

CHRIS KALLAL'S



IDEAS FOR



ESCAPE ROOMS  
& PUZZLENESS

# CHRISTOPHER KALLAL



**Chris is the Executive Director at Camp Good News in Washington, IL. He has been there since 2013. Overall, Chris has been in the Camping Ministry since 2000, that includes 10 years as the Program Director of Camp Manitoumi in Lowpoint and 3 years as the Executive Director of Ingersoll Scout Reservation in London Mills.**

**Chris started attending Camp in 1991 right after 3rd grade and has enjoyed spending every summer at Camp since then!**

**When he finds time, he loves to search Pinterest, Social Media, and other websites for the newest, neatest ideas to implement into his Camp. As well, he has visited multiple camps over the years to “steal” ideas from them!**

**Currently, Chris co-hosts a Podcast, Summer Camp Programming, where he talks all things program! Chris & Carrie have been teaching “Steal This” classes all over the US; The CCCA IL Conf 2017, NARBC 2017, Great Rivers Fall Conf 2017, CCCA National Conf 2017, CCCA Super Sectional 2018, ACA Midstates 2018, NARBC 2018, SummerCampCon 1, ACA Nationals 2019, CCCA IL Sectional 2019, ACA Midstates 2019, GrandCamp Conf 2019, NARBC 2019, at SCampCon 2, CCCA IL Conf 2020, ACA Southeastern 2020, SCamp Con 3, NARBC 2020, CCCA IL Conf 2021, NCRPA Conf 2021, CEF International Conf 2021, and multiple SCampLife Summits!**

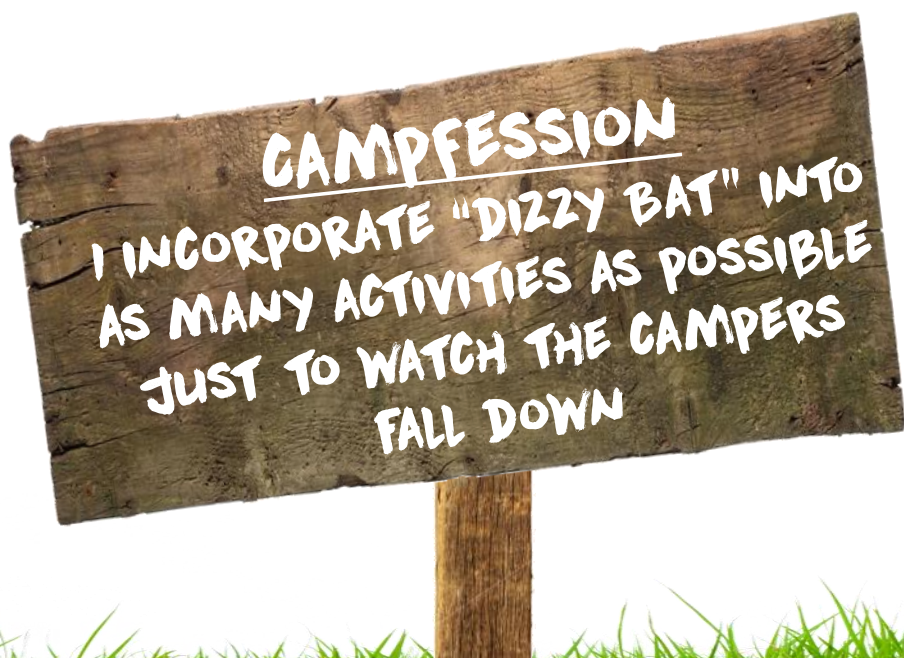
**He and his wife Carrie have a total of 4 children; Rowan, Emmalina, Autumn, Aurora, and about 80 critters that includes a pet skunk, named Stinkerbell!**

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# Introduction

An escape room is an immersive, 60-minute, real-life adventure game. The way it works is that you and your team meet in a themed room and have one hour to complete a mission and "escape" the room. That mission might be actually escaping something like a prison cell. In other cases, the "escape" is more mission-oriented, which may entail finding lost gold, launching a martian spacecraft, or completing an art heist!

A successful escape requires you to uncover hidden clues, crack tough codes, and solve challenging puzzles. Each discovery and "aha" moment brings you closer to completing the mission.

Don't forget to look underneath rugs, sift through the books on shelves, and take a closer look at all those paintings on the wall! Look for patterns, interesting similarities, or something that just doesn't fit. For example, you may find a string of numbers under the rug and those numbers turn out to be what's needed to open a combination lock.

Everything you notice is a potential clue and a puzzle waiting to be solved. But hurry, the clock starts ticking the moment you enter the escape room!

Beating an escape room requires teamwork, speed, creativity, and patience. Escape rooms are perfect for family vacations, team-building, or just having fun with your friends. It's always a bonding experience! Even if you don't actually "escape" the room, the whole team will have a blast and make memories that you will share for a long time.

Escape games are great for large groups, but you can also have a wonderful time by yourself! You can start in an escape game with strangers who will quickly become teammates.

Escape rooms are a whole new way of experiencing storytelling. By combining social activity with interactive adventures and challenging puzzles, escape game players are immersed in an entirely new world with storylines that feel like Hollywood blockbusters.

Once you step into the escape room, you are instantly transported into a different world, as your room surroundings match the mission theme! You could find yourself standing in a fancy art gallery, behind bars in a prison cell, or at the command module of a spaceship complete with high-tech screens and controls.

These immersive worlds help you feel like you're actually living out the story of your mission! Inside the room, your Game Master, the escape room staff member who helps you throughout the game, will make sure that you are clear on what an escape room is, the rules and answer any initial questions you have. Then, you will usually watch a video that explains your mission in full. Once the video ends, your one-hour timer starts counting down! From then on, you'll be directly interacting with the objects and props in the room to uncover all the clues to get out of your escape room!

Don't worry, you won't be left totally alone in the escape room! You and your team will be helped through your mission by a Game Master, who monitors your game through cameras and microphones in the room. If you want a clue, your Game Master is the one who will give it to you. Your Game Master also may volunteer a few extra tips to help "nudge" your team escape the room throughout your adventure. The best Escape rooms are meant to be challenging, but still fun and solvable!

Are you really locked in a room? Nope! If you need to leave the room at any point during the game, you're always welcome to step out.

If you don't escape in time, that's okay! Whether you finish the mission or not, your Game Master will meet you at the end of the game and open the room up if you haven't escaped yet. While it is exciting to be able to successfully escape, escape rooms are still lots of fun for groups who don't manage to make it out during their first attempt-it gives them a goal to work towards the next time they come and play!

Putting together an escape room can be a lot of work, especially for a single use experience. But they can be a great activity for young people. Besides being a lot of fun, here are 5 more reasons to offer an escape room to kids.

#### **DEVELOPS PROBLEM-SOLVING SKILLS**

- Players are solving a variety of puzzles, from cryptic messages to riddles to physical puzzles and more.
- Finding solutions to these problems helps build a player's problem-solving skill set.

#### **DEVELOPS CRITICAL THINKING SKILLS**

- Often players must take the answers from different puzzles and combine them to solve a mystery.
- Analyzing and interpreting clues in an escape room game will help players think critically in an enjoyable format.

#### **DEVELOPS INFERENCE SKILLS**

- Google the word 'inference' and you'll find the definition to be "a conclusion reached on the basis of evidence and reasoning". In short, you could say it's "reading between the lines".
- Players will use clues from the game and combine that with their own experience to come to a logical solution.
- Inference skills are important for children. It is a high-order skill that gives them greater comprehension.

### **PROMOTES CREATIVE THINKING**

- Not only do escape rooms help develop problem solving skills, they also promote creativity as many puzzles and clues found in these games are not as straight forward as putting together a jigsaw puzzle.
- Players will often need to think creatively, think outside the box.

### **ENHANCES COMMUNICATION SKILLS**

- Often in escape rooms, the players divide into smaller groups to tackle different puzzles and search for items and clues. Since there is a time limit, this makes strategic sense.
- However, sometimes what one group discovers from a puzzle or clue will be needed by another group on a puzzle they're working on. Therefore, communication is important when it comes to finishing an escape room game on time.

### **CHALLENGES PLAYERS TO PERSEVERE**

- Escape room games are challenging in nature. It is the challenge that makes finishing them so rewarding. But, puzzles have a way of being a bit frustrating at times.
- They test your perseverance, a good trait to have.

### **PLAYERS LEARN TO WORK UNDER PRESSURE**

- The clock places pressure on players. Life challenges all of us often and in different ways.
- Learning to deal with pressure in a safe environment is beneficial for anyone.

Escape Rooms are a blast and a great addition to any Camp or Retreat Center. If you're still not so sure, Grab a group of friends and go play a commercial one. I guarantee you will be talking about it for weeks after. The same can be true of the Escape Room at your location. Campers will love and be talking about for quite some time!

# Vocabulary

These are common terms used in Escape Rooms

## Red Herring

- This is a puzzle or code that leads to absolutely nothing. It was just used to waste time. Many escape rooms are doing away with these as pretty much everyone hates them

## Linear Path

- This is where the flow of the room goes from puzzle to puzzle. Players will solve one puzzle that leads them directly to the next puzzle and so on

## Non-Linear Path

- This is where several puzzles can be happening at the same time. Great for large groups so that everyone has something to do and no one is getting bored, but harder to create

## Escape

- Players are no longer locked in rooms where they are required to escape. This is a big fire hazard. Instead, they have a task of some kind they are supposed to complete to "Escape"

## Gen 1 Room

- This is a room that doesn't have any technology.

## 2 Finger Touch

- The rule you give players. "If the object cannot be moved with just 2 fingers, then it is not supposed to be moved. This helps to keep players from rearranging furniture!"



LOCKS

CAMPFESSION  
CAMP IS THE ONLY PLACE WHERE  
"YOU'RE SO WEIRD"  
IS CONSIDERED A COMPLIMENT

# Directional



One of my most favorite locks to use in any escape game is a directional lock. These locks can add a completely different element to your game! Unlike normal locks that use letters or numbers, this lock slides into 4 different directions, making your puzzles quite different than what you would normally see!

## Cons:

- While these locks are super cool, there are definitely some down sides. In fact, these cons are so common, that every commercial escape room I have done have started with how to use these locks correctly!
- One of the big cons of the directional lock is how to reset it. If you put the combo in wrong, you have to squeeze the lock part back into the padlock twice to reset. While this isn't necessarily hard, it does get overlooked often and therefore people aren't able to open it
- Another thing I really dislike about this lock is the way it opens. It takes a pretty good pull (which some younger children would have a hard time with). As well, it doesn't open all the way. You have to rotate the padlock part away from the locking area.

## Pros:

- The uniqueness of this lock makes it so awesome. Newbies will likely not have seen anything like this so it definitely adds a "wow" moment
- This thing can be programmed with up to 30 directions!!!! That's an insane amount, but still very awesome!
- The versatility of puzzles you can do with this lock are pretty sweet too. I've seen one where there are several pictures of people all looking certain directions. Another had guitars in a row on a poster and some of them were upside-down (this would only use the up and down directions though). One puzzle was a paragraph in a camping journal telling the directions they hiked. Another room used a map and a list of towns, you put in the directions in the same way the towns went from one to another (St Louis to Kansas City = left)
- Probably the best part of this lock is directions are fairly easy to understand and younger kiddos can easily figure it out!



# Combination/Locker



A lock I see many at-home or Camp escape rooms use, but I have rarely seen in a commercial room is the Combination (or sometimes called Locker) Lock. You may remember these bad boys from your younger days. You get 3 numbers ranging from 0 to 39. To open you must turn the dial to the right 3 times and stop on your first number. Then you turn to the left one full turn (make sure to go past your first number) and stop on your second number. Finally, you go back to the right again directly to your third number (do not pass go, do not collect \$200, just go straight to it)

## Cons:

- Kids don't use these locks as much at school anymore so they have zero idea how to unlock them. And trying to teach how to open this lock will take you all day! (Remember that day in Jr High when you finally got a lock on your locker and you spent like 20 mins just figuring out how to open it and it never seemed to work!)
- They come with their own combination already programmed and it cannot be changed. This is super annoying if something ever happens to your lock and you have to replace it. That also means you have to completely change the puz-

zle that got you the code for this lock

- They are not the easiest to open. If you're off just a bit on your numbers, or you've turned too many times around, this doesn't open. That, in turn, causes the player to think they don't have the correct code which causes massive frustration.

### Pros:

They are cheap! I get them at the Dollar Store every time I need one!

- They cannot be reset. While I put this as a con, it's also a huge pro for me! I cannot tell you how many times in my rooms that kids have been holding/playing with already open locks and end up accidentally (maybe purposefully) reset it.
- They can make for some different puzzles. Somehow in the puzzle you have to get the player to know to turn to the right 3 times, then back to the left one full turn, then directly to the last number. One example I saw of this was a hiking journal and it had something similar to this written in it: "I was wandering around the woods trying to escape Big Foot and I felt so turned around. I probably had gone in circles to the right 3 or 4 times before stopping at a sign that read Hwy 34. After that, I looped back around the left this time going past the sign once to turn off my scent before heading down a trail and finding a small wooden sign that read Garage Sale, 22 Smith Lane. I decided that would be a terrible thing to lead Big Foot to this sale so I decided to just go right to 3rd avenue."



# Word/Letter



Word or Letter Locks are similar to normal number locks with the exception of the use of letters over numbers.

