

STOP

CAREFULLY READ THIS MANUAL

DO NOT OPEN OR ADJUST ANY COMPONENTS UNTIL INSTRUCTED

STOP

ESCAPE THE ROOM

THE CURSED DOLLHOUSE

LEVEL: ADVANCED-EXPERT

STORY & INSTRUCTION BOOKLET

START

DOLLHOUSE ASSEMBLY GUIDE

CAREFULLY FOLLOW THE INSTRUCTIONS BELOW

START

You are about to embark on a challenging, immersive Escape Room experience, played entirely inside an actual dollhouse! Before you begin playing, please check the contents of the box and read the setup and assembly instructions to properly prepare the game. **Please do not open or adjust anything unless instructed. Otherwise you risk spoiling a puzzle or part of the story.**

If additional assistance is needed, please consult our website at:
www.ThinkFun.com/EscapeTheRoom

+ INCLUDES +



- Two-Story House Setup (the top and bottom of the game box)
- Attic Room Assembly
- 3 Punchboards with Furniture and Components
- Component Envelope
- Solution Wheel
- Instruction Manual with Story

IMPORTANT: After exploring a room, if you would like to confirm you have all the components needed to solve the puzzles for that room, visit:
www.ThinkFun.com/Dollhouse-Checklist

Additional Materials Needed

- **Pencils and Paper** (for taking notes and working through some of the puzzles)
- **Internet Access (optional):** Download a sample invitation letter, access online hints during the game, stream our recommended playlists, download and print puzzles for reassembly, and more.

+ SETUP +

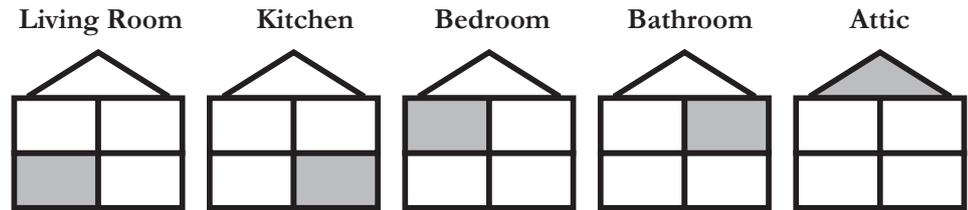
IMPORTANT: This game requires some assembly before play begins. Only do as instructed and do NOT remove any of the game components mounted by adhesive before starting the game.

TO START: Remove all of the punchboards, the component envelope, the protective cardboard sheet, and the protective plastic sheet from the box. Open the component envelope and remove all of the contents. Do NOT open any of the smaller envelopes.

To build the Dollhouse and all of its accessories, and to correctly place each accessory, follow the icons on each of the punchboards, and the images shown below.

+ LEGEND +

Icons printed on the punchboards show in which room each item must be placed:



NOTE: The precise placement of items within a room will not impact gameplay, as they can be moved during play. It is most important to place the items in the correct room at the start of the game.

Some items require assembly. Follow the instructions on pages 4–7 to assemble these items before placing them in the room indicated.

+ DOLLHOUSE +

House Assembly:

Stand the top and bottom of the game box side by side so that the kitchen and the bathroom are on the right.

NOTE: The bathroom will stand slightly taller than the bedroom

Lay the folded floor flat with the wood and tiles face up, and ceiling lights face down.



Slide the floor into the middle of the house, aligning the three slots on the floor and the house.

The two horizontal tabs should extend through the slots on the back wall. Fold the edges of both tabs to lock the floor in place.



• 4 •

Attic Assembly:



+ LIVING ROOM +



Add to room:

6 Wood Planks • Rug • Porcelain Doll

• 5 •

✦ KITCHEN ✦



Add to Room:

- Paper Doll
- Pin
- Table

Table Assembly:



• 6 •

✦ BEDROOM ✦



Add to Room:

- Bed
- Quilt
- Voodoo Doll

Bed & Quilt Assembly:



• 7 •

♦ ATTIC ♦



Add to Room:

• Chest • Nesting Doll

Fully Assembled Dollhouse

Your Dollhouse is now ready!



