

For parents and game master



Age and time: The game is made for children aged 8 to 12 and takes 45 to 60 minutes. Younger children can manage with a grown-up's help. It suits one child, siblings or a birthday party playing in teams.

What you need: A printer (US Letter or A4), pencils, coloured pencils for puzzle 4 and some time. There is no scissors or glue to fetch: everything is on the pages. You can cut out the hint cards if you like.

How it runs: Print all the pages and lay pages 1 to 10 out in order. Keep the hint cards (pages 11 and 12) and the solutions (page 13) with you. Read out the story. Then the child solves puzzles 1 to 6, one in each room. The first letter of each answer is a light spark. At the end the six letters make the magic word.

Help: Each puzzle has three hint cards. Card 1 gives a small nudge, card 2 shows the way and card 3 almost gives the answer. If you want to time the game, every card taken adds a 3 minute penalty. That is optional.

No pressure: You may solve the puzzles in any order, but the sparks only make the magic word in the order of the rooms.

Printing: All pages are US Letter (8.5 x 11 in) and print well on A4 with "fit to page". Black and white is fine; colour looks nicer.

The Story

Pip the little ghost has a wish lantern. Every evening it glows warm and golden and grants small wishes. But tonight the light has gone out! The lantern is cold and dark. Pip remembers: the light is made of six sparks, and they have hidden in six rooms of Pip's house. Only the one who solves the puzzles in the rooms can find the sparks. And whoever has all six can say the magic word, and the lantern will glow again. Will you help Pip?



How to find the light sparks:

A puzzle waits in every room. The answer is a word. The **first letter** of each answer is a light spark. All six sparks together make the magic word.



The Secret Note on the Fridge



A note hangs on the fridge, written by Pip in secret code. Pip moves every letter three places forward in the alphabet: A becomes D, B becomes E, and so on. Decode the word. It is something you eat soup with.

Pip's note

V	S	R	R	Q

Write the real letter here.

Real letters

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
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Pip's secret code

D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C
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Task: Find each letter of Pip's note in the bottom row of the table (Pip's secret code) and read the real letter above it. Write it in the box underneath.

Answer:

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The first letter is your light spark.

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Escape room for kids aged 8 to 12: Pip and the Wish Lantern

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