

The Echo Room Escape Room Kit

created by Parker Peevyhouse

(Special thanks to Traci Chee, Cole Benton, Danielle Behr, Cait Sun, and Jennifer Noble)

This kit is designed to turn your classroom, library, or living room into an “escape the room” game. Its theme relates to the novel *The Echo Room* by Parker Peevyhouse (Tor Teen 2018), but participants don’t need to know anything about the book to play. The game is designed for ages 12 and up and should take 30-60 minutes to complete. The kit is free to use as long as you have copies of *The Echo Room* available to purchase or borrow.

What is an “escape the room” game? It’s an activity in which participants pretend they are locked in a room (**please don’t actually lock anyone in a room!!**) and can only escape when they have solved a series of puzzles that “unlock” the door to the room. In this case, participants will solve a series of four puzzles that will each reveal part of a code that they will enter onto a “keypad” in order to “unlock” the door to the room in which this activity is set up (**again, please do not lock the door to the room**).

Everything you need to create an “escape the room” experience is included in this kit, minus the common objects listed below. The activity is self-directed, but an event organizer will need to stand at the door to tell participants whether they have discovered the correct code to finish the activity. **Optional:** you might also want to station helpers at each of the four tables.

Required materials:

- white paper
- white cardstock
- pencils
- 4 tables or student-sized desks
- 4 tablecloths, signs, or tape in these colors: red, blue, green, black
- 1 file folder
- 1 brad/brass fastener
- 4 **standard size** playing cards, 1 in each suit (number doesn’t matter)
- 1 jar that can be glued shut
- ¼ cup of uncooked rice
- 1 key that is no longer needed
- 1 quarter
- 1 bottle cap
- 1 copy of *The Echo Room* by Parker Peevyhouse (ISBN 9780765399397)
- 1 sticky note
- 1, 4-digit combination lock/bike lock
- 1 box that can be locked with combination lock/bike lock

Time needed to set up activity: 30 minutes

Time needed to complete activity: 30-60 minutes

Designed for ages 12+

Set-Up Instructions:

1. Print the following on white paper:
 - 1 copy of the Answer Guide to have on hand
 - enough Player Guides for each participant
 - enough “Congratulations!”/“Sorry!” sheets for each participant (cut them in half)
 - 1 copy of each Dossier
2. Print all pages after the “Dossiers” on cardstock, and cut out any pieces as indicated.
3. Cover your four tables/desks with a tablecloth in each of these four colors: red, blue, green, black. Alternatively, outline each table with colored tape, or tape a colored sign to each table.
4. Put a ¼ cup of uncooked rice in a see-through jar along with the following items, and then glue the lid shut:
 - key with a # symbol drawn on it
 - quarter with a ^ symbol drawn on it
 - cap with a % symbol drawn on it
5. Prepare the locked box as follows:
 - Write a % symbol on the inside of the box OR write a % symbol on a piece of paper and tape the paper securely to the inside of the box.
 - Set a 4-digit combination lock/bike lock to unlock with this combination: 3 1 2 1.
 - Use the combination lock/bike lock to lock the box; turn the wheels to 0 0 0 0.
 - Alternatively, skip the box and lock and just use a “key storage lock box.”
6. Place the following at each location:

Red Table

- file folder with Rett’s and Bryn’s dossiers inside
- postcard of New York
- 4 columns of words, cut out and arranged randomly

Blue Table

- water tank diagram titled “Which would fill up first?”
- ruler with letter markings, cut out
- assembled decoder wheel

Green Table

- blueprint labeled “Is this The Echo Room?”
- 4 standard size playing cards
- jar full of rice, key, cap, and coin

Black Table

- box locked with combination lock/bike lock turned to 0 0 0 0
- copy of *The Echo Room* with sticky note sticking out from page 31, with PAGE 30 written on note
- 4 picture puzzle pieces, cut out (lighthouse x2, boat, wing)

Exit/Entry Door

- keypad, cut out and taped to door of room OR app found at parkerpeevyhouse.com/educators
- player guides
- pencils
- congratulations/sorry sheets
- make sure organizer knows the answer for door code (@ * # %)



Event Instructions

How do I prepare the participants?

- ✓ Give each participant a Player Guide and a pencil as they enter the room.
- ✓ Participants can play alone or in teams of 2-5 people.
- ✓ Participants do **not** need glue, tape, scissors, or anything other than what's on tables.

What do participants do?

- ✓ Visit each of the four tables in any order.
- ✓ Solve the puzzles at each table to discover a symbol.
- ✓ Write that symbol in the corresponding box on their Player Guide.
- ✓ Scramble the pieces at each table for the next team.

Should they be timed?

For large numbers of participants:

- ✓ Give each team 7 minutes per table.
- ✓ Any number of teams can play at one time.
- ✓ Participants will have to wait in line at each table.

For smaller numbers of participants:

- ✓ Give 30 minutes total to complete all four tables.
- ✓ Only two teams should play at one time.

How do they win?

Participants must...

- ✓ discover all four symbols
- ✓ pretend to enter those symbols onto the "keypad" taped to the door while organizer watches
- ✓ OR enter those symbols into the app on organizer's phone

Then the organizer must...

- ✓ hand participants a "Congratulations!" sheet if they have touched the correct symbols in the correct order
- ✓ hand participants a "Sorry!" sheet if they have touched incorrect symbols

What if participants get stuck?