## Cons:

- Not every word is available so you're stuck with their choices
- Sometimes, kids can accidentally spell bad words
- Depending on your room theme, these could be sometimes guessed
- The lock pictured above will only relock if the solution is in the right spots
- Depending on lighting and colors, some of these can be very hard to read

## Pros:

- Makes for some unique and fun combinations
- The lock pictured above cannot be reset easily, so it would help stop kids from accidentally resetting
- You can tie in the combination to your theme to keep the immersion going

# • Number



These are your normal locks that most people know. They come in 3, 4, or 5 numbers usually. Probably the most common locks you will see in Escape Rooms

## Cons:

- Many of these are small and hard to read. Especially if they are just silver and not painted
- They're boring
- The smaller ones can usually be picked
- Sometimes it's hard to tell where you are supposed to line up the numbers
- Easily resettable so kids could accidentally reset

## Pros:

- Easy to work with as they are common
- Easily resettable to fit your theme
- Fairly Cheap
- Can find pretty much anywhere

# Key



These are locked opened by a key

## Cons:

- Can lose the key
- Must have the key to open, so resetting the room can sometimes be annoying because you have to go get the key
- Sometimes players try the key and it doesn't work at first so they move on, when they just put it in wrong
- Smaller luggage locks can be easily broken

## Pros:

- Hiding a key in a room makes for a more exciting puzzle than just a number combination
- If you have a spare set that you keep on you, it's much easier to open than try and remember what the code was
- Kids do well with keys compared to remembering numbers
- Come in all shapes and sizes
- Fairly Cheap
- Can be found at most stores



# Color



This type of lock uses your standard letters or numbers, but each dial is a different color.

## Cons:

- requires memorizing a number or letter code
- The lock above requires each number to be in the correct location to relock
- Usually larger locks so hard to fit into small hasps on smaller boxes

## Pros:

- Can make for very unique puzzles. You count all the green balls and that's the first number, all the red flowers is second, and so on
- The lock above is hard to reset so it cannot be accidentally reset by a camper
- Kids are great at counting objects and this lock is usually easy for them to figure out
- The different colors help with seeing the numbers better for those with bad eyesight

# Lock Box



This type of lock requires the entry of a combination to open a small box in which keys or something else can be stored

## Cons:

- The lock pictured above requires you to enter the combination even to relock
- Space inside is not quite big enough for much more than a set of keys
- If they aren't attached to something, they usually get moved and then forgotten where placed
- Expensive and hard to find

## Pros:

- Hard to reset and will help with accidental resetting
- Can make for a unique puzzle as they usually have up to 10 digits
- Can add a lock without adding a puzzle. This will help make a room a bit harder, but not overdoing it

# Bike



These are the locks that have a long cable usually used for locking up bikes

## Cons:

- With that lock cable, you will have to figure out how to use it without players just slipping it off the item
- Can be hard to open if you've never used one before

## Pros:

- Can lock up large things
- Can lock up lots of things
- Hard to reset so helps prevent accidental resetting
- Can be found at most stores
- Fairly cheap

# Decorative



This type of lock usually has a skeleton key and comes in many different themes

## Cons:

- Usually quite large
- Expensive
- Hard to find
- Many advanced players will assume the skeleton key is a red herring
- Skeleton key cannot be reproduced easily
- Sometimes hard to open

## Pros:

- Super cool looking
- With the unlimited types of locks, you can easily find several to fit the theme of your room
- Cannot be reset
- Large and hard to break
- Did I mention they were super cool looking!

# Cryptex



Very similar to Lock Boxes, except these have an older look that would fit an Escape Room immersive environment

## Cons:

- The lock pictured above requires you to enter the combination even to relock
- Space inside is not quite big enough for much more than a set of keys or rolled up paper
- Crazy Expensive and hard to find

## Pros:

- Hard to reset and will help with accidental resetting
- Can add a lock without adding a puzzle. This will help make a room a bit harder, but not overdoing it
- Super cool looking

# Handcuffs



A Set of handcuffs similar to police cuffs

## Cons:

- Would not recommend using these as actual cuffs as some parents may not be happy about that
- If used elsewhere in room, once they are released, kids will inevitably use them on each other
- Can lose the key and then in big trouble if on a child
- Must have the key to open, so resetting the room can sometimes be annoying because you have to go get the key
- Sometimes players try the key and it doesn't work at first so they move on, when they just put it in wrong
- Not easy to find

## Pros:

- Great for immersion
- Hiding a key in a room makes for a more exciting puzzle than just a number combination
- If you have a spare set that you keep on you, it's much easier to open than try and remember what the code was
- Kids do well with keys compared to remembering numbers

# Safe or Briefcase



Using normal safes or briefcases with combinations can help hide items or puzzles in a room

## Cons:

- Safes are heavy and hard to move
- Both of these are expensive
- Most cheaper safes have all the cons of combination locks
- Most cheaper briefcases locks wear out fast and stop working

## Pros:

- Great for immersion
- Can hide large things/puzzles inside
- Large and hard to lose or move around makes it hard for players to lose somewhere in room
- Can even hide smaller boxes and more locks inside so will be great for smaller or portable Escape Rooms

# Tech Locks



Fingerprint Locks, Retina Scan Locks, Bluetooth Locks, etc. These all require some type of technology to open

## Cons:

- Battery must be charged to work
- Fingerprint and retina would not work with new players
- Bluetooth locks need something with Bluetooth (iphone) that then risks breaking of expensive tech
- Hard to find
- Very expensive

## Pros:

- These are super cool
- Can really add to the immersion
- Makes for very unique puzzles
- Players will get more excited about these than normal locks



# Bottle Top



This type of lock will fit on top of a bottle

## Cons:

- Must fit the bottle exactly or will come off easily
- Only 3 digits
- Plastic and can be broken
- Bottle is usually glass and can be broken
- Hard to Find

## Pros:

- Great for immersion - Think deserted island!
- Unique lock
- Fairly Cheap
- Your standard number lock that many can figure out how to use

# Diversion Safe



Diversion Safes are places to hide objects that look like normal everyday items

## Cons:

- Unless you lead players here, they will be almost impossible to figure out
- Can be fragile
- Can be expensive
- Many do not have locks, just a trick to opening

## Pros:

- Helps the room to be more immersive
- Adds a unique and fun puzzle
- Hide something without having to remember a code
- Most players get very excited when they figure these out!

# Door Handle



A common everyday door handle can be used to lock out a cabinet or whole other room

## Cons:

- Not super exciting
- If using a coded door, batteries will need replaced
- Requires assembly

## Pros:

- Adds a different lock many wouldn't think of
- Can help with immersion
- Easy to make duplicate keys
- Coded doors can hold multiple codes

# Hasp



Hasps are used to attach locks to various things. The hasp on the left is a normal hasp. It only allows for 1 lock. As well, it will need to be screwed into whatever you are locking

The Hasps on the right are called Lockout Tagout Hasps. This particular one allows for 6 different locks just to open this one hasp. As well, this one requires your box/item to have a hole in it to attached the opening claws to

Every type of lock will need some type of hasp to attach to. The normal ones can be found at walmart and pretty much every hardware store. The Lockout Tagout Hasp can be found online

# PUZZLES

CAMPFESSION  
CAMP IS THE ONLY PLACE WHERE  
"YOU'RE SO WEIRD"  
IS CONSIDERED A COMPLIMENT

# Key in a Maze

- These can be quite expensive to buy, so I built my own. I used a drawer for the box, old wooden rules for the walls, and plexiglass to cover



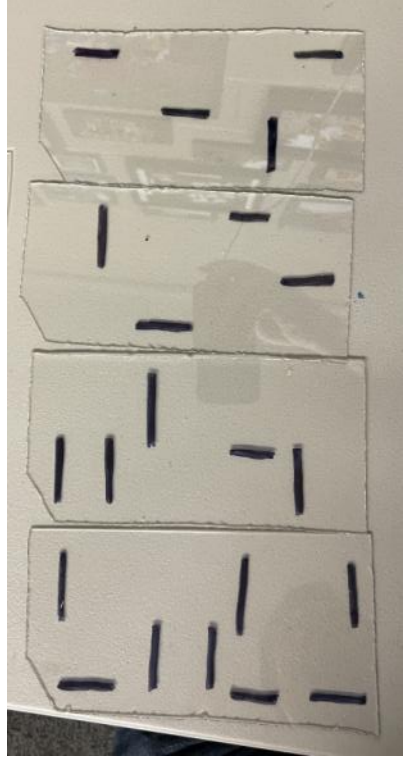
- The key can also be attached to a larger piece that cannot come out of the wood until the end



- I also have a large one in a room that is attached to the wall. Players use a magnet to get the key out of the whole

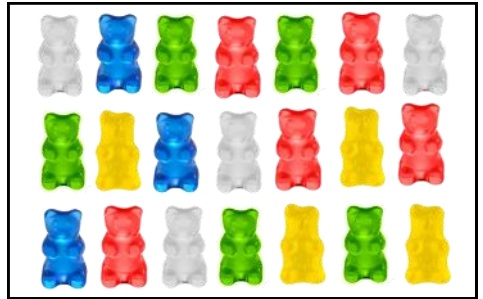


# Overlay



- Get plexiglass and cut into 4 equal shapes
- Make sure that the shapes can only be lined up 1 way. (example a square would not work, but in my picture, the bottom left has a corner cut out)
- Decide what you want your code to be
- Get a piece of paper and trace the shape. Then write the code in a digital font
- Put one piece on top of paper and using a permanent marker, trace random lines
- Put the next piece and trace a different set of random lines
- Do this until all four pieces have all of the lines to match up for the code
- Hide each piece in different areas of escape room

# Color Match



- The above pictures are printed on the front and back of the same piece of paper
- The goal is to count the all the green gummy bears to get the first number, the yellow to get the second number, red for 3<sup>rd</sup> and white for 4<sup>th</sup> (Code 5454)
- This could easily be made with any sort of colors and counting.
- Another way this could be done is not having the flag at all, but just the gummy bears and the lock it would open would be a color lock

# Wall Scratches

- Scratch the wall in multiple place. Each set of scratches equals the number for that place in the lock
- Code to right is 4-2-5





# Missing Number Dice

- Buy a set of cheap dice
- Scratch out or use paint remover to removed the dots off the side of 3 of the dice (more that three will require you to put which order, 3 can be guessed fairly simple)
- Code for picture: 5+2



# Missing Cards

- Remove 1 number card from each of the suits in a deck of cards. These numbers will be your code to the lock
- Leave the rest of the deck in room
- On the lock that these numbers would open, be sure to put what order, by putting the suit icons in that order
- The picture to the right was the background of an iphone in the room. To unlock the phone, you had to find the missing diamond, then heart, club, and finally spade.



# Microscope

- Get a handheld microscope here: <https://goo.gl/9zdSPX>
- Print a picture and have the unlock code in a 1pt font somewhere very obvious. (the picture below is in his eye)
- You will have to print the code upside and backwards for the microscope to see it correctly
- Hide the picture and microscope together in room



# Magnet Fishing

- Players LOVE physical challenges
- Put a magnet on the end of a fishing pole
- Have a long pipe with a bunch of bolts and nuts AND the key they need
- They will have to go fishing to retrieve it!



# Foggy Mirror


- get a mirror
- Be sure to label somewhere on the mirror that players should NOT touch
- Clean the mirror well
- Using Alcohol and a Q-Tip, draw your unlock code LARGE on the mirror
- When you breathe on the mirror to make it foggy, you will be able to read the code easily
- Have hints somewhere to let players know to breathe on mirror. I have an iphone nearby with parts of songs that use the word breathe or breath. As they listen to the music, they should be able to hear those words



# Riddles

- Riddles are not always a favorite of Escape Rooms, but can be used if done well
- Be sure to use easy riddles or kid riddles and not super hard and frustrating ones

WILL YOU CRACK THE CODE ?



CODE

6	8	2	One number is correct and well placed
6	1	4	One number is correct but wrong place
2	0	6	Two numbers are correct but wrong places
7	3	8	Nothing is correct
8	7	0	One number is correct but wrong place

# Newspaper Articles

- Have as many newspaper articles as you have numbers in an unlock code (Each article must contain a number in it or a homophone for a number. Ex Two or To)
- Laminate the articles and be sure to put the number on back for which order they are
- Hide articles in different spots
- Hide the cipher in a spot that won't be found until all articles are found
- The cipher stands for this:  
 A=Article  
 P=Paragraph  
 L=Line  
 W=Word
- When they look at those articles and then find the paragraph, line, and word they will find a number.
- Numbers go in article order for unlock code order

A1	P5	L1	W2
A2	P4	L1	W3
A3	P3	L8	W4
A4	P11	L8	W5
A5	P4	L13	W2

New Sabah Times  
Thursday August 2, 2018

## Shark Awareness Day

Celebrating the importance of our sharks

**By JASON JACK ERIT**

**KOTA KINABALU:** Shark Awareness Day 2018 which is celebrated every July highlights shark's important role in keeping the sea population and oceans healthy and productive.

Universiti Malaysia Sabah (UMS) researchers are actively conducting researches in efforts to conserve sharks through the Endangered Marine Species Research Line. This includes organising shark awareness programmes at outreach elementary and secondary schools in coastal re-

gional regions of Sabah.

A biodiversity monitoring research programme spanning 50 years, conducted by UMS researchers, found that at present, the sharks of Sabah's waters are dominated by bamboo sharks and coral chokers.

According to Dr. Mabel Manji Muzarano, leader of the research project funded by Save Our Sea Foundation, these terrestrial or biotopic-dwelling sharks appear to

have replaced the larger predatory coastal inshore species.

Such a shift in species dominance, especially from a larger to smaller species is what termed by fisheries scientist as a process of 'fishing down the food web'.

The process describes large predatory species as having been depleted due to fishing pressure, where the fisheries are increasingly turning to the smaller and previously rejected species.

He stressed that large predators such as sharks have an essential role in keeping the marine ecosystem healthy and productive.

Sharks tend to hunt only old, injured, sick fish, streamlining many populations of sea creatures to keep them to a size where they will not grow too big which could damage the sea ecosystem, thus keeping diseases at bay.

"Removal and changes in abundance of some species will affect the marine food web," he added.

**NATION 7**



**A Whale Shark.**

Besides that, sharks are also necessary for the health of coral reefs. Areas with healthy shark populations also have areas of reefs where small reef fish thrive.

Unfortunately, there are too few people that understand the importance of sharks. They were also killed for shark fin soup, an expensive delicacy in parts of Asia. To make matters worse, sharks only produce a few amounts of offspring and take a long time to be fully mature.

On the early month of July, social media was buzz with the sad news of a dead whale shark reported accidentally caught in a fisherman's net. The size of the incident was a coastal village in Pilsbak, in neighbouring Sarawak.

