

ESCAPE ROOM / RESET PASS

Adapt the example checks to this room's reset instructions. Tick only after checking the actual station.

Room / game

Game slot

Reset started

Reset team

Station	Reset check	Done	Rechecked	Finding / follow-up
Clue sheets	Return reusable clues to their recorded start positions	[]	[]	
Puzzle props	Count pieces and reset their starting arrangement	[]	[]	
Puzzle locks	Return puzzle locks to the room's starting state	[]	[]	
Containers	Replace required contents and reset lids / drawers	[]	[]	
Media cues	Reset the room's audio / screen cue positions	[]	[]	
Consumables	Replenish the items used during the last game	[]	[]	
First puzzle	Compare its setup with the room's reset reference	[]	[]	
Custom check		[]	[]	

HANDOVER [] Ready for next game [] Hold – follow-up needed

Reset by

Rechecked by

Finish time

Reference sheet version