- ✓ An organizer can give hints when asked.
- ✓ Optional: A helper at each table can give hints and re-set/scramble the pieces at the table for the next team.

What should participants do while they wait for other participants to finish?

- ✓ They might enjoy reading a good book while they wait.
- ✓ Try giving them a copy of *The Echo Room* and seeing if they can figure out how the puzzles tie into the story!

ANSWER GUIDE

Red Table Answer: @

1. Put the 4-piece puzzle together so that the lock icons aligns. Think of the columns as being labeled A-D, from left to right; think of the rows as being labeled 1-6, from top to bottom.
2. The letters and numbers outlined by pairs of shapes on the dossiers sheet reveal coordinates: The diamonds outline coordinates D-6, which lead to the word "water." The ovals outline coordinates C-4, which lead to the word "look." The triangles outline coordinates A-3, which lead to the word "the." The squares outline coordinates B-2, which lead to the word "on."
3. Unscramble the four words to get the message "look on the water." The @ symbol is printed on the water on the postcard, so it is the symbol needed from this station.

To re-set the table

- ✓ Scramble the 4 columns of words

Blue Table Answer: *

1. The order in which the vessels would fill with water is Green, Orange, Purple, Black, Red, Gray.
2. Line up the decoder wheels so that at least one column displays this answer, top to bottom.
3. On the ruler, find the following letters at the measurements revealed on the decoder wheel: 4 = A, 2 ½ = S, 10 = T, 2 = E, 10 ½ = R, 3 ½ = I, 1 ½ = S, 5 = K. This spells ASTERISK, which is the symbol needed from this station (*).

To re-set the table

- ✓ Turn the decoder wheel so that nothing lines up

Green Table Answer =

1. Place the 4 playing cards over the blueprint so that the suits symbols (hearts, spades, clubs, diamonds) on the cards line up with the corresponding symbols on the blueprint (hearts, spades, clubs, diamonds).
2. Only three letters now show on the blueprint, which, unscrambled, spell out KEY.
3. Tip the jar of rice until the key is visible. The symbol on the key is the one needed from this station: #.

To re-set the table

- ✓ Tilt the jar so the key is hidden
- ✓ Remove the 4 playing cards from the blueprint and set somewhere to the side

Black Table Answer: %

1. Line up the 4 pictures so that their edges fit together like puzzle pieces: wing, lighthouse, boat, lighthouse
2. Open *The Echo Room* to page 30. The song shows which number corresponds to each picture.
Lighthouse =1, Boat = 2, Gulls = 3, Clouds =4.
3. The pictures then tell the order of these numbers to be entered into the combination lock: 3, 1, 2, 1
4. Use this 4-digit code to open the locked box and find the symbol for this station: %.

To re-set the table

- ✓ Lock the box and randomize the numbers on the lock
- ✓ Scramble the 4 pictures

Exit Door Code: @ * # %

PLAYER GUIDE

You're locked in! You must find the four-symbol code that will let you escape!

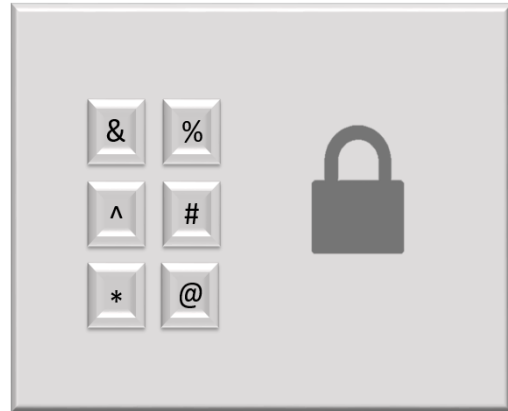
At each colored table, solve the puzzles to find a symbol. Write the symbol in the corresponding colored box on this sheet. Then, **scramble the pieces at the table** for the next team to solve.

Once you have all four symbols, enter the code onto the keypad at the exit door to escape!

Everything you need is found only on the tables.

Please **write ONLY on this paper** and NEVER on the puzzles.

Escape Code:



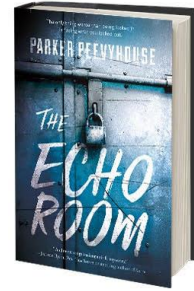
Player Notes

Congratulations! You escaped the room!

But there are still so many questions...

Who are Rett and Bryn, and what happened to them?

What is the Echo Room?



Find out more in *The Echo Room* by Parker Peevyhouse, available now from Tor Teen.

Visit www.ParkerPeevyhouse.com for more details.

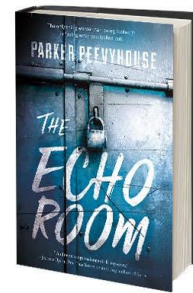


Sorry! You did not escape the room!

And there are still so many questions...

