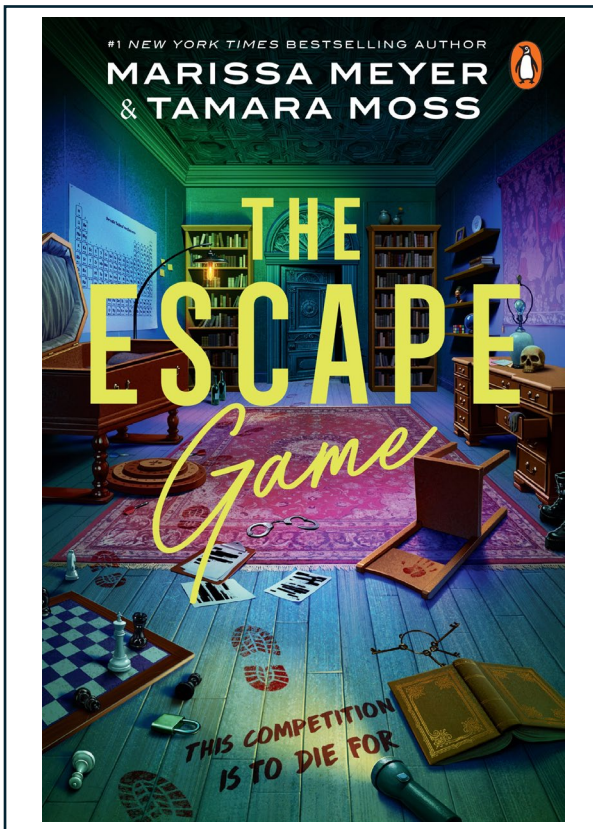




# TEACHERS' RESOURCES



## The Escape Game

Marissa Meyer & Tamara Moss

### PLOT SUMMARY

From #1 *New York Times* bestselling author Marissa Meyer and rising star Tamara Moss comes a twisty thrill-ride, filled with sabotage, betrayal, and puzzles to die for. It's all fun and games until someone ends up dead.

Six months ago, season four of *The Escape Game* ended in horror when contestant Alicia Angelos was found murdered on set. Now season five is underway, and new contestants are ready to put their skills to the test solving the show's trickiest escape rooms. There's Adi, the cryptographer; Carter, the math whiz; Beck, the wannabe game master, and . . . Sierra Angelos, the girl who got away with her sister's murder. Or so everyone believes. But Sierra's not just here to win. She's here for justice. When the contestants begin uncovering clues that hint at the identity of Alicia's true killer, it becomes clear that the stakes aren't high in this competition, they're deadly. If these teens want to win—and survive—the game, they must solve the biggest mystery of all: who killed Alicia Angelos?

### RECOMMENDED FOR

Ages 13+ (Year 8+)

### CONTENTS

1. Plot summary	1
2. Praise for the book	2
3. About the author	2
4. Author's inspiration	2
5. Pre-reading questions & activities	3
7. Key study topics	3
8. Further reading	4
9. Order form	5

### KEY CURRICULUM AREAS

- Learning areas: English
- General capabilities: Literacy; Critical and creative thinking; Ethical understanding

### REASONS FOR STUDYING THIS BOOK

Top-notch writing, twists, winning characters, humor and swoony-worthy moments, a unique setting both behind and in front of the TV cameras, and a thrilling plot with plenty of puzzles and a murder mystery to solve.

### THEMES

- Puzzle and code-solving
- Friendship
- Rivalry
- Teamwork
- Murder mystery / thriller

### PUBLICATION DETAILS

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# THE ESCAPE GAME by Marissa Meyer & Tamara Moss

## PRAISE FOR THE BOOK

‘An absolute winner—sharp, suspenseful, and so much fun.’ **Karen M. McManus, #1 *New York Times* bestselling author of *One of Us Is Lying***

‘Fans of escape rooms, murder mysteries, and soapy reality TV: Pick this up! I loved it!’ **Kendare Blake, #1 *New York Times* bestselling author of *Three Dark Crowns***

‘A perfect puzzle of a book, full of twists, turns, and characters you’ll fall in love with.’ **Lish McBride, author of *Hold Me Closer, Necromancer* and *Red in Tooth and Claw***



## ABOUT THE AUTHORS



**Tamara Moss** grew up in Perth, Western Australia. She has a BA in Asian studies and a teaching diploma, which she used to teach primary school for ten years.