The Whale Shark is one of nature's gentlest giants. It can grow to over 40 feet long and weigh 47,000 pounds, but is slow-moving and eats mostly tiny plankton by filtering them from the water through its teeth as it swims. If left alone, they can reach the seas for up to 70 years.

Unlike other large predatory sharks, the Whale Shark is a rather gentle but generally misunderstood large vertebrate.

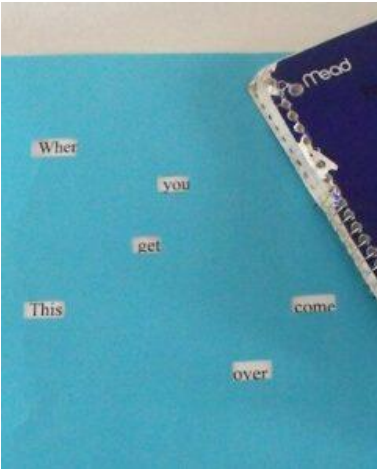
Described by marine ecologists as charismatic, the reason the largest ocean wildlife swims to near the sea surface is simply to feed.

Borneo indeed has a high biodiversity of sharks and rays, with over 100 species accidentally reported from its waters, including fresh and brackish water habitats.

Preserved shark jaws are one of the boring exhibits to get students to appreciate something through what they can see and feel during the Shark Awareness Programme at SS Petan Plaza 8, Pitas.

# Grille Cipher

- Grille Ciphers are a neat way to decode your puzzles.
- There's several different kinds of grille ciphers, but the gist of them is this; You have 2 papers. One is a letter, page of book, or just a bunch of random letters. The other page is blank, but has holes cut out of the page. When the two sheets are matched up, the holes reveal the words or letters that you are important.

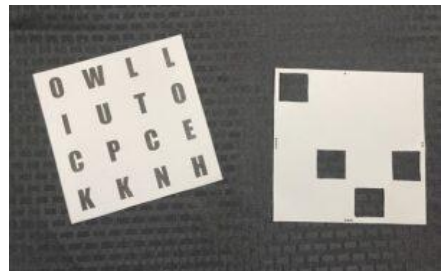


## Word Reveal Grille

- The way this one works that you have a page in a book, or you've printed out a letter or something.
- The holed paper then lines up with whole words to give you a new sentence
- For example to the left. The gamers were led to a certain page in a book. When they lined up the grille, it revealed "When you get this come over" which was a hint for another puzzle

## Single Letter Grille

- This code will reveal only letters to spell out a word.
- This example will reveal multiple words as you turn the top part of the hole paper so that the dots go from 1 dot, to 2, to 3, to 4.
- This would reveal OPEN - LOCK - WITH - LUCK to open a 4-letter word lock



## How to Make Grille Ciphers:

### Make the Cut out paper first:

- Using Microsoft Word, I made a 4 column by 4 row table.
- Then I dragged the corner to resize it so that the table ended up being 5.5" wide by 5.5" tall. (if you don't currently have the ruler turned on, go under the View tab and turn on ruler. This helps you get the width and height)
- I selected all the cells and made them vertical center align and horizontal center align.
- I chose the font Arial Black size 65
- Then I decided which boxes I wanted to be cut out first. If all the boxes were numbered left to right, top to bottom, I chose boxes 1, 10, 12, 15 on mine because it was harder to read any of the puzzle this way.
- Highlight each of those cells and shade them black
- After I added a simple text box and typed in a period with the Arial Black size 36 font
  - > Change the fill of the text box to "no fill" and the outline to "no line"
  - > Move the text box up to the very top edge of your table between cells 2 and 3
- Now make another simple text box just like above, but two periods this time
  - > Go to format text box and change the text alignment to vertical
  - > Move this text box to the very right edge of your table between cells 8 & 12
- Now make another simple text box just like above, but put 3 periods in this time
  - > Move this text box to the very bottom of your table between cells 14 & 15
- Finally make one last text box like above but with 4 periods
  - > Change the alignment to vertical
  - > Move this box to the very left of your table between cells 5 & 9

- Now select/highlight the entire table and change the inside cells border color to white or no color, but leave the outside of the entire table as black (so you know what square to cut out once printed)
- Save this as "Grille Cipher Cutout"
- Print and cut out the black squares with an xacto knife

### Make the Puzzle paper second:

- Delete all text boxes
- Select all cells and change the outline color to black again (makes it easier to work with)
- The cells that are currently shaded black, change the shade to Red. ( I chose red, because it's first in the rainbow so I know these are the first boxes to read)
- Then I select/highlight cells 3, 8, 11, 13 and shade them yellow
- Then I select/highlight cells 2, 5, 7, 16 and shade them green
- Then I select/highlight cells 4, 6, 9, 14 and shade them blue
- When I am ready to made a code, I spell out my first word in the red boxes going from left to right, top to bottom, then second word in yellow, third in green, and last in blue
  - > Hint: If you are going to have any blanks, I try to spread them out on the table so they all are not near each other too much)
- Choose "SAVE AS" and name this "Grill Cipher Puzzle Key"
- After saving the Key, I highlight the entire table and shade it to "No color" or white. This removes all the color on it so it is harder to decipher
- Then select the entire table and change the inside cells border color back to white or no color again but leave the outside of the entire table as black (so you know what square to cut out once printed)
- Now you can print and cut out with an xacto knife



# Hidden Messages

- Hidden messages are made by making certain words special. (Bold, All Caps, First line, etc)
- In my picture below, I created a paragraph that fit my theme but included certain words I needed to lead the players.
- The first hidden message is all bold letters because those are visually seen first. This gives the clue "hint on back of box" (This is for a Escape Crate)
- On the back of the box they will see a this list: "Lincoln, NE, Springfield, IL, Montgomery, AL, Juno, AK, Boise, ID" These are all capitals of their states.
- Going back to the paragraph, if they find the words that have capitals, they will get the clue "READ ONLY THE FIRST WORD OF EACH LINE"
- Reading the first word of each line gives the players this: "the code for the first lock is 0 ate too for"

the best way to complete this escape box is to figure out the code as fast as you can! READ each **hint** for help in solving the puzzles. if you work ONLY by yourself the escape box is much harder. THE best way 2 do it is as a team. first **on** the list is swiftly working your way through each lock 1 at a time going FIRST to last. sometimes there is WORDS or part OF a phrase written forward or **back** that has 0 to do with the puzzle. EACH time i did this, i almost ate a whole thing **of** donuts. but a **box** of donuts didn't help too much, they just made me less crabby! anyway, for completing this, it's best to have 4-5 people working in a LINE  
good  
luck!



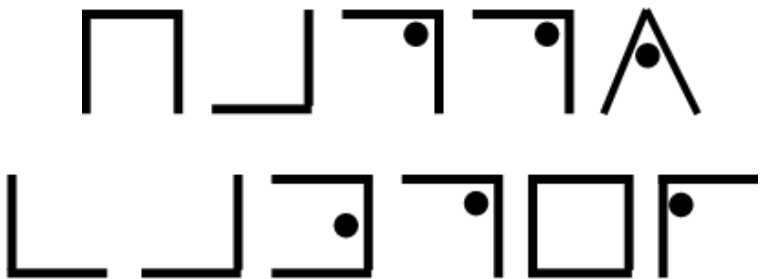
# Pig Pen Cipher

Heads up. These are used a lot and experienced escapees know how to solve without the cipher

- A Pig Pen Cipher uses grids and dots to represent letters.

A	B	C	J	K	L
D	E	F	M	N	O
G	H	I	P	Q	R
S			W		
V		T	Z		X
U			Y		

- Players will find a message written in code and then need to find the above cipher to solve



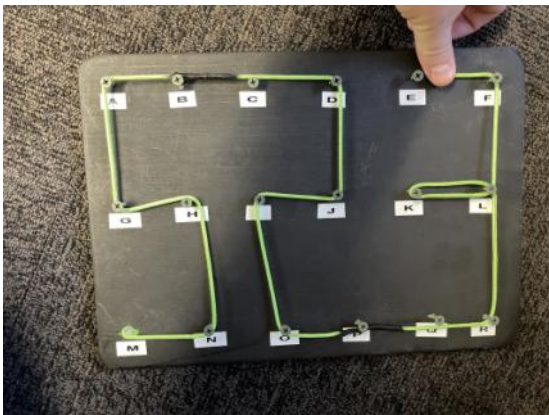
# Draw It Out

- With this puzzle, players are given clues to points that when they connect those points, it draws out numbers
- For example, One puzzle I have has 3 different flight paths. I have a large laminated map in the room with a white board marker nearby. The hint is: "Wonder Girl's Flight Path: Portland, OR to New York, NY, to Mexico City, Mexico. When that is drawn out on the map, it makes the number 7
- There are two more paths that draw out 4 and then a 1
- The code for a box is 7-4-1



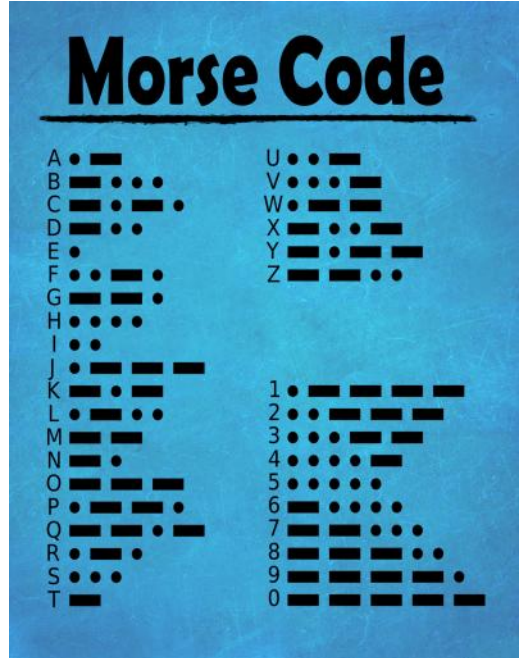
Another way I have done this:

- They find this board with screws, a string and each screw is labeled a letter.
- They also find a Pig Pen cipher and puzzle. The cipher reveals this answer: M-N-H-G-A-B-C-D-J-I-O-P-Q-R-L-K-L-F-E
- When they move the string to each of those screws it will reveal the numbers 5-2-3



# Morse Code

- This can be hard, so you will need to make this easier depending on your targeted players
- Be sure to have a Morse Code Decoder in the room as well
- In my room, the code is on a TV. Players hear the beeps, but also see the lines and dots. As well, I have put a pause and title for each new word (Example, Right before the first word it says on the screen "First Word")
- This video loops for 10 min
- There is a whiteboard near the decoder so that they can write out the code on there to solve it
- You can also buy a very expensive tech prop that requires players to enter the correct morse code for a cabinet to open

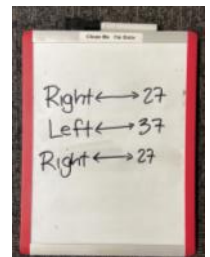


# QR Codes

- QR Codes are labels that usually lead a smart phone to a website.
- This website will create codes that lead to just plain text: <https://www.qr-code-generator.com/solutions/text-qr-code/>
- You will need to also hide a smart phone in the room so that players have a way to decode it

# Erase the Board

- Have a whiteboard in the room
- Using a permanent marker, write out the code, but then with a whiteboard marker, write out other gibberish that would throw them off
- You will need some hint to get them to erase the board
- When they erase, they will leave behind the permanent marker with the code



NOTE: If whiteboard markers have been on a board for too long, they don't erase well so you will need to erase and re-write every so often

NOTE: Permanent marker comes off by coloring over it with whiteboard marker and erasing so be careful to not cover up the permanent marker



# Red Blue 3D

- To make this, you will need to create on the computer
- I made a 2 full paragraphs that took up 2 full papers (size 20 font so it's easier to read)
- Print the 1st page (blue) first and then put it back in the printer and print the second page (red) on top of the blue ink.
- For players to solve, they will need those red blue 3d glasses (bought on Amazon) and will have to close each eye individually to read the opposite color words

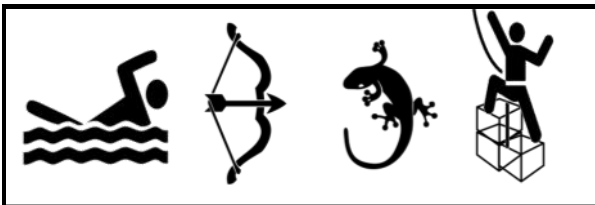
<p>The next step in getting my very own camp is deciding where I want it! I went all over the United States trying to pick the best place. It took almost 3 months, but I may have chosen the location. During the first month, I started my trip in Salem, Oregon. It was an OK place, but a little on the rainy side. From there I headed east to Billings, Montana. <u>Little too cold up there for me so I decided to head south to San Bernardino, California.</u> That was nice. <u>But</u> I'm still not definite on the location yet. Month 2 was a bit more promising. I started out in Sioux Falls, South Dakota. Too quiet there, so I headed to Lincoln,</p>	<p>Nebraska. It was too...Nebraska there! After that I went over to Peoria, Illinois. There was a nice little town not too far from the city that I think would be perfect! It's right in the middle of the United States, and seems like a great spot. I really liked it, but wanted to keep looking, just in case so I went up to Madison, Wisconsin and then south to Jackson, Mississippi. It was a very productive trip that month! For my final month, I started in Buffalo, New York. It was too close to the border, so I went south to Savannah, Georgia! It was nice being near the ocean, but I still think that spot in the Midwest is my favorite</p>
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# Special Letter Postcards

- Make Postcards or pictures with labels of what they are written on the card
- Highlight, underline, bold, etc 1 specific letter on each word so players will know which one is special
- Then on the word-lock, use symbols to identify which order the letters go to unlock it!



