

**STOP**

**DO NOT OPEN ANY OF THE ENVELOPES.**

Read SECTION ONE before your guests arrive.

**STOP**

# ESCAPE THE ROOM

SECRET OF DR. GRAVELY'S RETREAT

## Instruction Manual



**START****READ SECTION ONE BEFORE YOUR GUESTS ARRIVE.****DO NOT OPEN ANY OF THE ENVELOPES.****START**

## — SECTION ONE: Instructions for Hosting the Event —

### What are “Escape the Room” Games?

Escape the Room games began as digital adventures and quickly turned into real-life events all around the world. In both versions, players are locked in a room and must uncover clues and hidden objects to ultimately escape the room. ThinkFun’s Escape the Room events allow you to bring all the fun and excitement of this experience to your very own home, WITHOUT actually locking anyone in a room, of course! The event is designed so even the host can participate. There’s not much to do to prepare, just invite a few guests and be ready to have some fun as you solve puzzles and unscramble the mystery.

### Welcome

Welcome Escape the Room Host, to this new interactive mystery for groups of three to eight. You and your guests will spend the evening as characters in a story solving clever puzzles in order to discover the secret of Dr. Gravely’s Retreat.

As the host of this event, it will be your role to invite friends, set up for the evening, and walk your guests through the introductory part of the story. After the introduction, you will join your friends in unraveling the story, and participate in solving the mystery and escaping the room.



### Contents

- 1) Instruction Manual
- 2) Scene Card 1: Arrival
- 3) 4 Sealed Envelopes – labeled as follows:
  - The Desk • The Safe • The Alcove • The Laboratory Door
- 4) Mysterious Secret Items (inside the 4 sealed envelopes)
- 5) Solution Wheel

## Planning the Event

As the host, make sure to follow these simple steps to prepare for your event:

### 1) DO NOT OPEN ANY ENVELOPES.

All of the envelopes will be opened in play as part of the game. Leave them in the box for now.

### 2) DO NOT READ THE FIRST SCENE CARD.

Leave this card in the box so you don’t accidentally sneak a peak. You will read this card to your guests when the game begins.

### 3) Table Setup:

Secret of Dr. Gravely’s Retreat is a table-top game with quite a few parts. You will need a fair amount of space, so plan your event around a large table with seating for each player where they have a good view of the table.

### 4) Timer:

You will need a timer or clock during the game.

### 5) Paper and Pencil:

You’ll need them for taking notes to help solve the mystery.

### 6) Internet Access (optional):

You will need internet access if your group wants to use our online hints during the game.

### 7) Set the Mood (optional):

You may want to encourage your guests to dress in period attire. Prepare some harpsichord music or classical opera to enhance the atmosphere.

### 8) Invite Players:

Secret of Dr. Gravely’s Retreat is designed for groups of three to eight. Gather your guests.

Online hints, period appropriate music suggestions, and a sample invitation letter that you can customize and print, can be found online at:

[www.ThinkFun.com/EscapeTheRoom](http://www.ThinkFun.com/EscapeTheRoom)

**STOP****READ NO FURTHER  
UNTIL YOUR GUESTS ARRIVE.****STOP**

**START****READ SECTION TWO OUT LOUD WHEN YOUR GUESTS ARRIVE.  
DO NOT OPEN ANY OF THE ENVELOPES.****START**

## — SECTION TWO: Escape the Room Instructions —

### Setup

- 1) Remove the four envelopes, Scene Card 1 and the Solution Wheel from the box. Spread them out on a table in front of you.  
**DO NOT OPEN THE ENVELOPES.**
- 2) If your group is not familiar with Escape the Room-style games, read the section “What are ‘Escape the Room’ Games” to them (see page 2).
- 3) (Optional) If you would like to use our online hints, establish access to the internet with a smart phone, tablet or computer. Go to:  
**www.ThinkFun.com/EscapeTheRoom** and navigate to the hints for this game. Do not look at the hints yet, simply have them ready if you need them.
- 4) (Optional) If you have it, turn on some period appropriate music.
- 5) Get out the timer or clock and be prepared to set it as follows (but don’t start it yet!)

