



A ROARING

Conviction

A Great Gatsby Inspired Escape Room

The Story

There has been a hit-and-run. The victim: one Myrtle Wilson. Intel has identified the vehicle in question as belonging to a Jay Gatsby. But the real question here is who was driving this so-called “death car”. Now we, at the Long Island Police Force, have hired a team of private investigators, being you, the players, to go undercover and collect various pieces of evidence on two primary suspects. These investigators will be separated into two groups based on location, with one group searching East Egg and the other searching West Egg. Now keep in mind, only one suspect is guilty of driving the vehicle and it is on you, the investigators, to identify and convict the correct suspect. You will be competing as two location-based teams and you only have one hour to complete your objective before the case closes. If neither team succeeds, the death of Mrs. Myrtle Wilson will forever go unsolved, so please choose your teams carefully. That being said, are you ready, investigators, to take on the challenge and find out who really killed Mrs. Myrtle Wilson?

Good luck teams,

Officer Fity



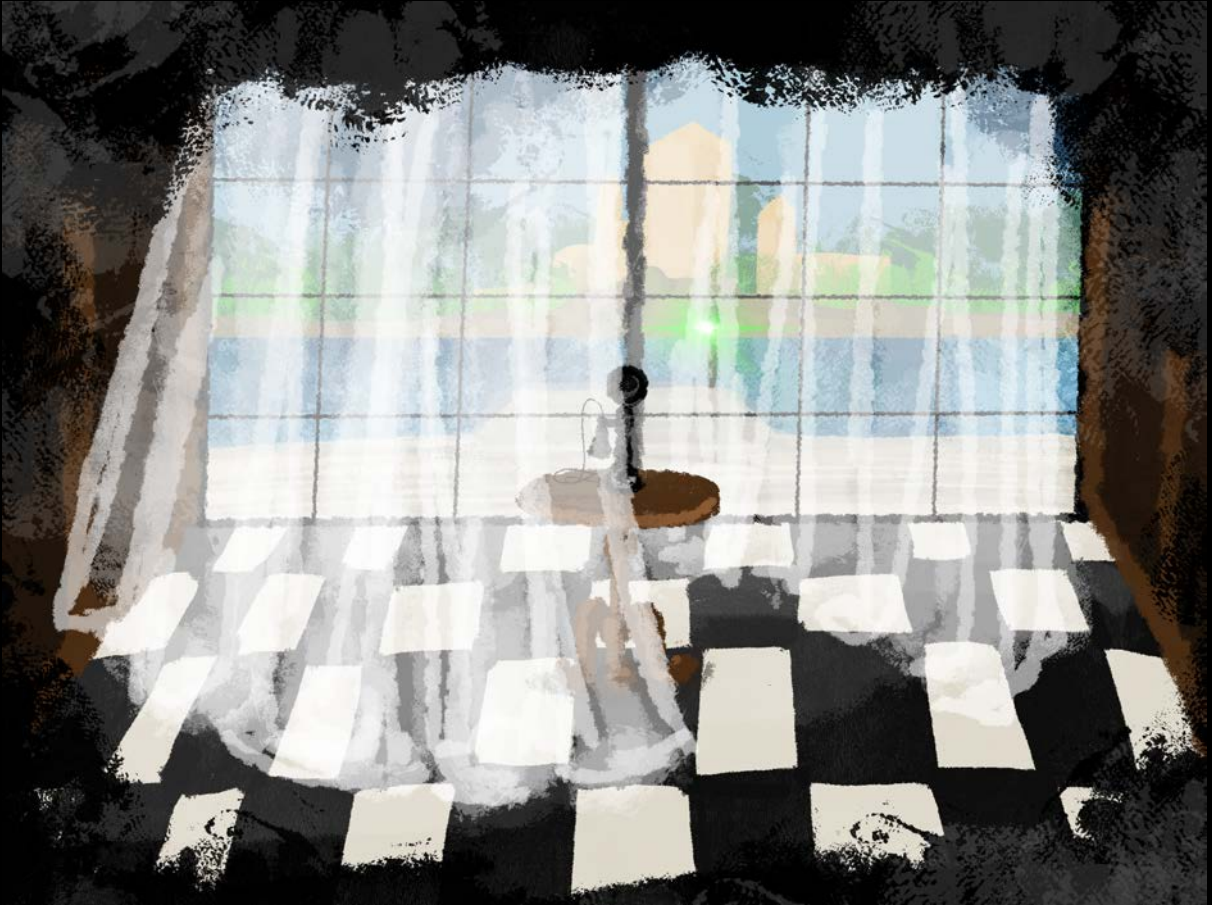
The Project

A Roaring Conviction is a Great Gatsby inspired competitive escape room designed with three possible endings. This project is based on the idea that where you come from changes your perspective. In the book, of course, Myrtle Wilson is accidentally murdered in a hit-and-run by a wild and emotionally charged Daisy driving Gatsby's car, leading to the eventual death of Gatsby by Mr. Wilson. In this adaptation, Mrs. Wilson is still killed in a hit-and-run, but the individual driving the car changes depending on how the game is played and how well each team does. With a minimum of four players, this escape room is designed as a split-start competitive room with multiple endings making the game very easily replayable (something not always achievable in a standard escape room experience). This game is also designed as a non-linear room, meaning clues and the puzzle pieces found at the beginning may not be needed until the end. Players will be divided into two separate teams. One group will start in East Egg and the other will start in West Egg. While this is a competitive experience, teams will be forced to work together as each Egg contains necessary clues needed by the opposing team. They will be able to communicate through the use of 1920's style telephones found in each room, but they will not be told ahead of time that their competing teams will still need to work together.

East Egg

It is an important characteristic of the source material that the narrator in question is unreliable due to their connection and attachment to a particular character. While in the book, it is Nick's infatuation with Gatsby, here it changes per starting location with each player acting as an impressionable "Nick". For players starting in East Egg, they will be led through their story by Daisy and thus will have an old money and old fashioned perspective. They will start in Daisy's space, a room filled with white sheer curtains and a beautiful checkerboard floor. Once realizing that the curtains need to be pushed aside to reveal bookcases and glass windows overlooking the lake, players will find a mirror puzzle, a jewelry puzzle, and a diary puzzle that will turn on the always unattainable green light in the distance. The important information and clues needed to solve these puzzles are, of course, located in West Egg. Once the jewelry puzzle is completed, it will unlock the hidden entrance to Tom's space, a luxurious speakeasy where players will need to realign photographs, mix 'drinks', and solve a poker problem, all while collecting evidence against various suspects. This evidence will be obviously labeled but will contain false details of the puzzles and spaces encountered by players to reveal Gatsby as the proper culprit (as West Egg is searching for evidence against Tom, he will not be included in East Egg's suspect options). Once all puzzles are solved in the speakeasy, the door will open, leading to a joint room separated by caution tape. Players of both teams will have access to this room but will only be able to work on the puzzles on their side of the caution tape, though the animated all-seeing eyes of Dr. T. J. Eckelburg will overlook them all, following players as they move. For East Egg, this room serves as Mr. Wilson's garage and will feature a color-coded gas pumping puzzle that will provide the final suspect evidence cards and the prompt to

