

S E T - U P I N S T R U C T I O N S

**E S C A P E
THE DARKROOM**

A G A M E B Y

darkroom

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INTRODUCTION

ESCAPE THE DARKROOM is an immersive Printable Escape Room by **Darkroom Faith**, based on the first episode of the Darkroom series, DOUBT. Watching the episode prior to playing the Escape Room is not necessary. An Escape Room is a game where the players have the task to solve puzzles, riddles and challenges in the shortest time possible.

We ask that you make a donation of any amount to help us continue our ministry and keep producing more great content for teens to go deeper in their faith. **To give, go to <https://darkroomfaith.com/give>.**

WHAT YOU NEED FOR EACH ROOM

- A printout of the game documents
- 10 Flat 9"x12" envelopes for the 10 multi-part puzzles
- Table(s) for your students to solve the puzzles on
- Pens or pencils and blank paper to take notes
- Scissors - 3-4 pairs
- Clear tape - 1-2 rolls
- At least 1 Bible for each room
- An adult monitor to provide hints as needed

NUMBER OF PLAYERS

The game is easy to adapt to any group size based on your needs. We recommend dividing your group up into teams of 6-10 students so that everyone has a chance to participate. Each team will need a separate room or dedicated space to "escape the room". Be sure each room is balanced with the number of older and younger students.

GAME SET-UP

Print out the game documents and sort into the 9X12 envelopes by corresponding symbol. Note: Be sure to print single-sided. Some puzzles have more than one page. Each puzzle includes a story card, with quotes from the episode "Doubt", as well as additional materials that will help players solve the puzzles.

Each of the ten puzzles is represented by one of the unique symbols below:



Hide the 10 envelopes in various places around each of the rooms to create a scavenger hunt. You can shorten the game by placing the envelopes where they are more visible.

Place the “Secret Message” sheet on the table or in plain sight.

SECRET MESSAGE

By solving each puzzle, the players reveal a letter, digit, or punctuation mark for each symbol, helping them reveal the message PSALM 139:12 and decode the Secret Message. Have the players look up the verse in a Bible once the message is solved.

To help players solve the ten puzzles, you are provided with 3 hint cards and the solution for each puzzle. You are also provided with a Location page to list the placement of the envelopes, so if needed, the adult monitor can help participants locate all 10 envelopes.

SUPPORT

If you need help setting up the adventure, or have any feedback to share, you can contact our support team at contact@mysterylocks.com. Please allow up to two business days for a response.

READ THIS ALOUD TO YOUR STUDENTS TO START THE GAME:

Thank you for coming today to play “Escape the Darkroom”.

Your mission is to help Jared decode the secret message and give him hope as he deals with his doubts and questions.

We will be dividing you up into teams in separate rooms and the first team to solve the secret message, wins!

When you enter the room, look for the sheet that says, “**Secret Message**” with symbols and blanks.

There are 10 multi-part puzzles hidden around the room that will decode each character of the secret message. Be sure to pay attention to the different symbols.

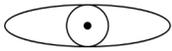
You do not have to solve the puzzles in a specific order, but can work simultaneously on multiple puzzles. Be sure to team up with other players so you can put your heads together and solve the puzzles more quickly.

If you are having trouble locating or solving the puzzles, there is an adult monitor in each room that can provide you with hints, if you ask.

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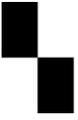
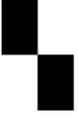
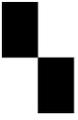
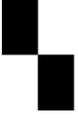
PUZZLE LOCATIONS

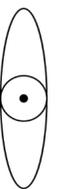


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SUGGESTED LOCATIONS: the bottom of a chair, inside a bookcase, behind a wall hanging, under a table, inside a backpack, inside the trash can, behind a curtain, on a shelf, under a rug, inside a drawer.

<p>HINT 1</p> <p>★</p>	<p>HINT 2</p> <p>★</p>	<p>HINT 3</p> <p>★</p>	<p>SOLUTION</p> <p>★</p>
<p>TAKE THE QUOTE LITERALLY</p>	<p>LETTER BY LETTER, DRAW A PATH</p>	<p>THE PATH IS KEY!</p>	<p>THE PATH FORMS THE OUTLINE OF KEY AND S</p>
<p>HINT 1</p> <p>→</p>	<p>HINT 2</p> <p>→</p>	<p>HINT 3</p> <p>→</p>	<p>SOLUTION</p> <p>→</p>
<p>SOME SQUARES NEED TO BE FILLED-IN</p> <p>→</p>	<p>3 SQUARES BY THE TRIANGLE AND 4 BY THE SQUARE</p> <p>→</p>	<p>THE ANSWER IS A LETTER</p> <p>→</p>	<p>THE 14 FILLED-IN SQUARES FORM THE LETTER S</p> <p>→</p>

