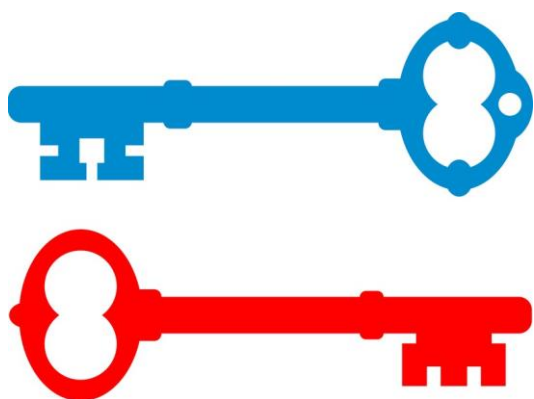


# The \$5



# Dollar Store



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Summer 2019

# IMPORTANT!!! READ THIS PAGE FIRST

Woo-hoo!!!

You've about to have an interesting and adventurous time with this Escape Room Adventure.

A lot of home escape rooms miss the main point... it's about *FUN!* All you need are a few puzzles, games, tasks and friends to make the night full of laughter and fun.

Inside this packet are all the instructions on making your very own Escape Rom with one quick trip to an inexpensive "dollar store". You'll spend about \$5 on everything you need to create a unique party for a group of 4-8 players ages 8 – 14 years.

The entire challenge takes place in one room that you can set up in quickly after you've purchased your items. You'll need a final prize that fits into a box or suitcase (my favorite).

This party activity requires logic, teamwork, and creativity to solve the challenges included. Expect this activity to take about 30 minutes, depending on the ability level of the players.

You can change and adapt this activity to fit your theme by changing the prizes. You can make it magical like a fantasy, scary like a band of rouge pirates, galactic like space travel, mysterious like a spy movie or even just no theme at all.

I hope you enjoy your adventure!

Aurora

P.S. If you find packet helpful and you find yourself thinking, "Hey, you know, I want this person to do all my parties!" then guess what? I just happen to be a science teacher, and have spent many hours creating challenges, puzzles, and hands-on curriculum for my students using minimal materials that really gets the most *bang* for our time together.

P.P.S. Now if you find yourself thinking... "Hey, I think I'd want this person to teach *my* kids for me..." then I can do just that. Go to [www.SuperchargedScience.com/easy](http://www.SuperchargedScience.com/easy)

When you get there, you'll see a video that shows you the science curriculum that I developed and teach. If you like what you see on that website, just fill in the form below the video and your kids can get started today doing real hands-on science with everyday materials.

If you know anybody that might find this content useful or helpful, please share it!

Thanks so much.

## Materials



- A room large enough to hold 4-8 players
- Couch with pillows
- Phone with dial pad (the kind with numbers and letters on the keypad)
- Pens, pencils and paper
- Scissors  
<https://www.dollartree.com/5in-westcott-childrens-blunt-tip-scissors-with-soft-grip-handles/240405>
- Skittles
- Zip ties
- Suitcase (or box)
- 2 of the same exact 24-piece puzzle (get two 48-piece for advanced participants)  
<https://www.dollartree.com/cardinal-24-piece-puzzle-boxes/280012>
- Can of soup, beans, or veggies (clean and empty with bottom removed and top intact)
- 2 locks with keys  
<https://www.dollartree.com/tool-bench-hardware-padlocks-with-keys/186639>  
<https://www.dollartree.com/tool-bench-hardware-padlocks-with-keys/186643>
- (Red Herring idea: put more keys in the room that don't go to anything or buy extra locks so that they keys fit but don't turn the lock)
- Prize (I like to hide cupcakes or cookies from the party so they have to "work" for it). This can also be goody bags like party favors or other things you'd put in a piñata. Put the prize in a box or grocery bag so it's not obvious what it is.
- Optional: Flashlight  
<https://www.dollartree.com/sunbeam-travel-size-aluminum-led-flashlights/252096>
- Optional: Resettable Combination Lock  
[https://www.amazon.com/Shackle-Combination-Waterproof-Re-settable-Employee/dp/B07PMCST66/ref=sr\\_1\\_2?keywords=settable+lock&qid=1563830828&s=gateway&sr=8-2](https://www.amazon.com/Shackle-Combination-Waterproof-Re-settable-Employee/dp/B07PMCST66/ref=sr_1_2?keywords=settable+lock&qid=1563830828&s=gateway&sr=8-2)



