



VR – 20.12.2017

## **Unexpected twists and adventures in the dark – discover what happened onboard the Escape Train**

*Organized by the Finnish Railways (VR) and inspired by the 20th Century Fox film *Murder on the Orient Express*, the *Escape Train* took off on its journey across Finland on the evening of the December 13th. Arguably the longest-running escape room in history, the game lasted for a solid 13 hours and had several unexpected twists in store for the players. Read on to discover the events of the journey.*

### **An eventful night**

The game began much like the film that inspired it, when a group of unusual characters boarded the train with the players, who soon got a task to solve the murder of a passenger. Whilst interrogating each passenger, the players solved a series of clever puzzles that included curious gadgets, such as humidity triggered locks.

However, as soon as the murder mystery began to unravel, the presumably murdered man re-emerged, perfectly alive. The first phase of the game turned out a red herring, that was merely meant to distract the players and test their skills.

The two teams then proceeded to a more challenging stage, where twelve sleeping compartment cabins had been transformed into two identical escape games. Here, the teams competed against time, working their way through six escape rooms as fast as possible. The peculiar turnout of this phase was that both teams managed to solve their escape cabin complexes within the exact same time.

### **Revelations in the dark**

More unexpected twists were seen in the small hours, when the players were woken to solve the last tasks together with a member of the opposing team. This phase, aptly titled the Night Games and built by **Recover Laboratory**, consisted of interactive encounters, as the players entered a train carriage that had been transformed into a different dimension by way of live music, performing arts and contortionists.

The last revelation came at the very end of the game, when the players discovered that one member from each team had been an undercover actor, and was actually an escape room professional from InsideOut Games. The role of these undercover players was to support the judges by observing the teams from within and evaluating their internal performance.

Points were awarded throughout the game for rapidity and solved puzzles. When the scores were announced in the morning, the game ended in a draw, with both teams earning 29 from a total of 38 points.

## **VR**

*VR Group is a state-owned Railway company from Finland. The versatile, environmentally friendly service company for travel, logistics, and infrastructure, employs 8,000 professionals. VR Group operates in Finland, Russia and Sweden.*