<b>3-5 players</b>	<b>2 hours</b>
<b>6-8 players</b>	<b>1.5 hours</b>

- 6) Get out the paper & pencil for taking notes.

### Backstory

*The year is 1913 and you are the lucky winner of an all-expense-paid stay at Foxcrest Retreat. At the retreat, the famed Dr. Gravely has improved upon the latest in spa treatments and relaxation techniques reserved for those of high social standing. At the retreat, guests receive the best of new health care technologies set amongst beautiful, natural scenery that is well known for improving one’s vitality.*

*You entered a contest and were elated when you received a letter of invitation from the director, Dr. Gravely himself, announcing your victory:*

*During the long train ride to the retreat, you meet others within your party who have also won the same complimentary spa package. Attending Foxcrest Retreat as a guest of Dr. Gravely is a lucky break for all of you. But beware, you and your new friends may find the retreat is not quite what it seems...*

### Objective

As a group, you need to unravel the secret of Foxcrest Retreat and escape the room. You will uncover clues and solve puzzles along the way. Everything you will need is contained within the envelopes in this box, but you must arrive at the right solutions before you can open each envelope. Any escape from the room is a victory, but you may find more to the story if you’re willing to go the extra mile.

### Scene Cards

Throughout the game you will discover new Scene Cards. Any time this happens, one player should read the card out-loud immediately.

### Solution Wheel

All puzzles are marked with a white symbol and four colored squares (red, yellow, green, blue).

#### EXAMPLE:


The White Symbol

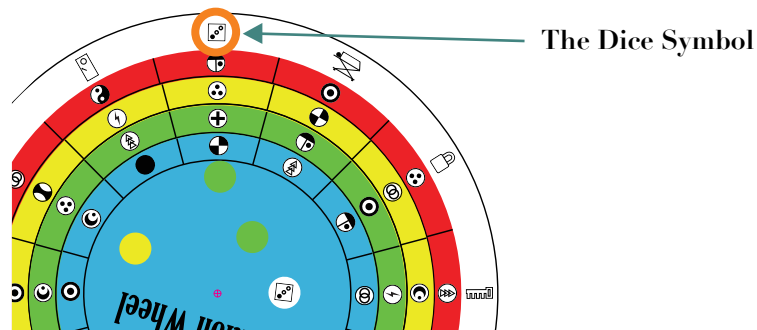
4 Colored Squares




These symbols are your indication that there are hidden contents to be revealed! The Solution Wheel is your key to knowing if you have solved a puzzle correctly.

### When you think you have the answer for a puzzle:

- 1) On the outer ring of the Solution Wheel, start with the white symbol  from the envelope puzzle you are trying to solve.

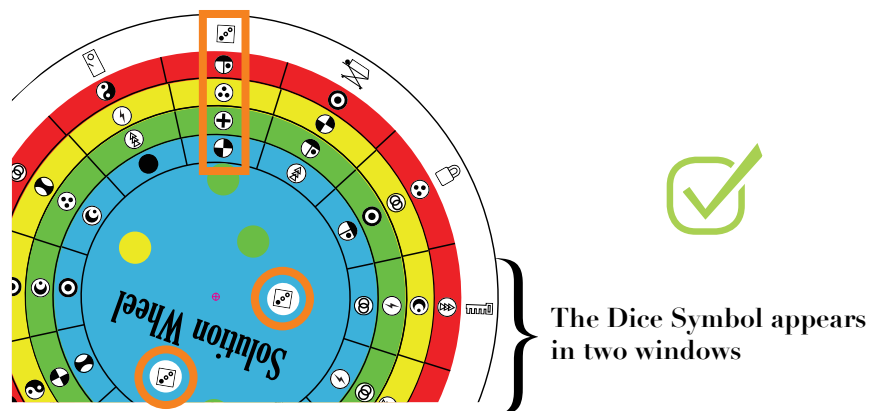


- 2) Rotate each of the colored rings to line up four solution symbols  with the symbol on the outer white ring.

