Scenario for tutorial escape room “**Damned amulet**”.

**Briefing**

You are a group of archeologists in the abandoned damn temple… Find a lost magic amulet and leave this place before the ancient curse will find you. You have 30 minutes, be hurry, it’s coming…

**Game flow**

 Players are led to the abandoned damn temple. Light brightness is pour red, darkness, almost nothing to see. They find an ancient mechanism with a wheel. Using a handle players rotate a wheel, but it’s hard to do. As they rotate faster, light becomes brighter. While someone rotates, other players find stuff and resolve puzzles.

 Players find bloody pieces of priest’s mantle. They must put pieces together to see a result clue-picture. At the same time players find a device like “15-puzzle”, and they can see there a picture similar to a picture on the mantle, but it is intermixed. They must resolve a “15-puzzle” setting the same picture as on the mantle. This will open a door the second room.

 The second room is made of bricks, light is red. Players see a sign on the wall – “scream and shout to be heard”. As louder and longer players shout as less brightness becomes. When brightness goes off, UV lamp switches on for the several seconds, and after that everything becomes to the initial state (UV switches off, light becomes red). Players must notice a mark on a couple of bricks and press on it at the same time. This mark is made of special marker visible only in UV lighting. If they make everything right, the chest is opened. Players take a snake’s statuette made of stone or a gypsum.

 At the same time players can find a pedestal with a lot of snake’s statuettes on it. All of them are fixed hard (clued for example) on the pedestal’s plate except the only one. It is fixed using the magnets inside the snake’s statuette. Players must take it.

 Previously in the first room players saw two carved “snake-form” groove near the door to the secret room. Two obtained snake’s statuette must be placed into the carved “snake-form” grooves to open the door to the third room.

 After players come in, the sound becomes scary, smoke fills the room area. Players see a one-eye monster head on the wall. This is a guard and while he observes they cannot get a target amulet. There is a light ray (laser) on the opposite wall. It is switched of for a period of 10 seconds and then switched off for a period of 20 seconds. Using the mirrors previously found in the room, players must redirect a laser ray to the guard’s eye. This will blind the guard for a period of 1 minute and let players to continue resolving a riddles while it’s blinded.

 Right after the guard is blind, general light slowly goes down and another light switches on highlighting a closed cache-chest with an amulet inside. There are two magic gadgets near the closed chest with. Each gadget contains a riddle (for example, to place things right, press on something or put hands, etc – it does not matter for tutorial). Anyway, if they resolve them while the guard is blinded, the chest is opened and players obtain an amulet. If not they should blind it again and repeat a cycle.

 After players get an amulet, sound becomes very scary, more smoke is generated to hurry them up – the ancient curse is very close. They must take an amulet and put it to the magic sign near the entrance door. If they do everything right, the door opens and the game is successfully over.