

ESCAPE THE **haunted house** **Solutions**

Only read the next pages if you want to know the answers to the puzzles.

You can either print this out or keep it handy on your phone to refer to during gameplay.

Keep this out of sight during gameplay!

1

INTRODUCE PLAYERS TO STORYLINE

Give the players the first two pages to introduce them to the storyline. They are to write down the digits to the code as they progress through the game.

ESCAPE THE haunted house

You are stuck in a haunted house where spooky creatures have hidden the key to escape. You must solve puzzles to find pieces of a "magic spell" that will unlock the door. Each puzzle will give you part of the final spell. Once you complete all the puzzles, you'll be able to enter the code, "cast the spell," and escape the haunted house!

He has clue #1
Find the skeleton to begin your adventure.

The words look strange,
not quite right.
To solve this clue, use a
trick of light.
Hold up a mirror, take a
look.
You'll see the answer, like
a magic book!

Pg 1. should be held up to a mirror in order to read the storyline and get instructions to find the skeleton who has clue #1.

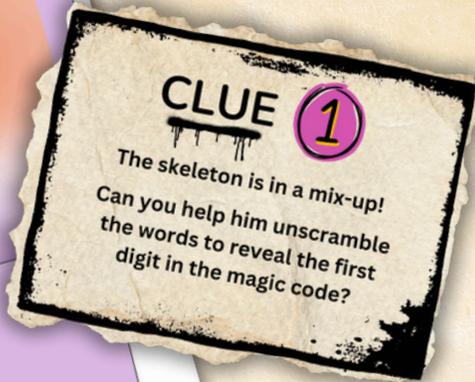
Bippity Boppity
Boop,
the Code to Escape
the Haunted
House is

Write down each
number to the
magic code here as
you complete
each puzzle.

Keep this out of sight during gameplay!

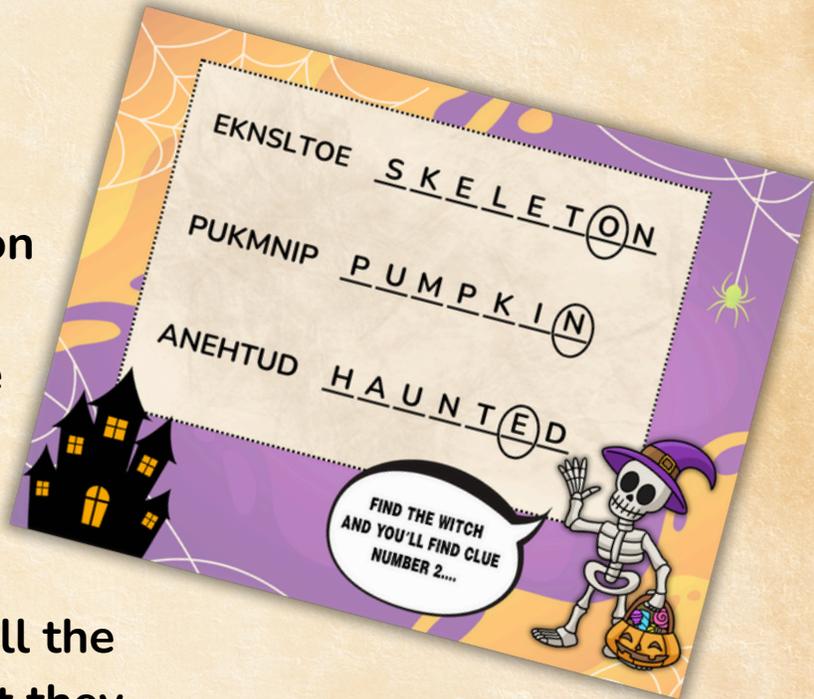
2

CLUE #1



Players should look for the envelope with the skeleton on it. Inside the envelope they will find clue #1.

Players should notice the skeleton word scramble puzzle after reading clue#1 (page should be either under the envelope or close by). They should unscramble the words then notice that the circled letters spell the number one. That is the first digit they should write down.



Next, the skeleton is telling the players to find the witch who has clue #2

Keep this out of sight during gameplay!

3

CLUE #2

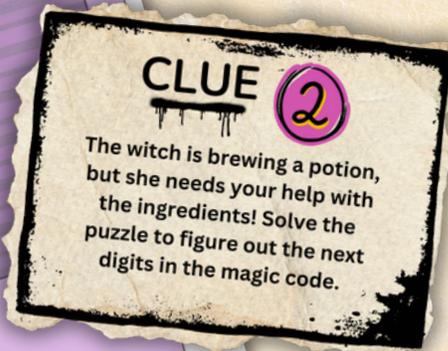
Players should look for the envelope with the witch on it. Inside the envelope they will find clue #2 and the pieces to the puzzle. (You can place the white page with grid lines near by as a guide for the puzzle pieces to be placed on.