- 3) The windows on the Solution Wheel will indicate if your solution is correct or incorrect:

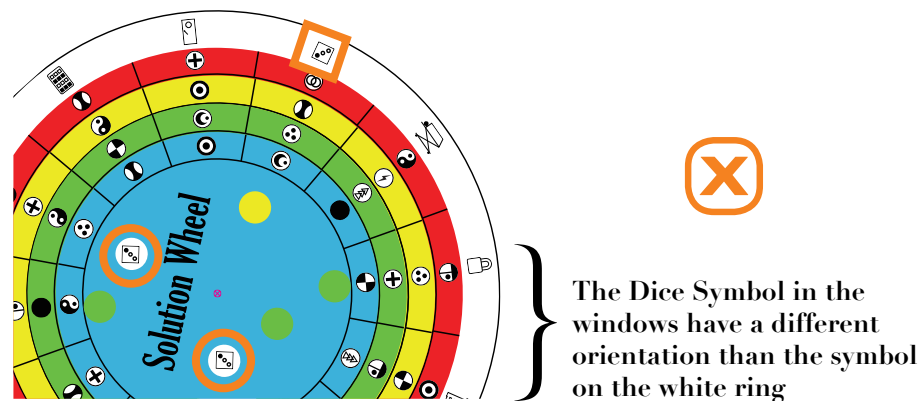
#### Your solution is **correct** if:

- the same symbol from the outer white ring appears through TWO windows on the Solution Wheel, in the SAME ORIENTATION as the symbol on the outer white ring.



#### Your solution is **incorrect** if:

- no symbols appear in the Solution Wheel windows
- the symbol(s) in the window(s) don't match the outer white ring
- the two symbols in the windows match the symbol on the outer white ring but are not oriented the same direction



If you are incorrect, don't worry! Just keep going and look for a different solution.

- 4) When the Solution Wheel indicates that you have solved a puzzle correctly, you can reveal the hidden contents by breaking the seal on the envelope and dumping it out on the table.

**Note:** We strongly recommend that you do not rotate the Solution Wheel at random to find the correct answers by "guessing and testing". This will cause the door of the room to permanently lock forever.

### When to Use Envelopes & Pieces

You (the guests) are all in a room with objects you find in the story. You may need these objects at any time:

- 1) You may find pieces early in the game that aren't used until later. Don't lose them!
- 2) All envelope's cover illustrations are in play at all times. However, an envelope may not be opened until that envelope's puzzle has been solved. Do not set any envelopes aside since they may be used again later.

### Hints

If you are really stuck, use our online hints at:

**[www.ThinkFun.com/EscapeTheRoom](http://www.ThinkFun.com/EscapeTheRoom)**

Before turning to the hints, make sure all of your guests are on board with using them. If you can't decide whether or not to use a hint, take a quick vote, majority rules (the host's vote breaks any ties).

### Game On & Best of Luck!

Read Scene Card 1: Arrival at Foxcrest Retreat.

# ThinkFun's Mission is to Ignite Your Mind!®

ThinkFun® is the world's leader in addictively fun games that stretch and sharpen your mind. From lighting up young minds to creating fun for the whole family, ThinkFun's innovative games and mobile apps make you think while they make you smile.



[www.ThinkFun.com](http://www.ThinkFun.com)



## About the Inventors

Nicholas Cravotta and Rebecca Bleau have been inventing together for more than twenty years. Rebecca is also an award-winning fine artist.

You can learn more about their games and puzzles at:

[BlueMatterGames.com](http://BlueMatterGames.com)