Continue on to page 9 for Game Introduction.



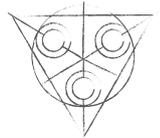
ONLY PROCEED IF YOUR DOLLHOUSE IS FULLY ASSEMBLED.
SETUP INSTRUCTIONS ARE FOUND ON PAGES 4–8.



♦ GAME INTRODUCTION ♦

Please read carefully!

Escape the Room: The Cursed Dollhouse is a tabletop escape the room experience in which players must solve a series of puzzles found within an actual dollhouse. The full experience is intended to take several hours. The dollhouse is made up of 5 rooms, each with its own set of puzzles. Players move through the experience one room at a time following the story. The progression to each phase of the experience and story is always blocked by a door or other object, marked with an icon with this outline:



Whenever players see this icon it indicates that the players must first find three specific symbols in the room that they are currently in before they can proceed to the next phase. Each symbol will be linked to a specific ring on the solution wheel. There are many symbols throughout each room, but you must solve several puzzles to find the correct ones. When the three symbols entered into the Solution Wheel (see “Solution Wheel” on the next page) are confirmed to be correct, you may proceed into the next room of the house and read the next part of the story, as instructed.

It is important to note that while three symbols are needed to progress past the icon in each phase, there may be other puzzles in the room. These will often provide symbols or clues that will be used later in the game.

Each room of the house contains a variety of items, clues, and details. Only when you have entered a room can you open any envelopes, remove any adhesive, or otherwise explore that room. Some items may need to be manipulated, i.e., moved, folded, torn, or marked in order to solve the puzzles. Some items will be damaged during play, these items can be printed and replaced for re-packing after you have finished the game. See www.ThinkFun.com/EscapeTheRoom for details.

Some of the clues and items are in plain sight and some are hidden. Some clues and items are only used in the room in which they are found while other clues and items may be used in a future location, or more than once. There are also clues hidden within the story, so pay careful attention to details when reading.

The full experience can take several hours. If you would prefer to split the game into more than one session, it is best to pause the game immediately after completing any one of the rooms before proceeding to the next. If players prefer a timed experience, set a timer for **2 hours and 30 minutes**, and start the timer when you enter the Living Room.

+ SOLUTION WHEEL +

The Solution Wheel is used to confirm you have correctly solved a puzzle, and if you can move to a new location. **You will want to familiarize yourself with the symbols on the wheel.** To unlock a door/object you will need three symbols. The solution can include any group of three symbols (including duplicate symbols).

IMPORTANT:

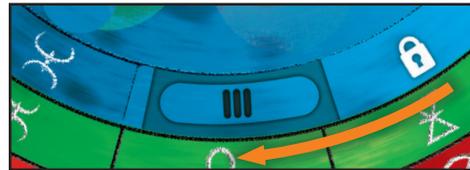
- In solving each puzzle there will always be clues to indicate which ring on the solution wheel you will be using. If you carefully examine all the details in the house and story, you will never need to guess which ring to use.
- Some rooms have more than three puzzles. In these rooms, you must still find three symbols to enter into the Solution Wheel. The reason for the other puzzles will reveal itself in time.

When you think you have found the three symbols to unlock a door/object:

- 1) Locate the yellow symbol representing your current location on the outer ring of the Solution Wheel.
- 2) Rotate each of the colored rings to line up the three solution symbols you have found with the symbol on the outer yellow ring.
- 3) Gently slide the tab until all six windows open. The windows in the center of the Solution Wheel will indicate if you have three correct symbols.



Laundry Symbol
(Washing Machine)



Slide to the right to open windows



Slide to the left to close windows

Your solution is **correct** if:

- The same symbol from the outer yellow ring appears through TWO windows on the Solution Wheel

Your solution is **incorrect** if:

- No symbols appear in the Solution Wheel windows, or
- The symbol(s) in the window(s) don't match the Room Symbol on the outer yellow ring



The Laundry Symbol appears in two windows

If you are incorrect, the solution wheel will not indicate which individual symbols need correction. Carefully reexamine all the clues in the room and look for different solutions, particularly for puzzles where you may not have been completely confident in the answer.

