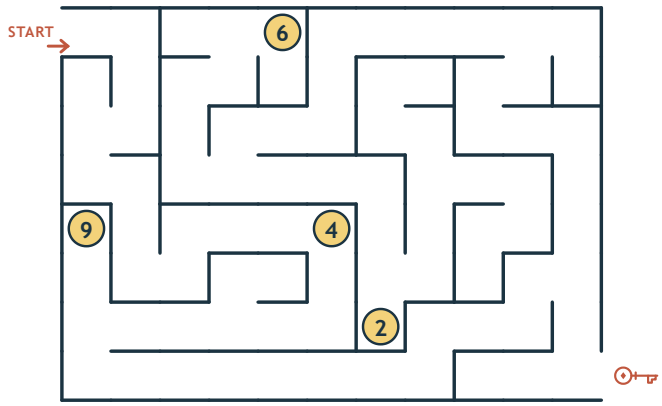
ESCAPE ROOM

The Snowed-In Cabin

Snow is piled high against the cabin, and the door is locked with a four-number code. Solve the four puzzles. Each one gives you one number of the code.

1 THE MAZE

Dig through the snowdrifts: draw the path from Start to the key. It passes exactly one number.



CODE 1 ☐

2 PICTURE MATH

Every picture is a number. Work out the star.

❄ + ❄ = 8

❄ + 🕯 = 9

🕯 + ★ = 12

★ = ?

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

20 8 18 5 5

☐ ☐ ☐ ☐ ☐

CODE 3 ☐

4 THE RIDDLE

Read it twice. The answer is a number.

Three snowmen stand in the yard.
How many legs do they have between them?

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
M	K	G	R	W	Z	J	A	V	C

☐ ☐ ☐ ☐

THE PASSWORD

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

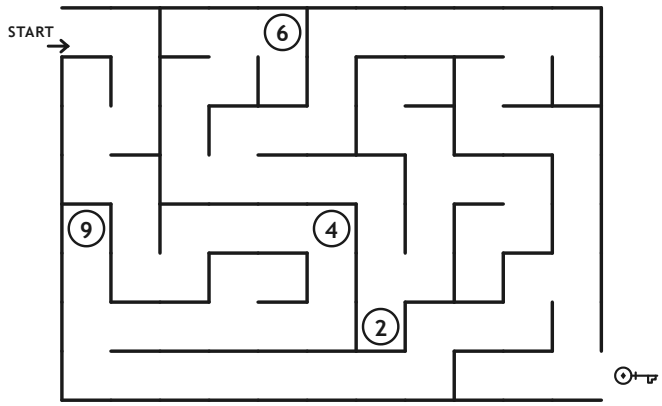
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☐ ☐ ☐ ☐

THE PASSWORD

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FOR THE GROWN-UP. EVERY ANSWER IS ON THIS PAGE.

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

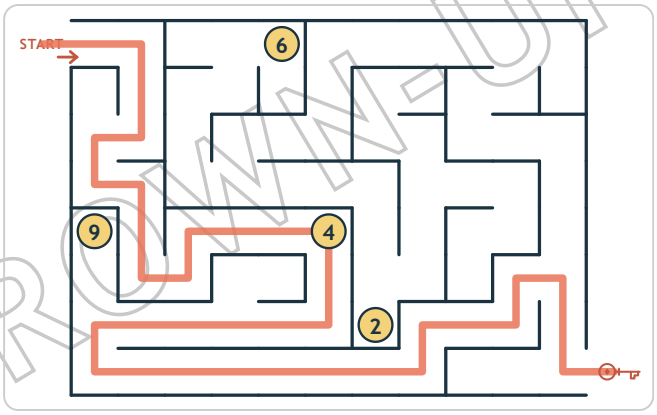
4	7	3	0

THE PASSWORD

W	A	R	M

The answers

1. **The maze:** 4. The solved maze is below; the other numbers sit in dead ends.
2. **Picture math:** 7. candle = 5, snowflake = 4, star = 7.
3. **Secret message:** 20 8 18 5 5 spells THREE, so 3.
4. **The riddle:** 0. Snowmen don't have legs, so the answer is zero.
5. **The password:** 4 7 3 0 on the strip spells WARM. The door is open and the cabin is warm again. Cocoa is a fine reward.



The path, for checking.

If they get stuck

- **Maze:** "Try going backwards, from the key 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 **4730**. 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 WARM has solved every puzzle, because a single wrong number gives nonsense.

Want a whole adventure? Who Mixed Up the Presents? A family escape room for the holidays: four clues, one for every age, and a mystery to solve together. Ages 6 and up. At **yizzoo.com**.

FOR THE GROWN-UP