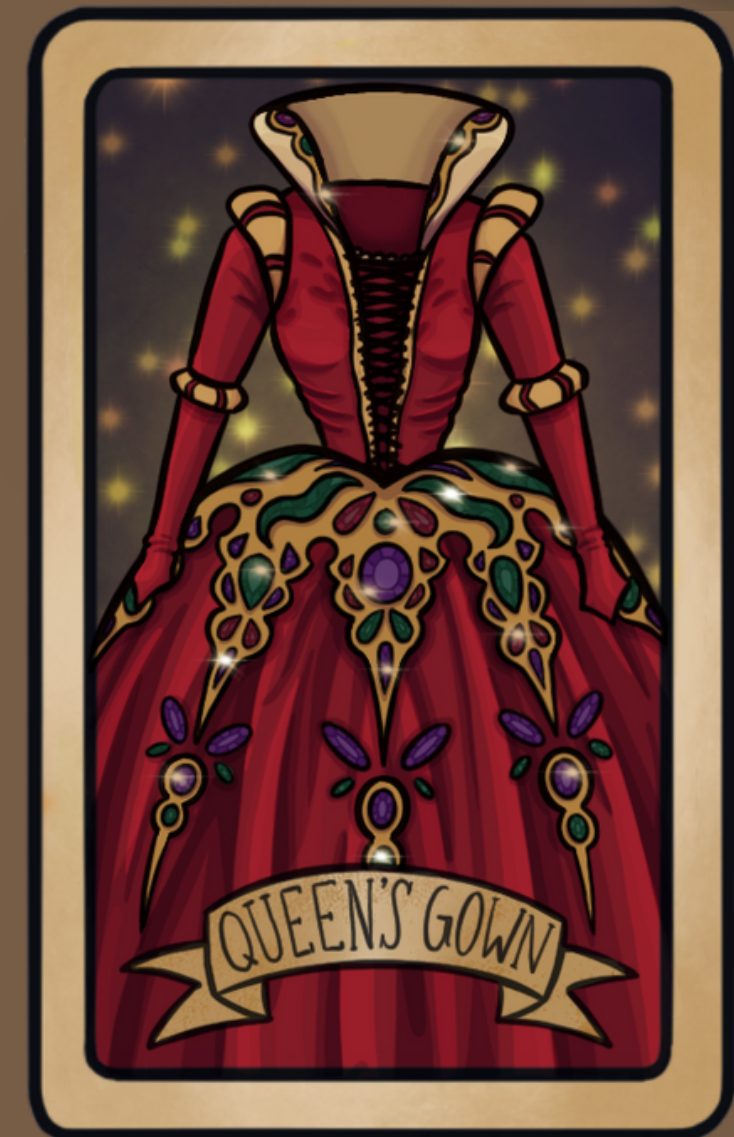


The Queen's Gown



End Location: The Queen's Gown is on a mannequin in the corner of the room, where there is a corresponding card marker.

- The dress has a price tag attached to it saying: "Even Vanity has its own price."
- This leads guests to the wardrobe containing four dresses. Each dress has a price tag which has certain numbers written in blue. The combination of these numbers is the code to a 4 digit pin pad: 1 3 4 7
- This pin pad is located on a drawer underneath the mirror. Entering the code pops it open to reveal the card for the Queen's Gown and a puzzle that involves color matching gems.
- Solving this puzzle lights up a hidden message in the mirror: "The one who sits upon this throne must be both strong and wise."

