

# 1. Pick a Theme

Harry Potter,

Mad Scientist's Lab,

Sherlock Holmes, Zombie

Apocalypse, Stranger

Things, etc.

Build your own Escape Room

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# 2. Plan the Layout

How will the players escape?

What decorations will you need? What do you need to create or buy?

# 3. Linear or Non-linear?

Linear: A leads to B  
leads to C

Non-linear: A, B and C all lead to X

# 4. Test the Room

Test it and get feedback. Make changes. Test again.

# 5. Establish Rules

Is there a time limit? Will phones be allowed?

Bathroom breaks? Where is the emergency exit?

Are hints allowed?

# 6. Plan in advance!

Give yourself 2-3 months to plan, plus time for advertising.