



Prepare the Escape Room

First time player? Check out this quick video on Setup and How to Play!

<https://youtu.be/cXyf6xxmZ7o> (Link to video also in email received after purchase)

Setup Instructions

1. Print all pages.
2. Cut the top from each **Clue** (pages with blue cut line at top). Tape the top piece to the front of an envelope. Put the bottom piece inside that **SAME** envelope and seal. Place randomly around the room. You will have 12 total clue envelopes.
3. Tape **Wall pictures**  (blue triangle in top right corner of page) on the wall randomly around the room.
4. Place **Floor clues**  (gold star in top right corner of page) randomly around room.
5. Place scissors and a pencil out.

Party Idea: Have a variety of chocolate with the final envelope to enjoy at the end!

To play:

1. Give the **Enter the Room** page to the players.
2. Give the **Lockmaster**, **Hints** and **Detailed Solutions** pages to the player chosen to be lockmaster. Nobody else should see them!

Two player/ No lockmaster version: Place Hints page on top of Lockmaster page and Detailed Solutions page. When you think you have the solution, check the hints to make sure you are on the right track before checking the Lockmaster answer page.



ENTER THE ROOM... IF YOU DARE!

First, choose a player to be Lockmaster. The Lockmaster confirms if your answer codes for each envelope are correct. They can also give you hints and detailed solutions.

How to Play: The introduction story below gives hints to where two clues are. Each of those clues starts a path of clues. Find these clues first! Solving each clue will yield a code. When you figure out the code, look for an envelope with a picture matching the clue you solved. Write the code on the red blanks and show the Lockmaster. Both the code and the envelope must be correct. If the code is correct, you can open the envelope to reveal the next clue on that path. When you reach the envelope with TWO codes (like a lockbox with two padlocks), you are at the end of that clue path. Complete the other clue path and you'll have both codes to open that envelope, which contains the final challenge that ALL players will complete. Each clue in the escape room is only used once.

You just landed an interview to work at the most famous chocolate factory in the world! To get the job, you must make it through the challenges of the chocolate factory and exit in one hour. You knock on the front door and the entry carpet rolls you right inside! The door slams shut behind you and you look around to see a few scattered papers. Can you escape in time?

YOUR HOUR STARTS NOW...



LOCKMASTER



You hold all the answers in your hand, guard them well! Each envelope in the room has a clue inside. The picture on the envelope matches your answers. There are TWO paths of clues, so players can split up to solve. Each clue is only used once. If the code OR the envelope they give you is incorrect, they can't open the envelope. You can give hints as needed.

If players look lost at the start, direct them to the Employment Contract (one clue line starter) and a paper with purple text "So much time" (the other clue line starter).

CLUE	ANSWER	HOW TO SOLVE
1 	3 5 1	Capital letters say the code. THREE is in upper section. FIVE is in the middle section. One is in the third section.
2 	2 1 4	The trash in the river is shaped like the words of the code.
3 	8 3 7 0	Vacuum shoot maze spells "Escape the vacuum with the code eight three seven zero"
4 	4 1 8	Numbers in the poem found as players read
5 	5 6 9 7	Unscramble foods and then find what time they are on the wall clock. Chicken noodle soup (5), turkey (6), sweet potatoes (9), cherry pie (7)
6 	3 4 5	Count number of each color mentioned in poem on the lickable wallpaper picture on wall.
A 	1 1 0	Strike out the letters in each word that are in the picture following it. Once each letter is found, read in reverse to get ONE TEN.
B 	4 2 6	Take away the extra letters, they are the code.
C 	7 1 3 8	Take out eggs with words "WE ALL FALL DOWN IN EGG GAME". Leftover eggs say 7 (Say vain) 1 (Won) 3 (Free) 8 (Ate)
D 	9 0 5	The letters of each different font/color make up a word. The phrase is "Answer is nine zero five."
E 	6 4 3	The green words put together spell "SIX" "FOUR" "THREE"
F 	7 3 1 0	Unscramble the last three words to get "seven" "three" "ten"
Open with codes 6 & F	Find the golden ticket challenge	Find the golden ticket (hot cold game)

HINTS!

