Krampusnacht

For forty years a clockwork tower has sent the Krampus back up the mountain. Tonight it lies in pieces.

ESCAPE ROOM | CHRISTMAS | 2–8 PLAYERS | ~60 MIN

THE STORY

It is the fifth of December, 1908, eleven o'clock at night in the Alpine village of Hallgrund. For forty years Grandfather Jakob's clockwork tower has played at midnight on Krampus night, and every year the Krampus has gone back up the mountain. Jakob died in October. Before he went, he took the tower apart and hid the pieces around his old mill house as one last game. The village runners have barred your team inside, and something tall with old bells keeps coming to the door.

The mill house has a tower hall in the middle, with a workshop, a mask loft, a farmhouse parlour, a smoke kitchen and the wheel pit around it. Your team spreads out, and what one player finds in one room often matters to someone in another. Everything goes into Jakob's work-book, which everyone can read. A few moments need several of you working at the same time. Most of the game happens in conversation.

Krampusnacht is a dark Alpine folk tale with a clock on the wall, and it never turns to gore. It suits a team holiday party, an Advent evening with friends or anyone who likes a puzzle hunt. It runs in the browser on a laptop with a mouse, and nobody needs to download anything.



PLAYERS	2–8 players
DURATION	~60 min
TYPE	Escape room
PLATFORM	Browser, no installs
PRICING	Per session or membership







HOW IT PLAYS

1. **Join with one link**
   The host shares a link.
2. **Walk and look**
   Move with W A S D and look around with the mouse.
3. **One house, one work-book**
   Everyone is in the same mill house at the same time.
4. **Work it together**
   The house is big, so split up and talk.
5. **Ask Jakob for help**
   Press H when you are stuck, and Jakob's work-book gives a hint in his own words.