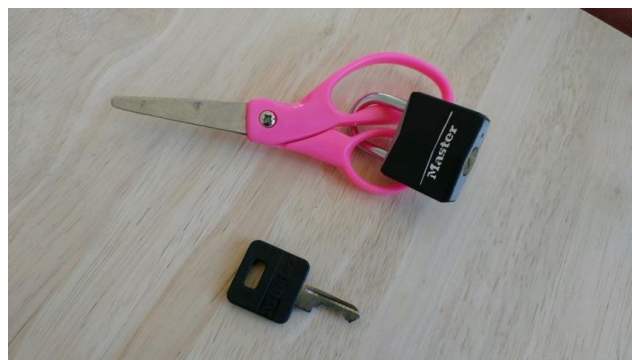
## Set Up Instructions

1. **Select a room** that is large enough for all of your players. 8 participants or less ensures everyone gets a chance to play and help the team.
2. Make sure there is a **couch in the room**. Hide the key to the lock you will put on the suitcase in the couch in a not-so-obvious place (zip it up in a pillow or attach it to the underside). You don't want them to find it accidentally without *really* looking for it. Remember, the **key hidden in the couch is for the lock on the suitcase**.
3. Make sure there is a **telephone in the room** with a dial pad. If not, print one out (included) and put it in the room.
4. Put the **prize in the final spot** (like under a bed, or in the dryer, etc), and this spot should be outside the escape room. I like to hide cookies, goody bags like party favors, small candy bars, or things you'd put normally put in a piñata.



5. Print out the color cards and cut them out. **Scatter the color cards** around the room. (These are kind of a red herring, but hopefully will prompt them to gather the skittles and put them on the cards for counting.)
6. **Cut the bottom of a soup can** or vegetable can, empty the contents and clean out. Make sure the top stays intact. Put this next to more cans so it doesn't look suspicious sitting by itself on a shelf.
7. Put the lock (the kind that uses a key) on the scissors and hide the key in the empty can (tape it to the underside of the lid if you prefer). **The key to the locked scissors is in the can.**

8. Put the **skittles around the room** like this: put 2 red skittles, 8 yellow skittles, 2 green skittles, and 6 orange skittles 4 purple skittles around the room. Make sure they are in places kids will find.



9. Print out the three **pen-pal letters** and fold them up and hide them around the room in easy to find places. These are to help the kids know to use the phone to decode the Skittles message, so you can omit the letters for more advanced players.
10. If you're using a **Resettable Combination Lock set it to 9465**. Otherwise, use the "Lock Tag" printout and attach it to the suitcase on the zip tie. When kids write this number down, check it and give permission to rip the lock tag off if it's correct. (They still must figure out where you hid the key to unlock the scissors to cut the zip tie). If they find the scissors but don't figure out the "9465" from the gummy bears, the zip tie *and* lock tag stay locked on.
11. **Build both 24-piece puzzles** (or 48-piece puzzles) individually, flip each over and write final location instructions for the final prize. You can **draw a treasure map**, write the instructions in yellow highlighter and leave a UV light in the room for them to find, or use an Anagram Solver to scramble your word into other words, like writing "Burdened" for meaning "Under Bed".)

When you're done, take the puzzles apart and **put all the pieces of both puzzles in the suitcase and lock it** with the zip tie *and* the resettable lock (if using). Choose a container that will allow you to put a lock and a zip tie through both zippers to lock it closed. You can also drill holes through a plastic toolbox.



Check to be sure that suitcase has a zip tie and two locks on it. If you're not using the resettable lock, it should only have one lock, a zip tie and a lock tag.

12. OPTIONAL (good if you're doing the yellow highlighter on the puzzles): **Red Herring** Put a flashlight and a UV light both in the room, and remove batteries from each. Only give them enough batteries for using one, and hide the batteries separately from the lights.

## **Escape Room Rules (Read this aloud to the participants):**

- On no! Someone took the dessert, and locked it away, and it's your job to find it! If you don't find it, then no one gets dessert... uh oh! I better lock you in this room until you can figure out where it went.
- You only have 30 minutes to escape from the room and figure out where our dessert went!
- All the clues needed to solve the puzzles are in the room; they just need to be discovered.
- Please solve all puzzles by using critical thinking and not by physical power. This is an intellectual game, so if your idea for solving a particular puzzle or unlocking the lock involves brute force or actions that might put you or your team-mates in danger (such as moving large furniture and etc.) you are definitely on the wrong track!
- Do not eat anything in any of the rooms.
- You are able to ask for help 2 times during the game without penalty. More hints will be given, if needed, but one minute will be subtracted from your time with every hint.
- Please keep the clues, solutions for puzzles, and combinations to yourself so others can enjoy the game after you.
- Please take care of the rooms and the objects found in there. These are our personal items we are sharing with you for this game.