- 4) When the Solution Wheel indicates that you have entered three symbols correctly, you can move to the new location outlined in the text.

IMPORTANT: After each try of the Solution Wheel (whether your solution is correct or incorrect) slide the tab until all six windows close. We strongly recommend that you do not leave the windows open while you rotate the Solution Wheel at random to find the correct answers by “guessing and testing.” **This will only anger the evil spirits of the Dollhouse!**

+ HINTS +

If you get stuck, use our online hints at:
www.ThinkFun.com/EscapeTheRoom

Make sure that all players are in agreement before turning to the hints. 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).

+ BEGINNING THE GAME +

When you are ready, begin reading “The Story Begins” on the next page. If you would like a more exciting, timed experience, set a timer for 2.5 hours and start it when instructed. Otherwise, feel free to enjoy solving the puzzles without the timer.

Good luck!



♦ THE STORY BEGINS ♦

For as long as you can remember, Old Man Garrity’s house at the end of the block has been the subject of neighborhood rumors and ghost stories. Your family tells you that long ago Mr. Garrity was a nice man living with his young daughter Isabel; when she disappeared, he boarded up his windows and refused to talk to anyone.

The only time anyone sees Mr. Garrity leave the house is to cross his overgrown backyard to the work shed. Recently, neighbors have been hearing noises coming from the shed. Just last night you looked out your bedroom window, well after midnight, and saw shadowy figures through a crack in the shed’s window. Smaller shadows, like those of children. You know you must figure out what Mr. Garrity has locked up in his backyard, before something terrible happens.

In the dead of night, you creep around the hedge and move towards the decrepit work shed. The grass is tall and scratches your ankles as you wade through it. You reach the rickety shed and, with considerable effort, manage to pry the door open and sneak in.

Inside, the workshop is surprisingly clean. Woodworking equipment fills the shelves and sharp bladed tools take up most of the counter space. On a central table stands a replica of the Garrity home in miniature; a tiny dollhouse with strange symbols carved in and around it.

You approach the dollhouse and peer inside. As you study the structure, you realize it is an extremely detailed model. You slowly reach towards the house’s interior, examining its delicate features. The moment your finger touches the house, darkness presses in on the edges of your vision. You grasp at the table to steady yourself, but the blackness crashes in all around you.

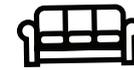
You awaken in a brightly lit room. The room looks and feels like a facade; like the set of a stage play – something about the room isn’t quite right or real.

You look around frantically. From where you stand, you see Old Man Garrity’s workshop, but it’s all wrong; everything is too large and imposing. You see everything except the dollhouse — then it dawns on you with horror:

You are in the dollhouse.

If you are timing your escape, start your timer now.

Continue reading - The Living Room



♦ THE LIVING ROOM ♦

You are in the living room of the dollhouse. Dust floats through the air and cobwebs hang from the ceiling. A hairy spider lazily spins its web on the wall near a framed cross-stitch. You see something on the far side of the room and walk over to investigate. It looks as though an old bookcase has been broken apart; you can see the pieces in a heap on the floor with more odd lines marked on the wood.

The bookcase pieces are piled next to a worn rug that looks as if it was stitched together from scraps of fabric. It is poorly assembled, with markings that don’t line up.

Lying on the floor in the center of the room is a colorful porcelain doll with glassy, lifeless eyes. You can’t help but think this doll is emitting a strange and unnerving energy.

Suddenly, you hear a little girl’s frail voice: “Oh... oh no...”

You whirl around to see where the voice came from, but you are alone in the room.

“You’ll be trapped if you stay... try to get out of this house...”

You look around the room frantically, trying to find the source of the strange, echoing voice. Then, slowly, you turn towards the porcelain doll, terrified. The delicate, painted smile does not move in the slightest, but as you watch the head slowly turns toward you. The hollow voice seems to come from within the doll, but at the same time it seems to come from the house itself, echoing and distant.

“Some things are broken... others made whole... some remain lost... some lose a soul...”