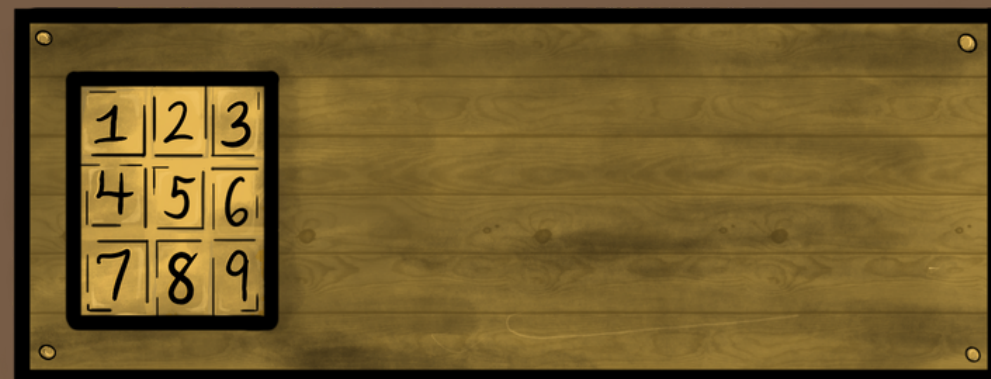


Throne of Blood

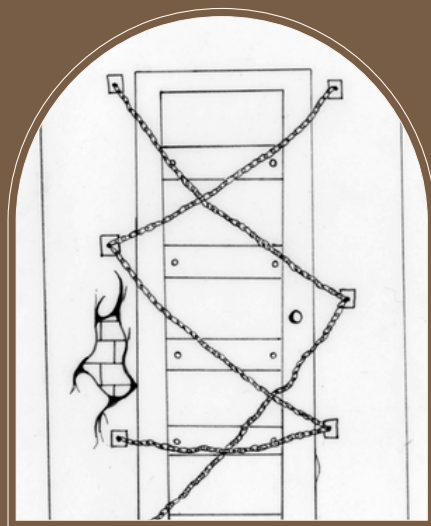


End Location: The Throne of Blood: The throne of blood is a gilded throne sitting in the corner of the shop.

- Guests must follow the clue in the mirror: "The one who sits on this throne must be both strong and wise."
- This prompts guests to look for a weight and an owl on the bookshelf. In between the two items is a button. Pressing the button opens a hatch that contains the card for the Throne of Blood.



Room 2: The Broomcloset



Guests enter a Broomcloset and notice a locked door.

The door has a lock with a symbol: RK corresponding with the one on the Reverie Key



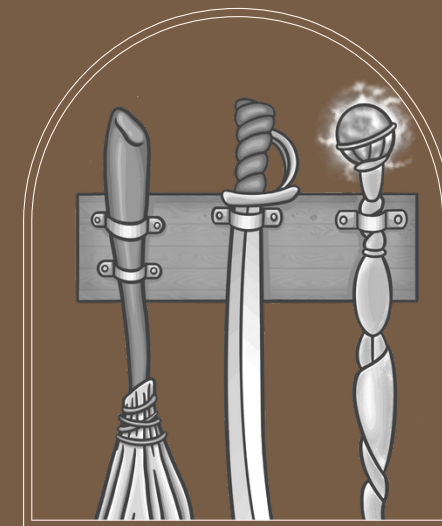
There is a rug lying on the floor with a map printed on it.

The puzzle on the map uses letters to unlock a lock box on the wall, where guests will find a key and tattered paper.



Guests find a trapdoor under the rug that can be opened with the found key.

Here they will find the key to the cipher.



