

Timer

In escape rooms a timer is a vital element in the game. The main aim of an escape room is to succeed in solving a series of clues, riddles or puzzles in a set time. The game is ruled under the dictatorship of the clock. Time is an indicator of success or failure and it adds a sense of urgency and pressure to the game and the players involved.

Material required

- Timer/ stopwatch/ clock/ hourglass.

Possible uses

- **Countdown:** Main use of a timer. Normally set close to the door students need to escape from or somewhere where they can see it at all times. 60/90 minutes countdown.
- **Time as a clue:** A clock could be set at a particular fixed time and date on top or next to a lock. The code to open the lock is the time fixed on the clock (09:30 code 0930).
- **Facilitator of time:** A player is chosen to take track of time with the aid of the stopwatch making it easier for the rest to know if they need to speed up or they can invest more time on a certain clue/puzzle/riddle.

Possible restrictions

- **Timer and escape room clues/activities:** It is key to have a correct understanding by the game master of the time needed to solve all the clues and adjust the timer and duration of the game accordingly.

Is it inclusive for SLD?

- Yes, but also consider the use of visual timers that provide the ability to judge how much time is left without having to know how to tell time.

