

101 PUZZLES FOR LOW COST ESCAPE ROOMS

FOR SUMMER CAMPS, YOUTH GROUPS, RECREATION CENTERS,
HOME PARTIES, AND ANYONE ELSE LOOKING TO CREATE A
LOW COST ESCAPE ROOM GAME




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42. BATTERIES NOT INCLUDED

Supplies Needed:

- An object that needs batteries
- A second object that has batteries
- Batteries

Difficulty Level: 

Set-Up Instructions:

1. Choose something in the room that needs batteries. This could be a blacklight flashlight, an old cassette player, a remote-controlled vehicle, etc.
2. Remove the batteries.

Puzzle Play:

1. When the players try to use the device, it won't work. If they come to you and tell you it doesn't work, ask "Why not?"
2. Hide batteries around the room, in a locked box or allow players to take batteries from another object in the room like a wall clock, another flashlight, a gaming device, etc.


To Add Difficulty:

Make it so the players must take batteries from another electronic object in the room. Have a variety of electronic items that work with batteries of different sizes other than the ones they needed, giving them only one correct solution for this task.

43. BLACKLIGHT KNOT REVEAL

Supplies Needed:

- Clue sheet on paper or a board displayed in the room
- UV ink marker (displays under blacklight)

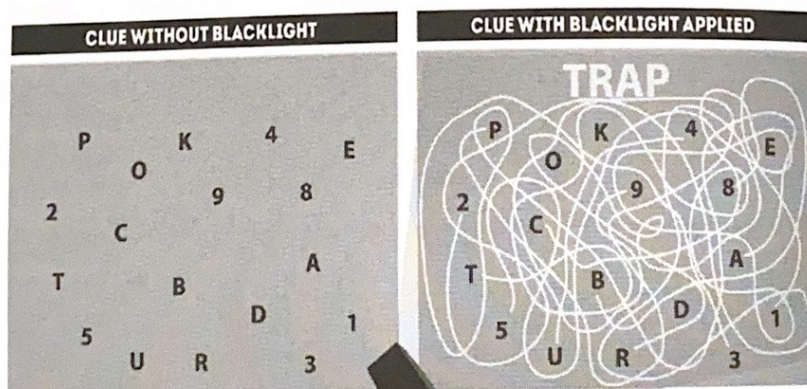
Difficulty Level: 

Set-Up Instructions:

1. As in the pictures below, write a variety of letters and numbers on a board.
2. Choose a 4-5 letter word for your clue. Those letters are to be represented on the board.
3. With blacklight ink, draw a squiggly line between the first letter in the word and the first number of the combo lock
4. Do so with each letter of the word. For added difficulty, do this with all letters and numbers.

Puzzle Play:

1. The players will need to shine a blacklight on the puzzle to see which line goes to which letter and corresponding number.
2. The word "TRAP" shines at the top of the puzzle to tell the players that those are the letters they should look for.




CLUE = TRAP / COMBO = 5239

44. CHILD-PROOF PUZZLE

Supplies Needed:

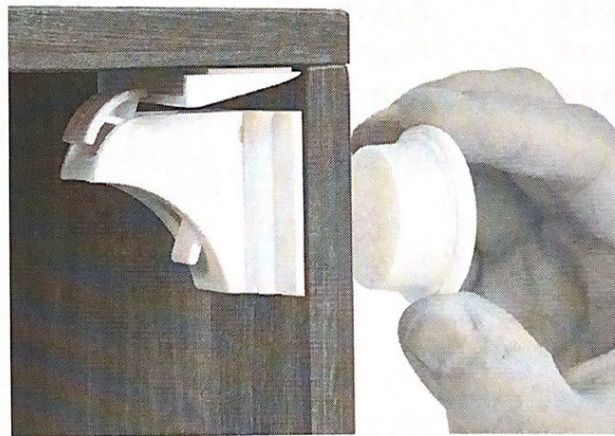
- Cabinet
- Magnetic Cabinet Lock

Difficulty Level: 

Set-Up Instructions:

1. Remove the knob of a cabinet and install a child-proof magnetic lock in its place. It's an easy process. The magnetic knob is used to open the cabinet.
2. Place a clue, puzzle, key or lockbox in the cabinet.
3. Hide the magnetic knob.
4. Leave a clue for players that lets them know there is something they need inside the cabinet. They shouldn't be able to open it without the magnetic knob.
5. Provide a puzzle that, when solved, gives them the location of the knob.
6. Let players know not to force anything open. You don't want a broken cabinet.


You can find these locks on Amazon or stores like Walmart or Target.