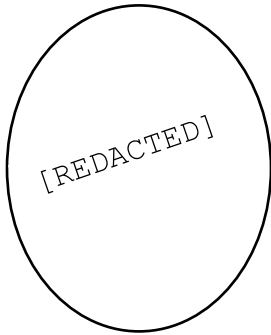
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Name: Rett [REDACTED]

Age: 16

Height: 5' 6"

Weight: 140 pounds

Medical profile

Health: strong

Physical strength: fair to good

Stamina: strong

Swimming skills: good

Social Connections

Mother

Current location: workhouse, East Coast

-received treatment at government medical facility for cancer

-recent relapse

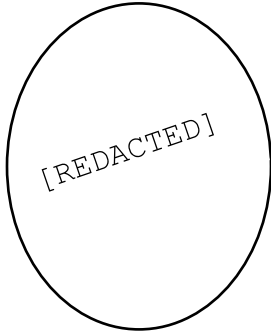
Notes

-spent six years in housing facility

-keeps to himself but will fight in self-defense if provoked

-draws comics for other facility residents

-eager to earn money for his mother's medical treatment



Name: Bryn [REDACTED]

Age: 16

Height: 5'3"

Weight: 112 pound

Medical profile

Health: strong

Physical strength: fair

Stamina: good to strong

Swimming skills: good

Social Connections

Step-father

-out of the picture

Boyfriend

Current location: unknown

Notes

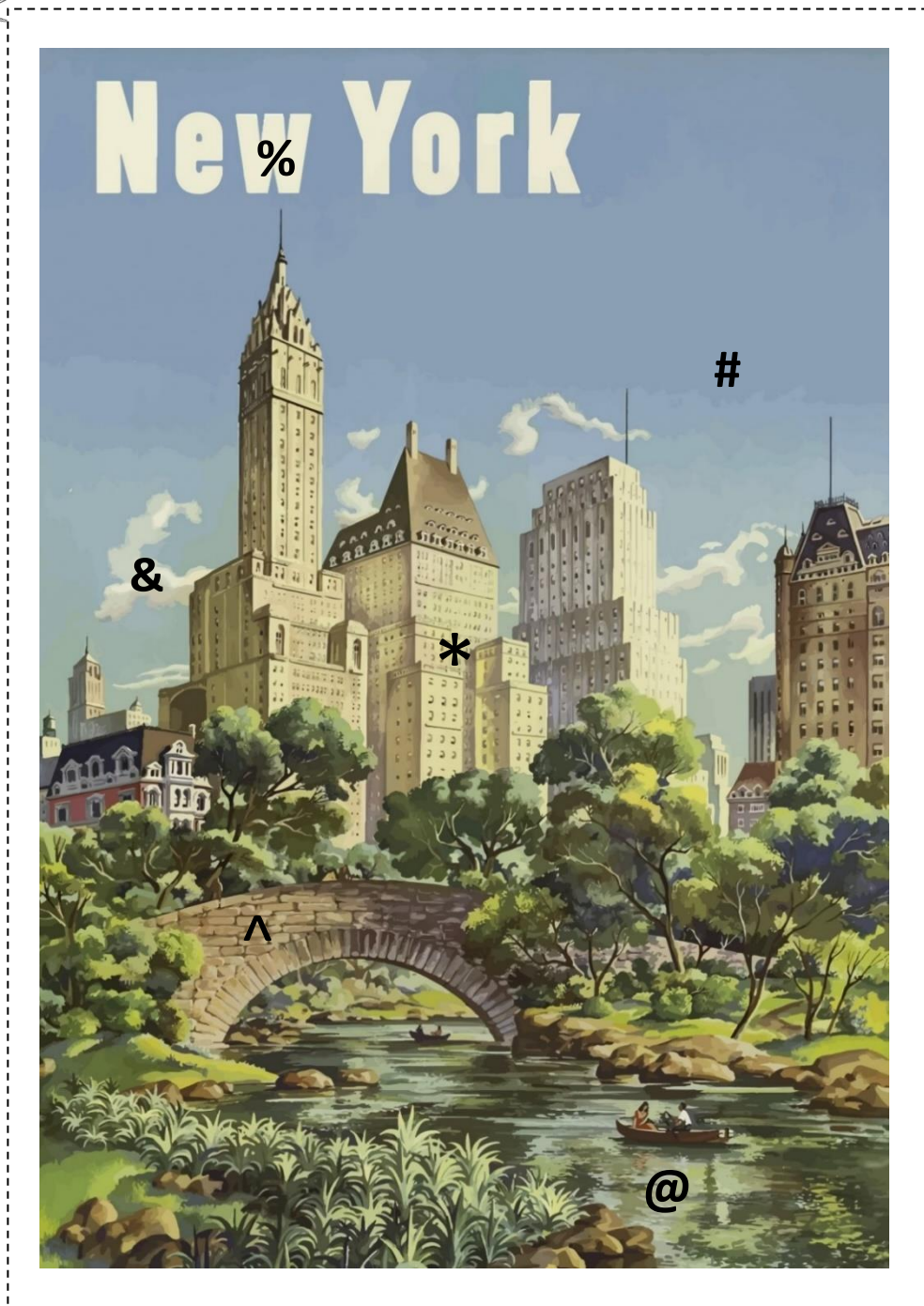
[REDACTED]

[REDACTED]

[REDACTED]






[REDACTED]