CLUE	HINT
1 	Ignore the size of the font. And the words. Look at the capital letters.
2 	Look at the trash. Do they seem to form letters? Make sure you are holding the paper turned with the gummy bear tree on top.
3 	Did the letters you passed on the way through the maze spell anything?
4 	Are there any numbers in this crazy poem?
5 	Unscramble the foods and then find them on the wall clock!
6 	So many flavor colors in that poem! There is lickable wallpaper around here somewhere with lots of flavor and color!
A 	For each word, take away the letters that are in the picture that follows. Pictures show: shoe, hop, rose, trace, artist, point. Then “reverse it” and read the letters you have left backwards.
B 	You’ll need to “burp” or take out the extra letters that make words misspelled. Do these extra letters spell anything?
C 	Take out eggs with the words “WE ALL FALL DOWN IN EGG GAME” and say the leftover words aloud until you get code.
D 	The letters of each different font/color make up words!
E 	Put together the two halves of the room! Look at the green words.
F 	Each part of the poem tells you words that unscramble to make other words. Your task is to unscramble the last three words.
FINAL	This game is just for fun, enjoy!

DETAILED SOLUTIONS

When players enter the room, they should look at an Employment Contract, which starts one string of clues (1-6). There is also a paper with purple text “So much time” that is the start of the other string of clues (A-F).

CLUE	DETAILED SOLUTION
1 	The capital letters spell the code. No need to unscramble just read in order. The Held Responsible Either Either spells the word THREE in the first section. For If Verily Even spells FIVE in the next section. Other Normal Ever spells ONE in the next section. The code is 3 5 1 and matches an envelope with a chef hat and utensils like on the clue.
2 	The trash in the river shapes the words T W O and O N E and F O U R. The code is 214 and matches an envelope with the tire rim of like in the river on the clue.
3 	As players complete the maze, they pass the sentence “Escape the vacuum with the code eight three seven zero” so the code is 8 3 7 0 and matches an envelope with a piece of the vacuum pipe like on the clue.
4 	Three numbers appear in this poem. “Four hurricanes” “one speck” and “eight rowers” so the code is 4 1 8 and matches an envelope with a picture of the tunnel like on the clue.
5 	Players need to unscramble the words. The clue tells them it’s a full meal of food, hinting at everything from appetizer to desert. The words are “chicken noodle soup”, “turkey”, “sweet potatoes” and “cherry pie.” The clue also has a quote that talks about time. On the wall there is a clock picture (also has the same shade purple in the background) and it has pictures of food on the clock. Matching the unscrambled words of food to the picture gives the code. Chicken noodle soup (5), turkey (6), sweet potatoes (9), cherry pie (7). 5 6 9 7 is the code and matches an envelope with an idea light bulb like on the clue.
6 	The poem references licking the wall, a hint to look at the wall. There are three colors in the poem and a picture on the wall of wallpaper with fruit on it has each of those three colors. The poem says to count each flavor (each color mentioned). Players must count the fruits of each color. The first color is orange (3), the next color is blue (4), and the last color is red (5). The code is 3 4 5 and matches an envelope with a tongue picture like on the clue. **At this point, players need two clues to open the next envelope. They get this code from the other line of clues, and should start that if they haven’t already. The other line of clues starts with a paper that begins with the purple text “So much time...” **
A 	The clue tells players to “strike that” meaning that for each word, they take away the letters that are in the picture that follows. Pictures show: shoe, hop, rose, trace, artist, point. For example, starting with the word “shone” and taking out all of the letters in the word “shoe” leaves the letter n. The leftover letters read: N E T E N O. The rest of the clue said to “reverse it” so players read the letters backwards to get ONE TEN. The code is 1 1 0 and matches an envelope with a picture of a rose like on the clue.
B 	There are words that are misspelled. Fill, so, you, ground, there, will, course, so, drinking, next. Putting all of the extra letters together spells FOUR TWO SIX. The code is 4 2 6 and matches an envelope with bubbles like on the clue.