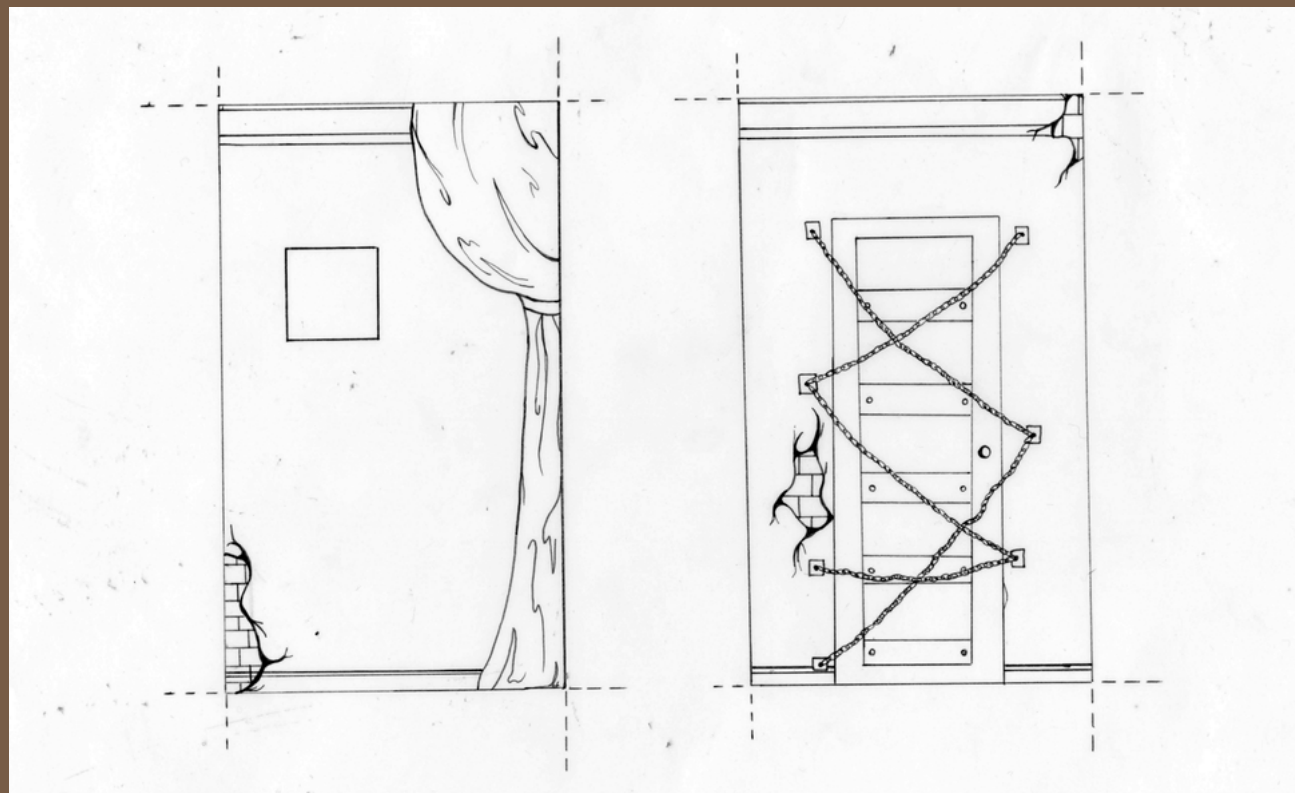
The cipher cues guests to draw their attention to the broom, sword, and staff.

Using the power of three guests pop the next door open.

