



HALLOWEEN ESCAPE ROOM

# SPOOKY VILLE!

FROM OUR CHILD LIFE ZONE FAMILY  
TO YOURS



# W RULES

The items to help you solve the challenge are in envelopes all around your house. These items are marked with a clue numbers so you'll know they're a part of the escape room challenge.

Some puzzles may require you to write down some notes, there's a pad and a pen on the table for that.

You must solve each puzzle or riddle before opening the second envelope with the next clue.

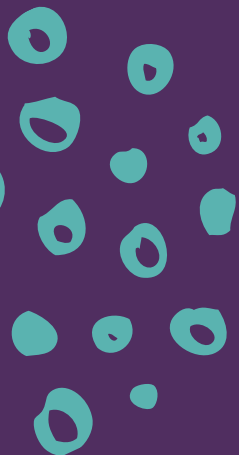
Look everywhere, all around your house, for clues and puzzles. However, there is nothing over your head.

You are allowed 3 hints from me but the team needs to agree when to use them.

If you find something, share it with the group. Someone just might have a clue to its purpose.

I'll start the timer once you have opened your first envelope.

You'll have 60 minutes to solve all the puzzles.  
Good luck!

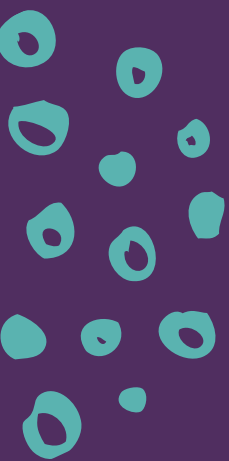


# SUPPLIES

- Envelopes
- 2 envelopes per puzzle and clue area (example: 6 rooms/areas would need 12 envelopes total)
- Pen/Pencil
- 1 light blue, 1 dark blue, 1 black and 1 red crayon
- Escape room puzzles (6 located in this packet)
- Answer sheet (located in this packet)
- Timer
- Ending prize/item
- Clues/riddles that lead around the house (examples attached)

# DIRECTIONS

- Fill one envelope with one puzzle worksheet. Put the clue in the second envelope.
- Label each puzzle to correspond with the correct clue and hide both in the same spot. Make sure you are putting the right clue in the correct rooms. The last clue should lead to the ending.
- surprise, which should also be hidden.
- Set timer once first envelope is open.
- Stand by for needed hints or supervising if you suspect cheating.



# ESCAPE THE ROOM

Solve the puzzles to find the 3 numbers for the keypad.

Write the 6 possible keypad combinations.

Color the squares using the key: \_\_\_\_\_

Find the number that opens the safe: \_\_\_\_\_

1	2	4	3	1	2
2	3	2	1	4	1
1	4	1	2	1	2
2	3	4	3	2	1
1	4	1	2	4	2
2	3	2	1	3	1
1	2	3	4	1	2

Key:

1	Blue
2	Dark Blue
3	Black
4	Red

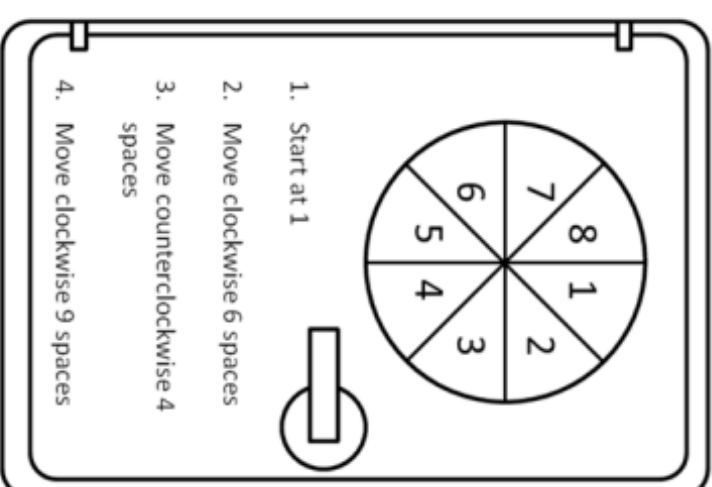
Decode the hidden number: \_\_\_\_\_

1	2	3	4	5	6	7	8	9	10	11	12	13
a	b	c	d	e	f	g	h	i	j	k	l	m
14	15	16	17	18	19	20	21	22	23	24	25	26
n	o	p	q	r	s	t	u	v	w	x	y	z

\_\_\_\_\_

15    14    5

\_\_\_\_\_



Use numbers from previous puzzles.