Filled with panic, you dash towards a door on the side of the room, stumbling as the odd rug shifts under your feet. But the door is locked!

“You’ll never escape in time...”

Elsewhere in the house you hear groaning and muffled yells.

What is going on? How can you get out? And why are you feeling so itchy all of a sudden?

You must now find the three symbols needed to open the door.

**Once you have successfully found these symbols,
read the text on page 14 - The Kitchen**



♦ THE KITCHEN ♦

As you draw the last symbol into the strange marking carved on the door, you feel the air around you shift, and the door slowly opens. You start through the door, but glance back into the living room one more time. You spot the porcelain doll, staring at you with its empty eyes, and hear its strange voice again.

“Don’t leave me...”

You decide to bring the doll with you – its voice seems so helpless. The doll is unnerving, but you can’t leave it behind when it’s clearly asking for help.

You return to the opened door and enter the kitchen. The refrigerator looks slightly askew, as if it was recently shifted, and arranged beside it you notice a row of macabre glass jars, each containing a number of horrific items: doll hair, arms, and eyes. Doll hair, arms, and eyes! Your mind spirals in both directions – what is going on?

A rasping like dry leaves startles you, and you see a large sheet of paper against one wall. The paper stirs, and you can see disjointed images of something printed on it, parts of a drawing of what looks like a plain, mid-sized girl in drab underclothes. It’s a paper doll! The image is scrambled though; some parts of the doll look normal, but others are disturbing – you feel uneasy just looking at those.

The rasping comes again, the paper stirs, and you notice one of its eyes shift towards you. The normal parts of the paper doll’s face seem desperate, as though it’s also pleading for help.

You spot a little table that is partially laid out for a meal, eerily cute against the sinister backdrop of the house. Things are getting creepier by the minute, and your legs are beginning to feel wobbly. As you pull out one of the three chairs from the table and sit to get your bearings, you notice something red has been spilled on the floor.

The kitchen door slams shut! A chill passes through you – there is evil lurking in this house.

You must now find the three symbols needed to open the door.

Once you have successfully found these symbols,
read the text on page 16 - The Bedroom





♦ THE BEDROOM ♦

As you finish drawing the symbols in the marking on the door you again feel a shift in the air around you. The paper doll speaks with the same echoing and distant manner as the porcelain doll, though this voice sounds dry and crackly.

“We entered the house too... and could not get out... help us, please...”

As you enter the bedroom, you hear faint sounds with your every movement, like something soft bunching and rubbing. The room is remarkably colorful, as though it belonged to a child. On the wall hangs an unsettling painting in a familiar, ornate frame. An old, worn wardrobe rests along the wall and you notice some scratches on the floor.

The raspy voice comes again from the paper doll, “Go carefully...”

As you step forward, something moves in a shadowy corner across the room. You strain your eyes to see if anything is there, and a small, crude figure made of burlap is just barely visible slumped against the wall. You hear a new voice, distant and scared like the others, but this time muffled, “Not... again...”

The dry voice of the paper doll comes again, fearfully, as you walk further into the room.