Daisy's Space



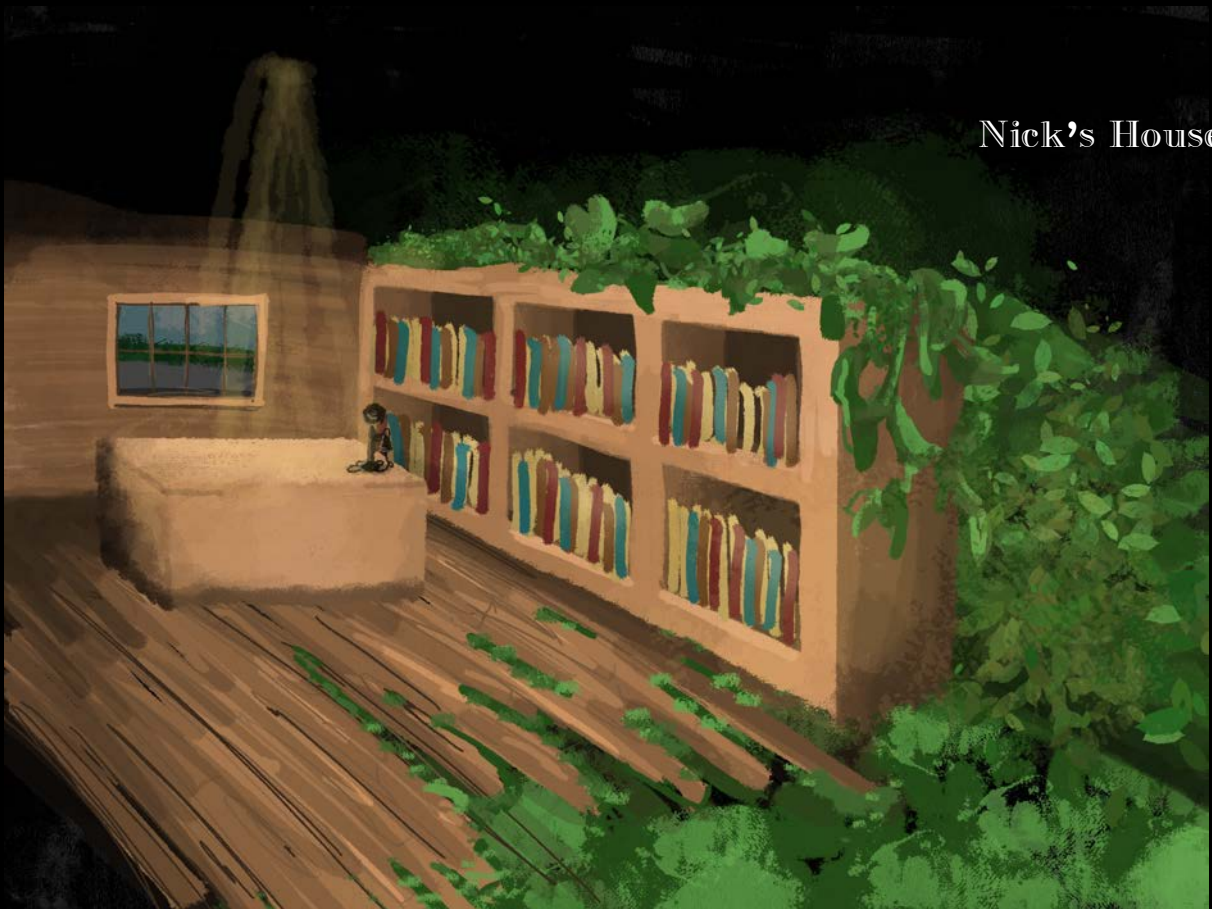
Tom's Speakeasy



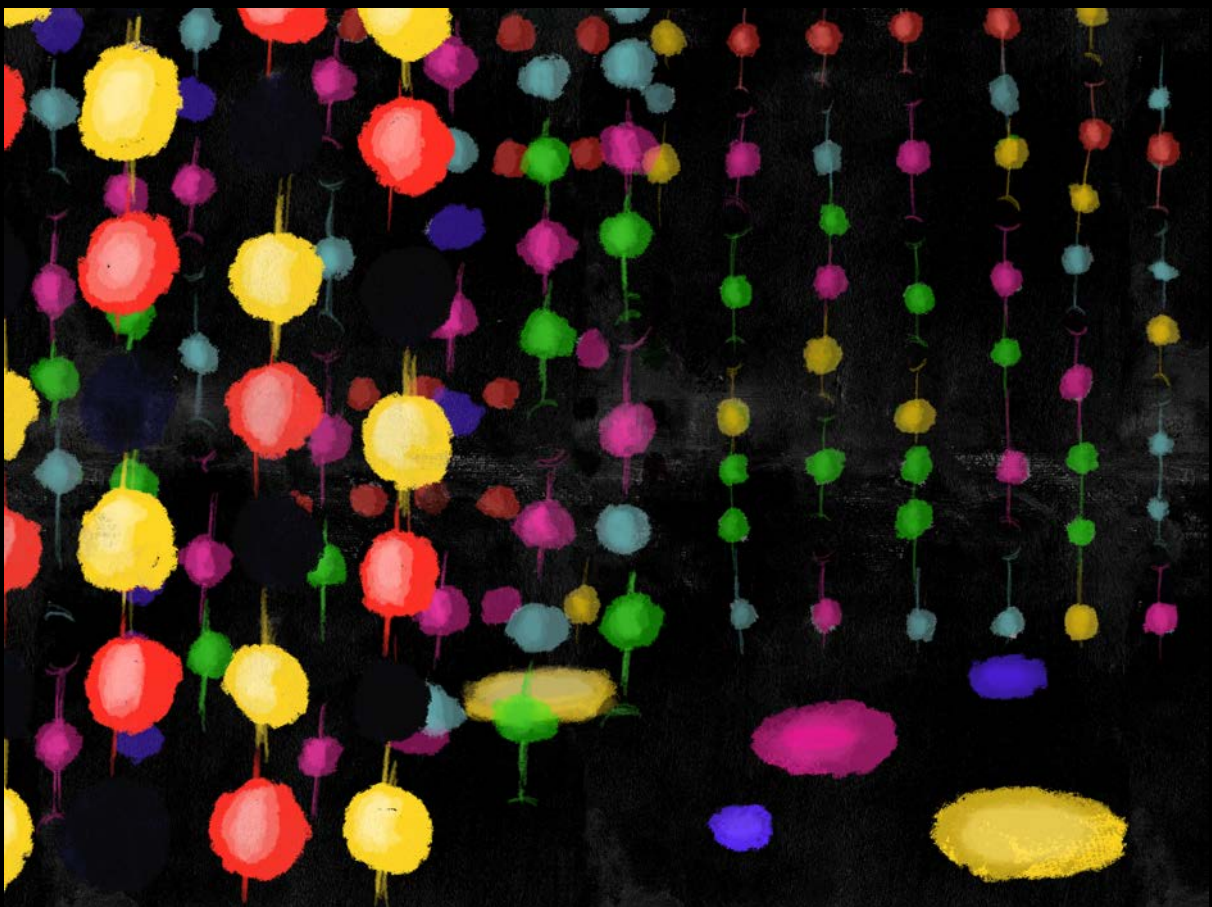
identify the correct culprit. Once the instructions are probably completed and the suspect evidence card is placed in the provided briefcase correctly, the final room will be triggered open. This room is the Long Island Police Force station and a video revealing a news broadcast of Gatsby's arrest will be playing on a large screen. The news segment will also go on to identify letters written by Gatsby in prison that have led to the suspicion of Daisy. However, without the proper evidence and the fact that the Buchanans have left the country, no one knows for sure what happened, and thus Gatsby will remain imprisoned. This would be the first option for a possible ending and would be considered an East Egg victory.

