DOCTOR GRIN'S · AN ESCAPE ROOM IN SEVEN ROOMS

FUNHOUSE AFTER DARK

11:59 PM. The crowds have gone home, but you are still inside Doctor Grin's Funhouse. The gate clanks shut behind you. Somewhere in the dark, a calliope starts to play.

SEVEN ROOMS ★ SEVEN LOCKS ★ ONE WAY OUT

Every room ends in a lock. Stuck? Hints are on page 8, answers on page 9 (both printed upside down).

The funhouse never throws anything away — and neither should you.

ROOM 1 · THE TICKET BOOTH

Tonight's tickets were torn in two. Make every ticket whole again, then read them in the order they were used.

ADMIT ONE
SWING RIDE
11:50 PM

SEAT 30
E

NO. 13
1 2 3 4 5 6

ADMIT ONE
CAROUSEL
9:05 PM

SEAT 21
A

ADMIT ONE
LOOP-THE-LOOP
12:25 AM

M
SEAT 07

ADMIT ONE
BUMPER CARS
10:20 PM

SEAT 12
D

SEAT 15
P

ADMIT ONE
TILT-A-WHIRL
11:15 PM

SEAT 03
R

ADMIT ONE
FERRIS WHEEL
9:40 PM

THE TURNSTILE · 6 LETTERS

Opens the way to Room 2 — the Hall of Mirrors.

DOCTOR GRIN'S FUNHOUSE · AFTER DARK

HALL OF MIRRORS

ROOM 2 / 7 ROOM 2 / 7

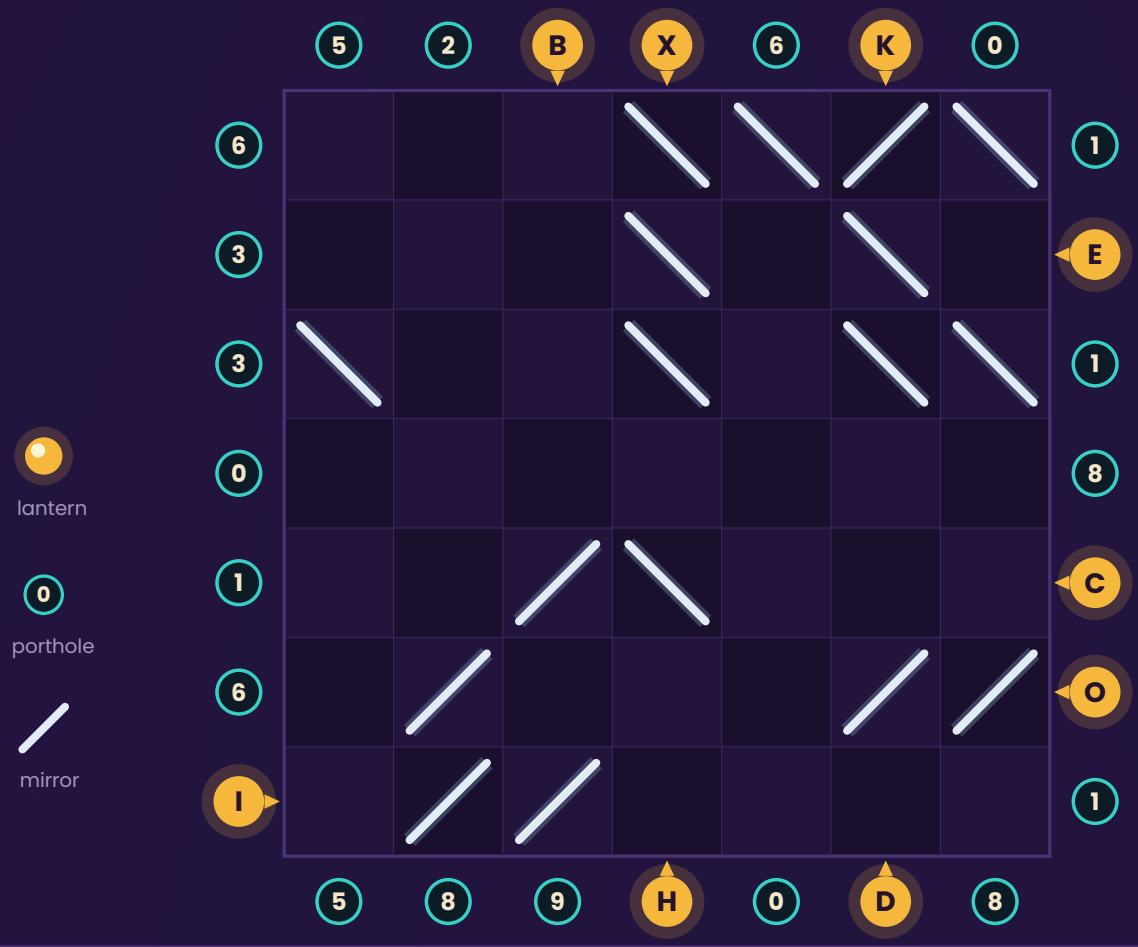
THE FOUR MIRRORS

Every mirror in this hall shows only half of the truth.