Keypad Combinations

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

1	2	3
4	5	6
7	8	9



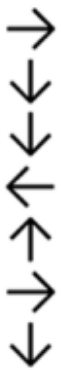
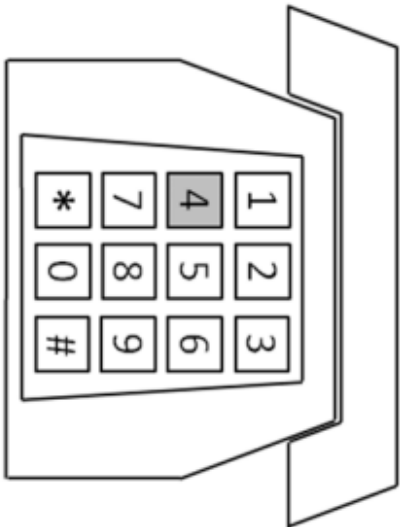
# ESCAPE THE ROOM



Solve the puzzles to find the 3 numbers for the keypad.

Write the 6 possible keypad combinations.

Start on shaded number, follow pattern: \_\_\_\_



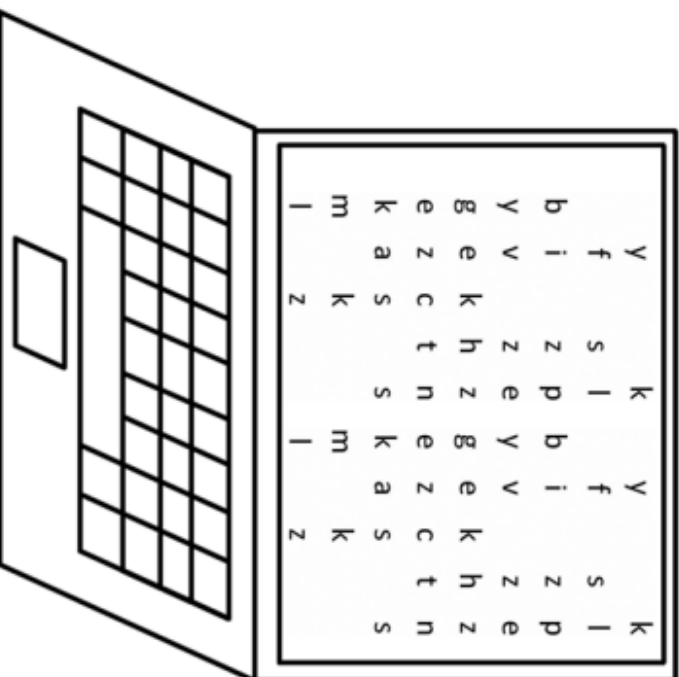
Color the squares using the key: \_\_\_\_

1	2	4	3	1	2
2	3	2	1	4	1
1	4	1	2	3	2
2	1	3	4	3	1
1	2	1	2	4	2
2	1	2	1	3	1
1	2	1	2	4	2

Key:

1	Blue
2	Dark Blue
3	Black
4	Red

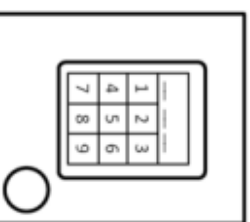
Find the number on the computer screen: \_\_\_\_



Use numbers from previous puzzles.