<p>HINT 1</p> 	<p>HINT 2</p> 	<p>HINT 3</p> 	<p>SOLUTION</p> 
<p>REARRANGE THE PHOTO STRIPS</p> 	<p>EACH PAPER STRIP FEATURES A SYMBOL</p> 	<p>TRANSLATE THE SYMBOLS. F IS R...</p> 	<p>THE SYMBOLS REVEAL: LETTER "A"</p> 
<p>HINT 1</p> 	<p>HINT 2</p> 	<p>HINT 3</p> 	<p>SOLUTION</p> 
<p>PLACE THE FIVE PAPER STRIPS AROUND THE ROCKET</p> 	<p>START BY CONNECTING THE RED LINE</p> 	<p>READ WHAT THE ARROW INDICATES</p> 	<p>THE HEART CORRESPONDS TO LETTER L</p> 

<p>HINT 1</p> 	<p>HINT 2</p> 	<p>HINT 3</p> 	<p>SOLUTION</p> 
<p>START FROM THE CENTER OF THE MAZE</p> 	<p>COLLECT THE LETTER YOU FIND ON YOUR WAY OUT</p> 	<p>THE EPISODE QUOTE WILL HELP YOU</p> 	<p>THE "LETTERS BETWEEN THE RED ONES" ARE "LETTER M"</p> 
<p>HINT 1</p> 	<p>HINT 2</p> 	<p>HINT 3</p> 	<p>SOLUTION</p> 
<p>LINE UP THE PAPER STRIP BEHIND THE CUT-OUT HELMET</p> 	<p>ALIGN THE WHITE LINES AND ONLY THREE COLORS WILL REMAIN VISIBLE.</p> 	<p>EACH COLOR CORRESPONDS TO A LETTER.</p> 	<p>BLUE, GREEN, ORANGE O, N, E.</p> 

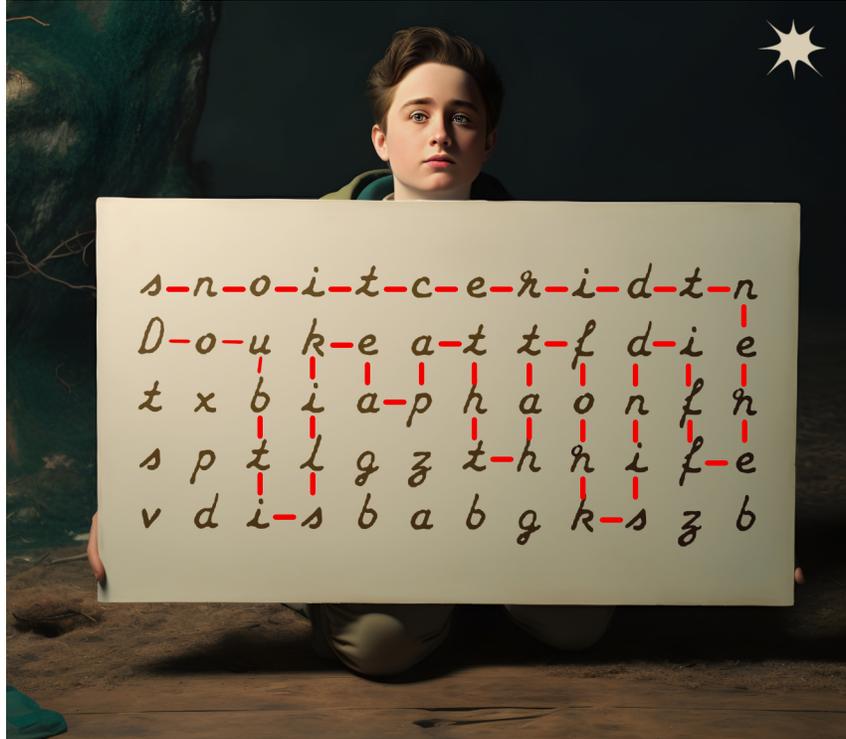
<p>HINT 1</p> <p>○○○</p> <p>THE BACK OF THE BACKPACK REVEALS EACH LETTER</p>	<p>HINT 2</p> <p>○○○</p> <p>EACH CARD (2 & 3) REVEALS ONE WORD</p>	<p>HINT 3</p> <p>○○○</p> <p>TO FORM THE COMPLETE SYMBOL, ADD THE TWO HALVES UP!</p>	<p>SOLUTION</p> <p>○○○</p> <p>EIGHT + ONE = NINE</p> <p>○○○</p>
<p>HINT 1</p> <p>○○○</p> <p>PLACE THE RADAR BY MATCHING THE SYMBOLS</p> 	<p>HINT 2</p> <p>○○○</p> <p>USE THE DIGITS ON THE ARROWS TO REVEAL A MESSAGE</p> 	<p>HINT 3</p> <p>○○○</p> <p>FILL IN THE EVEN NUMBERS AND USE THE SYMBOLS AS COORDINATES</p> 	<p>SOLUTION</p> <p>○○○</p> <p>THE TWO COORDINATES CORRESPOND TO : (COLON)</p> 