THE LANTERN MAZE

Switch the lanterns on in the order the mirrors spell. Light runs in straight lines and turns 90° at every mirror — both sides are silvered. Each beam escapes through a numbered porthole: one digit of the code.



THE MIRROR VAULT · 4 DIGITS

Opens Room 3 — the Calliope Carousel.

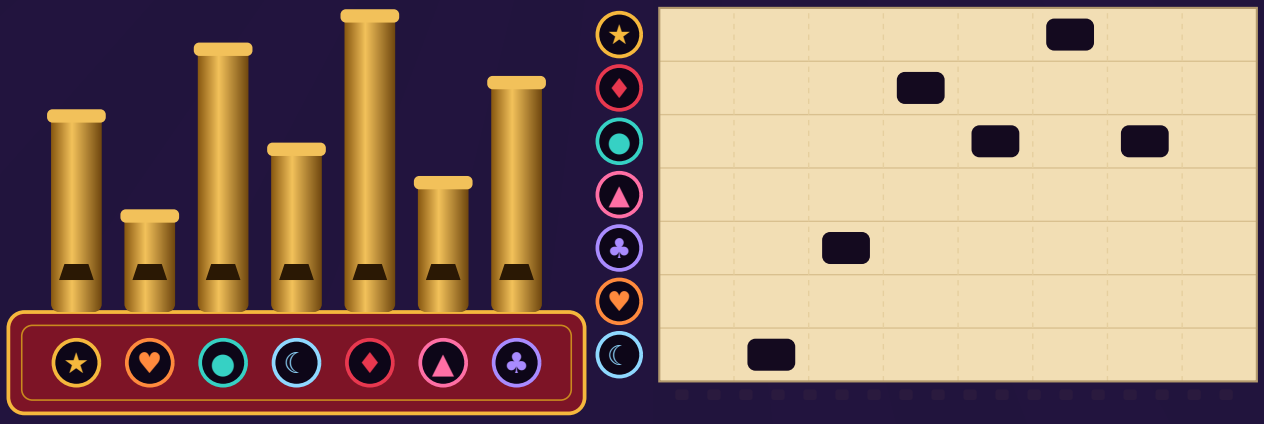
ROOM 3 / 7

THE CALLIOPE CAROUSEL

ROOM 3 / 7

THE CALLIOPE

Doctor Grin's steam organ still plays one last tune, punched into a paper roll.



THE CAROUSEL

Play the roll from left to right. Each note carries you clockwise around the carousel by as many horses as its pipe's size: the smallest pipe moves you 1 horse, the biggest 7. Start on the golden horse and keep the letter of every horse you land on.



THE BRASS RING · 6 LETTERS

Opens Room 4 — the Midway.

DOCTOR GRIN'S FUNHOUSE · AFTER DARK

THE MIDWAY

ROOM 4 / 7

ROOM 4 / 7

HOOK-A-DUCK

Every duck drifts with the current, one square at a time, until it is hooked, swallowed by the drain or spins round forever. Each hooked duck wins a dart: the code on its belly says where to throw it.



duck + dart code

hook 1 to 5

drain: duck lost

Throw your darts in hook order:

1 → 2 → 3 → 4 → 5

BALLOON DARTS

	1	2	3	4	5	6
A	T	P	W	S	N	F
B	M	G	A	Y	E	K
C	R	O	V	I	B	Z
D	F	N	C	T	H	A
E	J	U	S	D	L	W

POP!

After dark, everything here floats the wrong way.

When a balloon pops, every balloon below it in that column floats up one space.



THE PRIZE BOOTH · 5 LETTERS

Opens Room 5 — Clown Alley.