Keypad Combinations

1. \_\_\_\_
2. \_\_\_\_
3. \_\_\_\_
4. \_\_\_\_
5. \_\_\_\_
6. \_\_\_\_

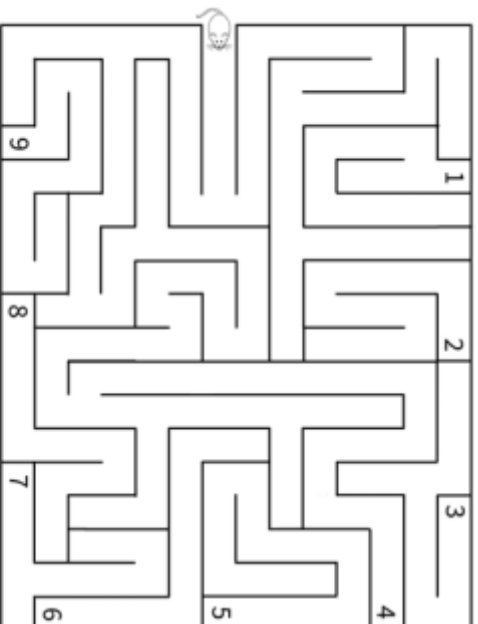


# ESCAPE THE ROOM

Solve the puzzles to find the 3 numbers for the keypad.

Write the 6 possible keypad combinations.

Guide the mouse through the maze: \_\_\_\_



Color the squares using the key: \_\_\_\_

1	3	4	3	4	2
2	4	2	1	2	1
1	3	1	2	1	2
2	1	4	3	2	1
1	2	1	2	4	2
2	1	2	1	3	1
1	4	3	4	1	2

Key:

1	Blue
2	Dark Blue
3	Black
4	Red

Decode the hidden number: \_\_\_\_

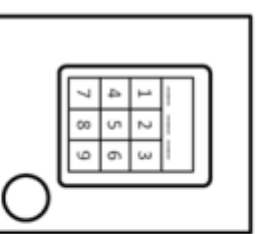
1	2	3	4	5	6	7	8	9	10	11	12	13
a	b	c	d	e	f	g	h	i	j	k	l	m
14	15	16	17	18	19	20	21	22	23	24	25	26
n	o	p	q	r	s	t	u	v	w	x	y	z

\_\_\_\_\_  
5    9    7    8    20

Use numbers from previous puzzles.

Keypad Combinations

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_



# ESCAPE THE ROOM

Solve the puzzles to find the 3 numbers for the keypad.

Write the 6 possible keypad combinations.

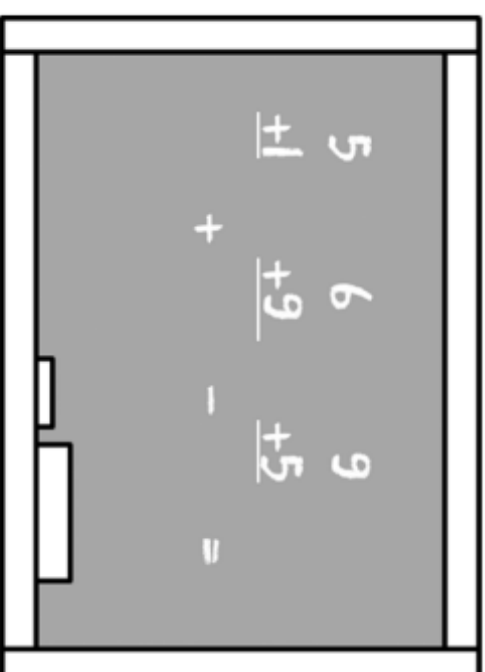
Color the squares using the key: \_\_\_\_

1	3	1	2	4	2
2	4	2	1	3	1
1	3	1	2	4	2
2	4	3	4	3	1
1	2	1	2	4	2
2	1	2	1	3	1
1	2	1	2	4	2