<p>HINT 1</p>	<p>HINT 2</p>	<p>HINT 3</p>	<p>SOLUTION</p>
<p>  PLACE THE PUZZLE PIECES AROUND THE ASTRONAUT </p>	<p>  PAY ATTENTION TO THE DIGITS ON THE ARROWS </p>	<p>  IDENTIFY THE CORRECT NUMBER ON THE STORY CARD </p>	<p>  THE NUMBER IN THE UPPER-LEFT CORNER IS 2 </p>
<p>HINT 1</p>	<p>HINT 2</p>	<p>HINT 3</p>	<p>SOLUTION</p>
<p>  THE PAPER BY THE FIRE WILL HELP YOU ALIGN THE DISKS </p>	<p>  THE SYMBOLS ON THE STORY CARD WILL GUIDE YOU </p>	<p>  SYMBOL BY SYMBOL USE THE DISK TO REVEAL A WORD </p>	<p>  MOON, FIRE, TENT, ROCK, ROCK THREE </p>

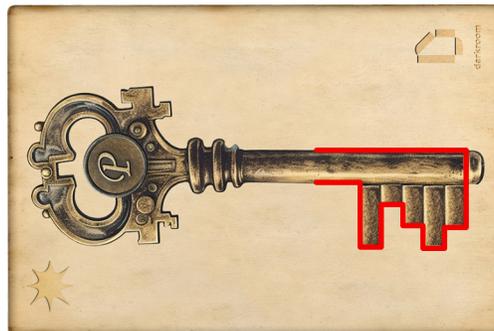
HOW TO SOLVE THE PUZZLES

PUZZLE ✨

To solve this puzzle, rewrite the quote ("Doubt is like a path that forks in different directions") letter by letter on the board Jared is holding

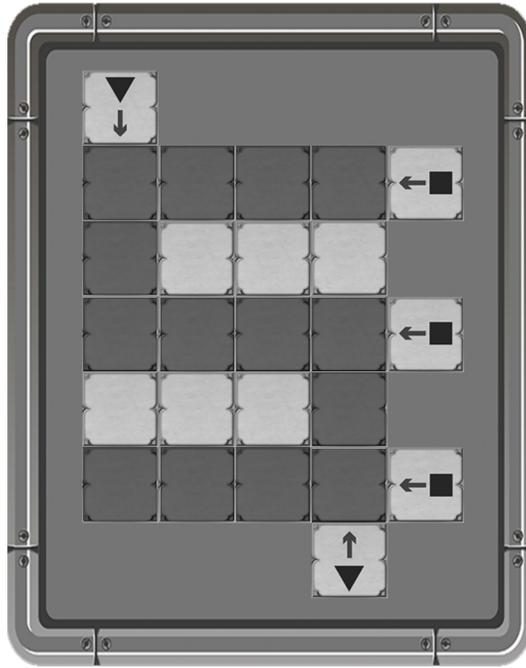


The line that connects all the letters is in the shape of one of the five given keys. The key that corresponds to the outline is the key labeled P. **The first letter of the secret code is P.**



