





# ESCAPE PIPPA'S BEDROOM

RECOMMENDED FOR UPPER ELEMENTARY AND MIDDLE SCHOOL \* UP TO 8 PLAYERS \* 45 MINUTES



## BRING THE ESCAPE ROOM PHENOMENON TO YOUR BOOKSTORE OR LIBRARY!

Fabled Films Press is offering everything you need to transform your bookstore or library into an immersive escape room experience and engage your middle grade and tween readers with *Pippa Park Raises Her Game* by Erin Yun.

-  **MEMORABLE** – An unforgettable experience that will keep patrons coming back for more.
-  **ENGAGING** – Get both avid and reluctant readers involved in storytelling beyond books.
-  **SOCIAL EMOTIONAL LEARNING** – Foster skills such as communication, self-awareness, and decision making as well as creativity and critical thinking.
-  **EASY** – We've done most the work for you.

## MATERIALS

Visit [PippaPark.com/EscapeRoom](http://PippaPark.com/EscapeRoom) to download the printable materials and step-by-step guide and to request the kit. The Escape Pippa's Bedroom Kit includes giveaways for attendees, a setup guide, the homework folder full of clues, the following physical materials, and a prepaid postage label to return the physical materials to Fabled Films Press. Compatible with the Breakout Edu Kit and available on the Breakout Edu Platform.

### Printable Materials

- Class Schedule
- Math Quiz
- English Notes
- French Homework
- Science Notes
- Mini French Dictionary
- Lucky Laundromat Receipts
- Classics Bookmarks
- Note to Self
- Set-Up Guide

### Physical Materials:

- 3-Digit Numerical Lock
- 4-Digit Numerical Lock
- 5-Digit Numerical Lock
- 5-Digit Alpha Lock
- UV Light and Pen
- Hasp
- 2 Lockable Boxes
- Mini Basketball, Stickers, and Bookmarks (Yours to keep!)

### From Around the Bookstore/Library:

- *Pippa Park Raises Her Game* by Erin Yun
- *Great Expectations* by Charles Dickens
- *Pride and Prejudice* by Jane Austen
- *Frankenstein* by Mary Shelley
- 5-10 Other Books
- Scratch Paper and Pen
- Tape



PB ISBN 978-1-944020-28-6



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# ESCAPE PIPPA'S BEDROOM

## FLOWCHART



### SCENARIO

You are playing as Pippa Park. After receiving a D on your latest math quiz, your older sister and guardian, Mina, has grounded you. However, it's Saturday, which means playing a basketball game with your best friend, Buddy, at the park. No way you're going to miss that! But you can't just sneak out of your bedroom—Mina has confiscated your basketball and locked it up.

### GOAL

In an attempt to force Pippa into actually doing her homework, Mina has hidden the passcode to the locks in Pippa's various quizzes and homework from her classes at Lakeview. You're supposed to meet up with Buddy at 2 p.m., and it's currently 1:30—meaning you have exactly thirty minutes to escape your bedroom!

ENGLISH is in red on  
DAILY SCHEDULE

BOOKMARKS placed in classic books  
correspond to ENGLISH NOTES

Numbers on BOOKMARKS in order of the  
ENGLISH NOTES are combination

3-DIGIT NUMERIC LOCK  
3-1-4

Opens box to reveal UV LIGHT  
and LUCKY LAUNDROMAT RECEIPTS

MATH is in caps on  
DAILY SCHEDULE

UV LIGHT the MATH QUIZ  
Note says "Some of these things are  
not like the others" and variables  
are highlighted

Variables in wrong answers  
are only variables not X.  
These in order equal  
5-DIGIT ALPHA LOCK CODE

5-DIGIT ALPHA LOCK  
T-R-D-N-H

UV LIGHT the EARTH SCIENCE NOTES  
to reveal location of  
MINI FRENCH DICTIONARY

Use the MINI FRENCH DICTIONARY  
to decode FRENCH HOMEWORK

Leads to page 133 of  
PIPPA PARK RAISES HER GAME

5-digit number on page 133  
is code to 5-DIGIT NUMERIC LOCK

5-DIGIT NUMERIC LOCK  
7-4-3-1-2

UV LIGHT the DAILY SCHEDULE  
to reveal hint  
"Complete Laundry -  
Pay Helen Back = \$ ? ? ? ?"

Use LUCKY LAUNDROMAT  
RECEIPTS and NOTE TO SELF  
to find out Pippa's allowance

Answer is \$12.20  
4-DIGIT NUMERIC LOCK

4-DIGIT NUMERIC LOCK  
1-2-2-0

Open HASP on box  
to free BASKETBALL



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# ESCAPE PIPPA'S BEDROOM

## SETUP GUIDE



The game takes about ten minutes to set up and may be easily reset and played back to back to accommodate multiple groups of players. Use the flowchart to help you set up your escape room.