West Egg

For players starting in West Egg, their journey will be narrated by Gatsby. They will start in a space representing Nick's house and an outdoor garden, with the façade of Gatsby's house on the opposite end. Here they will encounter a library-like book arranging puzzle, a plant identification puzzle, and an interactive journal writing puzzle (necessary clues, of course, being located in East Egg). Once completed, a voiceover will be triggered inviting players to one of Gatsby's famous parties and ending with his mansion's door opening. Here players will find a space filled with lights, color, and music. They will also need to solve a light puzzle, which will activate the party lights, a gramophone puzzle, which will turn on the floor lights and play the correct music for the "Dance Dance Revolution" like puzzle which will open to the joint room separated by caution tape. West Egg players will find an elevated pool. Once recognizing and triggering the drainage of the pool, a black light will turn on, revealing otherwise



Nick's House



Gatsby's Party

unseen blood spots and a riddle indicating that players must put pressure on the blood spots in a certain order. The correct solution will reveal the final suspect evidence cards and needed briefcase. Players here will need to follow a similar pattern of suspect identification as East Egg to land on Tom as the proper culprit. Similarly, the correct response will open the secondary entrance to the final Long Island Police Force Station. With a West Egg victory, the news article will reveal Tom as the driver of the 'death car' and report on his torrid affair with Myrtle Wilson, opening up a potential and yet ambiguous relationship between Gatsby and Daisy.

More Info

If neither side completes their puzzles within the allotted hour, the third alternate ending will activate. This time it would be a news article on the unsolved and failed investigation into the hit-and-run of Myrtle Wilson. The ending would not immediately trigger on the hour mark, as a victory for the players is always preferred, but rather it would be triggered by the discretion of the game master running the room. The game master in charge would take on the character of the supervising Long Island Police Force officer, Officer Fitz, when giving any needed help along the way. Players would simply need to call out for Officer Fitz and the game master can respond to teams both separately and together. Because the goal is to have fun and to solve puzzles, there is no limitation or consequences on the amount of hints needed.

Joining Room - East Egg: Wilson's Garage



Joining Room - West Egg: Gatsby's Pool



The Puzzles

Unless otherwise indicated, each puzzle, when correctly solved, will activate a voiceover by the specific location's narrator (either Daisy Buchanan or Jay Gatsby). These voiceovers will indirectly inform the players that the puzzle has been completed properly.

