



ESCAPE ROOM

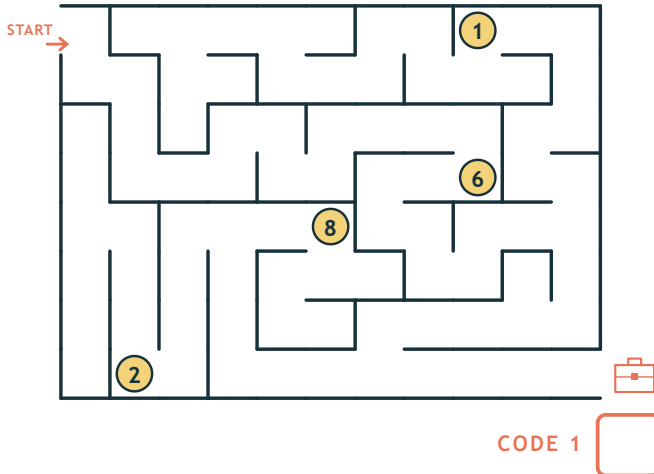


The Locked Briefcase

Agent, the secret plans are locked in a briefcase with a four-number code. Solve the four puzzles.
Each one gives you one number of the code.

1 THE MAZE

Sneak past the guards: draw the path from Start to the briefcase.
It passes exactly one number.



2 PICTURE MATH

Every picture is a number. Work out the lockpick.

$$\begin{aligned} \text{Magnifying glass} + \text{Magnifying glass} + \text{Magnifying glass} &= 12 \\ \text{Magnifying glass} + \text{Keyhole} &= 9 \\ \text{Keyhole} - \text{Key} &= 2 \\ \text{Key} &= ? \end{aligned}$$

CODE 2

3 SECRET MESSAGE

Each number is a letter: A is 1, B is 2. Decode the word. It is a number.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

14 9 14 5

CODE 3

4 THE RIDDLE

Read it twice. The answer is a number.

*I am an odd number.
Take away one letter,
and I become even.
What number am I?*

CODE 4

5 THE PASSWORD

YOUR CODE: CODES 1, 2, 3 AND 4

Find each number of your code on the strip. Write the letter under it.

0	1	2	3	4	5	6	7	8	9
N	F	G	O	W	Z	M	E	J	L

THE PASSWORD

A real word? You got it right! Say the password to your grown-up to open the briefcase.



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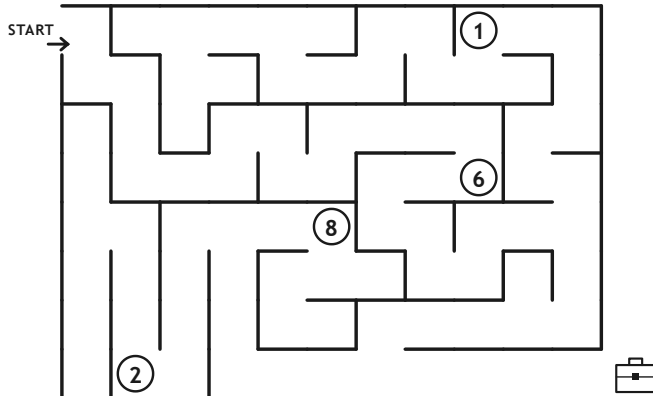
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How to run it

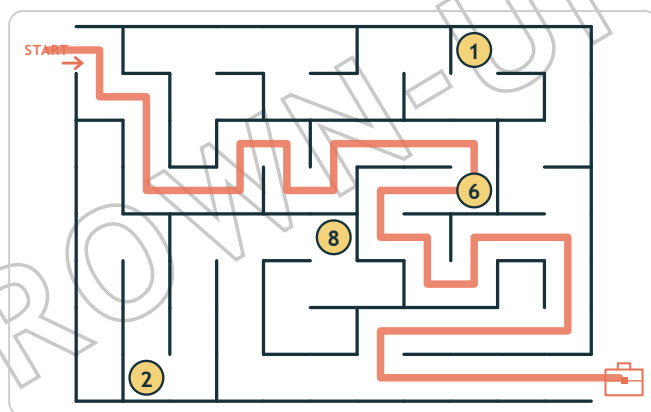
One sheet, a pencil, about twenty minutes. Ages 7 to 10, alone or in teams of two or three. Page 1 is in color, page 2 is the same sheet for any printer.

THE CODE			
6	3	9	7

THE PASSWORD			
M	O	L	E

The answers

- The maze:** 6. The solved maze is below; the other numbers sit in dead ends.
- Picture math:** 3. fingerprint = 5, lockpick = 3, magnifier = 4.
- Secret message:** 14 9 14 5 spells NINE, so 9.
- The riddle:** 7. SEVEN without the S is EVEN.
- The password:** 6 3 9 7 on the strip spells MOLE. A mole is a spy hidden on the other side. Tell them so: it is the best part of getting it right.



The path, for checking.

If they get stuck

- Maze:** “Try going backwards, from the briefcase to Start.”
- Picture math:** “Start with the line that only has one kind of picture.”
- Secret message:** “Find each number on the strip at the top. The letter is above it.”
- The password:** “If it is not a word, one of the codes is wrong. Which puzzle were you least sure of?”

Make it bigger

Put a small prize in a box with a four-number padlock set to **6397**. Now the code opens something real, and the password is what they say to be allowed to try it.

In the classroom

A good early-finisher sheet, and a good station: print one per pair, and have them bring you the password, not the code. Anyone who says MOLE has solved every puzzle, because a single wrong number gives nonsense.

Want a whole adventure? Spy Mission: a whole secret agent adventure for ages 8 and up, with a dead drop in the kitchen, eight agent badges and a code word to crack. At yizzoo.com.