

Escape Pippa's Bedroom Activity

Recommended for Upper Elementary and Middle School • Up to 8 Players • 30–45 Minutes



Setting Up Your Own Escape Pippa's Bedroom Event

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 readers. 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.

The Escape Pippa's Bedroom Kit includes everything you need including a setup guide, the homework folder full of clues, locks, a UV flashlight, boxes, a mini Pippa Park basketball, and a prepaid postage label to return the physical materials to Fabled Films Press.

Contact events@fabledfilms.com for more information or to request a kit and schedule your own Escape Pippa's Bedroom Event! The Escape Pippa's Bedroom Activity is compatible with the Breakout Edu Kit.

Scenario and Goal:

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—Mina has confiscated your basketball and locked it up.

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 room!

Playing the Game:

Players are presented with Pippa Park's homework folder, which contains clues to solve the puzzle room. In the room, they will find a small box with one lock, a larger box with three locks, and an array of books.

In the homework folder, Pippa's class schedule says "English" in red, leading students to her English notes. When players look inside the books mentioned in her notes, they will find numbered bookmarks. The numbers on these bookmarks equal the code to unlock the small box. Inside, players will find a UV flashlight and receipts from the laundromat Pippa's sister runs. The UV flashlight will reveal hidden messages in Pippa's notes and homework.

The hidden message on the earth science notes leads to where you have hidden the mini French dictionary, which acts as a cipher to solve her French homework. One of the answers on the homework directs players to page 133 of *Pippa Park Raises Her Game*. On this page, there is a five-digit number (74132) in the text of the book. This number unlocks the first of the three locks on the larger box.

On the class schedule, players will find another hidden message that says "Complete Laundry - Pay Helen Back = \$?????" A note in Pippa's homework folder tells players how much allowance Pippa earns helping her sister at the laundromat and that she owes Helen \$20. In coordination with the Lucky Laundromat receipts, players can now do simple money math to discover that Pippa will have \$12.20 left after paying Helen back. This unlocks the second of the three locks on the larger box.

On Pippa's basic algebra quiz, players find the last hidden message: "Some of these things are not like the others." The problems on the quiz use the X variable, except for the problems she got wrong. The alternative variables unlock the third and final lock on the larger box, freeing Pippa's basketball and completing the room.