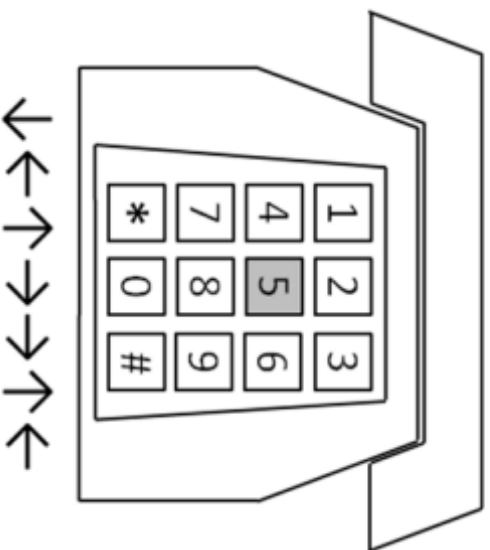
Key:

1	Blue
2	Dark Blue
3	Black
4	Red

Solve the equation on the chalkboard: \_\_\_\_



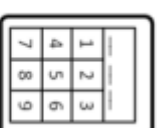
Start on shaded number, follow pattern: \_\_\_\_



Use numbers from previous puzzles.

Keypad Combinations

1. \_\_\_\_
2. \_\_\_\_
3. \_\_\_\_
4. \_\_\_\_
5. \_\_\_\_

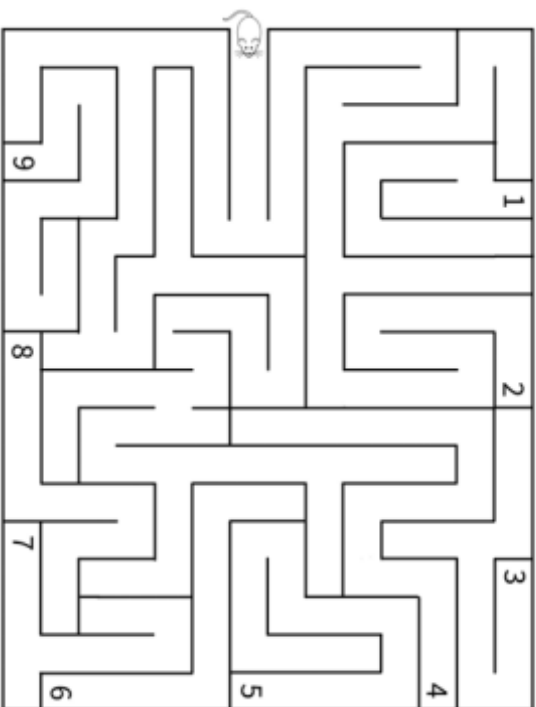


# ESCAPE THE ROOM

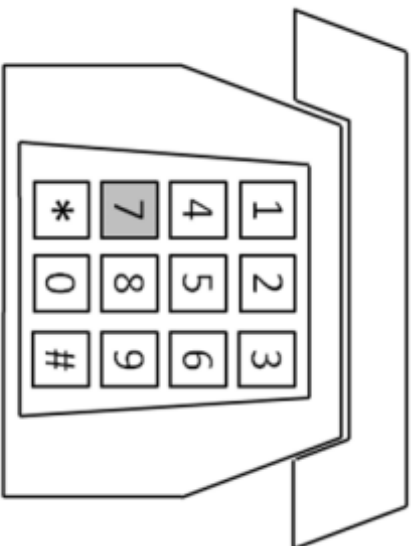
Solve the puzzles to find the 3 numbers for the keypad.

Write the 6 possible keypad combinations.

