

CHRISTMAS TROUBLE

Game masters guide

Start here

This is a puzzle game inspired by escape games, designed for Christmas gatherings. During the game, each team tries to solve the puzzles as quickly as possible, competing against each other.

In every version, the the game leader presents the rules of the game before starting.

There are 3 ways to play this game:

Method 1: Give all puzzles to teams at once

In this version, you give the teams all the puzzles at once. They solve them as fast as they can, and in the end the game master checks are all the answers correct. (Check the separate correct answers -pdf.)

Method 2: Give the teams one puzzle at a time

In this version, you will give the teams only one puzzle at a time. Once they solve the puzzle, you will check their answer on their answer sheet. If it is correct, you will then give them the next puzzle to solve. This is more work for the game master, but might create a bit more cooperative and competitive atmosphere, since the teams will work together to solve each puzzle.

Method 3: Use digital locks

This version is the least hassle for the game master. Each team has one phone where they open the digital locks. Every team starts solving the first puzzle at the same time. When they get the answer, they type it in the digital lock. The lock will tell if it is correct or not. If it is correct, the lock will advice to start solving the next puzzle. The fastest to solve all locks in the website wins. The hints will be given digitally.

*

Choose the way of playing depending on what you want to achieve. The first 2 options are great if you want to take everyone away from their mobile devices for a while. Those options are also good if you want to make it into a bit of a show.

Option 3 is good when you are playing with one team and you as game master also want to take part in solving the puzzles.

What you need to play?

- Pages game pdf printed for each team competing
- Pens and colouring pencils/markers for each team
- In the playing method 3, a digital device for everyone for accessing digital locks
- (Flashlight or other bright light source for each team)

Method 1



Preparations: Print out the entire game PDF for each team and ensure that colored pencils are available. In this version, you give tasks to the teams at once. So prepare own pile for each team. Also, be prepared to give hints to the players (hints can be found in the instruction printout).

If desired, you can prepare to time the game.



Introduce the game to the players, eg:

"We are now playing a Christmas-themed puzzle game inspired by escape rooms. This game is played in teams of 1-3 people, and the team that solves the puzzles first wins!"



Starting situation: Each team receives the entire game at once: the cover page, the answer sheet, and five tasks.



Explain the game rules:

1. You have been given 5 Christmas-themed puzzles to solve.
2. When I give the go-ahead, you may open all the pages.
3. Solve the tasks and write your answers on the answer sheet.
4. Once you have answered everything, bring the sheet to me for checking.
5. The fastest group to get all the answers correct wins! I
6. If you get stuck on any task, you can ask me for a hint.

Optionally, you can add a 10-second penalty for each hint used.



Once everything is clear, let the teams begin their tasks and declare the competition officially started!

CHRISTMAS TROUBLE

Method 2



Preparations: Print out the entire game PDF for each team and ensure that colored pencils are available. In this version, you give tasks to the teams one at a time, so divide each task into its own pile. Also, be prepared to give hints to the players (hints can be found in the instruction printout).

If you wish, you can fold or roll and decorate the tasks as festive Christmas letters. If desired, you can prepare to time the game.



Introduce the game to the players, eg:

"We are now playing a Christmas-themed puzzle game inspired by escape rooms. This game is played in teams of 1-3 people, and the team that solves the puzzles first wins!"



Starting situation: Give each team an answer sheet and the first task. Don't reveal the task yet!



Explain the game rules:

1. In the game, you will receive 5 Christmas-themed puzzles to solve.
2. Tasks are solved one at a time.
3. When you solve a task, write the answer on the answer sheet and come show it to me.
4. If the task is correct, I will give you the next task to start solving.
5. So, every time you get it right, bring the task to me for checking and I'll give you a new task.
6. The fastest group to get them all right wins!
7. If you get stuck on something, you can ask me for a hint.



Once everything is clear, let the teams start their tasks and declare the competition underway. Time the game if you want to (check "time penalty").



Method 3



Preparations: Print out the entire game PDF for each team and ensure that colored pencils are available. Make sure that the link to access the digital locks is easily accessible and that each team has their own device to open the locks with.



Introduce the game to the players, eg:

"We are now playing a Christmas-themed puzzle game inspired by escape rooms. This game is played in teams of 1-3 people, and the team that solves the puzzles first wins!"



Starting situation: Each team receives the entire game printout, but they are not allowed to look at all the pages yet. Each team has digital locks opened on their phone.



Explain the game rules:

1. In the game, you will have 5 Christmas-themed puzzles to solve.
2. The tasks are to be solved one at a time.
3. Once you solve a task, enter the answer into the digital lock. The lock will indicate whether you got it right and whether you can proceed to the next task.
4. The fastest group to correctly complete all tasks wins!
5. Once you have all the correct answers, come and show me the completion screen on your digital locks.
6. If you get stuck, there are hints included with the digital locks for each task.



Once everything is clear, let the teams start their tasks and declare the competition underway.

Time penalty (optional)

If you like, you can add a time penalty element to the game (suitable for Methods 1 and 2):

- Time the game with a stopwatch that allows you to take split times.
- Keep track of each team that needs hints while playing.
- At the end, add a 10-second time penalty for each hint used.
- Whenever a team completes all the tasks, record their split time on your stopwatch.
- Add the penalty seconds to their total game times and declare the winner!