# Directional Signs

- This would open a directional lock
- Find pictures of road signs with arrows on them
- Put a date in the bottom corner of the picture (like they used to do when you would get photos developed)
- The goal is to put the dates in correct order and then use those directions in that order to open the lock





# Sheet Music

- Print out sheet music to a very popular and VERY easy to read song
- Have just 4 letters of the title be the code to unlock a word lock
- Add a little more skill by using a alpha-numeric cipher to open a 4-digit lock



Song Title:	_____ _____ _____ _____ _____ _____ _____																																																				
Number Code:	_____ _____ _____ <div style="border: 1px solid black; padding: 10px; display: inline-block; margin: 10px auto; width: 80%;">           Lock Code         </div>																																																				
<table border="1" style="width: 100%; border-collapse: collapse; font-size: small;"> <tr> <th>A</th><th>B</th><th>C</th><th>D</th><th>E</th><th>F</th><th>G</th><th>H</th><th>I</th><th>J</th><th>K</th><th>L</th><th>M</th> </tr> <tr> <td>4</td><td>7</td><td>25</td><td>3</td><td>2</td><td>20</td><td>10</td><td>24</td><td>12</td><td>18</td><td>23</td><td>6</td><td>19</td> </tr> <tr> <th>N</th><th>O</th><th>P</th><th>Q</th><th>R</th><th>S</th><th>T</th><th>U</th><th>V</th><th>W</th><th>X</th><th>Y</th><th>Z</th> </tr> <tr> <td>13</td><td>11</td><td>21</td><td>9</td><td>1</td><td>16</td><td>26</td><td>15</td><td>22</td><td>17</td><td>5</td><td>8</td><td>14</td> </tr> </table>		A	B	C	D	E	F	G	H	I	J	K	L	M	4	7	25	3	2	20	10	24	12	18	23	6	19	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	13	11	21	9	1	16	26	15	22	17	5	8	14
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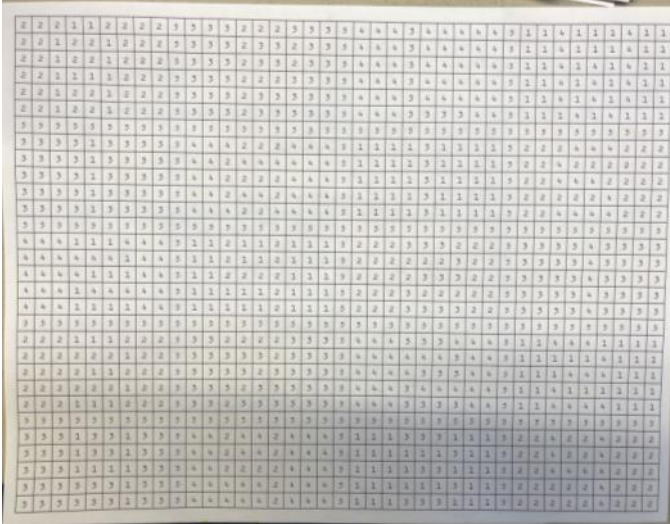
# Measuring Tape

- This works great with a word lock, but could easily be used for a number lock too
- For a word lock, have various things that players can easily measure,
- At each of those measurements, put a letter
- Also put random letters on the tape too as red-herrings
- If you want to do a number lock, you will need whole numbers (no 1/2, 3/4, etc)
- Players will get clues similar to: Width of Map, Height of Pencil, Length of Rug, etc)
- When they get to that point on the measuring tape, there will be a letter that go into the lock



# Color by Number

- Put the code or riddle in a color by number sheet
- I made a table on the computer and then typed numbers into each cell so that when colored, they would reveal a cipher to be used in another puzzle



# Special Holidays

- Get a calendar and write out holidays on their dates
- For the unlock code, mark the holidays in a different color than the others.
- To make this puzzle easier, let players know what colors to look for. Otherwise, to keep it hard, just give them the calendar.
- For example: I would have all the holidays in a calendar marked in red, except I Heart Camp Day (Feb 1), 4th of July (July 4th) and Christmas (Dec 25) in Blue. The unlock code would be 1-4-2-5



# Polybius Cipher

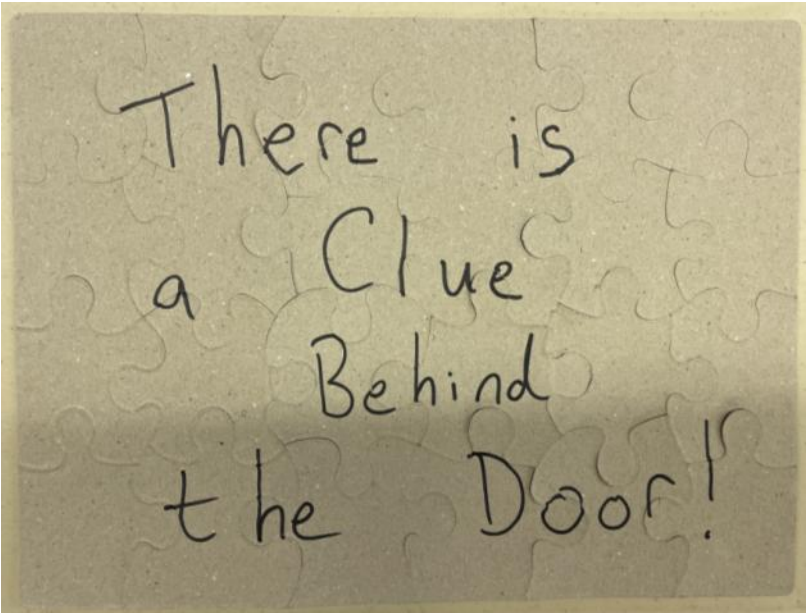
- A polybius cipher looks like the multiplication tables from grade school or the way to find points on a map
- You get 2 numbers the first number is where you down the chart on the left side and the second number is where you go across the chart at the top. They spot they meet is the letter you will use
- Polybius Ciphers are great for coding sentences or multiple word clues

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I,J	K
3	L	M	N	O	P
4	Q	R	S	T	U
5	V	W	X	Y	Z

31 15 44 44 15 42
<hr style="border: 0; border-top: 1px solid black; margin: 0;"/>
22
<hr style="border: 0; border-top: 1px solid black; margin: 0;"/>
35 24 13
<hr style="border: 0; border-top: 1px solid black; margin: 0;"/>
35 43 15 51 15 33
<hr style="border: 0; border-top: 1px solid black; margin: 0;"/>

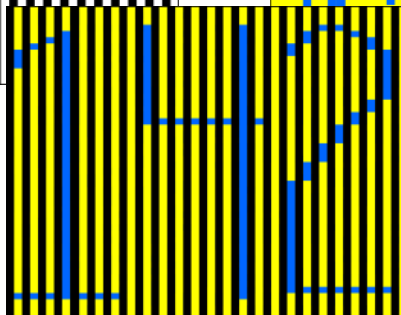
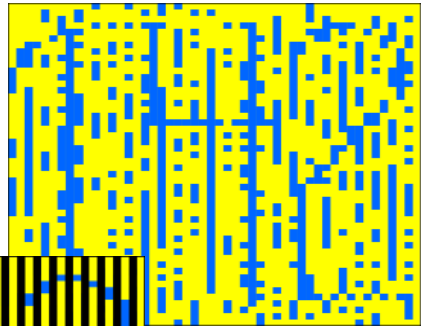
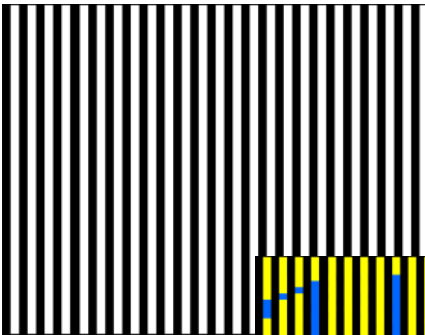
# Small Puzzle

- Get a small number of pieces puzzle
- Put it together and write a clue or code on the back
- Take it apart and hide the pieces around the room (or all in one place)
- Player will have to put it together and the flip it over to see what the other side says



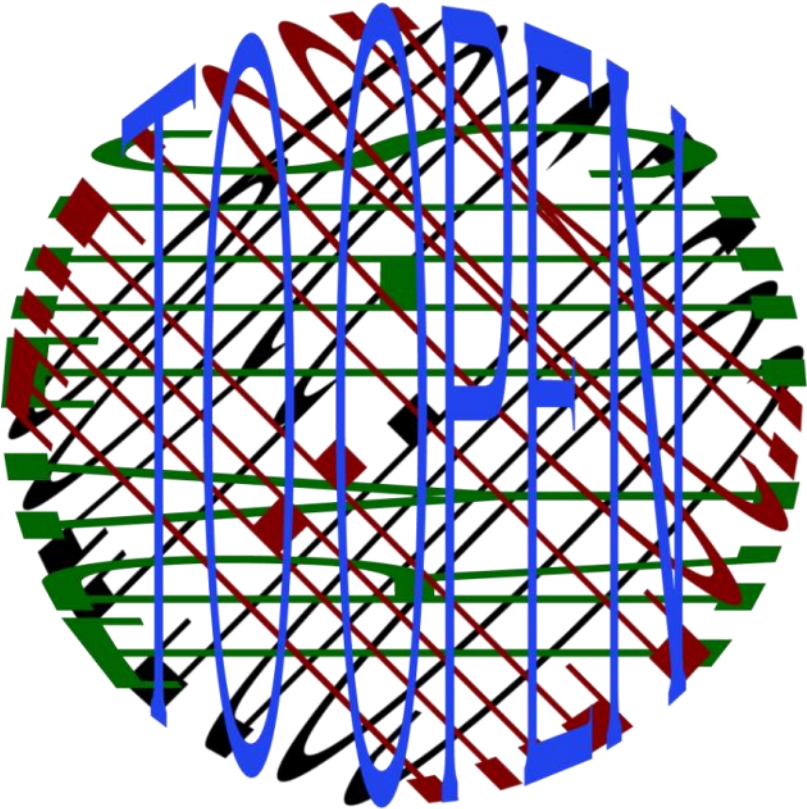
# Transparency Lines

- Used to open 3-digit number lock
- Create a table on the computer where each box is equal in width and height
- Use Landscape
- 50 columns by 40 rows
- Every other vertical line will be filled in with solid black
- Print that on transparency paper
- Now go back to the empty spaces and fill in certain ones in blue so that they make a number
- Now remove the black vertical lines and replace them with random spots in blue (only where black lines were) Be sure to add several and be random so that you cannot tell the numbers just by looking at the paper
- After, fill in every empty cell with yellow
- Print that on cardstock
- Put each piece in your room
- Players will need to line them up to get the code



# Snotes

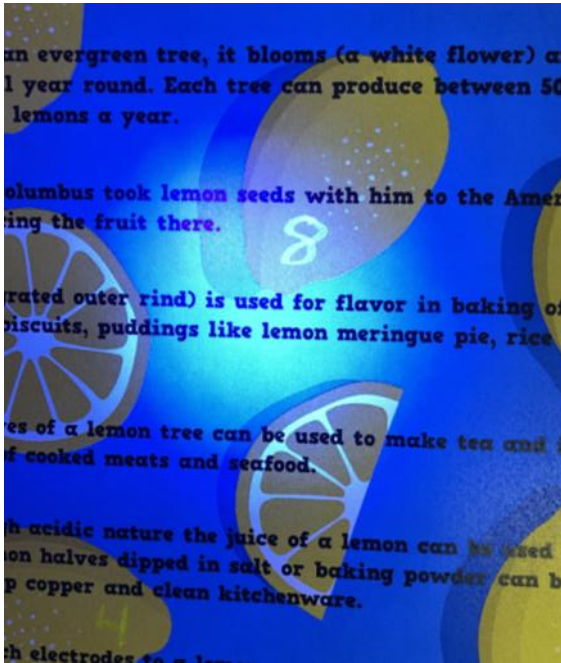
- Snotes are words that have been stretched so that you have to look at them at an angle to read them.
- Usually done in a circle so that you can turn and get multiple words on one snote.
- Make your own at [snotes.com](http://snotes.com)





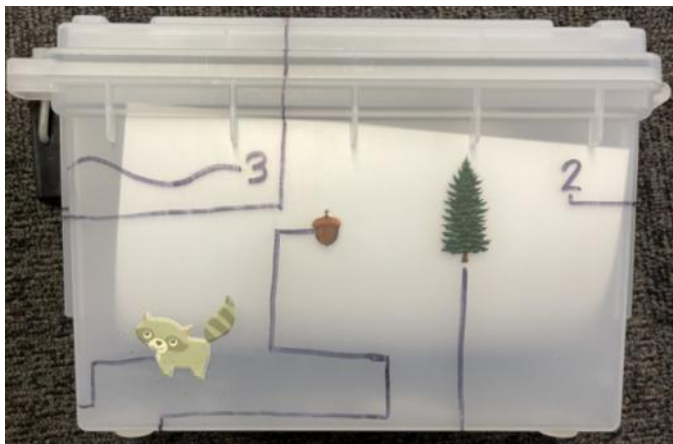
# Black Light Reveal

- Small black light flashlights can be purchased in the camping section at Walmart or on Amazon
- Use a highlighter to write stuff on a yellow paper
- Or purchase glow in the dark paint to paint on white surface
- When players shine the black light on it, it will reveal code or clue



# Maze Box

- On the bottom of a lock box draw three lines. Put a different sticker under each line
- Now put matching stickers randomly around the box
- Draw lines from those stickers all over the box (like a maze) and end at a number
- Those numbers that lined up with the sticker will be the numbers that go on the bottom of the box in that order to unlock the lock
- Add other various (but looks similar) stickers around the box with extra numbers
- 



# Broken Keyboard

- Use to open a word lock
- Exchange 4 letters on a keyboard with numbers 1-4
- Players will know which letter is first because it's in the number 1 spot, and so on



# Smell Cipher

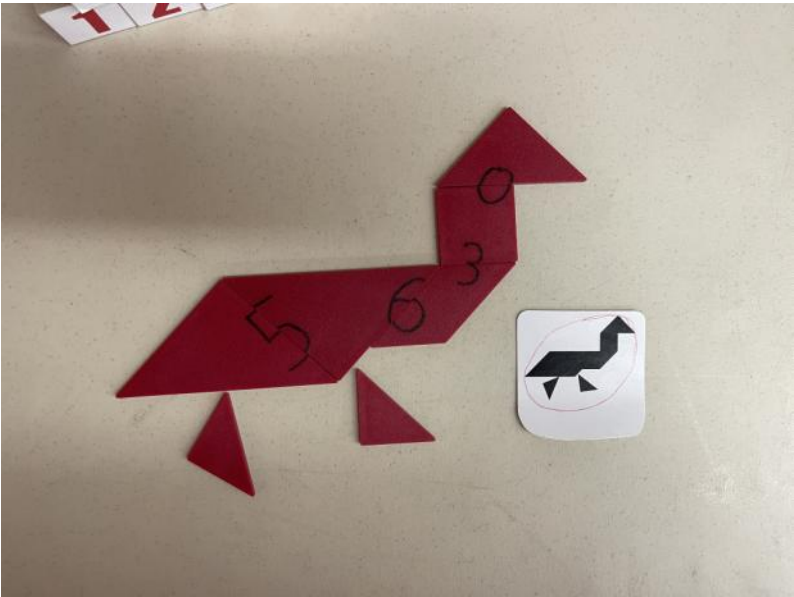
- Get small containers and write numbers on the lid
- Fill each container with a different smell (oregano, cinnamon, vanilla, pumpkin spice, etc)
- On the lock, write that the unlock code is the item
- Players will have to smell each jar to decide the order



A diagram illustrating a smell cipher lock. At the top is a simple line drawing of a nose. Below it is a list of smells: Lemon, Coffee, Garlic, Maple, and Strawberry. A horizontal line separates this list from a padlock icon at the bottom, which is shown in an open position.