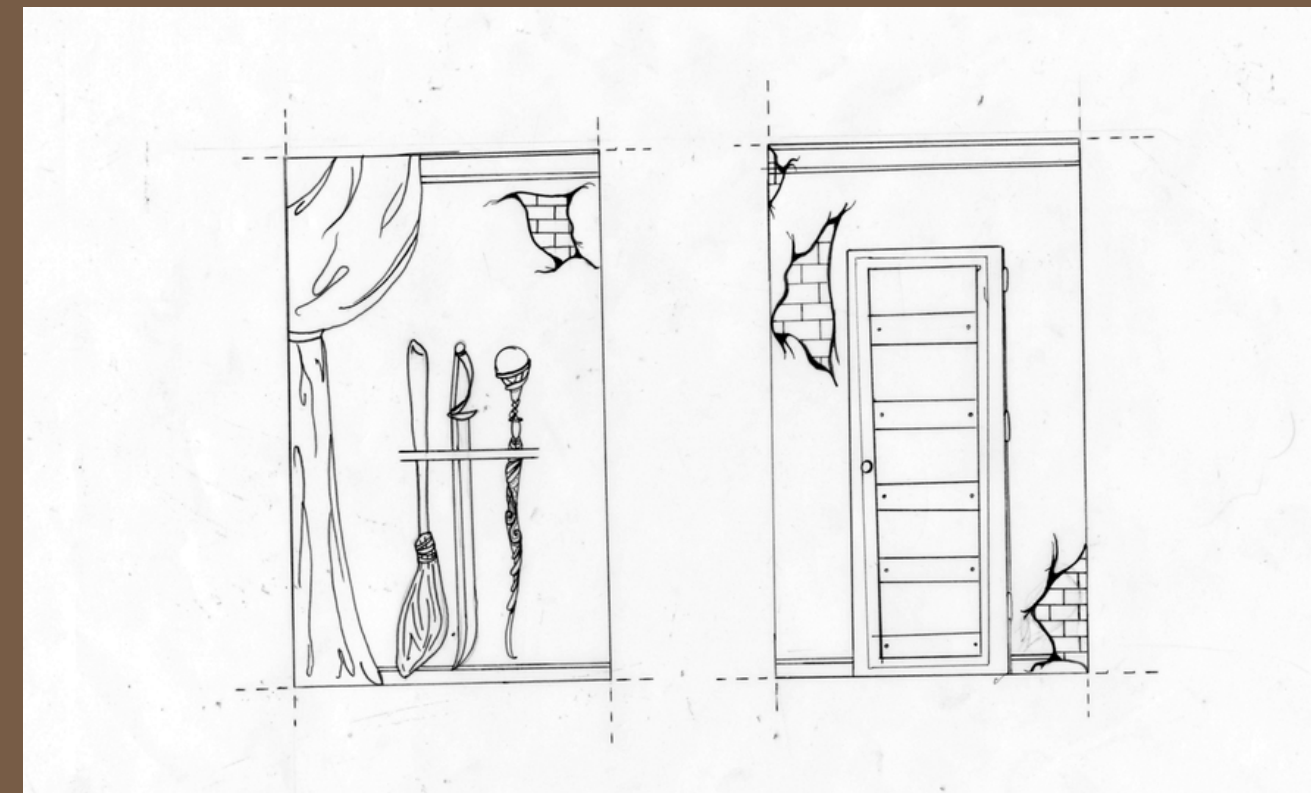
Room 2 Elevations



Walls 5
and 6



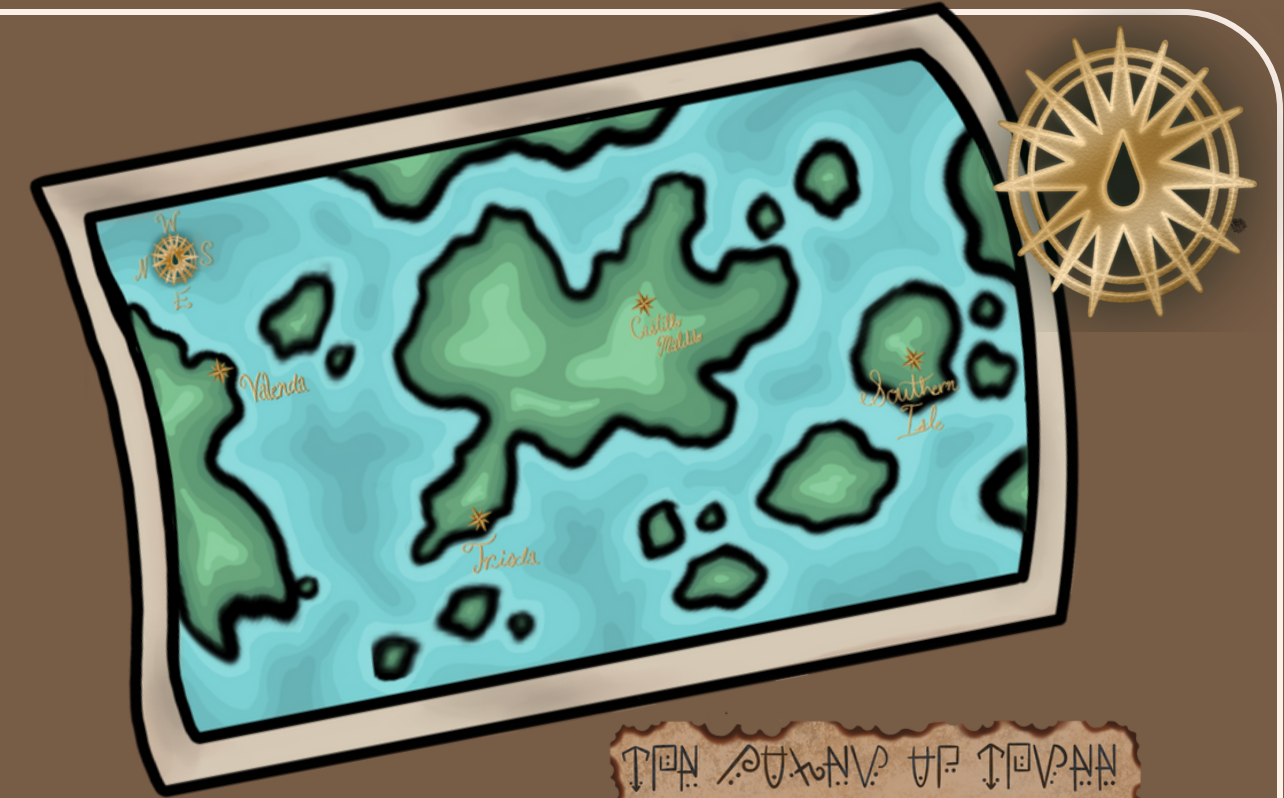
Walls 7
and 8



Broomcloset Puzzles and Story

Guests enter broom closet

- There is a door covered in chains and a large lock with a symbol: RK
 - This symbol corresponds with the one on the Reverie Key, guests must use the Reverie key to unlock the chains but find out that the door still is locked.
- There is a map on the floor that matches the map from the first room
 - Guests must match the markers on the floor map with locations on the paper map to find the code to the letter lock (on the lockbox on the wall) with a 4 digit letter lock: V T C S



THE ADVENTURE OF THE
MISTY MOUNTAINS

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		

Broomcloset Puzzles and Story

Guests open the lock box and find a key and a tattered paper written in a magical language.

