

Tabletop 2/2 – As the basis for the escape game

There are two ways of using board games: either as part of a puzzle or as a medium for the escape game.

Creating a tabletop escape game, escape box or escape book, comes with different challenges than an escape room. To see an example of a tabletop escape game, you can read our Inspiration sheet on «Unlock!».

Material required

If you do not have pieces you can use from existing tabletop games (such as dice or cards), you will probably need to create these elements, for instance by printing them on paper, cardboard or in 3D

Possible uses

This kind of escape game is created along the same process than the one we describe in our 'Framework and Roadmap' guide. It could take the form of a book, a tabletop game or a box with various elements.

Possible restrictions

As spatial exploration is generally not a mechanic that can be used in this type of escape game, most of the puzzles will be based on visual supports.

As there is no game master in a tabletop escape game, you should prepare a manual to explain the content of the briefing and scenario, and provide guidelines for the setup.

Is it inclusive for SLD?

Make sure your text and page layout is inclusive (you can check our recommendations in our Pedagogical Guide).

Also, the pieces of the game need to be easy to manipulate for learners with fine motor difficulties.