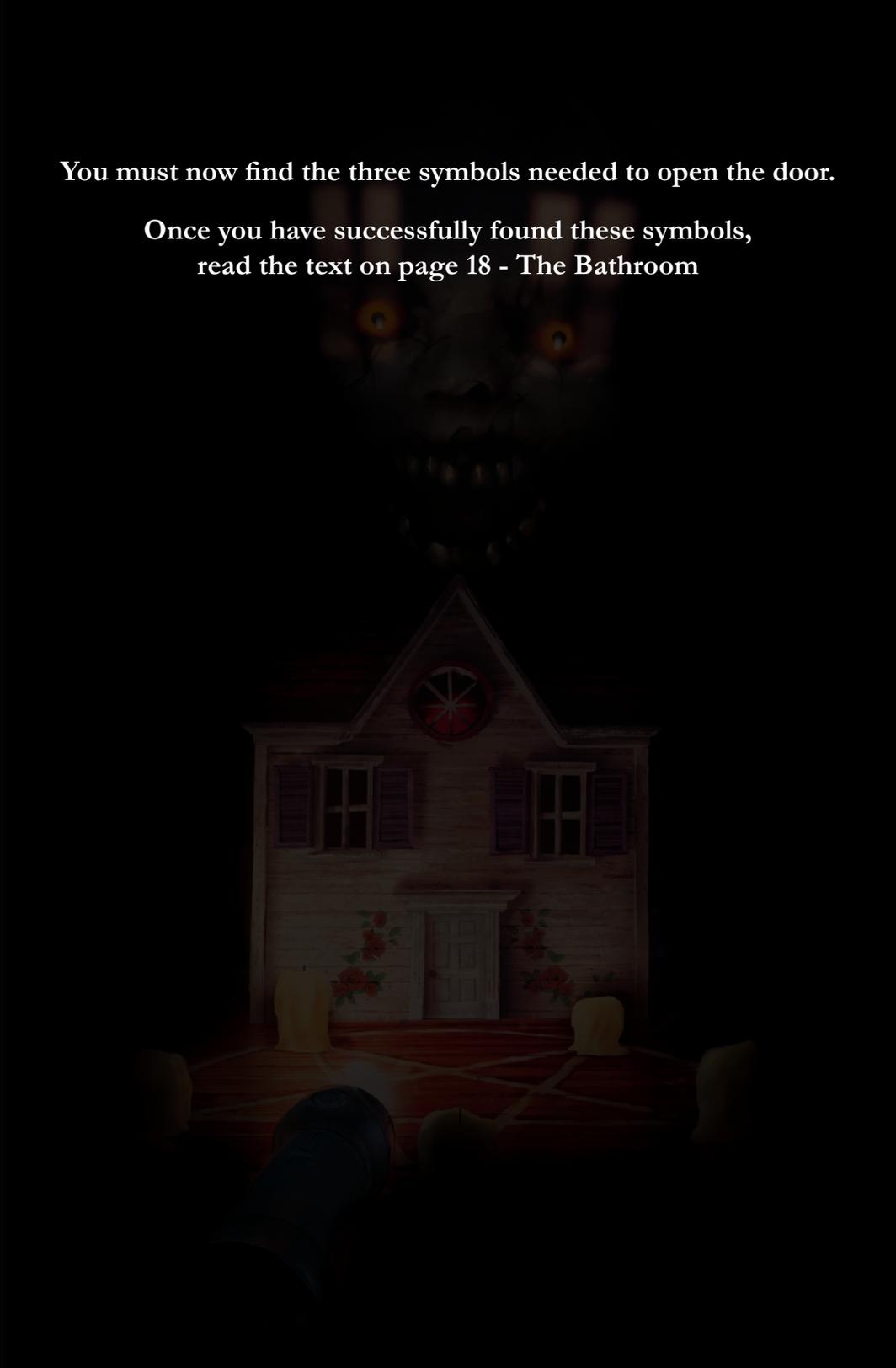
“Help us...”

As you pause momentarily near the foot of the bed, you feel something brush against your leg, but when you look there is nothing there. Your heart races, and you hear a voice echoing from the porcelain doll:

“Do you feel the pins and needles? Don’t get stuck for too long...”

You must now find the three symbols needed to open the door.

**Once you have successfully found these symbols,
read the text on page 18 - The Bathroom**





♦ THE BATHROOM ♦

Once again, you feel a shift as the lock is undone, and the door opens. Again, you hear the distant, echoing voice from the porcelain doll. “The house is angry...” it says, sounding not quite scared; somehow different.

You open the door and peer into a steamy bathroom. It’s difficult to make out much detail, as the vapor in the room diffuses the weak light. Stumbling to the sink, you wipe the condensation off the mirror and are horrified at what you see.

Your bloated head is swathed in white fabric and your hair looks thicker, like coarse yarn. You are turning into a rag doll!!! You look down in horror and see the lifeless faces of the porcelain doll, the paper doll, and the voodoo doll all staring blankly back at you.

The muffled voice comes again, “Now you see... you must escape...”