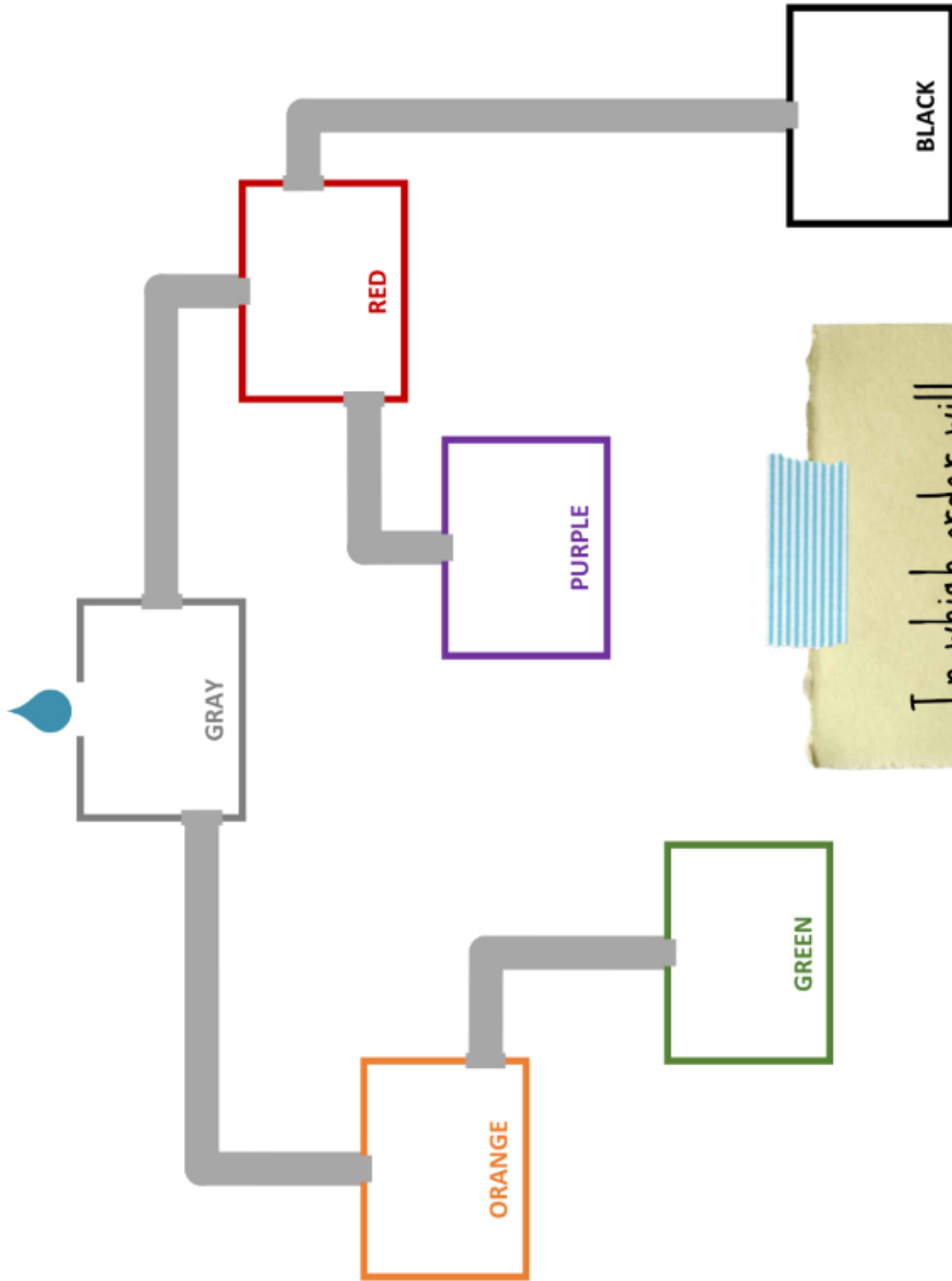
Cut out this postcard
and place it on *Red Table*.



Cut apart the four columns,
cutting through the padlock images.
Scramble the columns and place them on *Red Table*.