PUZZLE →

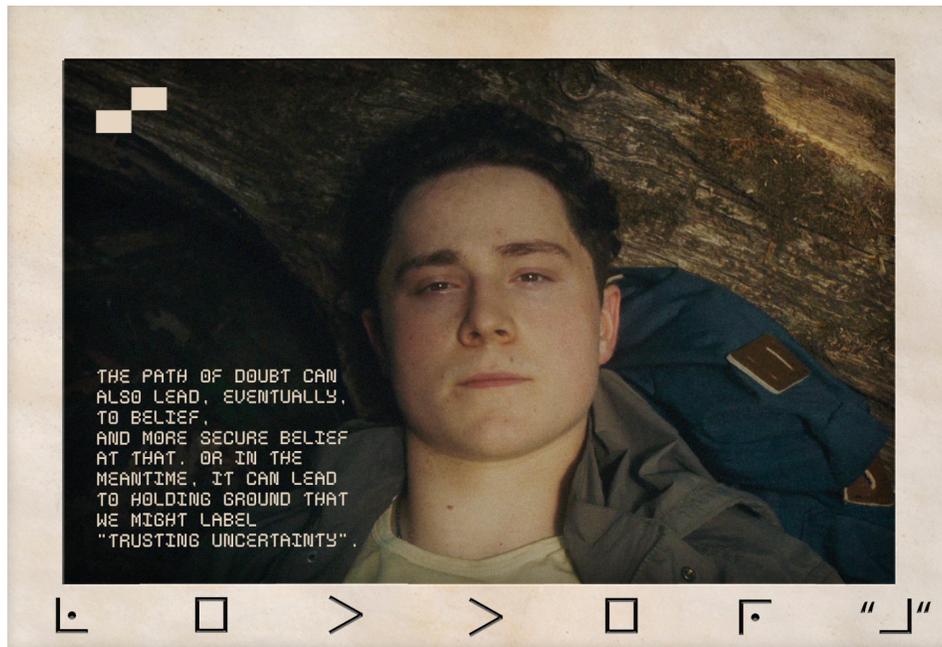
To solve this puzzle, fill in the squares by following the instructions. Fill in each row corresponding to a triangle with three spaces, and each row corresponding to a square with four spaces.



The filled-in squares form the shape of letter S. **The second letter of the secret code is S.**

PUZZLE

To solve this puzzle, reassemble the seven paper strips to form the image below. Use the pigpen cipher to decode each symbol as follows.



L E T T E R "A"

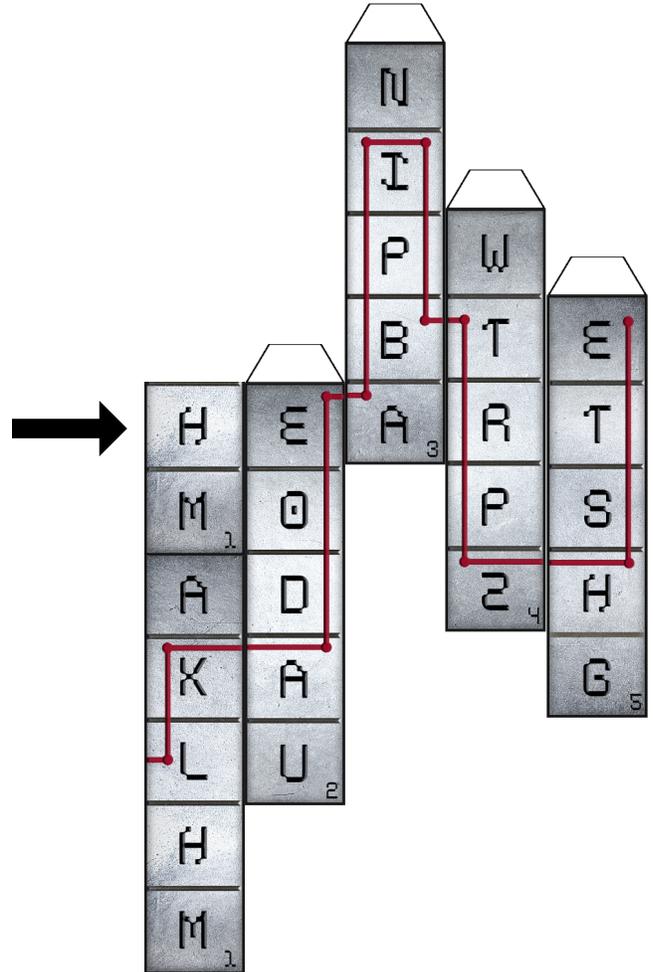
The third letter of the secret code is A.

PUZZLE

To solve this puzzle, assemble the paper tube (the rocket body) and the five paper rings. Insert the paper rings over the tube in the order indicated by the numbers on the rings and tube. Once assembled, rotate the paper rings around the tube so the red line is complete from one end to another.