The key opens a trapdoor in the floor, in which there is the key to the cipher.

- Guests must solve the cipher to reveal the next clue: "The power of three will set you free."

This clue points guests toward the three items on the wall. A witch's broom, a pirate's cutlass, and a sorcerer's staff. Guests must pull all three items simultaneously to open the door into the back office.

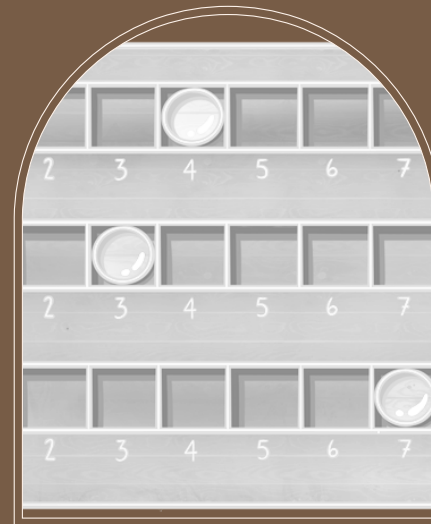


Room 3: The Hidden Office



Guests find a To Do List on the desk.

The tasks to do correspond with items on the cards from the shop room. These tasks give guests a set of numbers.



The numbers are used in a puzzle under the desk.

Completing the puzzle opens the desk drawer.



Guests find a book with the symbol of Caraval.

The book must be placed in its correct spot to match the corresponding symbol.