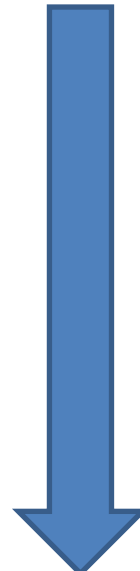
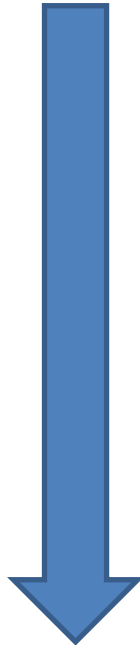
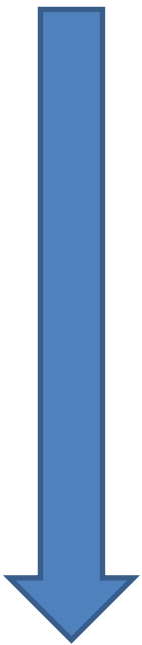


## Escape Room Puzzle Flow Chart:

Use Gummy Bear chart to figure out 4-digit combo to unlock one lock on suitcase.

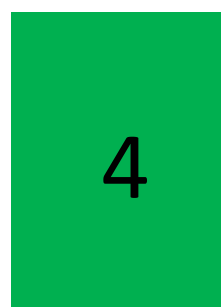
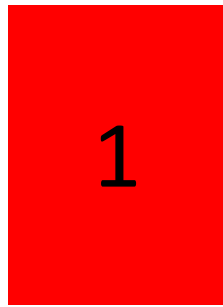
Find key in room (hidden in empty can) to unlock scissors to cut zip tie on suitcase.

Use Skittles and phone to figure out location of missing key using the number of each candy color and the dial pad as a decoder.



Open suitcase and make the puzzles to find the location of final prize!

**Color Cards** (cut out and scatter around room)





**Lock tag** (use only if not using a resettable lock... cut out and attach it to the zip tie on the suitcase)

**This tag is a number lock. Write the secret code here to unlock:**

\_\_\_\_\_



A parent will tell you when it's correct. When correct, rip this tag off so you know you've figured this out. You still need to figure out how to get the zip tie off!

**Dial Pad** (use only if you do not have a phone with a keypad... cut this out and place in room)



**Gummy Bear Chart** (Cut off these top instructions and tape to a wall.)



**Pen Pal Letters** Print out next 3 pages, fold up individually and place around room in easy to find locations.

May 19

Dear Kanya,

Thank you so much for helping me my test last week. I can't believe I didn't COUNT right! That teacher makes THE hardest tests. Did you know I named our cat SKITTLES? He has so many different colors of spots I thought it was purr-fect.

I can't wait for summer vacation! We're going to the beach.

See you in two weeks!

Your Excited Friend,

*Willa Wrigley*

P.S. Do you think I should take my phone? Dad says no and gave me a rotary phone and said I could bring that. He think he found it cleaning out the garage.

May 25

Dear Willa,

I am glad you passed the math test and that it's over. You really could USE your time better if you weren't always on the PHONE.

I wish I was going with you to the beach. We went fishing last week, but then Dad leaned over the edge of the boat and lost the KEY to the car! It was not fun. I had only a small PAD to sleep on since our camping stuff was locked up in the car. Mom tried TO MAKE eggs, but she count not count either - her NUMBERS weren't right and we were still hungry after breakfast. My little brother figured out how to get INTO the marshmallows already and Mom got mad at him for eating sweets and gave him a can of string beans instead.

Thanks for your LETTERS. Please keep writing!

Your Friend,

*Kanya Figger*

P.S. Why would you bring your phone to the beach? Wouldn't it get wet and sandy?

P.P.S. What's a rotary phone?

May 31

Dear Kanya,

It was so beautiful at the beach! The waves were all blue and silver and the sand was so soft and warm. SKITTLES didn't like the water, and SHOULD have stayed inside but then he saw a BEE and ran after it, right INTO an old lady who got mad when he plowed into her. Then he got all wet because it started to RAIN in the afternoon. He looked so funny with his pink BOW around his neck all soggy. I wonder if I should have got him tuna when we ORDERed our lunch?

I like to USE the hotel elevator so I was glad our room was on THE SECOND floor. AND there's the cutest window seat on the THIRD floor away from everything, it's so nice and quiet. I write my LETTERs to you there. I saw a desk with a lamp ON it and a PHONE, but I like to write near the window.

Still Having Adventures,

*Willa Wrigley*

P.S. Because you never know when it can come in handy for something!

P.P.S. It's a phone with a dial on it that spins. Dad said I could text all I wanted to on it.