45. CHUTES AND LADDERS

Supplies Needed:

- Chutes and Ladders board and two player pieces
- Two-player game transcript displayed somewhere in the room

Difficulty Level: 

Puzzle Play:

1. The gameboard and two player pieces will need to be discovered somewhere in the room.
2. Players will read the play-by-play of the game and move the corresponding pieces accordingly.
3. The numbers the pieces end up on at the end will be the 5-digits of a combo lock.
4. As in the game, if you land on a square at the bottom of a ladder you go up the ladder, and if you land on a square at the top of a slide, you will slide down the slide.

Play-by-play:

Player 1 rolls a 4
Player 2 rolls a 6
Player 1 rolls a 4
Player 2 rolls a 3
Player 1 rolls a 5
Player 2 rolls a 5
Player 1 rolls a 6
Player 2 rolls a 4
Player 1 rolls a 4

Player 2 rolls a 4
Player 1 rolls a 6
Player 2 rolls a 5
Player 1 rolls a 5
Player 2 rolls a 3
Player 1 rolls a 3
Player 2 rolls a 3
Player 1 rolls a 2
Player 2 rolls a 2


Player 1 rolls a 4
Player 2 rolls a 5
Player 1 rolls a 2
Player 2 rolls a 1
Player 1 rolls a 5
Player 2 rolls a 1
Player 1 rolls a 3
Player 2 rolls a 1
Player 1 rolls a 2

5 DIGIT COMBO 1-0-0-7-3

46. COLOR MIX

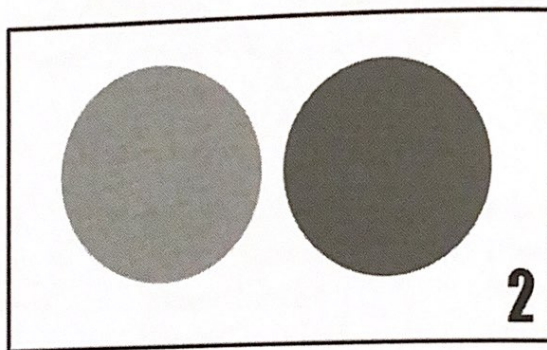
Supplies Needed:

- Cards with two colors (or colored transparencies)
- A color chart like the example on the next page

Difficulty Level: 

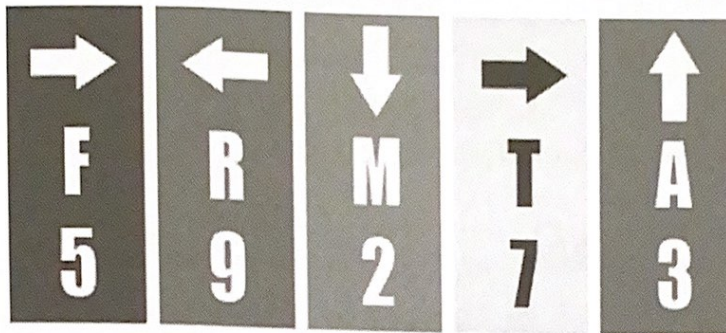
Set-Up Instructions:

1. On 3 or 4 index cards or sheets of paper, draw or print two primary-colored circles on each one. The two colors combined will create a third color. (The two colors on the card below are Red and Blue.)
2. Write a number on each card, as well. This will let players know which order the cards should be placed in.



3. Create a color chart like the one on the next page. On each color add either an arrow, letter or number. Those will be used to unlock either a directional lock, word lock or number lock. (In the example image, I have used arrows, letters and numbers as an example only. You'll probably only want to use one, not all three - unless you want to add difficulty that way.)
4. Place the color chart on the wall, in a lockbox, or hide it in a place where players will find it.

COLOR CHART



For reference, the colors in the example above are (in order) purple, blue, green, yellow and red. A color version can be seen at summercampopro.com/puzzles-color.

Puzzle Play:


1. Using the card they found (first image), players will need to figure out that combining red and blue gives you purple. They will, of course, need to find the other four cards as well.
2. If using a number lock, 5 is in the purple block which means it is part of the combination.
3. The number 2 on the card tells players that 5 is the second number in the combination.

— 5 — — —

47. COLORED CUPS

Supplies Needed:

- Solo cups (or something similar) in three different colors
- Sharpie (or colored pictures to hang up)

Difficulty Level: 

Set-Up Instructions:

1. Take the number that opens a 3-digit padlock.
2. Separate the cups by color and assign each color to one of the padlock numbers. For example, if you have blue, green and red cups and the code to the padlock is 5-7-2, you can make a stack of 5 blue cups, 7 green cups and 2 red cups.
3. Write 1, 2 or 3 under each cup. The number 1 denotes that it's the first number of the lock, the number 2 is the second number of the lock, and so on. So, in our example, all the blue cups would have a 1 on the bottom, all the green cups a 2, and all the red cups a 3.
4. Place the cups around the room. You can place one or two in lockboxes to be discovered later.