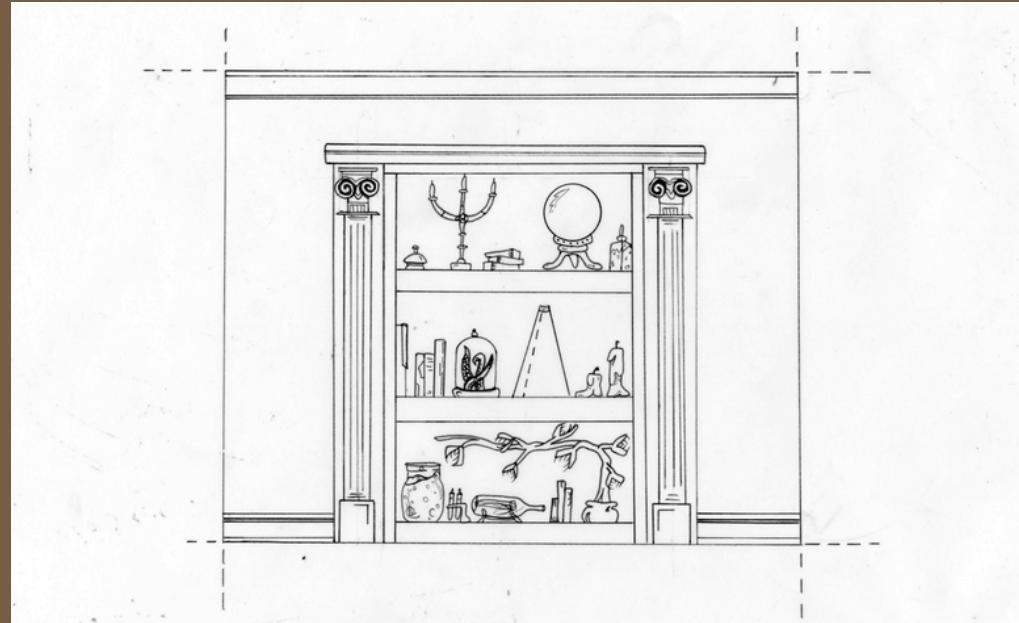
The bookcases has a spot with the logo.

Guests place the book in the correct spot releasing the magic of Caraval setting them free.