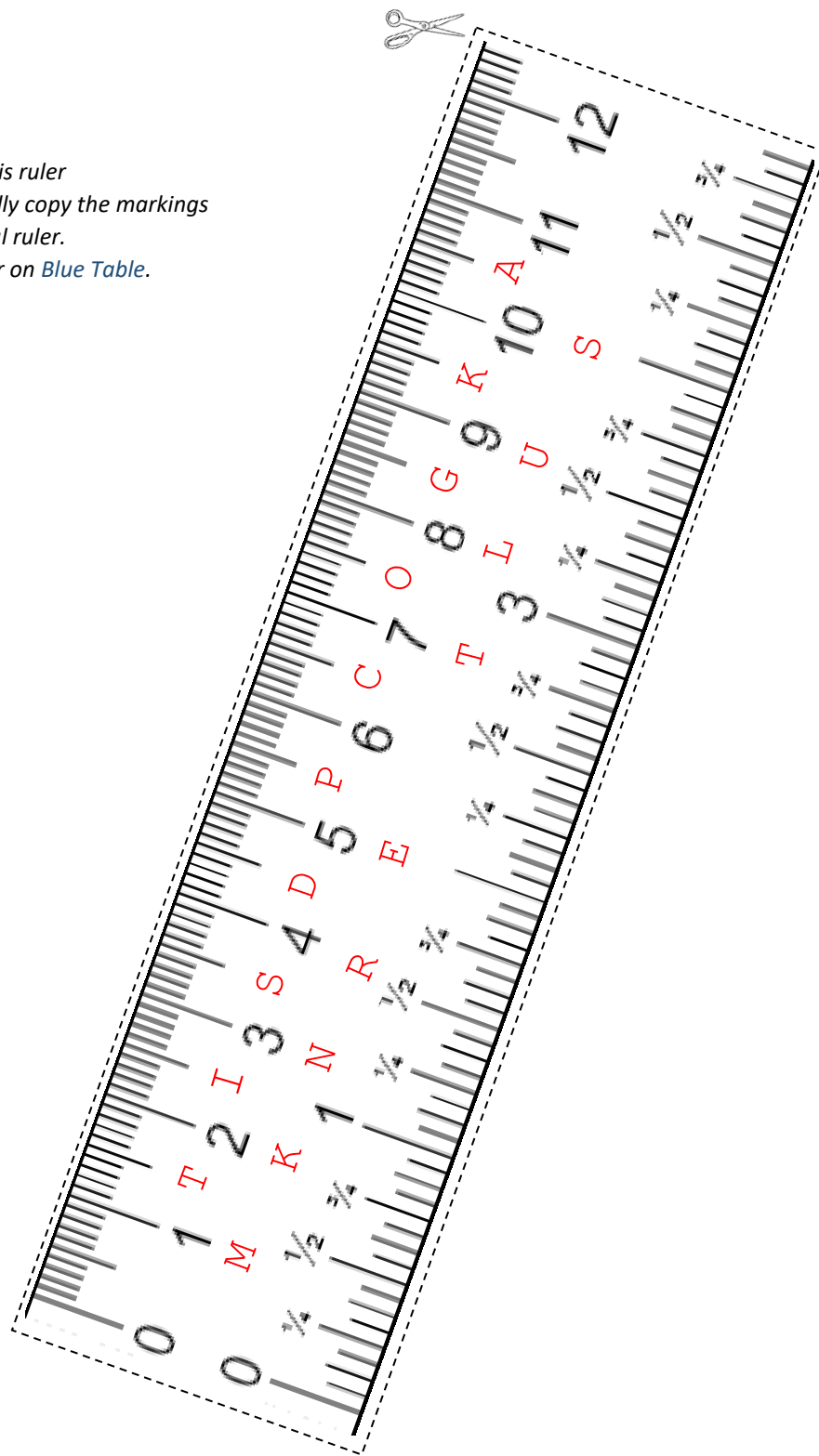


steel		draw	cloud		outside	
window		on	over		choose	
the		within	an		line	
inside		sky	look		of	
building		at	together		shore	
use		bridge		top		water

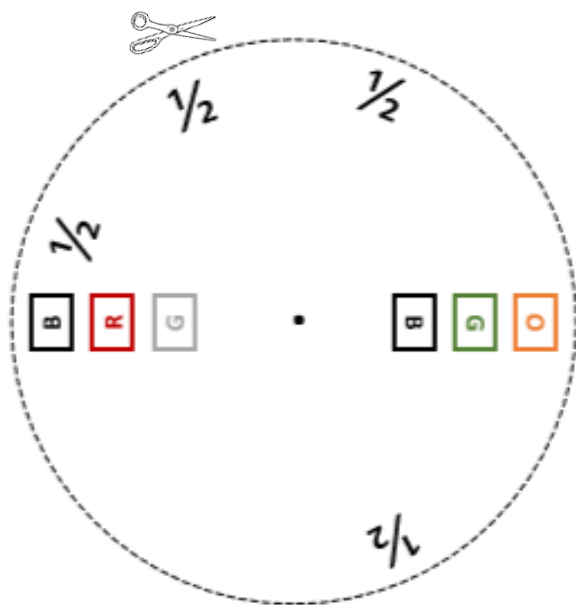
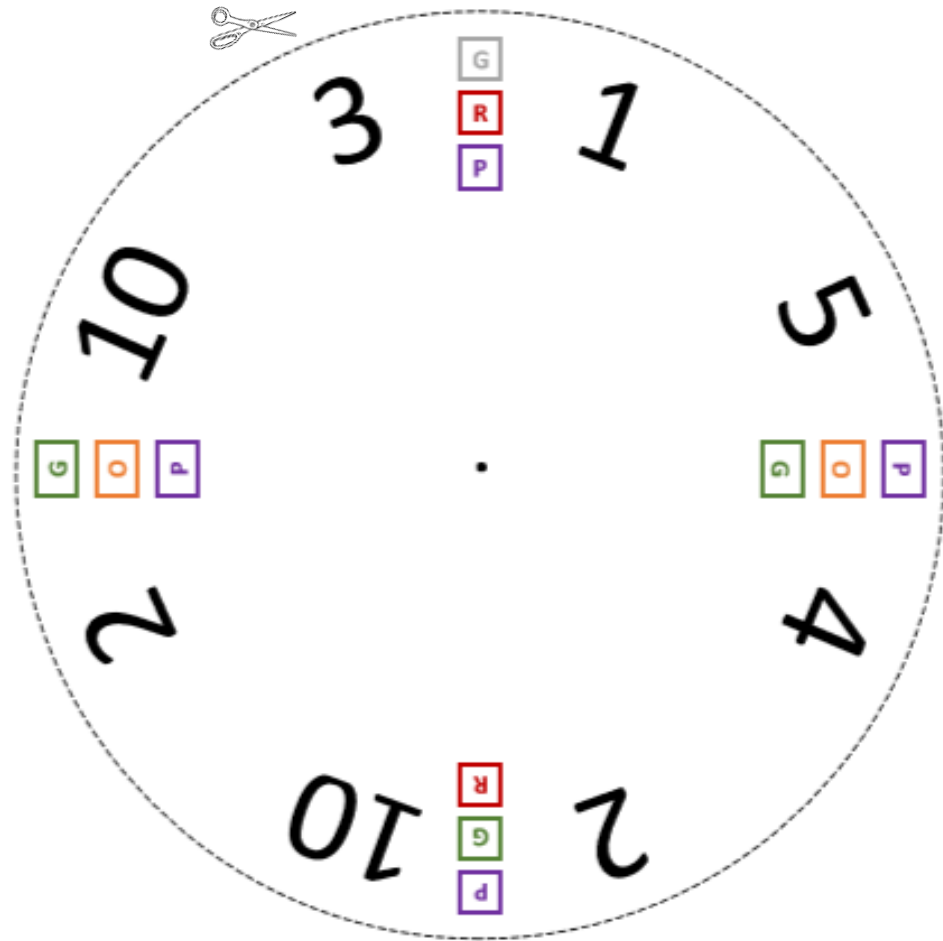