# Tangrams

- Similar to puzzle pieces
- Buy some tangrams
- Find a picture of what you are going to make
- Make the tangram and then write the code on it
- Be sure to put Xs on the opposite side so players know not to use that side
- Put the tangrams and picture of it in the same spot so when players find it, they can piece it together and get the code



# Play a Song

- Use to open a 4 digit number lock
- You will need a recording/playback device and a toy xylophone
- Write numbers on the keys of the xylophone
- Create a 4 note song that the order will be the unlock code
- Record yourself playing the 4 note song over and over
- Players will listen to the device and then mimic that sound until they get it correct to know the code



# Count or Collect

- You will need several items that are the same (ping pong balls, fish toys, lego blocks etc)

There are 2 ways to do this:

## First Way:

- Write a number on 3 of them
- This will unlock a 3-digit number lock
- Hide the items around the room
- When they have found all 3 numbered, they can enter the code to unlock

## Second Way:

- The number of items is the number of the code
- Instead of hiding 100+ items, you can also say "items plus 100 = unlock" or Multiplied by 12, etc
- Players will then have to count the items as they find them and do the math to unlock the code



# Cipher Wheel

- A Cipher wheel is 2 circles, one smaller than the other
- The circles are connected at their centers so that they can spin freely
- Each circle has a set of letters around the circle edge
- As you spin each circle, letters will line up on each circle.
- This will give you a cipher to create puzzles
- For example when you spin the inside circle so that A is the same position as the outside circle of K, every times you see the letter A in a code, it should actually be the letter K
- Now you can make a whole phrase using your new cipher.
- You will need to let players know what the cipher is so they can match it up and start decoding the code



# Chromadepth

- Chromadepth is a type of 3D glasses that make different colors pop vs sink.
- If you follow the rainbow, towards the red colors will pop out more and towards the blue/purple colors will sink back more
- These can make for fun puzzles where certain things in red pop out to the player as a hint or the code

HINT: Be sure to outline the red in black so that it will pop even more!

- I have blacklight paint in my room where I painted numbers on a wall and I make all the players wear the glasses so that those numbers will pop out at them when they see it





# Hole by Hole

- This is used to get a key
- Have a container that players cannot just reach in or pick up and dump out (I use a water cooler because it fits my theme)
- Put several small holes in it that only dowels will fit into
- Put a larger hole at the top that only the key can fit out
- Make sure key had a key chain circle on it
- Drop key into container
- Players must use dowels by sticking them in holes and slowly working key up to the top



# Mouse Trap

- A simple way to hide a key
- Just a normal mouse trap where the spring has been removed so that it cannot be set like normal
- Just set in the corner of the room and put a key on it
- Players will see it and try to release the trap without getting hurt
- Super easy to find, but a fun way to hide a key



# Popsicle Sticks

- a way to give a clue that is fairly simple to figure out
- Number the back of the popsicle sticks in order
- Flip them over and write the clue on the front side, one letter per stick and just working your way from left to right, top to bottom
- It will be a little difficult to read at first, but players will easily figure it out.
- The picture says "The Fourth Sentence". This is to lead players to another clue in the room



# Directional Faces

- Used for a Directional Lock
- Take pictures or find pictures online of people looking in different directions
- Hang those in a room (or put numbers of the order on the back and hide them in various locations)
- Players will need to input the direction they are facing to unlock the lock
- The picture below has a code of: Left, Left, Left, Right, Left

HINT: You may need to label the first one to help out younger players



# Stopped Clock

- to unlock a 4 digit number lock
- Have a clock in the room that is stuck on a time
- That time is the code
- The picture has the code of: 1010



# Stacked Blocks

- Used to give a clue or code
- You will need 15 blocks
- You will stack them pyramid style. (5 on bottom, then 4, 3, 2, and 1 on top)
- Each row needs numbered in a different color. (1-5 in red on the bottom 5, 1-4 in yellow on the next row, 1-3 in green, 1-2 in blue, and 1 in purple)
- On the opposite side you can put your 15 letter clue.
- Mine says "Villain Opposite" to get the code HERO



# Periscope

- Used to hide an object above where players can see
- You can either order a periscope online or make one with PVC pipes
- We have a pineapple hidden above the ceiling as a clue for players.
- Players will find the bottom half of the periscope and match it up to the arrows of the upper half (attached to ceiling)
- When they look through it they can see a pineapple.
- When they see another pineapple in the room, it has a key hiding in it



# Lamp Reveal

- Used to reveal a code or clue
- Put words or numbers on the inside of a lampshade
- Give players some type of hint to light up the room
- When the lamp turns on, you will be able to see the numbers as a shadows on the shade



# Count the Knots

- Used to give a code to a 4 digit number lock
- Have 4 different pieces of ropes with a way to hang them from a hook
- Have 4 different hooks on the wall at various heights
- Have a line painted on the wall
- When the ropes are hung on the wall, players will know which hook they go on because it will come to that line
- Then they can count the knots on the first rope for the first digit in the lock, second rope for the second digit, and so on



# Mixed Up Art

- Used to give code to a 5 digit word or number lock
- Buy or create a 5 panel art piece
- When pieces are lined up correctly, write the number or letter on the back
- Then hang them up on the wall mixed up
- Players will have to put them in the correct order to get the correct sequence of numbers or letters



# Sound Clues

- Used to give clues to a code
- Have music playing in the background and every so often, have a sound that would lead players to a clue
- For example. In one of my rooms, I have themed music playing, but then they will hear a horse, then a little later glass breaking, then a crow, then money clanging, then swords fighting. When they find a code later, each piece has a picture representing a sound they heard (Horse, broken window, crow, etc). By listening, they will know what order they go in

HINT: Be sure to leave a long pause before the sound repeats so players know which sound is first



# Match the Pics

- Used to give a clue
- Players will have two very similar things to look at. One will have a ton of pictures while the other only has a few. These few are important ones to give clue or code
- Players must match the pictures from the few to the large number in a certain order to continue
- For example. In our Virtual Room, we had 2 stained glass windows. They had to match the pictures on the left with the ones on the right, but in counter clockwise order because the hint was "Back in Time"





# Alphabet Art

- Used to give a code to a 4 letter word lock
- Use pictures of everyday things that look like letters of the alphabet
- Number them on the back so players know which order they go in and hide them around the room randomly



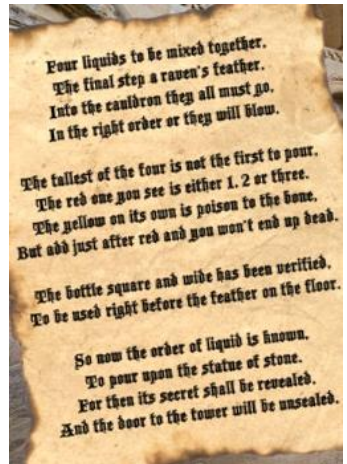
# Size/Color Riddle

- Used to tell you what order something goes in. Can make an easy puzzle harder by adding this step

**Four suits, each missing one card  
Figuring out this riddle will surely be hard  
The order of each is what you do not know  
Discovering that order is what you need to go**

**The Largest of the four is not the first one you see  
A red suit is going to be either one or three  
The spade is going to be the hardest to decide  
But putting it after hearts has definitely been verified**

**This one thing I'm certain, 5 is at the end  
Now you just have to figure out the rest of the trend  
Hurry along quickly, your task is almost complete  
You're doing very well, it's quite a feat!**



# Money Count

- Used to give a code to a number lock
- Can be done in various ways.
- One Way is to count up all the fake money and the total is the code
- Another way is there are 4 different types (dollars, quarters, pennies, nickels) You have to add up the number of each to get a digit for the lock

# Person Count

- Used to give a code to a 4 digit number lock
- Have 4 pictures near each other going left to right (they don't have to be in an exact line, but needs to not be on top of each other so players know which is 1st, 2nd, etc)
- The pictures need to have a certain amount of people in them.
- For example, the first picture might be a couple so the first number is 2 The second picture is a family of 5, so the second number in the code is five, etc
- In the picture to the right, the number would be 8



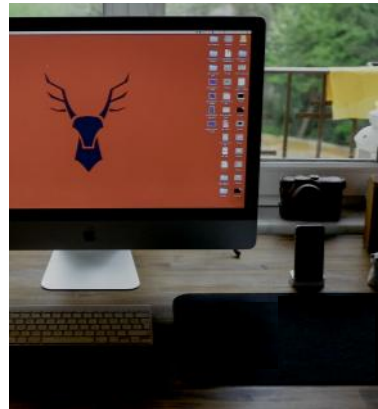
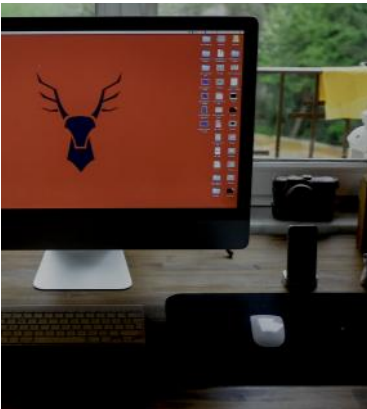
# Binoculars

- Used to give a code or clue
- If you have windows in your room, have a pair of binoculars nearby
- Outside on a wall or tree have a large arrow pointing out a small clue or code
- Players will have to use the binoculars to look and see what that clue or code is



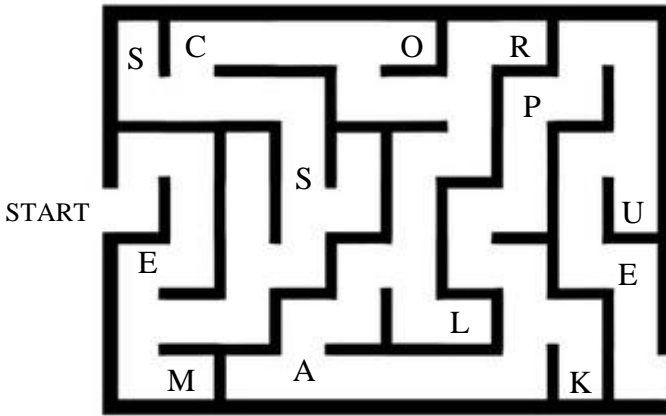
# What's Missing

- Used to give a clue or code
- Have 2 pictures, where everything is the same except something is missing in the second picture.
- For Example: Both pictures are of a desk, but the second picture is missing the computer mouse. The code would be MOUSE



# Maze Spell

- Used to give a code to a lock
- Have a maze with numbers or letters placed in it
- As players complete the maze from start to finish, they will go through letters or numbers
- The letters or numbers in that order is the code



# Feel the Code

- Used to give a code
- Buy cut-out wood letters or numbers
- Put them in the order you want and put them inside a box
- Have a hole in the box where players can stick their hand in, but have fur around it so they cannot see inside
- Players must reach in and feel the shape of the numbers or letters to reveal the code

# Spot the Difference

- Used to give a clue to the correct items
- Have 4 or more of the same item
- Each one must be exactly the same except 1
- Each one must have a different number or letter for the code on it
- For example: You could have 4 exact half-filled Pepsi bottle. They have the numbers 1-4 written on their caps. They all look exactly the same, except 1 says Popsi instead of Pepsi. The number on that cap one of the numbers of the code
- Then there's 4 full Sprite bottles except one has a different expiration date. The number on that cap is another part of code
- Then there's 4 almost full Root Beer Bottles, but one has a different colored lid, that's another part of the code
- Then there's 4 Orange Crush except 1 is empty.
- There is a clue to organize them by weight to get the code. Least to greatest. So it would be Orange, Pepsi, Root Beer, Sprite



# Translation

- Used to give the code to a word lock
- Have a word in a different language like French
- Then have a French to English dictionary in the room
- Players will translate that word to get the English word which is the code
- Make this harder by going from language to language. And having three different dictionaries (French to German, German to Spanish, Spanish to English)
- Be sure to put a hint on which language you are starting with

# Symmetrical Words

- Used to give a clue or code
- Certain letters of the alphabet are symmetrical vertical or horizontal
- Have a word written in half so players would have to place it against a mirror to see what word it is
- For Example If the code is MOUTH, Write that word vertical but cut in half
- HIKE is a horizontal example

**NINE**

**N  
C  
L  
T  
F**

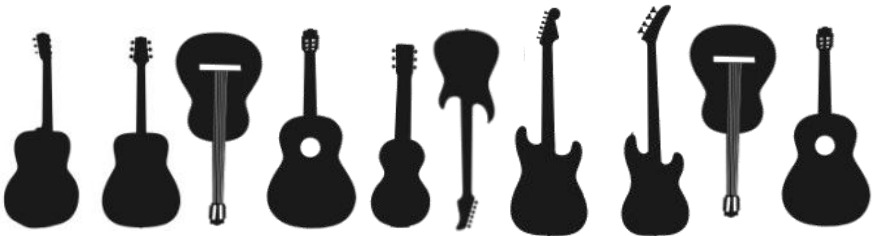
# See Through Mirror

- Used to give a clue or code
- Buy a two-way mirror offline (The more expensive, the less they scratch)
- Attach the mirror to the front of a cabinet.
- Inside the cabinet is your clue and lights
- When players turn on the lights they will be able to see the clue, but when they are off, it looks like just a normal mirror