East Egg

Daisy's Space

Mirror Puzzle

In the shelves of the bookcases, players will find a riddle typed out backwards, and a piece of paper labeled 'Jordan's Notes' stating 'needs translation' with four phrases on it. When held up to any one of the various mirrors in the room, the riddle can be read properly and will indicate that players must contact Nick (West Egg) with a code word of 'golf'. (There will be a phone directory in each location.) West Egg players will know that when asked about 'golf' they must respond with "Jordan's Notes" leading to the four phrases: eagle un, green neuf, putt deux, and par cinq. With the assistance of West Egg's French to English dictionary, players will identify the phrases as: eagle 1, green 9, putt 2, par 5. (This puzzle will not trigger a voiceover as the code identified is still needed for future puzzles.)

Jewelry Puzzle

Amongst the shelves, players will also find scattered jewelry, a locked jewelry box labeled 'eagle, green, putt, par', and a jewelry display. By using the code 1925, players can unlock the box to receive the final pieces of jewelry needed to complete the display and a handwritten note from Daisy indicating that the servants keep forgetting how to set up her jewelry properly and she should ask Nick for assistance. A diagram outlining the correct placement of each piece is located in West Egg and players would need to work together with the opposing side to complete the puzzle, as hinted in Daisy's note. With the successful completion of the puzzle, a section of the bookcase will open to reveal Tom's hidden speakeasy.

Diary Puzzle

Scattered around Daisy's space will be various ripped out diary pages recounting her past involvement with Gatsby. When placed back in the proper order, these pages will reveal Daisy's preferred hiding spot of the diary. When placed back where it belongs, the glowing green light at the end of the dock will turn on and a black light in Tom's speakeasy will change the photographs from pictures of Tom and Daisy to annotated pictures of Daisy and Gatsby.

Tom's Space

Photograph Puzzle

Scrawled in the margins of Daisy's diary, (which once triggered can be moved) will be the proper order in which to realign the photographs of now Daisy and Gatsby in Tom's speakeasy. There will also be three missing photographs needed to complete the

puzzle but five photographs of Gatsby and Daisy will be scattered through both the first and second spaces. Players will need to identify the correct missing photographs and place them in their proper locations. Note that this puzzle will not be triggered if the original photographs are still of Tom and Daisy (with no black light overlay from correctly solving the diary puzzle).

Mixing Drinks Puzzle

As this is set at the height of the prohibition, it wouldn't be a speakeasy without a proper drink. For this challenge, players using the unmovable and labeled bottles of 'alcohol' around the room as a guide for a digital 'mini-game' located on the surface of the bar. The bottles of alcohol in this 'mini-game' will not be labeled but will correlate to the bottles in the room. Once the three drinks are digitally mixed, a section of the bar will be open to instructions on poker hands and an assortment of missing playing cards. (This puzzle will not trigger a voiceover as the poker instructions are needed for a future puzzle.)

Poker Puzzle

On the table opposite the bar, there will be cards set up as a round of poker with cards missing. Following the poker instructions, players must create the best hand for each individual with the missing cards found in the bar. Once put in the proper places, the door to the joint room will open.

Mr. Wilson's Garage

Gas Pump Puzzle

In this joint space, East Egg players will find four different colored

gas pumps (a red, blue, green, and yellow). These gas pumps will have correlating yet 'mixed-up' colored nozzles. So the red pump will have a yellow nozzle, the yellow pump will have a green nozzle, etc. On each pump there will be gallon amounts. Players must use the corresponding colored nozzles to fill the corresponding colored cars with the amounts on the corresponding colored pumps. So the green nozzle would be used to fill the green 'car' with the amount of gas shown on the green pump. Once each car has been filled with the proper amount of gas, a large toolbox will open. Here players will find a briefcase, an instructional prompt, and the final suspect evidence cards.

Final Evidence Puzzle

At this point, players should have collected a total of 10 suspect evidence cards (2 in Daisy's space, 4 in Tom's space, 2 in Wilson's garage, and 2 in the toolbox). There will be multiple cards on each suspect (2 on Nick, 2 on Jordan, 3 on Mr. Wilson, and 3 on Gatsby). Each card will identify details of the various spaces in the rooms that the players have previously encountered. All details will be correct except for one of Gatsby's cards. When this card is accurately placed in the briefcase, the final two doors (one on each side of the caution tape) will open to the Long Island Police Force Station and the winning East Egg video will play, assuming this puzzle is completed before the other side. If the puzzle is not completed first, the door will be opened when the other side completes their final evidence puzzle and the video playing will be the winning West Egg video.