To Add Difficulty

Instead of writing the numbers on the bottom of the cups, you could give them a clue to the order of the numbers by hanging three framed pictures on the wall with the first picture being blue (ocean), the second green (forest) and the third red (fire). Add a silhouette of a cup in the corner of each image.




48. COMING SOON

Supplies Needed:

- 3 Movie Posters with opening dates
- Hasp
- 3 Number Locks



HASP

Difficulty Level: 

Hasp

Set-Up Instructions:

1. Find 3 movie posters that have the opening dates on them (In theaters on December 12). The posters can be camp movie posters or themed to your game.
2. Hang the posters up around the room.
3. Set three numbered locks using the dates on the movie posters. For example, if a poster says the movie will be out on July 14, set the lock to 7-1-4.
4. Using a hasp and the 3 locks, secure a lockbox. An image of a hasp is above. It allows you to lock your box up using up to six padlocks. You can order one on Amazon.
5. Leave a clue that will lead players to the movie posters and their theater dates. For example, "Coming soon to a theater near you. On that day, you can open the lock."
6. On the back of each lock, write or tape a word or picture of something that can be found in the corresponding movie poster. Players will need to use this clue to figure out that the number from a particular movie poster goes to a specific lock. You could also use paper with a hole punched in it and has the picture on it. Then run the lock through it.

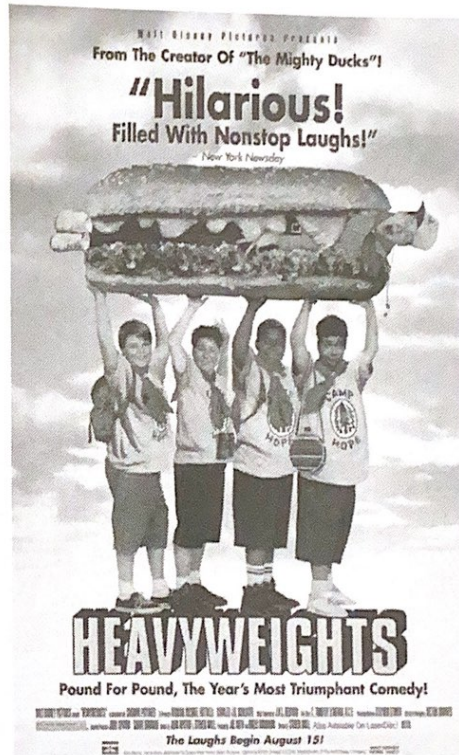
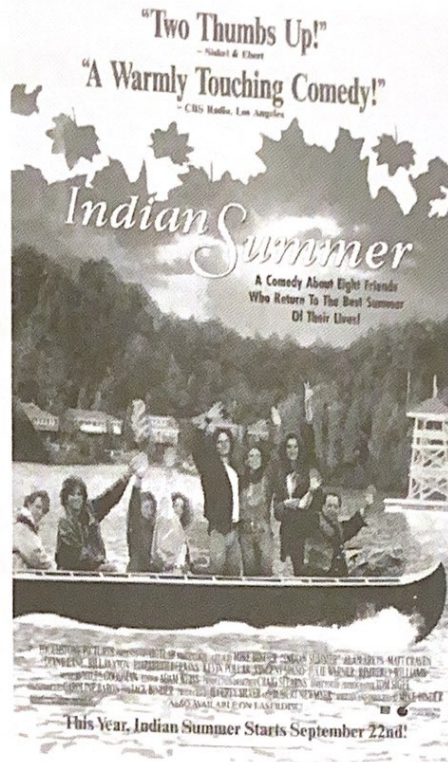
Example Posters:

At the bottom of the Indian Summer poster it says, *This Year, Indian Summer Starts September 22nd!* For your image, you can use a canoe, since, of the three posters I chose for these examples, a canoe can only be found on this one.

September (9) and 22nd (22) would tell players that 9-2-2 is the combination for the lock with the canoe on it.

For the Heavyweights poster, you could use a canteen as your image on the lock.


At the bottom is says, *The Laughs Begin August 15.* Therefore, the lock should be set to 8-1-5.



49. CONNECT 4 PUZZLE

Supplies Needed:

- A Connect Four game of some sort with 2 different colored pieces (discs)
- Gameplay scenario written out as the clue
- Marker to mark the holes on the game with numbers.