C		Clue tells players to take out eggs with the words “WE ALL FALL DOWN IN EGG GAME”. The leftover eggs say 7 (Say vain) 1 (Won) 3 (Free) 8 (Ate). Players can say words aloud until they can hear the numbers they are actually saying.
D		The letters of each different font/color make up a word. For example, all of the green letters say “Answer.” The phrase is “Answer is nine zero five.”
E		There are two halves to the room. One is on the wall and the other is the clue. The clue says the answer is with the color green. The code is written in green, with one half of each number on each picture of the room. The first green word has “S” on the wall shelf of one page and “ix” on the wall shelf of the other page. The first word is SIX. The second green word has “f” on one half of the bookshelf and “our” on the other half of the bookshelf. The second word is “Four”. The third word has “t” on one half of the floor plant and “hree” on the other half of the floor plant. The third word is “Three.” The code is 6 4 3 and matches an envelope with a sun like on the clue.
F		Each part of the poem tells you words that unscramble to make other words. Your task is to unscramble the last three words to get “seven” “three” “ten.” The code is 7 3 1 0 and matches the envelope with an elevator on it. **At this point, players need two clues to open the next envelope. They get this code from the other line of clues, and should start that if they haven’t already. The other line of clues starts with a paper with the Employment Contract. **
FINAL		This is a golden ticket version of the hot and cold game. One player leaves the room while the other players hide the ticket in the room. They finder comes back in and the players help the finder by saying “oompa” if the player is getting closer to the ticket and saying “loomp” if the player is not getting closer. Keep going until player finds ticket. Each player gets a turn being the finder. This is a fun game to finish off the escape room, enjoy!



Start by reading your employment contract carefully!

CONTRACT OF EMPLOYMENT

whereas The management
cannot be Held Responsible for
any accidents, incidents, loss of property or
Either life or Either limb

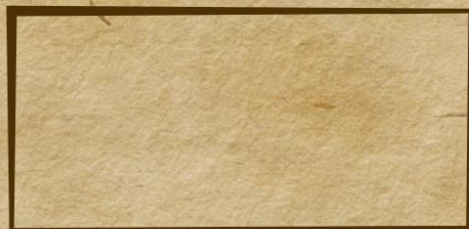


and



whereas For damage caused by hurricanes, tempest,
pandemic, fire, frost or frippery of any sort, kind or
condition, consequently If the undersigned undertake
responsibility whereas during the term of this employment you will
Verily become and remain, at your sole cost and expense and Even at
our request, a member of good standing of any then properly
designated labor unions, guilds or Other organizations as defined and determined by
management. whereas to the extent that any payment under the forthcoming
agreement of employment exceeds guild Normal minimums that the fullest extent of
rendered payment will not exceed the taxable amount Ever accorded employees

as their due, therefore whereas you make it through this escape room with limbs and mind intact you will be given employment at heretofore mentioned
chocolate factory for the duration of your lifetime or the extent of your willingness to be employed here, whichever ends first. sign below to seal your fate. Upon
signing below, whereas the undersigned agrees to employment for an unspecified duration, contractual obligations can change at the whim of the employer. the
undersigned agrees to any and all changes deemed necessary by management and will not complain or fuss about any such change.





A worthy employee knows how
to keep the chocolate river
clean of trash!