Terrified, you begin searching the dark, misty room. Looking upwards, you jump back in disgust as you watch the tail-end of an enormous centipede disappear as the insect winds its long body around a folded ladder attached to the ceiling. With a quick tug, you pull the ladder down, and it crashes to the floor. The hinges look worn, like the ladder is regularly folded and unfolded.

You are startled by the rustling of a wavy shower curtain. Whirling around, you hear an ominous gasp from behind the curtain, and a splashing in the tub.

You hear thrashing followed by a choked gurgle. Despite the steamy heat you shiver as a murky, ink-black liquid oozes from under the shower curtain.

“HELP! HEL—” cries a voice, quickly stifled by an abrupt splash.

And then, silence.

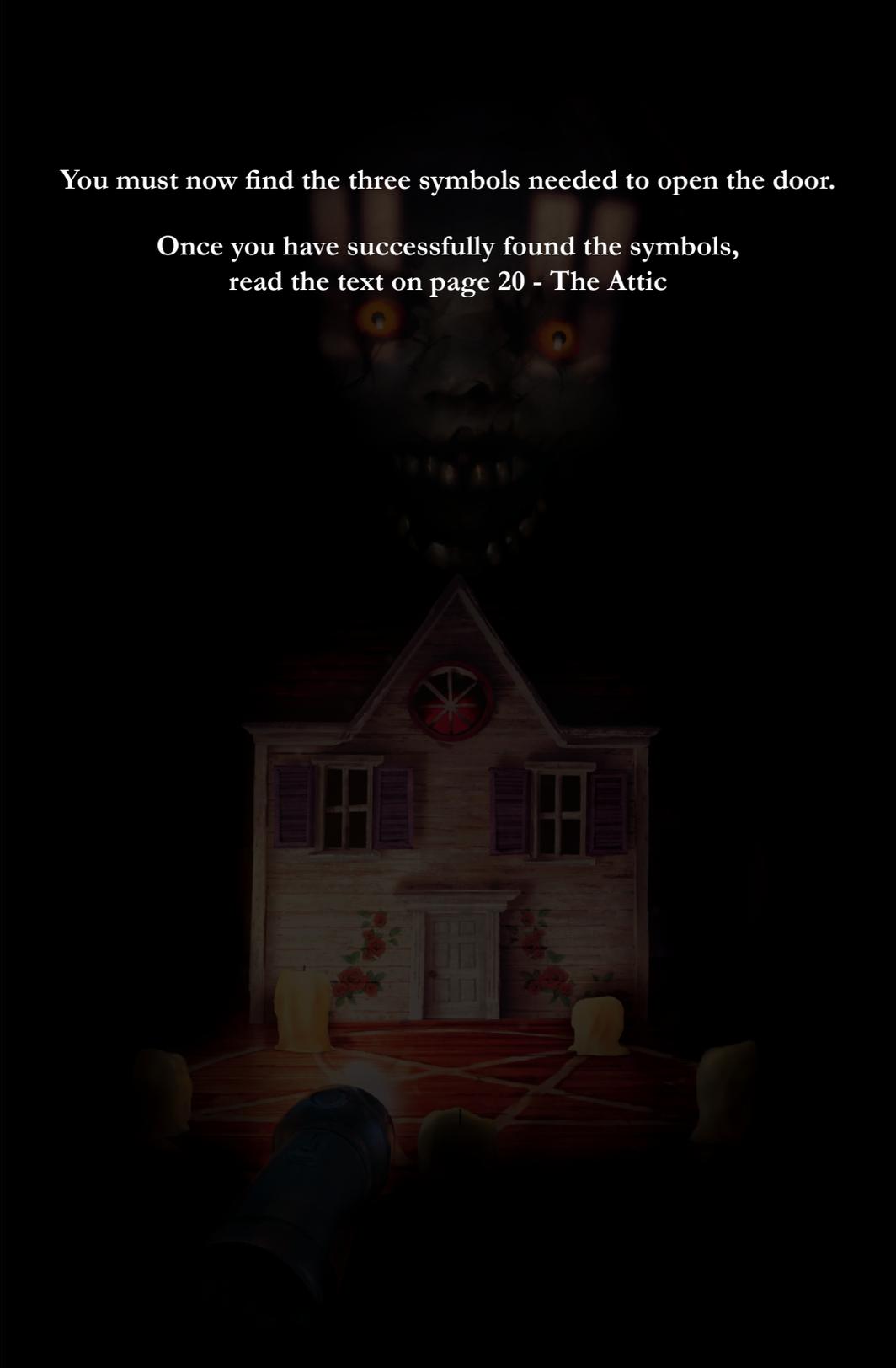
A shaky whimper emanates from the voodoo doll as you step towards the curtain.