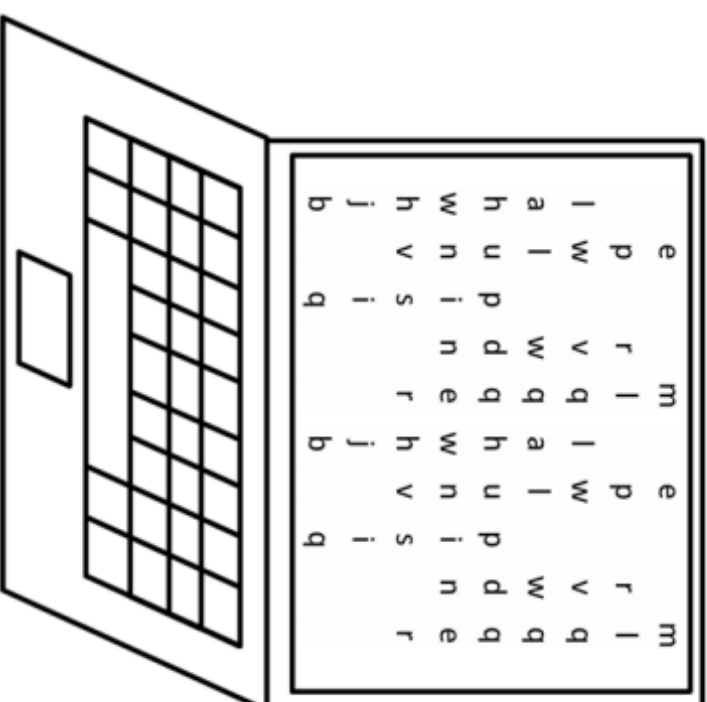
Guide the mouse through the maze: \_\_\_\_



Start on shaded number, follow pattern: \_\_\_\_



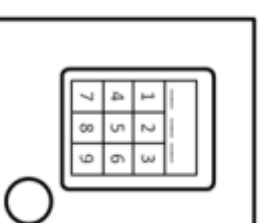
Find the number on the computer screen: \_\_\_\_



Use numbers from previous puzzles.

Keypad Combinations

1. \_\_\_\_
2. \_\_\_\_
3. \_\_\_\_
4. \_\_\_\_
5. \_\_\_\_
6. \_\_\_\_



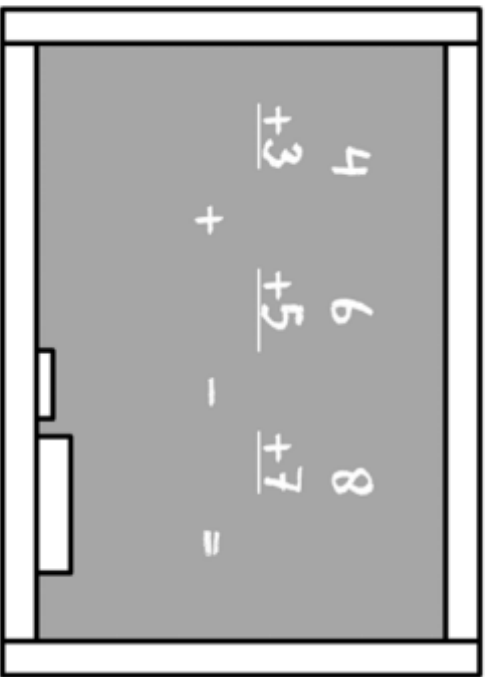


# ESCAPE THE ROOM

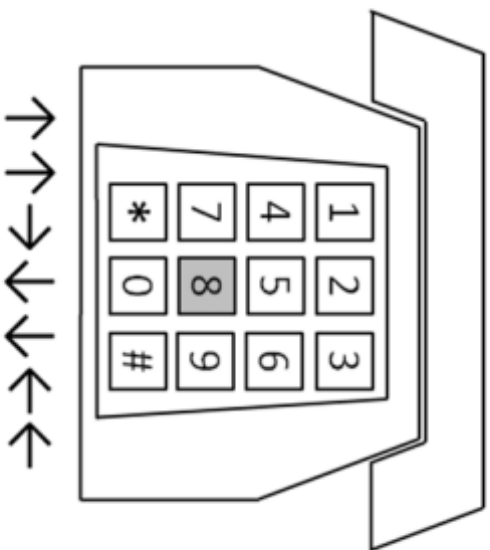
Solve the puzzles to find the 3 numbers for the keypad.

Write the 6 possible keypad combinations.