### 1: Print and Prep the Materials

Cut out Note to Self, Lucky Laundromat Receipts, and Classics Bookmarks. Fold Mini French Dictionary.

### 2: Write Hidden Messages with UV Pen

**Earth Science Notes:** "Something you need is under the table."

**Class Schedule:** "Complete Laundry - Pay Helen Back = \$ ? ? ? ?"

**Math Quiz:** "Some of these things are not like the others" and highlight the variables in each equation.

### 3: Stage Pippa's Bedroom

Pull books to stage your room. Place corresponding Classics Bookmarks in *Great Expectations*, *Pride and Prejudice*, and *Frankenstein*. The others may go in any books. Place these on the table with Pippa's Homework Folder.

**Optional:** Use other materials from around your venue, or print things off the internet, to help your space feel like Pippa Park's bedroom.

### 4: Hide Items

Tape the Mini French Dictionary under the table. If you hide it somewhere else, update the hidden message on the Earth Science Notes accordingly. Any paper clues you don't hide should go in Pippa's Homework Folder to be given to players at the start of the game.

### 5: Lock Box 1

Place the UV Light and Lucky Laundromat Receipts in box 1. Lock with the 3-Digit Numeric Lock (set to 3-1-4).

### 6: Lock Box 2

Place the Mini Basketball in box 2. Lock with the 5-Digit Alpha Lock (set to T-R-D-N-H) the 5-Digit Numeric Lock (set to 7-4-3-1-2) and the 4-Digit Numeric Lock (set to 1-2-2-0).

### 7: Final Walkthrough

Use the flowchart to walk through the clues you just assembled to make sure everything is where it should be.



#### TO INCREASE DIFFICULTY:

- Do not highlight the variables on the Math Quiz.
- Hide box 1 containing the UV Light and Lucky Laundromat Receipts.
- Add additional materials and décor to the room to act as red herrings.

#### TO DECREASE DIFFICULTY:

- Only place the Classics Bookmarks in: *Great Expectations*, *Pride and Prejudice*, and *Frankenstein*.
- Omit the 4-Digit Numeric Lock. This includes removing the Lucky Laundromat Receipts and Pippa's Note to Self.



# BEST PRACTICES FOR RUNNING YOUR ESCAPE ROOM

Your room is set up. Your players are ready. Now what?

## ★ 1. Prepare for Your *Pippa Park Raises Her Game* Event

Contact [events@fabledfilms.com](mailto:events@fabledfilms.com) for information on how we can help you promote your Pippa Park event, including promotional materials, social media posts, and social media promotion. You may decide to collect RSVPs so you are prepared to run the game multiple times.

Do not skip the final walkthrough step of the set-up guide. It is important to make sure all your materials are in place, the UV Light reveals the hidden messages, and all your locks open with the proper combinations.



## ★ 2. Discuss Expectations and Ground Rules

Before starting your Pippa Park Escape Room, make sure players know what they should expect and what is expected of them. A "gamemaster" should be in the room at all times to supervise. Depending on your space, you may have to clarify what is part of "Pippa's Bedroom."

## ★ 3. Set the Stage

Read the scenario and goal to the group. Give them Pippa's Homework Folder. Make sure they understand their objective (to free Pippa's basketball) and that everything they need is in "Pippa's Bedroom."

## ★ 4. Don't Forget a Timer

Set a timer for 30 minutes. A visible timer, while not required, is a great way to add excitement and atmosphere to the room. Phone timers are handy, but if you don't have a second phone, it could prevent you from taking photos of your event. If your players run out of time, you have the option to extend the timer. Announce that Pippa got a text from Buddy saying he's running 5 minutes late and extend your timer.

## ★ 5. Clues

Don't be too quick to give clues. If players ask for a clue, guide them but don't tell them. Often times, all players need is a word of encouragement ("You are so close") or a nudge in the right direction ("Did you look at ALL the pages in the homework folder?") Follow along with the flowchart so you are prepared to offer help.

## ★ 6. Escaping Pippa's Bedroom (or Not)

At the end of the game, have a discussion with players to reflect on their Escape Pippa's Bedroom experience.



## DISCUSSION QUESTIONS

### Book Specific Questions

- What did playing the game tell you about the characters and story in *Pippa Park Raises Her Game*?
- Would this be an effective way for Mina to get Pippa to do her homework in real life? Why or why not?
- How can a game like this make you a better problem solver? How could Pippa and Mina benefit from playing an Escape Room game?

### General Questions

- Why did your group succeed or fail in completing the game? What could you have done differently?
- How did your group work as a team? What did your group excel at? Would you do better next time?
- What puzzle was the most difficult? Describe how you worked together to solve it.
- How would you describe the game experience to a family member?



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