Difficulty Level: 

Set-Up Instructions:

1. Each hole on the game needs to be marked with a number (marked in the upper corner like the picture in the photo on the next page).
2. Write out a transcript of a specific game being played for the players to recreate.

For example:

Player 1 (red) makes the first move in column 3.

Player 2 (black) makes a move in column 7

Player 1 (red) column 3

Player 2 (black) column 6

Player 1 (red) column 3

Player 2 (black) blocks that vertical advancement

Etc.

Gameplay continues until one player has played a piece to connect 4 in a row for the win. The numbers on the holes on the board that correspond with the 4 in a row will be the clue to a 4-digit combo.

Sample Game Play scenario:

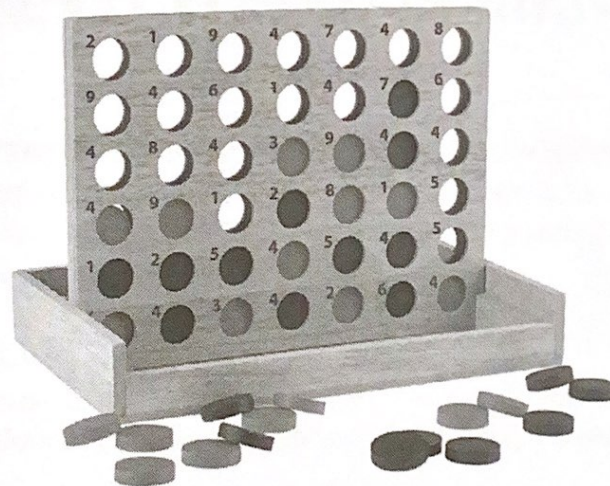
1. column 1 (red)
2. column 4 (black)
3. column 3
4. column 4
5. column 2
6. column 3
7. column 4
8. column 5
9. column 5
10. column 2
11. column 1
12. column 3
13. column 3
14. column 6
15. column 7
16. column 6
17. column 4
18. column 6
19. column 6
20. column 7
21. column 5
22. column 5
23. column 7
24. column 7
25. column 4
26. column 4
27. column 2 to win

To Add Difficulty:

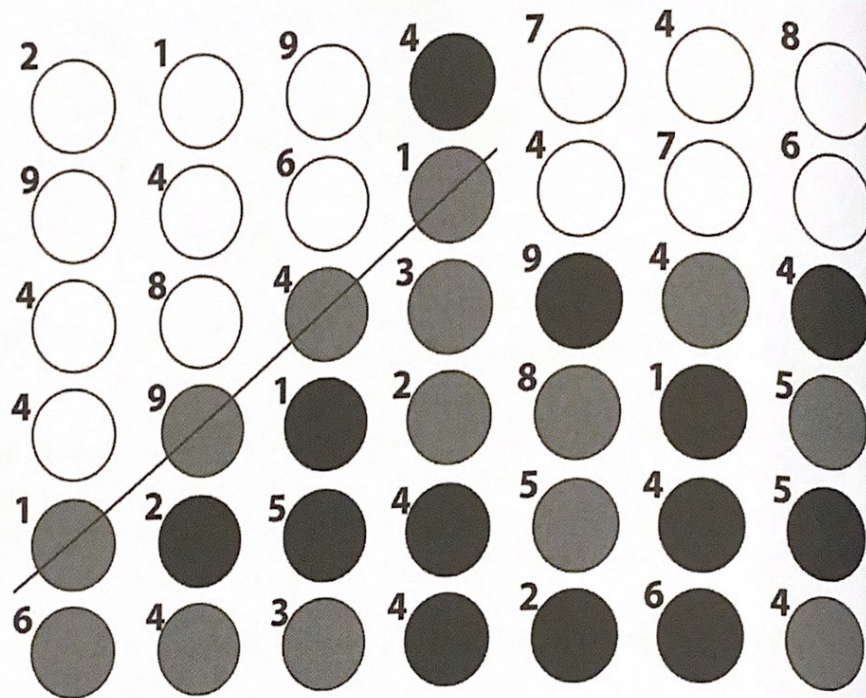
The gameplay moves above can be written in such a way that the user has to figure out which column it goes in.

For example, you could say, "Red plays in column 3 followed by black to block that vertical advance." The group would figure out that the Black plays in the column that will block them from winning with a 4 in a row.

Example image 1 showing the numbers that mark each hole.



Example image 2 shows the completed gameplay of the game written out on the previous page.



Winning code is 1-9-4-1

(a color version can be seen at summercamppro.com/puzzles-color)