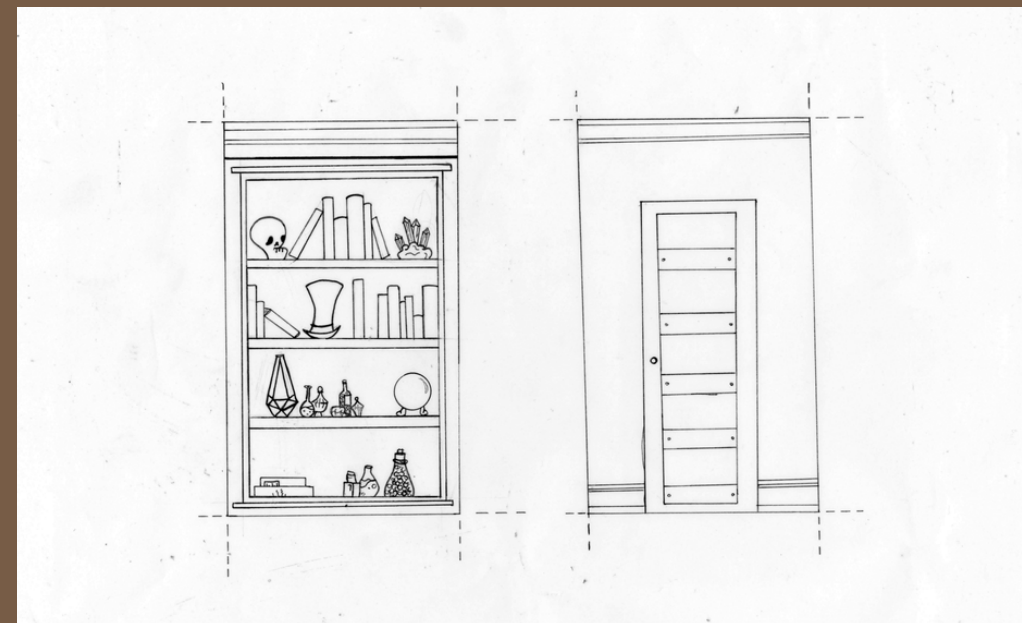
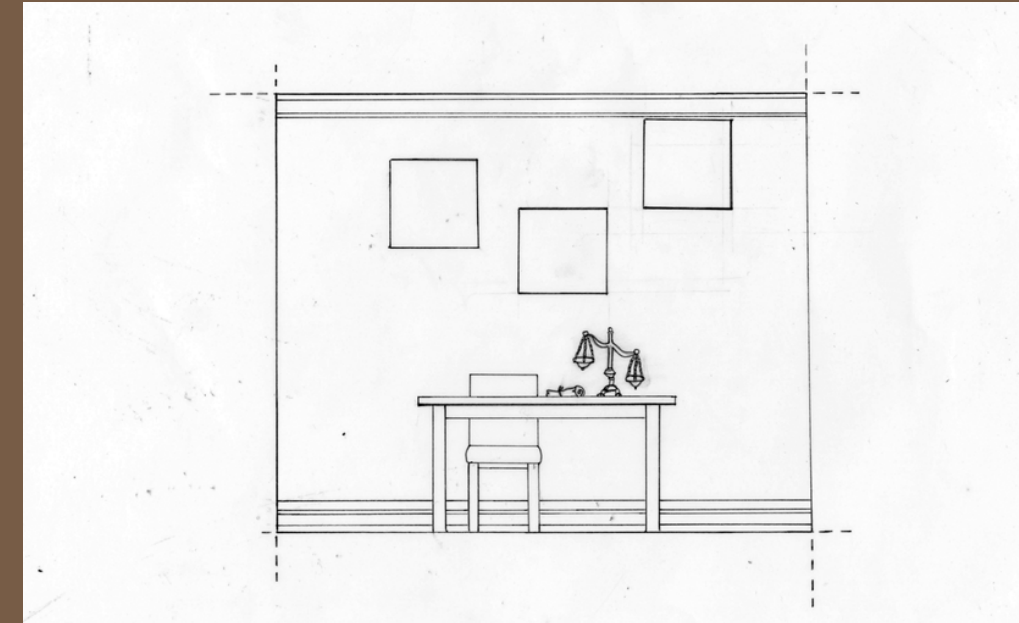
Room 3 Elevations



Wall 9



Wall 10



Walls 11 and 12



Hidden OFFice Puzzles and Story

Guests enter back office

To Do list is laying on desk with three bullet points

- The 1st bullet point says: "Align your sight to see the stars shine bright, two of a kind allow you to watch all through the night"
Guests must connect the small telescope necklace in the first room to the large standing telescope in the office. Once clicked into place, looking through the large telescope will reveal a number: 4
- The 2nd bullet point says: "A gown is not complete from hem to hem unless it is adorned with many sapphire gems."
Guests must count the number of blue gems on the queens gown in the first room: 3
- The 3rd bullet point says: "The crown shattered during his reign, but how many rulers wore it before he came?"
Guests must count the number of portraits on the wall of rulers wearing the crown before it shattered: 7

Hidden OFFice Puzzles and Story

Underneath the large desk there is a number slide puzzle. Guests must use the answers to the three clues to complete it: The sequence is 4 3 7. Completing this puzzle opens a secret drawer in the desk.

Inside the desk drawer is a book with the symbol of Caraval on it: A teardrop inside a star inside a sun. Guests must find this same symbol on the bookcase and place the book in the empty spot.

Once in place, the bookcase will open and guests have escaped the room.



Thank you!



Thank you for opportunity to share our work,
we look forward to your feedback.

-Gianna Monticello and Joanna Blonski