In which order will these tanks fill?

Cut out this ruler
OR carefully copy the markings
onto a real ruler.
Place ruler on *Blue Table*.

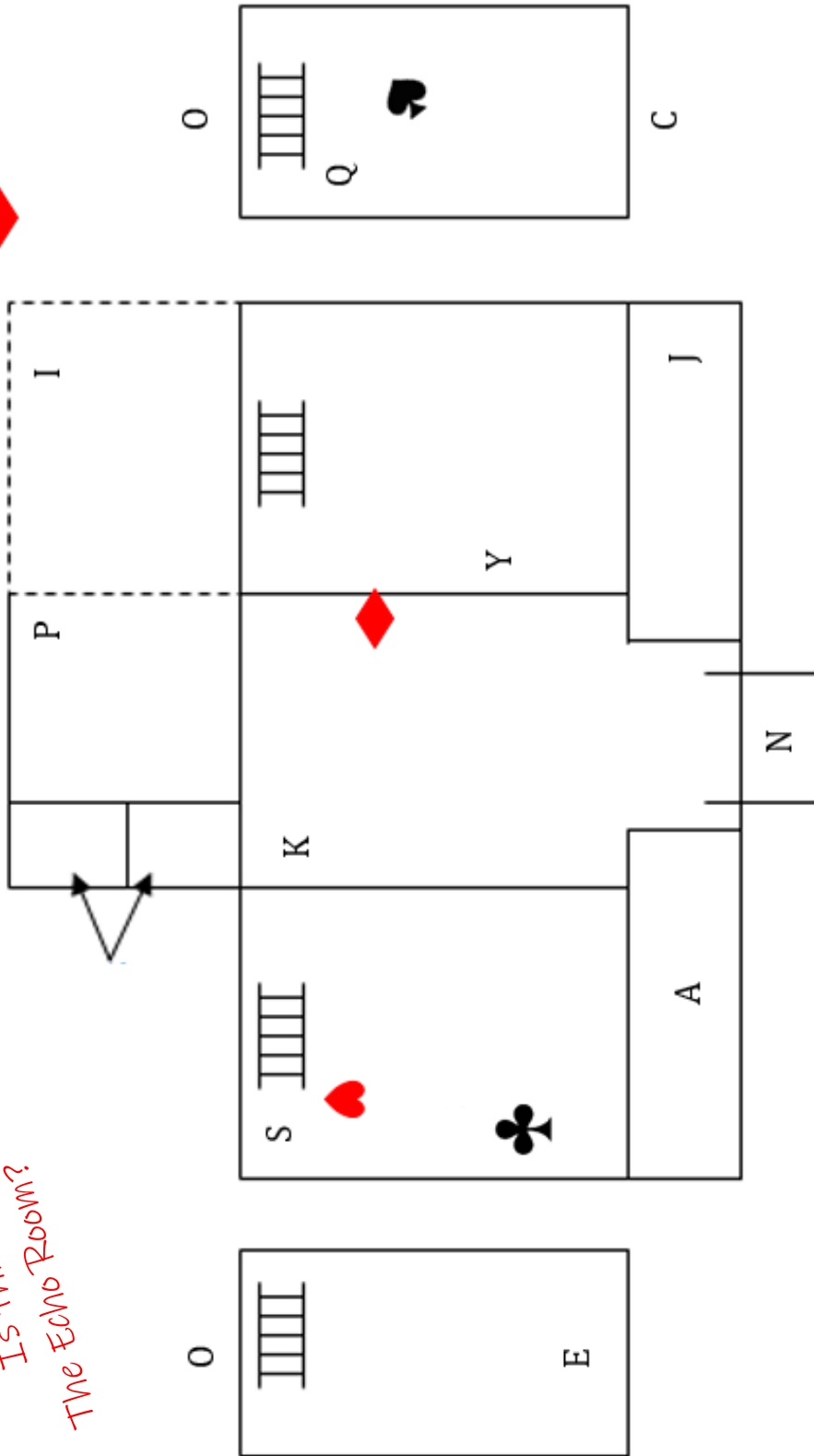


Cut out these decoder wheels
and use a brad/brass fastener to attach them.
Place on Blue Table.