A 15x15 word search grid. The grid contains the following words:

- Across:
 - Row 1: cave, vantage, ceiling, ehg
 - Row 2: average, hatch, code, ei
 - Row 3: vah, cio, eehrt, g
 - Row 4: eh, tuiw, ves, enz, eth
 - Row 5: eh, tum, t, vev, en, ro, t
 - Row 6: cap, em, win, en, en, zer, o
 - Row 7: sc, ep, ew, ht, n, z, z, e, r, o, E
 - Row 8: Esc, ap, ith, z, ze, E, or, o, Es, s
 - Row 9: ac, ap, et, hr, ez, ec, s, E, o, Es, c
 - Row 10: p, ap, e, t, t, r, e, p, a, c, a, c, s, c, a
 - Row 11: e, p, e, t, h, e, E, o, r, e, p, e, p, a, c, a, p
 - Row 12: e, t, h, e, s, E, o, e, e, p, a, p, e
 - Row 13: t, v, h, v, c, c, s, c, t, t, h, t, p, e
 - Row 14: h, v, e, v, a, c, u, h, c, e, e, t
 - Row 15: e, a, v, v, a, c, u, u, m, c, a, v, h, t, t, h
- Down:
 - Column 1: cave, average, vah, eh, cap, sc, Esc, ac, p, e, t, h, t, h, e, u
 - Column 2: average, vah, e, tum, ac, ap, ap, p, v, v, a, a, u, u, c
 - Column 3: cave, average, vah, eh, cap, ep, ap, p, ap, p, e, v, v, a, c
 - Column 4: vantage, average, vah, tuiw, tum, em, ap, et, t, h, e, s, v, a, c
 - Column 5: vantage, average, vah, w, win, win, ith, hr, t, t, h, e, c, v, a
 - Column 6: vantage, average, vah, i, win, win, t, r, t, r, e, s, c, c, u
 - Column 7: vantage, average, vah, w, win, win, h, hr, t, t, h, e, c, v, a
 - Column 8: vantage, average, vah, i, win, win, t, r, t, r, e, s, c, c, u
 - Column 9: ceiling, code, cio, ves, vev, en, en, win, ez, ec, E, o, s, c, u
 - Column 10: ceiling, code, cio, s, en, en, n, z, z, E, o, r, e, p, e
 - Column 11: ceiling, code, cio, enz, en, en, zer, or, o, Es, o, e, e, h, c
 - Column 12: ceiling, code, cio, enz, en, en, zer, or, o, Es, o, e, e, h, c
 - Column 13: ceiling, code, cio, enz, en, en, zer, or, o, Es, o, e, e, h, c
 - Column 14: ceiling, code, cio, enz, en, en, zer, or, o, Es, o, e, e, h, c
 - Column 15: ehg, ei, g, eth, t, o, E, s, c, a, p, e, t, h, t, e

SETUP: Cut puzzle below along yellow line and put all pieces in envelope. Cut off this instruction so players don't see it.

There's no earthly way of knowing / Which direction they are going.

There's no knowing where they're rowing / Or which way the river's flowing

Is it raining, is it snowing? Are four hurricanes a-blowing?

Not one speck of light is showing / So the danger must be growing!

Are the fires of night a-glowing? Is the grisly reaper mowing?

Yes! The danger must be growing / Cause eight rowers keep on rowing

And they're certainly not slowing / Any sign that they are slowing!



You've made it to the Invention Room!

Looks like a new gum with a full meal of flavors is being invented! To work here, you need to be able to figure out the flavors!

TIME IS A PRECIOUS THING. NEVER WASTE IT!

