

Spirit Speak

The spirits left you clues. Play the melody right and the mansion lets you go.

ESCAPE ROOM

HALLOWEEN

2-8 PLAYERS

~60 MIN

THE STORY

A séance went wrong, and the old mansion kept you. You and your friends wake as spirits in its halls, drifting through rooms no living guest has walked in years. Somewhere among the paintings and the antiques a key still knows the way to the door, and you have one hour to find it before the veil closes for good.

The house does not let anyone leave alone. Your group starts scattered across the mansion, and the thing one of you is staring at is often the thing another one needs to make sense of. Most of the hour goes into talking: reading out what you see and working out together what it all means. No single spirit ever holds the whole picture, so the group that keeps talking is the group that gets out.

Spirit Speak rewards a curious party. You can pick up almost anything, turn it over, and read whatever is written on it, and plenty of what you find turns out to be a dead end left there to throw you off. It suits friends and teams who would rather talk their way through a haunted house than rush it, and it plays fresh every time, since the melodies, the codes and the hiding places all move around on each run.



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

HOW IT PLAYS

- 1 Join from one link**
Open the invite link and pick a name.
- 2 Explore in first person**
Move with the keyboard and look with the mouse, the way you would in any first-person game.
- 3 Pick things up and inspect them**
Almost every book, vase and trinket can be lifted and turned over.
- 4 Share everything with your team**
What one of you uncovers, another usually needs.
- 5 Finish it together**
Parts of the mansion only give way when the whole party moves as one, so keep the conversation going right up to the final door.