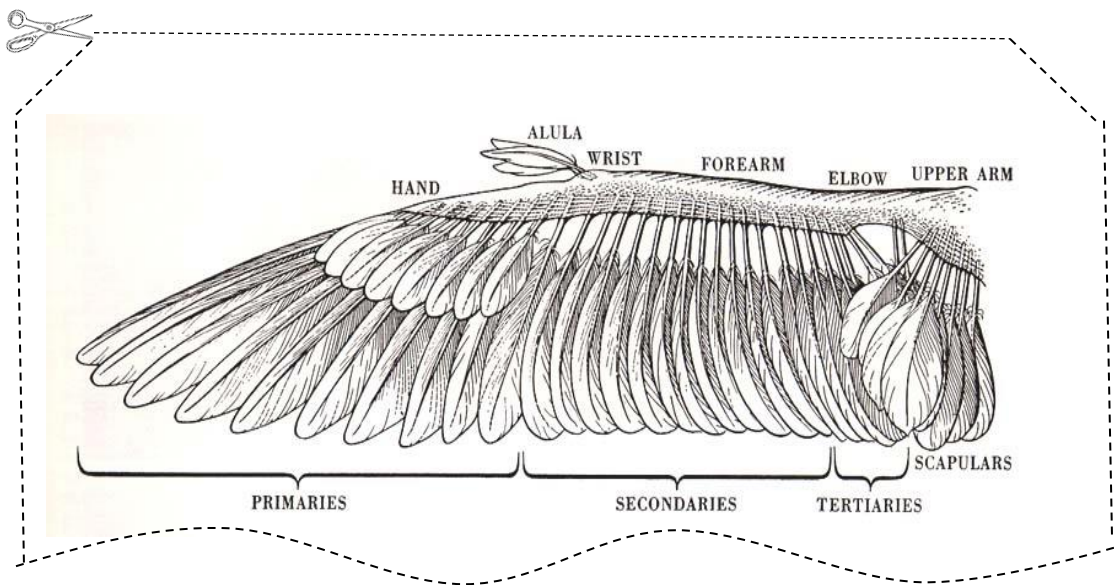
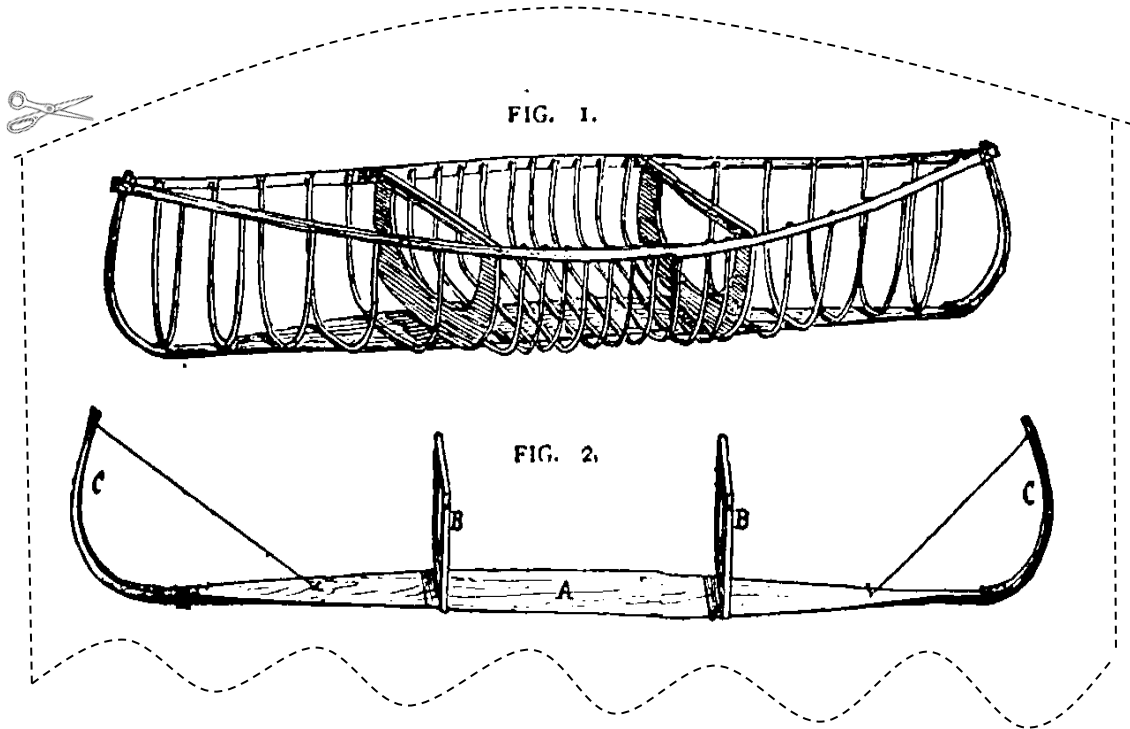