# Directional Shapes

- Used to reveal code on a Directional Lock
- Have a picture of several items that are upside down and right side up. That order is the way you put it in the directional lock
- For example a picture of 10 guitars where every 3rd one is upside down would give the code of up, up, down, up, up, down, up, up, down, up



# Match the Map

- Used to determine the order of the code
- Code is written on see through paper with a shape on it
- That shape matches up the shape of a state (doesn't have to be entire state, could just be a couple sides)
- Put each paper on it's correct spot on a map
- Then from left to right you have the order of the code





# Minus Some

- Used to give a clue or code
- You have several pieces of paper with clues or codes or numbers on it and each has a date
- Also in the room is a calendar
- Players will find a clue that says to "count all the people in the pictures unless they were taken on a Tuesday"
- Players would then have to take those dates and check with the calendar to see what dates fall on Tuesdays and not count those
- Another example: Library Escape room has Book Checkout Cards with tallies marked next to dates. Clue says not to count Fridays, so you would have to compare the dates to the calendar and not include the tallies on Fridays in your count

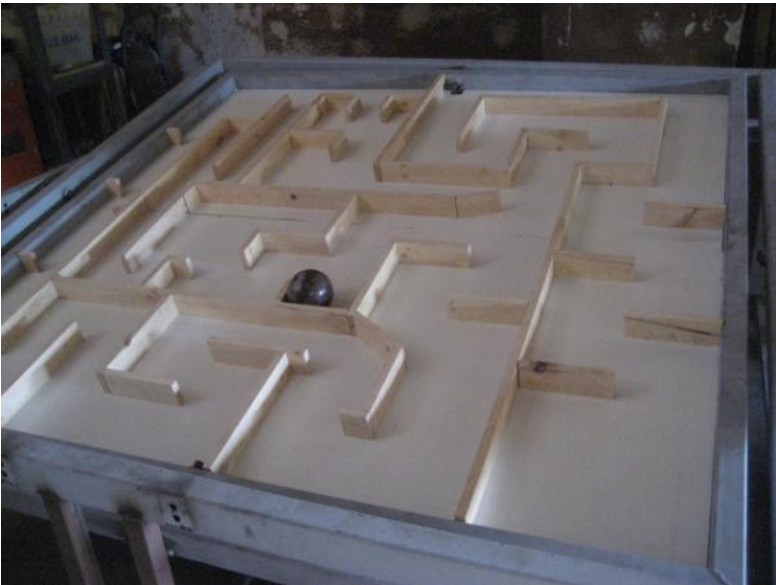
# Popular Bible Verse

- Used to give code
- Have a popular Bible verse written somewhere without the reference. The numbers of the reference are the code
- For Example. You may have "For God so loved the World, that he gave..." written on the wall. Players would use the Code 316 to open the lock
- Another example is a dark room where the verse "You are the Light of the world is written in glow in the dark paint" 514 would be the code

HINT: You may have to include a Bible with the verse marked for players

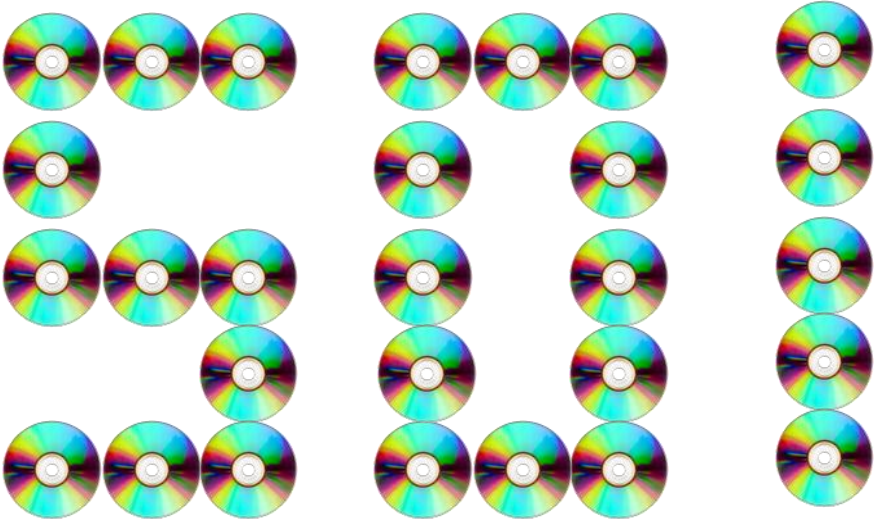
# Pull Chain Labyrinth

- A very hard, but super cool puzzle
- In one room you have 4 ropes hanging down
- In another room, those ropes are attached to the four corners of a large labyrinth.
- Inside the labyrinth is a round ball with a note/clue/code written on it
- Players must work together and communicate well to accomplish this task
- While one player is pulling the ropes (and trying to remember which one goes to which corner), the player in the other room is directed them on how the ball is going through the maze



# CD Organizer

- Used to give code
- Have a stack of CDs (could just be brand new un-burned CDs)
- On the wall you have a board with little dowels sticking out that the CDs can sit on
- Each dowel is labeled with a date
- Players get a clue as to when each CD was released and must put a CD on that dowel
- After all are on there, the CDs make a number that is the code



# Magnet Match

- Used to give a code
- There is a flat surface with letters or numbers written all over it
- Under (not able to be seen) specific letters a magnet is attached
- Players are given a magnet and as they run it over the surface, it will stick to certain ones. Those are the ones that are the code



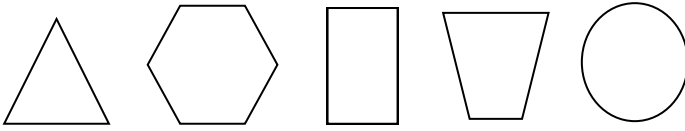
# Rope Length

- Used to give a code
- Throughout the room there are small hooks that are labeled with a letter or number
- Players will open a cabinet to discover several pieces of rope of different lengths labeled First, second, etc
- The rope is attached to a hook in the cabinet
- Players must extend the rope out and see which hooks it will connect to (it will only connect to the right ones)
- The letter or number it connects to is that order in the code



# Number of Sides

- Used to give code for a 4 or 5 digit number lock
- Have 4 or 5 different shapes in a line
- The number of sides of the shapes equals the number for the code
- For Example, the below code would be 3-6-4-4-0



# Follow the Path

- Used to unlock a Directional Lock
- Have a map in the room
- The clue is a path the Escape Artist took
- Players will enter those directions into a directional lock to unlock it
- For Example: "I went from Peoria, IL to Indianapolis, IN" would be right. Then Omaha, NE to Topeka, KS would be down

# Knock Off Object

- Used to Give Key
- Have a key in a can on a shelf up high
- Players will be given a clue that it's in that can and the only way to get it is to knock it off the shelf
- Players will also have a stick or ball to throw at the can

HINT: While physical challenges are the most enjoyable in an escape room, they are also the most destructive, so be careful with this one

# Mirror through Hole

- Used to get Code or Clue
- Have a small hole in the wall
- Players will have one of those mirrors on a telescoping rod (can be bought at Walmart)
- The players must stick the mirror through the hole and use it to read the word written on the other side of the wall
- This will either give them a clue or the code to open the door to that room



# NPC Helper

- Used to give item
- An NPC (Non-Playing Character) is someone who is part of the Escape Room Company. It will most likely be the game master.
- This person will give the players something in return for a task they complete
- For example. Players must collect 4 bananas in a room. Once they have collected all 4, the NPC, Dressed as a monkey, comes into the room and gives them a locked box in exchange for the bananas



# In Play Games

- Used to give code
- In the room is a game that is already in play (Chess, darts, ect) The pieces are glued down so players don't move them
- The goal is to count up the points in the game to get the code
- Players will likely need some type of hint to lead them to that, otherwise they may just think it's part of the décor.



# Item Count

- Used to Give Code
- Stickers or symbols work great for this
- On the box you are trying to unlock, have 3 or 4 of the different icons, in the order of the code
- Players will then search out those icons around the room
- For example, if the box has Fish, Star, Circle, Players will count up all the fish icons they see and that's the first number of the code. To open the bottle in the picture, the code is 5-4-3



# Analog Clock Code

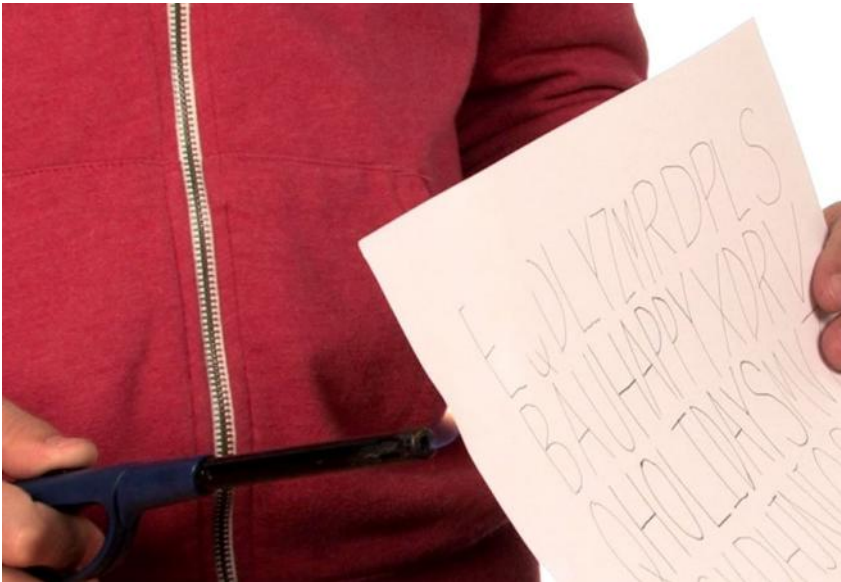
- Used to reveal Code
- Have an analog clock somewhere in the room
- For the clue, lines are drawn to show what the hands of the clock would look like at that time
- So 3 would look like and L, and 9 would look like a backwards L
- The below Code is 5-3-9-1





# Heat Pens

- Pens that are considered erasable, are actually heat erased.
- Get one of those cheap pens from Walmart to make a code
- First write the code down, then in the same color ink, write gibberish over that code
- Players will find a clue to add heat to reveal code
- When they place a lighter near it, the erasable pen will disappear
- Refreezing it will bring it back, but not as strong, it's best to just rewrite the gibberish again when you reset the room



# Braille

- Used to reveal code or clue
- Clue is given in Braille
- Also in room is a Braille alphabet
- Players must decipher code using the alphabet

A •	B • •	C ••	D •• •	E • •	F •• ••	G •• •• •	H •• ••	I • •
J •• ••	K • •	L •• •	M •• •	N •• •• •	O •• •	P •• •• •	Q •• •• ••	R •• •• ••
S • •	T •• ••	U • ••	V •• ••	W •• •• •	X •• ••	Y •• •• ••	Z • ••	

# Calculator Decoder

- Used to reveal word code or clue
- Have a calculator in the room
- Players will have to add up several numbers and the answer they get will make a word when turned upside down.
- This word is the code or clue they need



# Wrap Around Code

- Used to reveal code or clue
- Players will find a flat wide ribbon or paper with letters on it
- When wrapped around a dowel, it will reveal a word vertically.



# PVC Grille Cipher

- Used to reveal code or clue
- You will need 2 PVC pipes, one slightly smaller than the other and can fit easily inside the other one
- On the larger pipe, cut out large holes
- On smaller pipe, when it goes into the larger one, put numbers or letters in the location of the holes so that they are revealed.
- Be sure to put tons of other numbers and letters randomly on the pipe so that it can not be deciphered without putting into the large one

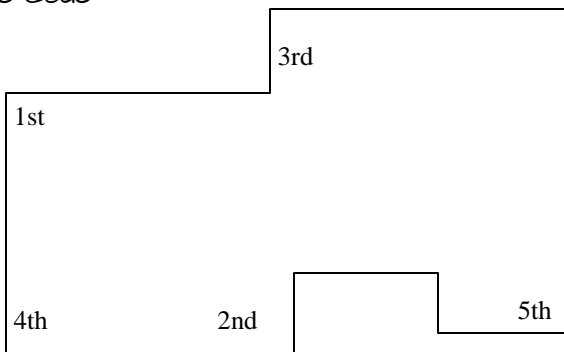
# Telephone Cipher

- Used to reveal a number code
- Players are given a word and a hint to dial it on the phone
- The word matches up to numbers on the phone and those numbers are the code
- For Example Escape would be 3-7-2-2-7-3



# Map it Out

- Used to reveal 4 or 5 digit code
- Put numbers or letters randomly around the room
- Players will find a map of the room with spots marked 1st through 4th or 5th
- When you go to the spot in the room that's marked 1st on the map, you will find the number or letter that goes first in the code



# Message in a Bottle

- Used to give a clue or code
- Write out a message and roll it up and put in bottle with wire attached lid
- After you close it, tie a zip tie around it
- Players will find scissors that have a padlock keeping them shut
- When they unlock the scissors they can then cut the zip tie and open the bottle



NOTE: You will have to re-zip this every time you reset the room. Also, some players will try to break the zip tie without the scissors, so you will need to keep an eye on them

# Line up the Books

- Used to reveal number code
- Players will need to line up a popular Book series in the correct order.
- The numbers have been switched around on the books, so players will need to know the correct order by the title.
- Then once they are lined up correctly, the numbers on the side reveal the code



# Finish the Cogs

- Used to lower object
- Players must find cogs in the room
- When the cogs are put in the correct spot on the wall and the crank is turned, it will lower a box from the rafters



# Hang Up Your Coat

- Used to reveal 4 digit code
- Players will find 4 different colored coats/hoodies in the room
- Each one has a number on the front
- On the wall are 4 different hooks, the same colors as the coats
- When players hang the correct color on the hook, it reveals the order of digits



# Message on the Blinds

- Used to give a clue or code
- Write a message on the blinds that will only be revealed when the blinds are closed
- Give players a hint to block out the windows so that when they close the blinds, they will see the message



# Hidden in Pockets

- Used to find key or clues
- Have a clothed mannequin in the room
- Hide stuff in its pockets for players to find
- You may have to lead them there with good hints or they might think he is part of the décor and not to mess with him



# RC Mirror

- Used to reveal code or clue
- Players can see into a smaller room through a window but cannot get into that room
- Inside the room is an RC Car with a mirror attached
- Players will find the remote for that car and can drive it forward and back in the room to reveal a code or clue written on the wall under the window where they are standing



# Animal Home Match

- Used to reveal order of code
- Players will find toy animals with numbers on them
- There is also a table with a map surface
- Players must put animals on top of their home area (Kangaroo on Australia, Panda in China, Bald Eagle in US, etc)
- That will then reveal the order of the numbers by going left to right





# Color Light Reveal

- Used to reveal Clue
- On a piece of paper is several different letters of different colors
- There is also flashlights with different colored LEDs
- When those lights are shined on the paper, that color letters are hard to see, and would reveal a clue with the other colors.



