



Foreword and Instructions

Disclaimer: The events and characters depicted in this escape room are fictitious. Any similarity to actual persons, living or dead is purely coincidental.

Hello and welcome to the Department of Biology's puzzle escape room. Of course, this isn't any ordinary escape room, as the whole thing takes place online! Traditionally in an escape room, you are locked in a room full of puzzles and have one hour to escape by solving them. In an online escape room, however, there's no time limit, and solving puzzles unlocks new parts of the story instead.

Before you start playing, we wanted to explain how the game works. To play, all you'll need is your computer. However, it may help you to have a pencil and piece of paper to scribble on when solving the puzzles. The entire escape room can be completed without a printer, but you can print the documents if you'd like. This web-page has all the puzzles and information you'll need. You'll quickly notice that all the documents are password protected except Chapter 1, which is where your story will begin. Each document contains the setup with information on what you need to find, and the puzzles themselves. Unless specified otherwise, everything you will need to solve the puzzles will be within those documents. Once you solve the final puzzle in a chapter, use its answer to unlock the password to the next chapter. All passwords are in uppercase and have no spaces or special characters. This will then unlock the file for you to progress the story and unlock more puzzles. If you get stuck, there is a document called 'Hints,' which has three levels of hints for each chapter, plus the solution. The hints are there to help you so we encourage you to use them.

This escape room will take between 2-3 hours, so take breaks whenever you'd like. As long as you write down the password of the chapter you need, you can come back at any time. Make sure you read through all the pages, as you might miss out on some important information. If you experience any problems, please email biol-escape@york.ac.uk.

And with that, we hope you enjoy the escape room! Created by Amy Wells and Emily Patterson.