Inspired by her students’ love of adventure, Tamara wrote the *Lintang* series, beginning with *Lintang and the Pirate Queen*.

Tamara also writes adult crime novels and thrillers under the name Tamara M. Bailey.

**Marissa Meyer** is the #1 *New York Times* bestselling author of the Lunar Chronicles series, the Renegades trilogy and the duology *Gilded* and *Cursed*.

Her first standalone novel, *Heartless*, was also a #1 *New York Times* bestseller, and her most recent rom coms are *Instant Karma* and *With a Little Luck*. Her first middle grade novel, *Let It Glow*, written with Joanne Levy, was also a *New York Times* and *USA Today* bestseller. Marissa is the author of *The Happy Writer*, in which she shares her writing tips and experiences.

She lives in Tacoma, Washington, with her husband and their two daughters.

You can find her at [marissameyer.com](http://marissameyer.com)

## AUTHORS’ INSPIRATION

With teamwork being a ‘life and death’ aspect of the story (figuratively, and literally...), it is fitting that the novel’s highly inventive and imaginative escape-room scenarios were conceived through Marissa’s and Tamara’s own exceptional teamwork and chemistry.

When Marissa came up with the idea for the book, she knew she was super excited to write it, but that she would need a partner given all of the complex development and plotting, not least the series of puzzles and codes which required two very clever minds



working in sync. Tamara was the perfect choice — an escape-room addict and a writer Marissa has enormous respect for who has been part of Marissa's writing journey, and vice versa, from the very beginning (dating back to their *Sailor Moon* fanfiction days!).

## PRE-READING QUESTIONS & ACTIVITIES

1. Look at the cover. How has the designer used typography and colour to communicate what the book is about and what genre or category it might fit into?
2. How has the designer created mood?
3. Based on the blurb on the back of the book, design your own cover for *The Escape Game*.

## KEY STUDY TOPICS

### Murder Mystery / Thriller

#### Questions and activities

1. *The Escape Game* is a page-turning murder mystery filled with twists and turns and puzzles and codes to solve. How does the writing style of *The Escape Game* embody the characteristics of this genre? Discuss with specific examples from the book. Have you read any other thrillers or murder mystery novels? How is *The Escape Game* different and what qualities does it share?
2. Discuss the psychological conflicts faced by the various characters in *The Escape Game*. How do these conflicts contribute to the twists and turns of the plot and the mysteries and puzzles to solve?
3. Examine the role of the reality TV setting in *The Escape Game*. How does it contribute to the novel's themes and overall mood?

### Puzzle and Code Solving

Marissa Meyer and Tamara Moss are both known for creating proactive, fearless heroines and inventive and thrilling stories.

#### Questions and activities

1. Discuss the characters' interactions and how these drive the plot?
2. Examine the role of puzzles and codes in solving the murder mystery.

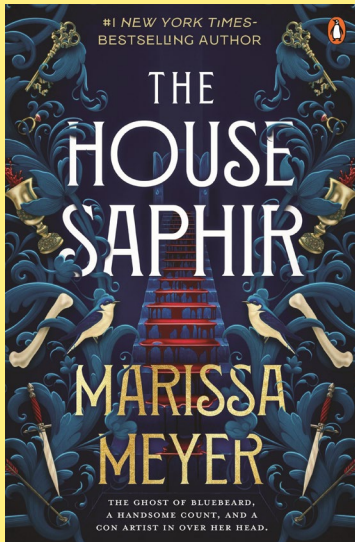
## Characterisation

### Questions and activities

1. Choose a character and summarise the arc they follow across the book. What is their background and motivations? How do they develop? What internal struggles do they face?
2. How do each character's views on the murder at the heart of the story differ, and how do these views affect their actions throughout the story?
3. Write an alternate ending or a missing chapter from the perspective of a secondary character.