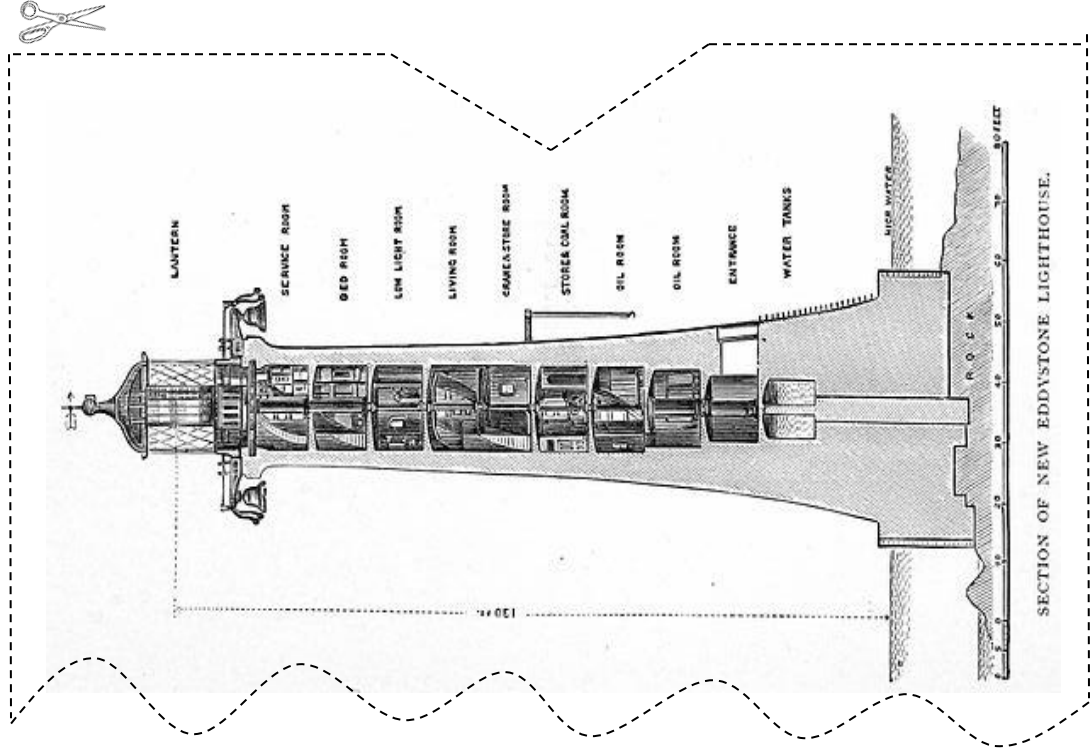
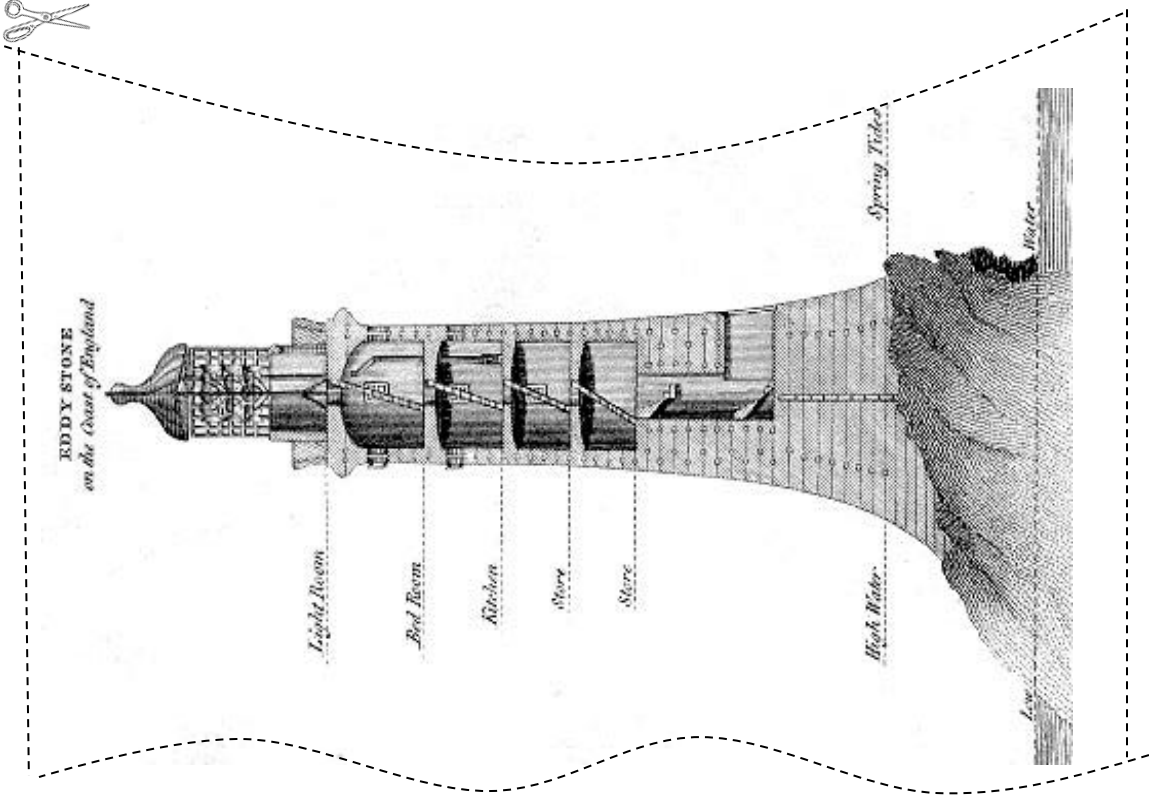
*Is this
The Echo Room?*



Cut out these two images on the dotted lines and place them on **Black Table**.



Cut out these two images on the dotted lines and place them on **Black Table**.



*Cut out this keypad and tape it to the room's Exit Door
OR download the app at www.parkerpeevyhouse.com/educators*