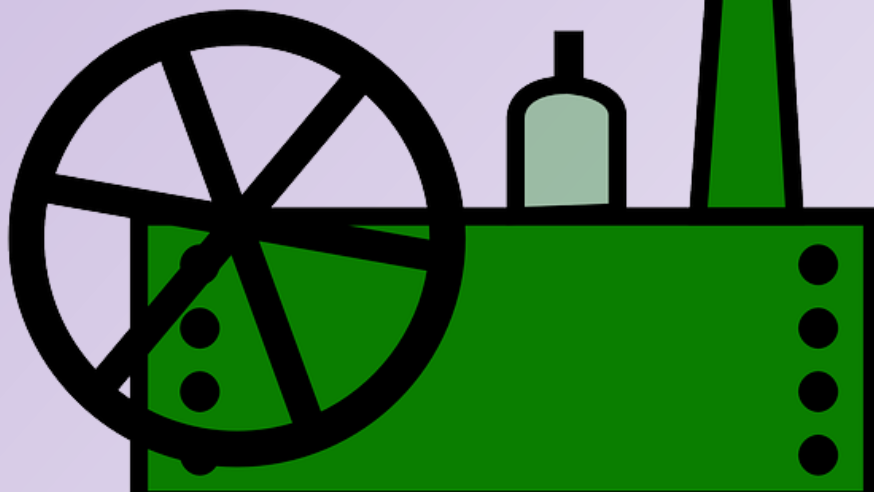
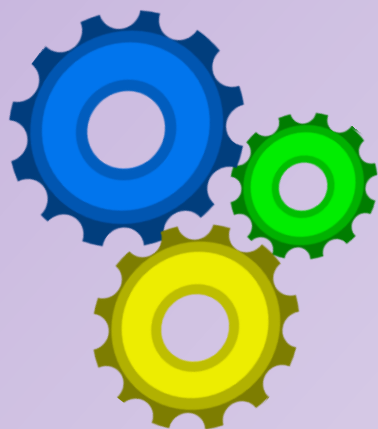
NIKCEHC LONDOE PUSO _ _ _ _ _

YUKTRE _ _ _ _ _



WETSE STAPOETO _ _ _ _ _

YRHECR EPI _ _ _ _ _

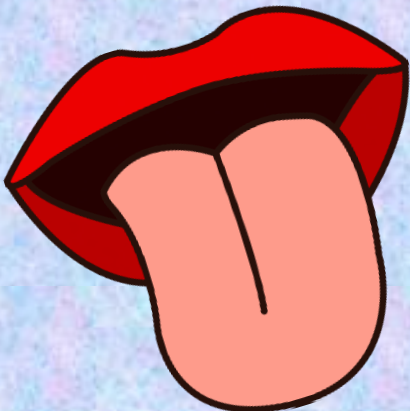


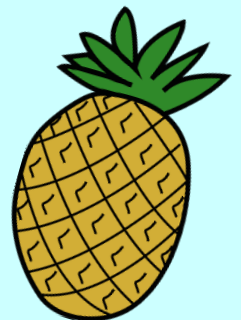
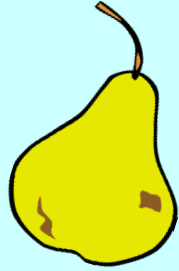
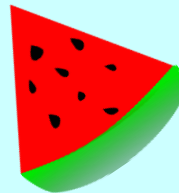
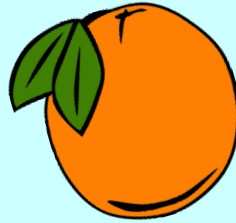
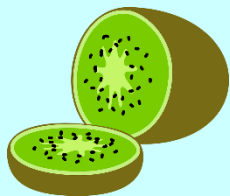
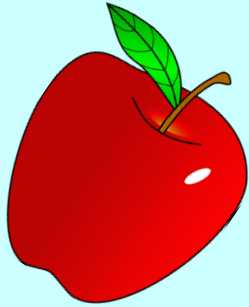
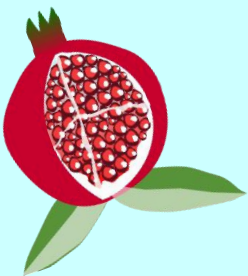
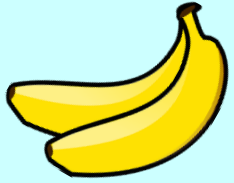
DON'T RUN OUT OF TIME!





**Do your taste buds a big favor,
Lick the wall to taste a flavor!
Check out orange, if you know what I mean,
Is it sour or sweet or barely seen?
A bright bold color is candy blue,
Does it remind you of snoozeberries too?
And what of red,
Is it all in your head?
What makes a flavor?
Count each and savor!**





SO MUCH TIME AND SO LITTLE TO DO.