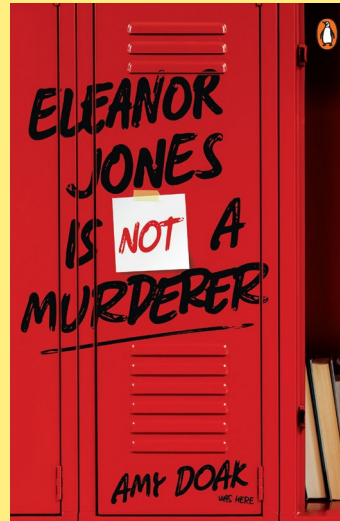


## FURTHER READING FROM PENGUIN RANDOM HOUSE AUSTRALIA



### ***The House Saphir*** **by Marissa Meyer**

Mallory Fontaine is a fraud. Though she comes from a long line of witches, the only magic she possesses is the ability to see ghosts, which is rarely as useful as one would think. Mallory is a self-proclaimed expert on Count Bastien Saphir—otherwise known as Monsieur Le Bleu—who brutally killed three of his wives more than a century ago. But she never expected to meet Bastien's great-great grandson and heir to the Saphir estate. Armand is handsome, wealthy, and convinced that the Fontaine Sisters are as talented as they claim. The perfect mark. But when murder again comes to the House Saphir, Mallory finds herself at the center of the investigation—and she is almost certain the killer is mortal. If she has any hope of cashing in on the payment she was promised, she'll have to solve the murder and banish the ghost, all while upholding the illusion of witchcraft.  
[Teachers' resources available.](#)

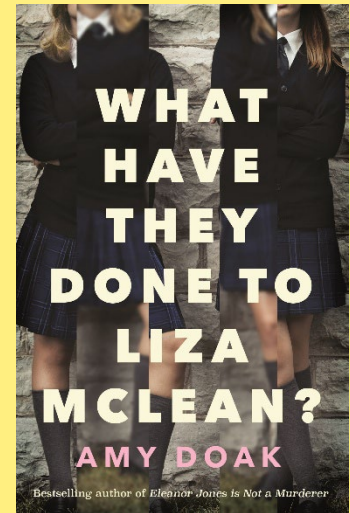


### ***Eleanor Jones Is Not a Murderer*** **by Amy Doak**

Eleanor Jones has just started at her ninth high school in less than five years. Since she and her mum are always moving on, Eleanor likes to stay on the outer, to stay invisible. So maybe it's just bad luck that the very first person she talks to at Cooida Secondary College, Angus Marshall, is stabbed and left for dead the same day. The last message on Angus's phone is from Eleanor Jones.

After being interviewed by the police, Eleanor realises they don't have all the facts and decides to investigate. In trying to understand what happened to Angus, Eleanor inadvertently becomes involved with an eclectic group of fellow students – all of whom have their own reasons to want to solve the mystery. As they slowly unravel Angus's secrets, Eleanor discovers the true meaning of friendship – and uncovers a danger lurking at the heart of the town . . .

[Teachers' resources available.](#)



### ***What Have They Done to Liza McLean?*** **by Amy Doak**

Meg McLean is a scholarship student at the ultra-elite Douglas College. Meg's younger sister, Liza, is along for the ride, and everything Liza has done since they arrived at the school seems to be putting their chances of success at risk.

Until one day, when Liza's behaviour is so at odds with her usual temperament that Meg knows something is very, very wrong.

Benedict Hargreaves (the Fourth) is Douglas College's wealthiest student and perhaps the only one who isn't influenced by the school and its strict code of conduct. Is he brave enough to help Meg uncover what has happened to her sister? Or is he part of the elusive 'they' who seem to be controlling everything – and everyone?

[Teachers' resources available.](#)



# ORDER FORM

TITLE	AUTHOR	ISBN	SCHOOL YEAR	RRP	QTY	TOTAL
<i>The Escape Game</i>	Marissa Meyer & Tamara Moss	9781761356179	8+	\$22.99		
<i>The House Saphir</i>	Marissa Meyer	9781761357619	9+	\$24.99		
<i>Eleanor Jones is Not a Murderer</i>	Amy Doak	9781761342417	9+	\$19.99		
<i>What Have They Done to Liza McLean?</i>	Amy Doak	9781761350641	9+	\$19.99		
<i>Lintang and the Pirate Queen</i>	Tamara Moss	9780143783435	5+	\$16.99		
<b>TOTAL</b>						

<p><b>NAME:</b> _____</p> <p><b>SCHOOL:</b> _____</p> <p><b>ADDRESS:</b> _____</p> <p><b>STATE:</b> _____</p> <p><b>POSTCODE:</b> _____</p> <p><b>TEL:</b> _____</p> <p><b>EMAIL:</b> _____</p> <p><b>ACCOUNT NO.:</b> _____</p> <p><b>PURCHASE ORDER NO.:</b> _____</p>	<p>PLEASE SEND ORDER FORMS TO YOUR LOCAL EDUCATION SUPPLIER.</p>
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