# Finish the Sequence

- Used to reveal code
- On a piece of paper is a sequence of numbers with certain ones missing
- When players figure out the sequence, the missing numbers will be the code
- For Example, the code below would be 8-34-144

1 1 2 3 5 x 13 21 x 55 89 x

# Heat Reveal Mug

- Used to reveal secret code or clue
- You will need to order a heat reveal mug from Amazon
- Also in the room will need to be a Keurig or coffee machine
- When players start the machine, it will fill the mug with hot water and reveal the secret clue

NOTE: Hot Water can be dangerous, so you will need to be VERY careful with this one



# Weight Reveal

- Used to reveal a number
- There will need to be a scale in the room
- Players must put objects on the scale as they find them.
- After all objects have been put on the scale, the weight of them is the code for the lock



# Spinning Fan

- Used to reveal Code
- The code is written on the ceiling fan, but the fan is spinning when players enter room
- They will need to turn off the fan, so that they can read the code

# Spread Out Message

- Used to reveal secret message
- Will need a multiple room escape room
- Play parts of the same message in different rooms so that player will have to spread out and listen simultaneously to get the full message

# Rubbing Reveal

- Used to reveal clue or code
- In a notebook, write a message or code with a firm hand
- Remove that page
- Players will need to rub a top sheet over that paper to reveal the message

NOTE: You will need good hints to get them to do this. Also, you will have to rip out and redo this puzzle every time you reset.



# Tech Puzzles

## RFID Readers

- Best ones found at [rfidwiz.com](http://rfidwiz.com)
- I use them that when the rfid chip is lined up to reader, different things happen, (light comes on, secret door opens, music turns on, etc)
- A favorite in my room is players are given nerf guns and darts and shoot at little targets through a small window, When the knock down the correct one (which moves the rfid away from the reader) it releases the lock and opens a secret door into another room

## Mag Locks

- These are very powerful magnetic locks
- They require electricity
- Magnets will slide, so make sure you are taking them apart vs sliding them apart
- Used to lock safes, hidden cabinets, doors, etc
- Cheap ones on Amazon <https://rb.gy/wdtnjf>

## Human Circuit

- When a complete circuit is made between the wires (by holding hands) it will turn on the electricity of the box.
- Anything can then be plugged into that (Mag Lock, Lights, etc)
- Cheap one found here: <https://rb.gy/wltbs5>

# OTHER ESCAPE GAMES

CAMPFESSION  
CAMP IS THE ONLY PLACE WHERE  
"YOU'RE SO WEIRD"  
IS CONSIDERED A COMPLIMENT

# Boxes/Crates

- This is like cramming an entire room into a small portable trunk!
- Usually linear as you can only get so much in the trunk
- Usually a shorter game experience too. Around 30 min
- See my DIY Crates at [iheartcamp.org/stealthis](http://iheartcamp.org/stealthis)
- These are great for cabins to check out or families to "rent" from your camp



# Table Top Games

- Great for Large Groups
- Each table group has Escape Games of their own and everyone has same games
- This could be used as competition to see which table gets done faster
- Everyone has all their own supplies or could come up to main table and share certain, more expensive supplies.
- Instead of competition, it could be used where this is a Lockout Tagout Hasp that has multiple locks that each team has their own code for only 1 of the locks

# Mystery Trail

- This is an Escape Room on a Hike
- There are several different ways to do this.
- One way is putting escape puzzles in ammo boxes and placing them along a trail. The players will get a booklet to take with them telling where each box is as well as adding some puzzles along the way. The solution of each box, opens the next. It would be a VERY linear game
- Another way is more like a Scavenger Hunt. Player will run around camp answering questions in the booklet to try and reveal the hidden message.

## Choose Your Own Adventure

- Can be downloaded here: <https://rb.gy/t7ypv3>
- Object of game is to work your way through trail and choose the correct items to defeat villain at the end

## Camp Good News Mystery Trail

- Uses several puzzles from my rooms in ammo boxes. Campers solve each box to open next box
- Can be downloaded here: <https://rb.gy/bbshwn>



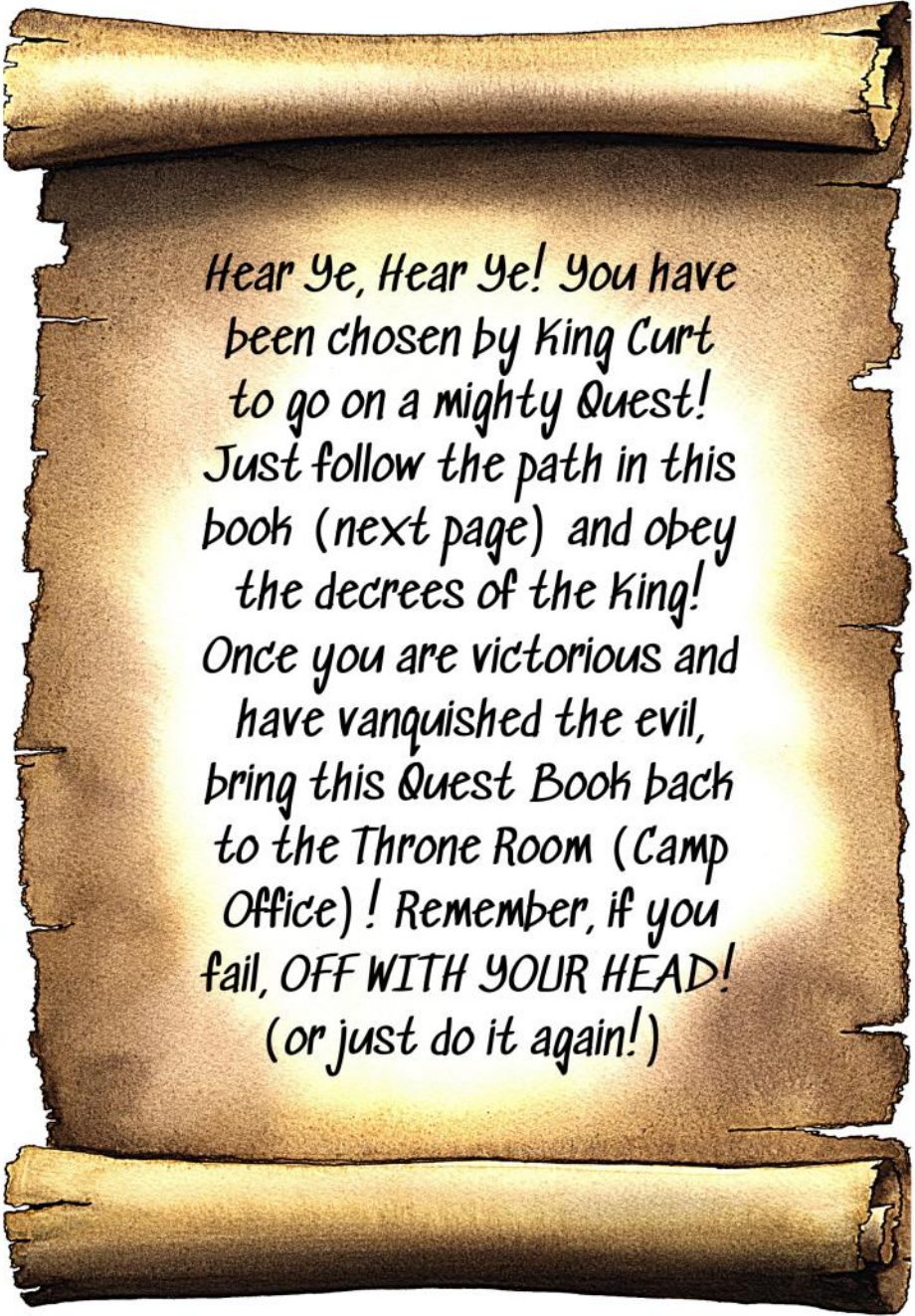
# Choose Your Own Adventure



## Mystery Trail

[SCAMP-LIFE.com](http://SCAMP-LIFE.com)



A scroll of aged, yellowish-brown parchment with frayed, torn edges. The scroll is unrolled, showing a central rectangular area with text. The text is written in a black, cursive, handwritten-style font. The scroll is set against a plain white background.

Hear Ye, Hear Ye! You have  
been chosen by King Curt  
to go on a mighty Quest!  
Just follow the path in this  
book (next page) and obey  
the decrees of the King!  
Once you are victorious and  
have vanquished the evil,  
bring this Quest Book back  
to the Throne Room (Camp  
Office)! Remember, if you  
fail, **OFF WITH YOUR HEAD!**  
(or just do it again!)

## BEGIN YOUR QUEST HERE:

Follow the instructions at each box. Purple Box Answers will be recorded on the back of this book.

1



Venture over to the  
Flagpole

2

## ONE

Let's start this quest with an easy one! Look down at Hopscotch. How many Hopscotch Squares are there?

- A. Nine  
B. Ten

(Cross off **Wrong** Answer on Back)

3



Follow the Arrow on the End of Hopscotch and walk until you Come to a Fence

4

## PUZZLE BOX 1

Open the Puzzle Box and write your POINTS in the space below

5



With the Pool on your left, walk straight until you come to the edge of the woods. Look for a Puzzle Box There

6

## PUZZLE BOX 2

Open the Puzzle Box and write your POINTS in the space below

7



Walk into the woods and sit down on the bench

8

## TWO

How Many Bricks are under the bench?

- C. 17     D. 18

(Cross off **Wrong** Answer on Back)

9

## SIDEQUEST

Here is an optional Side Quest called "Tree Trail" If you choose to do this Quest, please turn to page 5

10



Continue down the path to the next bench

11

## THREE

Look at the sign for the historical marker. During what year did absolutely nothing happen at this spot?

- E. 1997     F. 1998

(Cross off **Wrong** Answer on Back)

12



Continue down the path  
to Crate Stacking

13

## FOUR

Look at all the milk  
crates, how many  
different companies did  
these crates come from?  
G. Three H. Four

(Cross off **Wrong** Answer  
on Back) 14

## SIDEQUEST

Here is an optional Side  
Quest called "Cliff Walk" if  
you choose to do this  
Quest, please turn to  
page 6

15



Walk to the Bottom of  
the Hill

16

## PUZZLE BOX 3

Open the Puzzle Box and  
write your POINTS in the  
space below

17



Follow the Direction that  
the Puzzle Box told you to  
take. Both paths lead to  
the bleachers at Archery  
Dodge. Be on the lookout  
for Furry Friends along  
your path

18

## FIVE

Underneath each of the  
bleachers is a number.  
Add those numbers up  
and choose your answer:  
I. 15 J. 16

(Cross off **Wrong** Answer  
on Back) 19



Continue down the path  
and stop at the Big Red  
Eye in the Tree

20

This is the Magic Tree. It has  
been watching you on your  
quest. It has a gift for you.  
You must choose to cross off  
any 2 weapons to take the  
gift. Choose Now:

Yes, Take the Gift and lose 2  
Weapons

No, Continue on 21



If you chose, Yes, look on  
the back of the eye for  
your gift. If you chose no,  
do NOT look.

Continue down to the  
Speed Limit Sign 22

## SIX

There is a special speed  
for the camp circle. What  
is it?

K. 15 L. 7.5

(Cross off **Wrong** Answer  
on Back) 23



Continue to the Tree  
Shark

24

## SEVEN

What is the name of the  
Tree Shark

M. Chomper N. Fluffy

(Cross off **Wrong** Answer  
on Back)

25



Follow the path straight  
until you come to the  
Spider on a Log

26

## PUZZLE BOX 4

Open the Puzzle Box and  
write your POINTS in the  
space below

27



Follow the path on the  
right to the giant Minion

28

## EIGHT

How tall do you think the  
minion is?

O. 5ft P. 7ft

(Cross off **Wrong** Answer  
on Back)

29



Continue straight to the  
Road

30

## PUZZLE BOX 5

Open the Puzzle Box and  
write your POINTS in the  
space below

31

## NINE

Look around you. How  
many different wire  
animals are in your  
vision?