WAIT A MINUTE. STRIKE THAT. REVERSE IT.

Shone -



=

Hope -



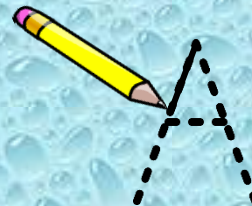
=

Store -



=

Create -



=

Transit -



=

Potion -



=



The fabulous fizzy lifting drinks are a special invention! They ffill you with bubbles, and the bubbles are full of a special kind of gas, and this gas is soo terrifically lifting that it lifts youu off the grround like a balloon! You will go up and up until you hit your head on the ceiling. And tthere you wwill stay unless you do a burp, of coourse! It needs to be a great big long rude burp sso that up comes the gas and down comes you. Driinking fizzy lifting drinks outdoors is not recommended because there is no knowing what will happen nexxt or how high you'll be carried if you do.



Good egg, bad egg, did the golden goose lay?

A worker must know right away!

Take out these eggs if they came:

WE ALL FALL DOWN IN EGG GAME

Then with only good eggs they look just right,

Say aloud to get four numbers, what a delight!



Say

In

vain

Down

Won

Game

Free

Egg

Fall

We

Ate

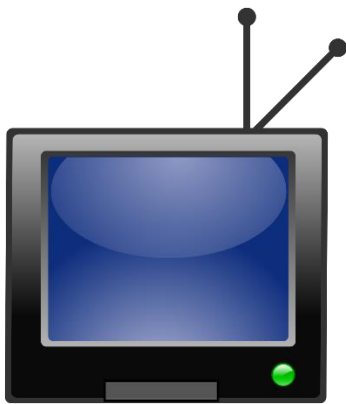
All



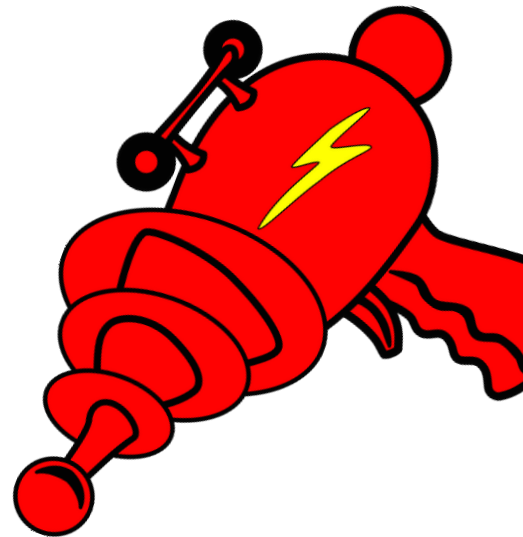
A LITTLE NONSENSE NOW AND THEN IS RELISHED BY THE WISEST MEN.

Look at the style and the hue, and a message you will view.

A goes first and then N, continue on until the end.