“Don’t...” comes the pleading echo of the porcelain doll.

Slowly, you pull aside the shower curtain to find a bathtub filled to the brim with thick, inky liquid. A plastic doll covered with the black oil, his limbs wrapped in rope, stares up at you from the dark depths.

You must now find the three symbols needed to open the door.

**Once you have successfully found the symbols,
read the text on page 20 - The Attic**





• THE ATTIC •

You ignore the familiar shift and quickly climb up through the foreboding opening in the ceiling. Looking around, you see a locked wooden chest at the back of the room.

The words of the porcelain doll echo in your ears, “Your time is running out...”

Light streams in from the big circular window, illuminating the attic. At the far corner of the room you notice the bottom edge of something circular. You make out a bit of an orange-painted design and realize it is a faded, wooden nesting doll.

“NO!”

A sharp scream, unlike any voice you’ve heard since entering the dollhouse, startles you, and you drop the dolls to the floor.

“Not that one...” You realize with shock that the sharp voice is coming from the porcelain doll.

In response, you hear several wispy voices all speaking in unison coming from the nesting doll, “She does not... help you...” As with the others, the painted face of the nesting doll remains still and lifeless.

As you stoop to pick up the other dolls, you notice that the dolls are now lying a ways away from where you had dropped them moments ago.

Except the colorful porcelain doll.

You hear the quieted voices of the other dolls, “Our secrets will open the chest... we will give them... just in time...”

The head of the porcelain doll turns slowly toward the other dolls. Glaring.

You must now find the three symbols needed to open the chest.

**Once you have successfully found the symbols,
read the text on page 22 - The Chest**





★ THE CHEST ★

As the lock on the chest releases, the voice of the porcelain doll fills the room, not echoing and soft this time, but thundering and harsh.

“Your time has run out! You are still in this house, and here you will stay!”

Suddenly, you hear something move behind you. As you turn, the porcelain doll trembles and its tiny limbs shudder as it comes to life! Its evil eyes glow red with otherworldly fire as its cruel cackling fills the air around you.

“You’ll never escape now!” the doll snarls, its voice now booming throughout the house. “For so long I have endured the solitude of this house! Day after day, always alone! My friends came to find me here, but now they won’t play with me. *You’ll* play with me! Someone has to play with me and your time is up. Now you’re here forever!”

As you stagger backward in fear, you hear a quiet whisper from the dolls behind you.

“It’s not too late... bind her... weave the right pattern to trap her...”

**Once you have solved this puzzle,
read the text on page 24 - The End**





◆ THE END ◆

You quickly weave the straps together. Just as the porcelain doll lunges at you, you fling the woven straps at her chest where they slither and wrap around her, pinning her arms to her sides. She hisses and spits in terror, but as the strap buckles lock behind her back, she suddenly goes limp and lifeless – merely a doll again. Whatever evil spirit possessed her soul has been bound.

The air shifts, and darkness blurs the edges of your vision. Colors and shapes whiz past you, and you find yourself standing once again in the work shed. As the darkness recedes, you notice the dollhouse begins to grow dim before your very eyes. Whatever evil it contained appears to fade away and the house becomes still and lifeless; just a shabby old dollhouse now.

You see four small children standing to one side of the table, huddled together in fear. You follow their gaze to the other side of the table where one child stands alone – one little girl, with long ringlets and a clean white nightdress, who looks particularly dazed. You recognize her from the portraits in the dollhouse.

“Are you... Isabel?”