ASSEMBLED ROCKET



Once correctly placed, read the letters indicated by the arrow. As the revealed word is **HEART**, read the corresponding letter on the heart symbol on the story card. **The fourth letter of the secret code is L.**

PUZZLE

To solve this puzzle, find your way out of the maze by starting in the center and collecting letters on your way. The collected letters reveal the words "**LETTERS BETWEEN THE RED ONES**". Pay attention to the story card and identify the letters that are surrounded by red letters. The letters are L, E, T, T, E, R, and M. **The fifth letter of the secret code is M.**

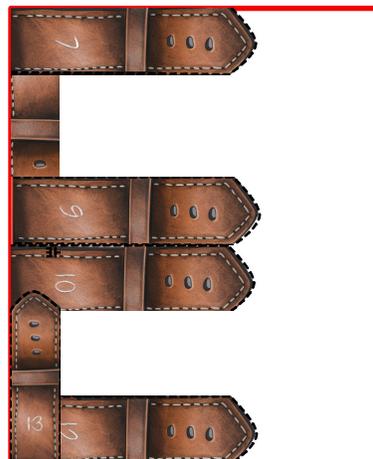
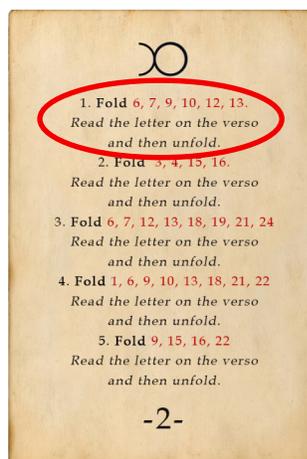
PUZZLE

To solve this puzzle, match the star with letter A on the cipher wheel, as indicated on the paper by the fire. Follow by identifying the symbols on the moon, fire, tent, and rocks, as indicated by the story card. Use the cipher wheel to decode each symbol. The five symbols reveal the letters T, H, R, E, and E. **The seventh digit of the secret code is 3.**



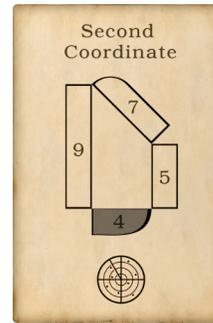
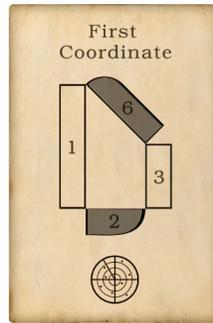
PUZZLE

To solve this puzzle, use the backpack straps to form letters on its back. Fold the straps indicated by the two instructions cards and flip the backpack over. In the example below by folding the straps labeled 6, 7, 8, 10, 12, and 13, letter E is revealed on its back. The first instruction card reveals the letters E, I, G, H, and T, and the second instruction card reveals the letters O, N, and E. As mentioned on the story card, the two instruction cards answers needs to be added up. Eight plus one equals nine. **The eighth digit of the secret code is 9.**



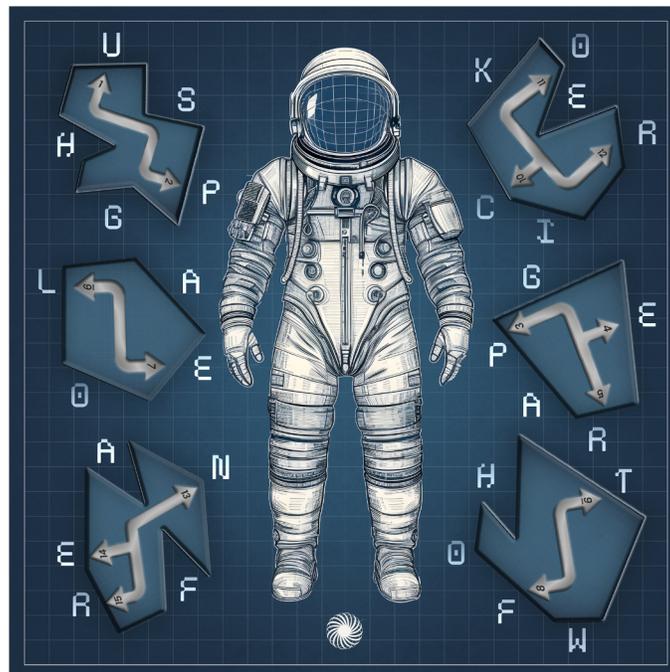
PUZZLE

To solve this puzzle, place the radar over the image of Jared and read the words indicated by the numbers ("FILL IN ONLY THE SHAPES CONTAINING EVEN NUMBERS"). By filling in the shapes containing even numbers, two coordinates are revealed. Based on the two coordinates, the answer is colon. **The ninth symbol of the secret code is :**



PUZZLE

To solve this puzzle, place the six puzzle pieces on the corresponding spaces by the space suit and read the letters in the order indicated by the arrows ("UPPER LEFT CORNER"). The digit in the upper left corner of the story card is two. **The eleventh digit of the secret code is. 2.**



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