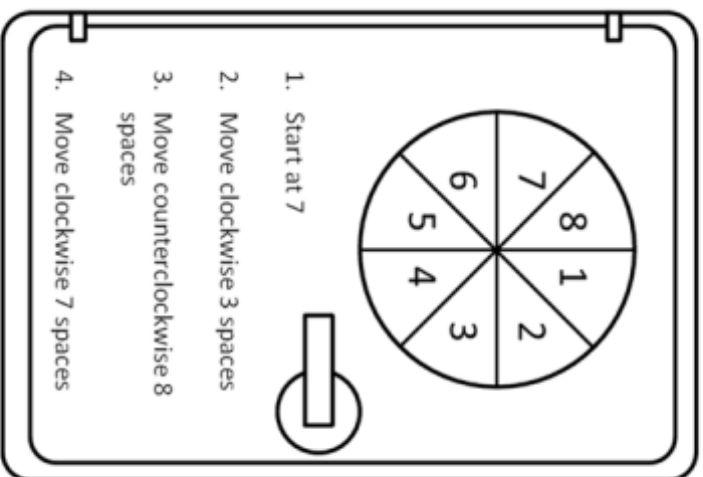
Solve the equation on the chalkboard: \_\_\_\_



Start on shaded number, follow pattern: \_\_\_\_



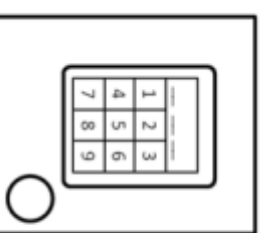
Find the number that opens the safe: \_\_\_\_



Use numbers from previous puzzles.

### Keypad Combinations

1. \_\_\_\_
2. \_\_\_\_
3. \_\_\_\_
4. \_\_\_\_
5. \_\_\_\_
6. \_\_\_\_



# ESCAPE THE ROOM

Here are the solutions to the Escape Rooms 1-6.

The set that is circled is the 'correct' keypad entry.

1

1. 1      6      4
2. 1      4      6
3. 4      6      1
4. 4      1      6
5. 6      4      1
6. 4      1      4

2

1. 3      9      5
2. 3      5      9
3. 5      9      3
4. 5      3      9
5. 9      3      5
6. 9      5      3

3

1. 4      8      5
2. 4      5      8
3. 5      8      4
4. 5      8      4
5. 8      4      5
6. 8      5      4

4

1. 2      4      7
2. 2      7      4
3. 4      2      7
4. 4      7      2
5. 7      2      4
6. 7      4      2

5

1. 2      4      9
2. 2      9      4
3. 4      2      9
4. 4      9      2
5. 9      2      4
6. 9      4      2

6

1. 1      3      7
2. 1      7      3
3. 3      1      7
4. 3      7      1
5. 7      1      3
6. 7      3      1

# CLUES

THINGS GO INSIDE ME WHEN DIRTY BUT COME OUT CLEAN. YOU WILL FIND ME STANDING STURDY NEXT TO MY MATE.

ANSWER: WASHING MACHINE

YOU USE ME AFTER PLAYING IN THE DIRT. IF I GET IN YOUR EYES IT MIGHT HURT.

ANSWER: SHAMPOO

STANDING QUIETLY AGAINST A WALL, YOU RARELY NOTICE ME THOUGH I'M TALL. INSIDE, I KEEP A LOT OF TREATS. OPEN MY DOOR AND THEN YOU'LL SEE!

ANSWER: REFRIGERATOR

THIS FLAT BOX HOUSES COLOR AND SOUND. IN THE LIVING ROOM, IT CAN BE FOUND.

ANSWER: TV

DISHES GO IN DIRTY BUT COME OUT CLEAN. IT CAN BE WHITE, BLACK, AND MAYBE EVEN GREEN.

ANSWER: DISHWASHER

I'M FILLED WITH FEATHERS OR OTHER SOFT FLUFF. TO SLEEP WITHOUT ME CAN BE QUITE TOUGH.

ANSWER: PILLOW

I'M PACKED REALLY FULL OF BOXES AND CANS. I MAY HOLD A BROOM OR A MOP OR A DUSTPAN.

ANSWER: PANTRY



ME

ESCAPED