Before she can answer, the door to the shed bangs open behind you. You whirl around. There stands Mr. Garrity. He is breathing hard, but his blue eyes are clear, and focused on the little girl. You look back at her. “Daddy,” she whispers, and faints to the floor.

He rushes to her, cradling her small body and sobbing. You give him a moment before interjecting, “Mr. Garrity, what’s going on?”

He collects himself somewhat and urges you, “Please take those kids home. Isabel and I have to get out of here, but I promise I’ll explain everything.” He scoops up his daughter and is out the door before you can object.

You gather the children, comforting them as best you can, and leave the work shed. One by one you return the children to their families, each one too grateful at the reunion to ask many questions.

No one sees Old Man Garrity after that night, much less Isabel. Then, a week after your ordeal, you receive a letter in the mail. It reads:

“I promised you an explanation, so here it is. Years ago, I learned that certain types of magic are, in fact, real. With this knowledge, I wanted to create an enchanted dollhouse for Isabel. I was so proud of my work: a perfect present for my perfect little girl. But while I was performing the final spell, Isabel wandered into my workshop at just the wrong moment. She was transformed into a porcelain doll, and I could not change her back.

I tried everything I could think of, but it seemed the longer she remained trapped, the more the evil powers of the dollhouse twisted her. She just... wasn’t herself anymore. Every day I tried to free her, but nothing affected the doll or dollhouse; I couldn’t even break it. Her friends began to come from their houses, sneaking in the night to try and find her, and I would come in the morning and find a new doll had been added to her dollhouse.

I don’t know how, but somehow you managed to break the spell! You destroyed whatever evil was lurking inside the dollhouse! Thank you, with all of our hearts!”

Behind the letter, you find another piece of paper. On it is scrawled several crude figures in crayon you take to be Isabel and her friends, dolls no longer.

Congratulations!

You have saved the children from the house’s evil magic and have escaped The Cursed Dollhouse!

◆ 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:

www.BlueMatterGames.com

◆ CONTRIBUTORS ◆

Special thanks to Mark Engelberg for additional puzzle concepts, Derek Hutchins for crafting a story around the puzzles, and intern Iris Tilton.

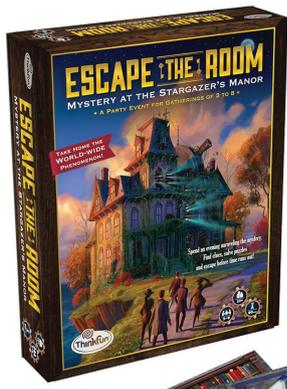
◆ GAME ILLUSTRATIONS ◆

Escape the Room: The Cursed Dollhouse was illustrated by **Monsters Pit**.

This game contains batteries which are non-replaceable.

	<p>Dispose of any items marked with this symbol as follows:</p> <p>Do not put any of the game's electronic components in your household waste, but take them to the appropriate collection point at your local waste disposal site. Please contact your council for further details.</p>
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This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. CAN ICES-3 (B)/NMB-3(B)

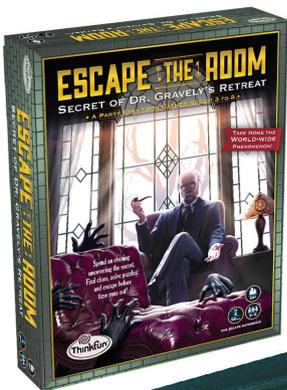


ESCAPE THE ROOM

+ MYSTERY AT THE STARGAZER'S MANOR +

It's 1869 and the town's well-respected astronomer has not been seen since the untimely passing of his wife. Recently, strange things have been happening at his manor—loud and unfamiliar noises, an unpleasant smell, and smoke billowing from the observatory. It's up to you and your guests to solve the mystery at the Stargazer's Manor!

Ages 10+



ESCAPE THE ROOM

+ SECRET OF DR. GRAVELY'S RETREAT +

The year is 1913 and you are the lucky winner of a free stay at Foxcrest Retreat, where the famed Dr. Gravely has improved upon the latest in spa treatments and relaxation for those of high social standing. Upon your arrival, however, you and your fellow guests may find the “health retreat” is not what it seems...

Ages 13+



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