Once players put together the puzzle they should see this picture. Next they answer the questions on the puzzle page and add up the number to get the next two digits of the magic code which are sixteen. That is the second & third digit they should write down.

$$\text{Solution: } 8 + 2 + 5 + 1 = 16$$

Next, the witch is telling the players to find the mummy who has clue #3

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4

CLUE #3



Players should look for the envelope with the mummy on it. Inside the envelope they will find clue #3 and the Halloween characters that need to be placed back on the shelf.

Once they answer the riddles correctly and have placed all Halloween characters in the correct spaces on the shelf then they can fill in the correct letters on the next page. (These two pages should be placed under the envelope or close by.) The letters in the vertical boxes should spell “use two”. The number two is the next digit they should write down.



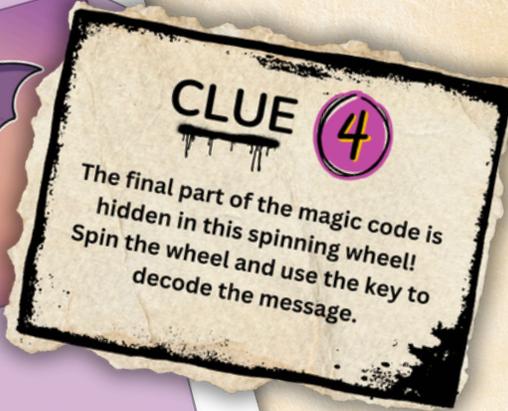
Next, the mummy is telling the players to find the bat who has clue #4

Keep this out of sight during gameplay!

5

CLUE #4

Players should look for the envelope with the bat on it. Inside the envelope they will find clue #4.



Players should spin the wheel until they are all lined up straight. Then they should use the key to decode the message. (The wheel & key should be under the envelope or near by.)



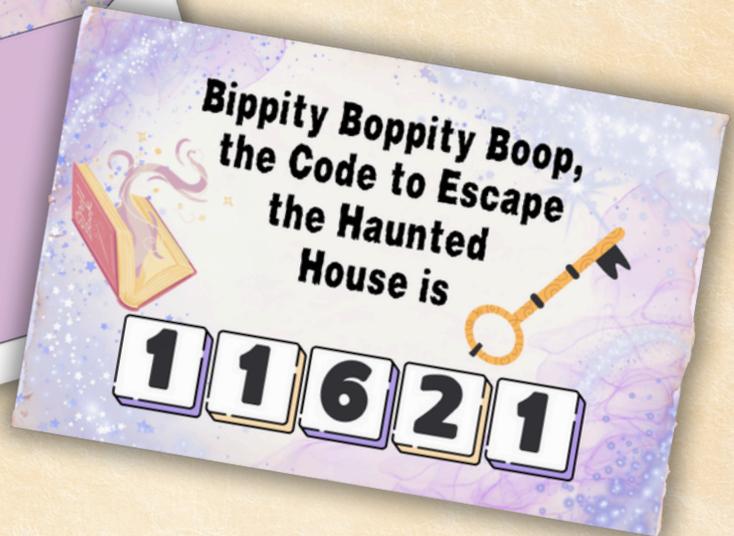
The decoded message states, "The fifth digit is one". The number one is the last digit they should write down.

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6

FINAL SOLUTION

Once the players are finished and have written down their magic code hand them the final envelope which has the solutions so they can check their answers to see if they got it correct!!



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ESCAPE THE haunted house

Materials & Preparation

Materials:

Color Printer, Paper, Scissors, Pen/Pencil, Glue, Split Pin/Paper Fasteners, and Cardboard (optional)

***Pro Tip - Put a piece of cardboard down on the counter first. Then place your wheel pages on top. Next push a pen through the center of the wheel pages and into the cardboard in order to make a hole for the split pin/paper fastener. This helps to keep from wrinkling the wheel pages.*

Preparation:

- Print out all Halloween Escape Room Pages
- Cut out all items that are marked with a scissor icon on the page
- Glue all envelopes together
- Create spinning wheel with split pin/paper fastener
- Put clue #1 inside skeleton envelope. Skeleton envelope and Skeleton word scramble page should be hidden in their designated spot.
- Cut the witch's haunted house puzzle along the grid lines. Place them inside the witch envelope along with clue#2. Witch envelope and white page with grid lines should be hidden in their designated spot.
- Put clue #3 and halloween characters inside of the mummy envelope. Mummy envelope, wooden shelf page, and shelf/letter puzzle page should be hidden in their designated spot.
- Put clue #4 in bat envelope. Bat envelope, spinning wheel, and alphabet key should be hidden in their designated spot.
- Put final solution card in the magic spell and key envelope. Give this envelope to the players only after they have completed all puzzles and written down their code so that they can check to see if they got it correct.