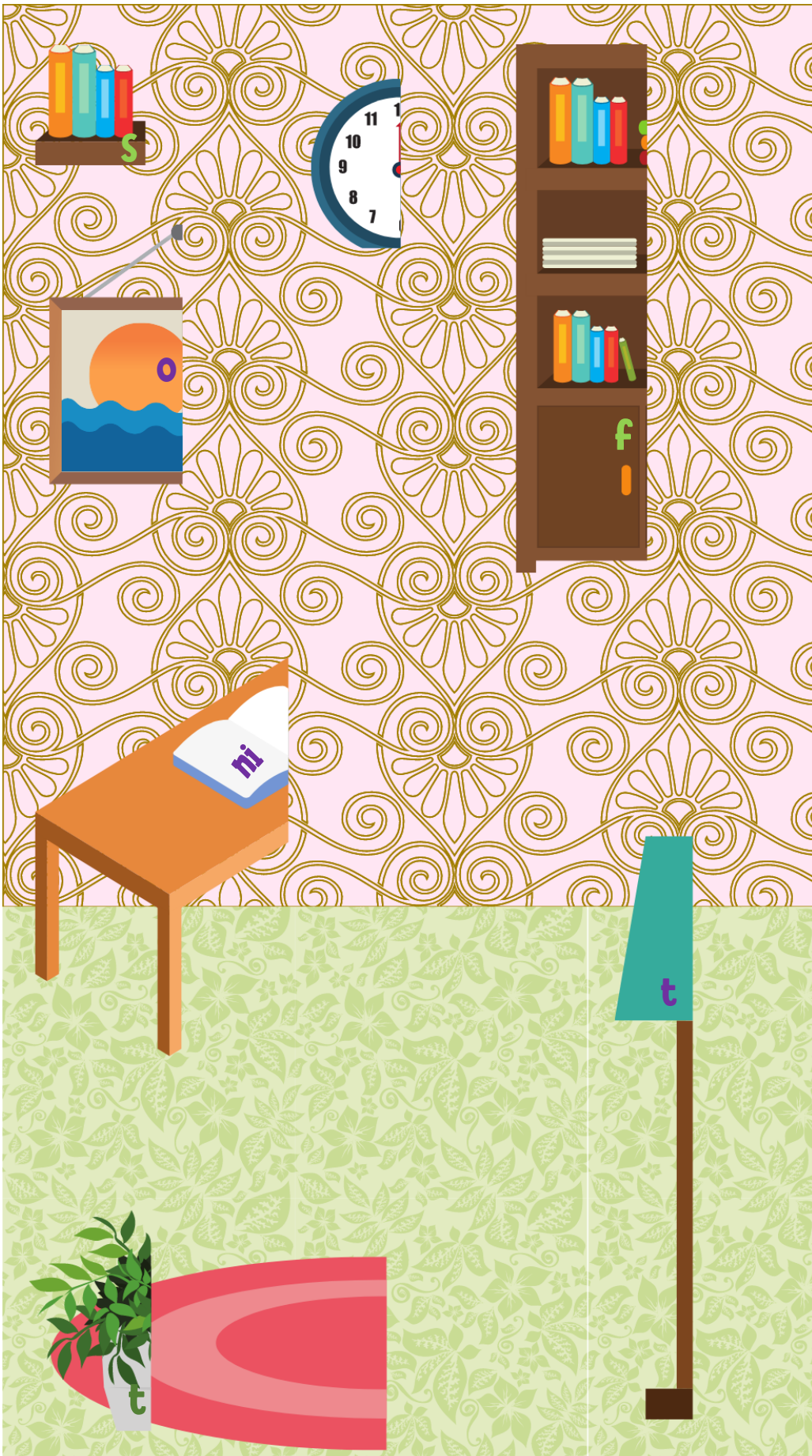


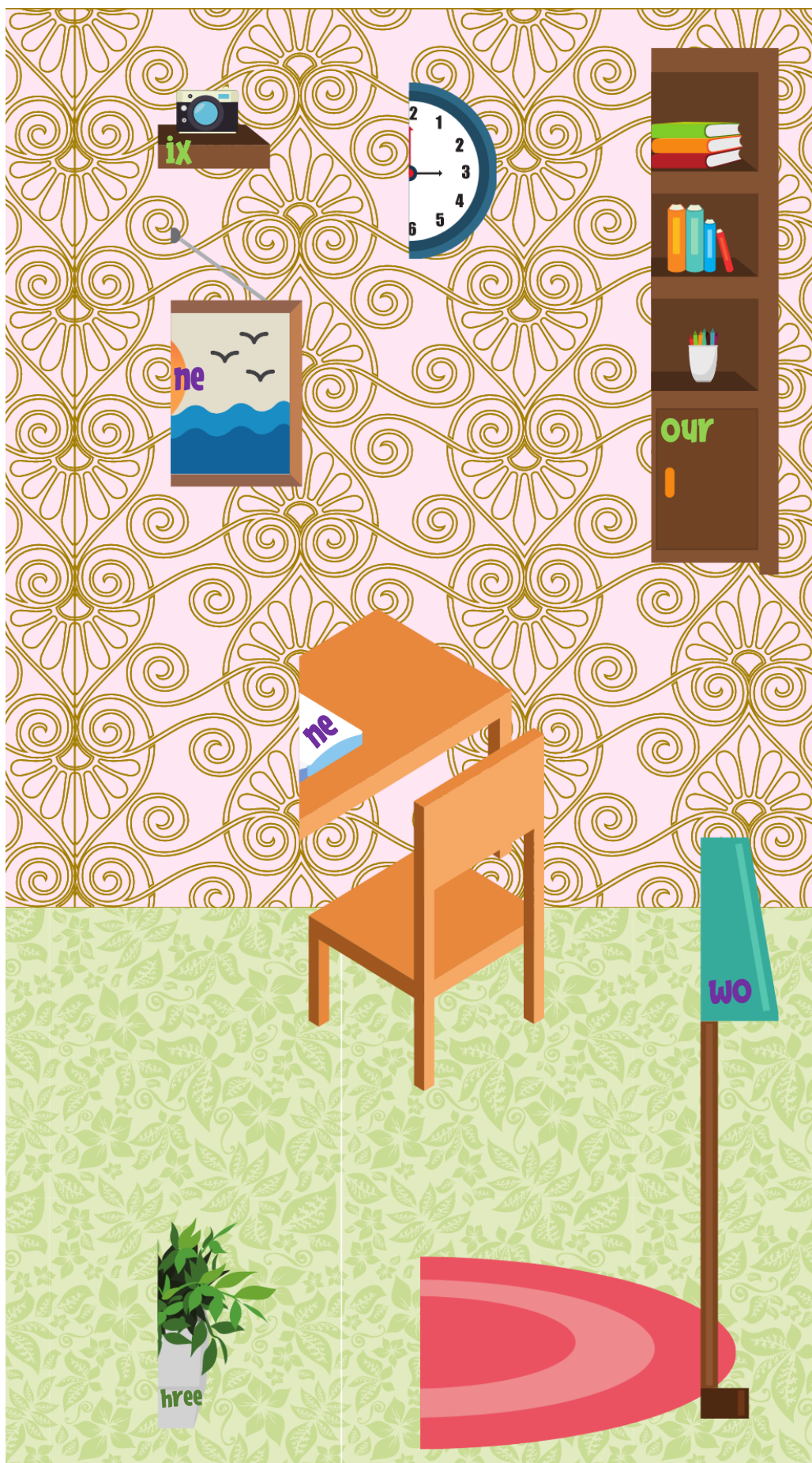
STARK
N
W
E
R
F
I
Z
Z
I
N
S
T
E
I





So shines a good deed in this weary world,
With the color green the answer is unfurled.







If fourteen plus two is nineteen minus three

If adventure is unaverted

If elevator is overlate

Then what is evens ether net?

1 2 3
4 5 6
7 8 9
* 0 #





**MUST HAVE
BOTH CODES
TO OPEN**

HERE'S THE CHOCOLATE FACTORY EXIT! CAN YOU FIND THE GOLDEN TICKET?

Cut out the golden ticket below.

Pick one player to be the finder and have them leave the room.

Other players hide the ticket somewhere in the room and then call the finder back in.

As the finder walks around trying to find the golden ticket, other players say "**oompa**" if the finder moves closer to the ticket or "**loompa**" if the finder isn't getting closer. Keep playing until the finder discovers the ticket. Each player takes a turn being the finder!





COMPLETE GOLDEN TICKET CHALLENGE

YOU MADE IT AND GOT THE JOB!

DON'T FORGET WHAT
HAPPENED TO THE
MAN WHO SUDDENLY
GOT EVERYTHING
HE WANTED...
HE LIVED HAPPILY
EVER AFTER!