West Egg

Nick's House

Book Arranging Puzzle

In Nick's house, players will find many scattered books, empty spaces on the shelves labeled 1, 9, 2, and 5, and a message to ask Daisy about Jordan's note the next time 'golf' comes up. Working with East Egg to translate "eagle 1, green 9, putt 2, par 5," West Egg players will know to put the book entitled 'How to Get an Eagle Every Time' in the space marked with a 1, the book entitled 'The Secret to Staying on the Green' in the space marked 9, the book entitled 'Top Putters and Their Techniques' in the space marked 2, and finally the book entitled 'Par is the New Boogey' in the space marked 5. Once rightly put in their places, a locked panel of the bookcase will open to reveal a Louis Armstrong vinyl and a gramophone crank.

Plant Identification Puzzle

There will be 3 distinct plants in the outdoor garden section of Nick's house, each with 3 different labeled buttons, and a handwritten note to ask Daisy if her gardeners had a copy of a plant identification book as Nick's has gone missing. With the help of the book on East Egg, players will need to accurately identify and label (press the correct button) each plant. Once correct, a locked drawer in the desk will open to Nick's favorite writing pen.

Journal Writing Puzzle

On Nick's desk there will be an open digital 'book' containing a three riddles. Players must solve the riddles and write in the

correct responses with Nick's favorite writing pen. Once all three are completed, a voiceover of Gatsby will trigger inviting players to one of his exclusive parties and the door to his mansion will open.

Gatsby's Party

Light Puzzle

Once inside the party, an additional voiceover of Gatsby will announce the early arrival of the players and ask for their assistance in getting the party started. The room, itself, will be filled with various balls of lights on strings (similar the Mack Float in Disney's Paint the Night Parade). All but four balls of light will be white. These four outliers will be scattered around the room but still easily accessible for two players to both reach. They will be random colors, and players will need to tap on each outlying ball of light to change all the colors back to white. Note that some of the balls will change the colors of the other balls when tapped, so players must be aware and work systematically. Once all outliers are back to white, the lights will trigger into a firework-like repeating pattern display.

Gramophone Puzzle

On the side of the party room, there will be a gramophone, a case of vinyl records, and a note that reads: "everything seems to shine in the right order when Louis Armstrong plays, and it makes me want to dance." This will indicate to the players that the previously found Louis Armstrong vinyl needs to be put on the gramophone. Players must also realize that the gramophone is missing its crank and needs to be fixed before it can be played. Once both

the crank and the correct vinyl are in place, Louis Armstrong will start to play on loop and colored floor panels will light up. (Since this puzzle triggers music, it will not trigger a voiceover.)

‘DDR’ Puzzle

The colored floor panels will correlate to the colors in the firework display of lights. This display will demonstrate the order in which to step on the panels (as previously noted in “everything seems to **shine in the right order** when Louis Armstrong plays and it makes me want to **dance**”). Note that the display will loop and will start and end with no light so the players know which color is first. By stepping or dancing on the floor panels in the correct order, players will open the door to the final joining room.

Gatsby’s Pool

Pool of Blood Puzzle

There will be a small towel next to the elevated pool that reads “water erases all lies.” From here, players need to place the towel into the water. Once wet, the towel will read, “Obsession can be draining.” They must recognize that this means to drain the pool and flip the corresponding drainage switch on the pool maintenance breaker box. Once recognizing and triggering the drainage of the pool, a black light will turn on, revealing otherwise unseen blood spots and a riddle indicating that players must put pressure on the blood spots in a certain order. The correct solution will open a panel underneath the pool containing the final suspect evidence cards and needed briefcase.

Final Evidence Puzzle

This final puzzle is very similar for each location-based team. At this point, West Egg players should have also collected a total of 10 suspect evidence cards (4 in Nick's house, 1 in Gatsby's party, 3 by the pool, and 2 with the briefcase). Again, there will be multiple cards on each suspect (1 on Nick, 3 on Jordan, 3 on Mr. Wilson, and 3 on Tom). The puzzle works the same, with all details correct except for one of Tom's cards. This card will trigger the doors to the Long Island Police Force Station and the winning West Egg video will play, assuming this puzzle is completed before the other side. Again, if the puzzle is not completed first, the door will be opened when the other side completes their final evidence puzzle and the video playing will be the winning East Egg video. In the case that the third alternate ending is triggered, the doors to the Long Island Police Force Station will open on their own and the video playing will be the 'failed' video.

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