Q. Three R. Four

(Cross off **Wrong** Answer  
on Back)

32



Choose One Final  
Location from the 4  
below and Head there to  
find out what evil villain  
you must face

33

ADD UP ALL YOUR POINTS AND  
WRITE THE TOTAL HERE:

NATURE CENTER PORCH  
OR SWING FIRE PIT

**DRAAGON**

11

CHAPEL PORCH OR ROPE  
SWING

**ALLEN**

12

# Tree Trail Side Quest

Skip this page if you did not choose the Quest



Walk to Tree #1

1

**PUZZLE BOX SQ1**

Open the Puzzle Box and write what you received in the space below

2



Continue to Tree #2

3

**PUZZLE BOX SQ2**

Open the Puzzle Box and write what you received in the space below

4



Continue to Tree #3

5

**PUZZLE BOX SQ3**

Open the Puzzle Box and write what you received in the space below

6



Walk to Tree #4

7

**PUZZLE BOX SQ4**

Open the Puzzle Box and write what you received in the space below


8



Walk to Tree #5

9

**TREE TROLL**



You've come upon the Tree Troll!  
Open the Puzzle Box and see if you have what it takes to defeat him!!!!  
Follow the directions in the box

5

Return to Step 11 when finished

# Cliff Walk Side Quest

Skip this page if you did not choose the Quest



Walk to Bench #1

1

## PUZZLE BOX SQ1

Open the Puzzle Box and write what you received in the space below

2



Continue to Bench #2

3

## PUZZLE BOX SQ2

Open the Puzzle Box and write what you received in the space below

4



Continue to Bench #3

5

## PUZZLE BOX SQ3

Open the Puzzle Box and write what you received in the space below

6



Walk to Bench #4

7

## PUZZLE BOX SQ4

Open the Puzzle Box and write what you received in the space below

8



Walk to Bench #5

9

## TREE SHARK



You've come upon our Tree Shark, Fluffy! Open the Puzzle Box and see if you have what it takes to defeat him!!!! Follow the directions in the box

Return to Step 16 when finished

6

# Instructions

*Cross off the Option that is **Wrong***

**ONE**



A. Plunger



B.  
Marshmallow

**TWO**



C. Fun  
Noodle



D. Traffic  
Cone

**THREE**



E. Glitter



F. Taco

**FOUR**



G. Rope



H. Golf Ball

**FIVE**



I. Lysol  
Spray



J. Sunblock

**SIX**



K. Water  
Balloon



L. Squirt  
Gun

**SEVEN**



M.  
Sunglasses



N. Dog  
Leash

**EIGHT**



O. Hairbow



P. Battle  
Bot

**NINE**



Q. Water  
Rocket



R. Spray  
Paint

If you chose to take the gift from the Magic Tree write it here:  
(Don't forget to cross off ANY 2 weapons)

*These pages are not meant to be printed and given to Campers, this is just notes for the Camp Staff setting up the Mystery Trail*

# Instructor Notes

- You will need to answer the questions correctly to get the weapons you need at the end
- Puzzle boxes should have a timer in them and a time limit per box (Harder ones should have longer time limit)
- Puzzle boxes give you points, you will need a certain number of points to defeat the villain at the end. 10 points per box
- Each puzzle box will have a puzzle in them that opens a smaller locked box that contains the points earned.
- Campers will not know how many points they earn unless they are able to solve the puzzle and open the smaller box
- Side Quest Puzzle Boxes are different. The answer you get in them, will be the combination for the next puzzle box, plus a weapon needed to defeat the Side Quest Villain. (See Villain info to see what weapons are needed)
- For my Cliff Walk Side Quest, you will learn at the first stop that you need to have "Rope" to do this quest. Which means if you got Question FOUR wrong, you won't have rope and therefore must pass on this quest
- I will be locking all of my Puzzle Boxes with a Universal Key. The groups will get this when they pick up books from the office and must turn back in at the end of the quest. This will protect the boxes some from non-players
- Furry Friends are just random signs/statuses that have 10 points to give you
- At each END location, I have just half of the red/blue 3d glasses. That way they see what villain they face only when they arrive. (For Example, The Nature Center Porch will have the Blue Side which means they will fight the Dragon, but the Swing Fire Pit has the Red Side which means they will fight Bigfoot)
- As you changes this up to fit your Camp, remember to keep the weapons and villains fun and not scary
- This was also meant to be repeated with groups accomplishing it faster and also trying to fight other villains, so allow groups to redo if desired
- Both Side Quests are end at the same location they start (one is just a dead end that requires you to walk back). This way, you won't miss any of the Mystery trail if you choose a Side Quest
- End Villain Option: Each Villain will also have a puzzle box that you can solve to "earn back" a needed weapon
- Max number of Points Possible is 110
  - 10 from each of the 5 Puzzle Boxes = 50
  - 25 from each Side Quest = 50
  - 10 from a Furry Friend
- Looking for Great Puzzle Ideas for each of the Puzzle Boxes, Check out 101 Puzzles for Low Cost Escape Rooms by: Curt Jackson & Phillip Drake
  - <https://patchworkmarketplace.com/product/101-puzzles-for-low-cost-escape-rooms/>



# Villain Info

## **Tree Troll**

TO DEFEAT

- You need to feed him a hot dog with a magic bean hidden inside. Once asleep, you can Duct Tape Him to a Tree!
- The troll gives you 25 points, plus the ability to "Gain Back" one of your already crossed off weapons

## **Tree Shark**

TO DEFEAT

- You tickle him with the feather and while he is laughing you knock him out with the hammer. Once unconscious, you can flush him down the toilet with the aid of the toilet brush
- The troll gives you 25 points, plus the ability to "Gain Back" one of your already crossed off weapons

## **Magic Tree**

GIFT

- Flying Carpet. This is required to defeat the Dragon
- With the weapons they have to cross off, they can choose past or future weapons

## **Dragon**

TO DEFEAT

- You need 100 points plus the Fun Noodle to use as a sword and the Flying Carpet to fly up high enough to attack

VICTORY PRIZE

- You shall be known in all the land as Dragon Slayers. This gets you first class treatment at Camp (at your choosing)

## **Bigfoot**

TO DEFEAT

- You need 75 points plus the Taco to get him close enough to put the Dog Leash on

VICTORY PRIZE

- The best prize of all is your pet Bigfoot, but you also get a special trip to the Nature Center at Night during Nocturnal Time

## **Alien**

TO DEFEAT

- You need 60 points plus the plunger to stick on his head to confuse him while you shoot him with the squirt gun that melts him

VICTORY PRIZE

- During Free Time you get to build your own space ships (water rockets) with your counselors

## **Pixie**

TO DEFEAT

- You need 50 points plus Lysol Spray to stop her from flying and then the Water Rocket to send her to a far away land
- You get the knowledge of knowing you protected Camp from Pixies. Not sure if this is a good thing because even if they're teeth are sharp, I've heard they have Pixie dust that helps you fly!

# Escape Packs

- A Tiny little Escape Room in a Bag!
- Great for dropping off at cabins on rainy days or leaving lying around for groups to complete
- Around 15-30 min game
- I am currently working on several different plans for these: School Backpack, Diaper Bag, Purse, Fanny Pack, Briefcase, Sports Duffle Bag, and more!
- Check out [EscapeLlama.com](https://www.escapeLlama.com) for these when they become available



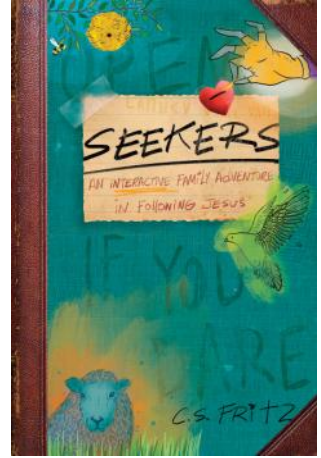
# Board Games

- There are no several board games that can be purchased that are small escape games
- Usually it is a one-time play as the pieces have to be cut or manipulated to solve
- I have not been that impressed with these and have not enjoyed them
- They can be found online and at Target <https://rb.gy/4oqqn2>



# Escape Books

- These are escape games in book form
- You complete puzzles and codes all inside the book
- One player only, but lots of fun
- Journal 29: <https://rb.gy/kqgubq>
- Journal 29 Revelation: <https://rb.gy/gkmu00>
- Tachyon: <https://rb.gy/wnd2dz>
- The Cypher Files: <https://rb.gy/mamco7>
- 404: <https://rb.gy/rybdx2>
- Codex Enigmatum: <https://rb.gy/tjt6mk>
- Escape Room Puzzles: <https://rb.gy/nafgnx>
- Seekers: An Escape Devotional Book: <https://rb.gy/o0vnyg>



# Print and Play

- Bought online, downloaded, and prepped at home
- These are usually just paper puzzles that you print, cut out, etc
- One time use
- Not super exciting
- Fairly cheap
- Etsy has a ton of them!



# Virtual Escape Room

- Played online
- Great for groups that don't live anywhere near each other
- Some are play by yourself
- Some are Avatar Games
- The 2 I have are Hosted Games. You can find them at [iheartcamp.org/stealthis](http://iheartcamp.org/stealthis)
- Another favorite is: <https://rb.gy/7bjncc>



# Pop Up Tents

- These are small escape rooms made in those pop up tents you see at craft fairs
- Usually the walls of the tent have the room and puzzles printed, or painted on it.
- The walls are velcroed on, so they can be easily removed and a new game added
- Inside the tent would be any lock boxes or trunks.
- Similar to how you would set up a normal escape room, but it's inside a tent



# RESOURCES

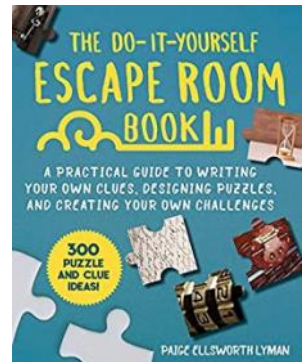
CAMPFESSION  
CAMP IS THE ONLY PLACE WHERE  
"YOU'RE SO WEIRD"  
IS CONSIDERED A COMPLIMENT

# Supplies

- Rfidwiz.com
- EscapeLlama.com
- PatchworkMarketplace.com
- A-props.com
- Escaperoomsupplier.com
- Frightprops.com
- Halloweenfxprops.com
- Creativeescaperooms.com
- Several different shops on etsy.com

# Books

- 101 Puzzles for Low Cost Escape Rooms by Curt Jackson and Philip Drake  
- <https://rb.gy/18xleu>
- How to Create a Low Cost Escape Room by Curt Jackson  
- <https://rb.gy/rh2jve>
- The Do It Yourself Escape Room Book by Paige Ellsworth Lyman  
- <https://rb.gy/7lclre>



# Facebook Groups

- *Escape Room Ideas for Kids and Families* - <https://rb.gy/blrx8o>
- *Escape Room Enthusiasts* - <https://rb.gy/8xmhks>
- *Escape Room Buy Sell Trade* - <https://rb.gy/ztzyxu>
- *Escape Room Technology and Props* - <https://rb.gy/ywvvhm7>
- *Escape Room Tech* - <https://rb.gy/odaxgj>
- *Scamp Life Escape Room Games Group* - <https://rb.gy/mozvxc>
- *Escape Room Idea Discussion* - <https://rb.gy/yhqteb>
- *Escape Room Exchange* - <https://rb.gy/v77p9y>

# Podcasts

- *Escape Llama*
- *The Infinite Escape Room*
- *Inverse Genius*
- *Escape This Podcast*
- *Escape Hamilton*
- *DIU Escape Crue*
- *The Hivemind Escape Podcast*
- *Fort Escape Games Podcast*
- *Escape Divas*

# YouTube Channels

- Escape Llama - <https://rb.gy/pzvcmx>
- The Escape Game - <https://rb.gy/zfq6i>
- Legacy Escape Box - <https://rb.gy/tdcjpi>
- Sherlocks Escape Rooms - <https://rb.gy/b6n4pn>
- Mr. Puzzle - <https://rb.gy/2tj2dk>
- FLEB - <https://rb.gy/vxkp0g>
- Chris Ramsay - <https://rb.gy/ymlvle>
- Legendary Quests - <https://rb.gy/p6tjvc>
- Red Door Escape Room - <https://rb.gy/p7d3df>
- Cracked It Escape Games - <https://rb.gy/qlaxun>
- Cross Roads Escape Games - <https://rb.gy/rxhdwm>

# Room Walkthroughs

- See complete walkthroughs of both my rooms, the mystery trail, my crates, boxes, and table top game at [iheartcamp.org/stealthis](http://iheartcamp.org/stealthis)



# Room Theme Ideas

- Western
- Fairy Garden
- Shrunk Down in the Kitchen
- Trapped at the Zoo
- CSI
- Villains Lair
- Superhero Fortress of Solitude
- Pirate Ship
- Kids Treehouse
- Stuck in a Video Game
- Back in the 90s
- Castle Fairytale
- Back to the future
- Night at the Movies
- Spaceship
- Winter Wonderland
- Mad Scientist
- Pyramids of Egypt
- Lost in Time
- At the Circus
- Library
- The Roaring 20s
- Magicians Room
- Home Cooking in the Kitchen
- In a Barn
- At the Pawn Shop
- Museum of Weird Art
- At the Candy Store
- The 60s

[theartcamp.org/stealthis](http://theartcamp.org/stealthis)

## Steal This Books

Steal This: Ideas of Awesomeness  
(Updated: December 2018)

Steal This: Ideas of Portableness  
(Updated: October 2019)

Steal This: 50 Ways to Be Awesome  
(Updated: November 2019)

Steal This: Ideas of Contemporary Craftiness  
(Updated: February 2020)

Steal This: Ideas of Virtualness  
(Updated: May 2020)

Steal This: Ideas for Time Fillers & Brain Breakiness  
(Updated: August 2020)

Steal This: Ideas of Camp Boxiness  
(Updated: April 2021)

Steal This: Ideas During Covidness  
(Updated: April 2021)

Steal This: Ideas of Social Distancedness  
(Updated: April 2021)

Steal This: Ideas of Escape Rooms & Puzzleness  
(Updated: October 2021)

## More from Chris

Good News Candy Co Virtual Escape Adventure  
(Updated: March 2021)

Time Quest Virtual Escape Adventure  
(Updated: February 2019)

Trivia Night 1  
(Updated: May 2020)

Trivia Night 2  
(Updated: May 2020)

Trivia Night 3  
(Updated: May 2020)

Trivia Night 4  
(Updated: May 2020)

Camp Coloring Pages  
(Updated: June 2020)

DIY Escape Crate Camp vs Covid  
(Updated: March 2021)

DIY Escape Crate S'mores Monster  
(Updated: March 2021)

Build a Camp Table Top Adventure  
(Updated: October 2021)

## Coming Soon

- Steal This: Ideas of Staff Trainingness
- Steal This: Ideas for Outdoor Ed & STEMiness
  - Steal This: Ideas of Games & Funness
  - Steal This: Ideas of Teambuildingness
  - Steal This: Experiments of Wackiness