DOCTOR GRIN'S FUNHOUSE · AFTER DARK

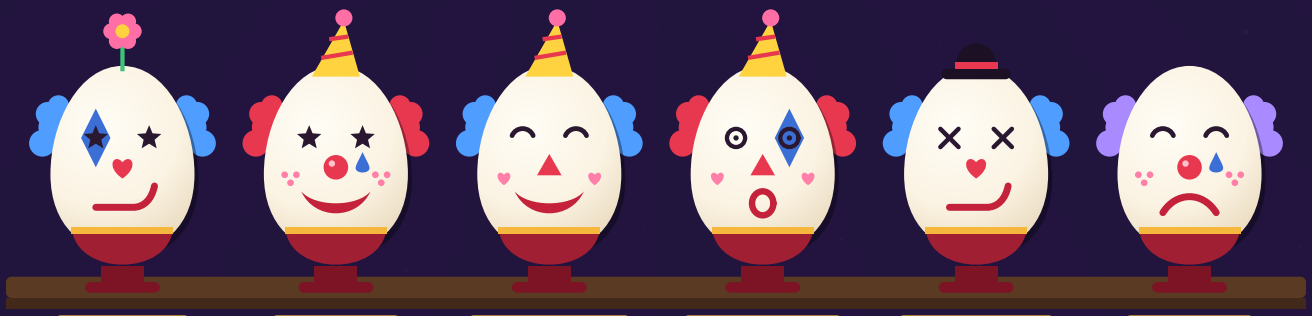
ROOM 5 / 7

CLOWN ALLEY

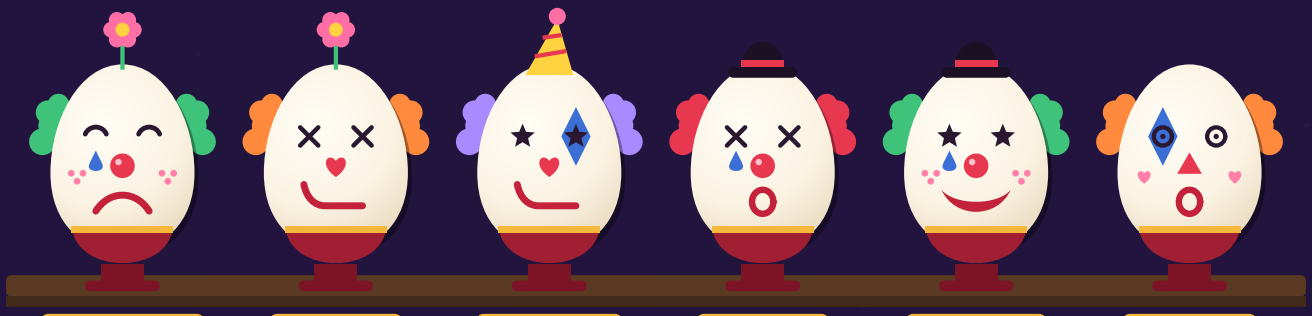
ROOM 5 / 7

THE EGG REGISTER

Every clown paints their face on an egg, so that no other clown can ever copy it.



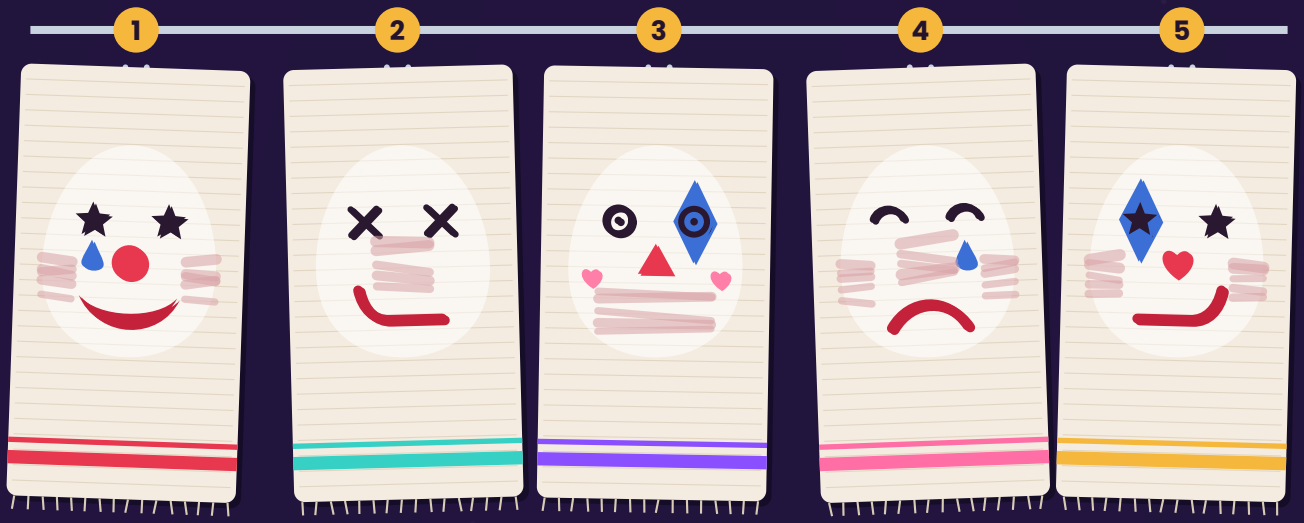
BINGO · PIP · WOBBLE · DOODLE · RUMPLE · LOLLY



NOODLE · FIZZ · KAZOO · UMBO · TOOTS · AGGIE

THE DRESSING ROOM

Tonight five clowns wiped off their greasepaint on these towels. Who were they?



THE STAGE DOOR · 5 LETTERS

Opens Room 6 — the Ghost Train.

DOCTOR GRIN'S FUNHOUSE · AFTER DARK

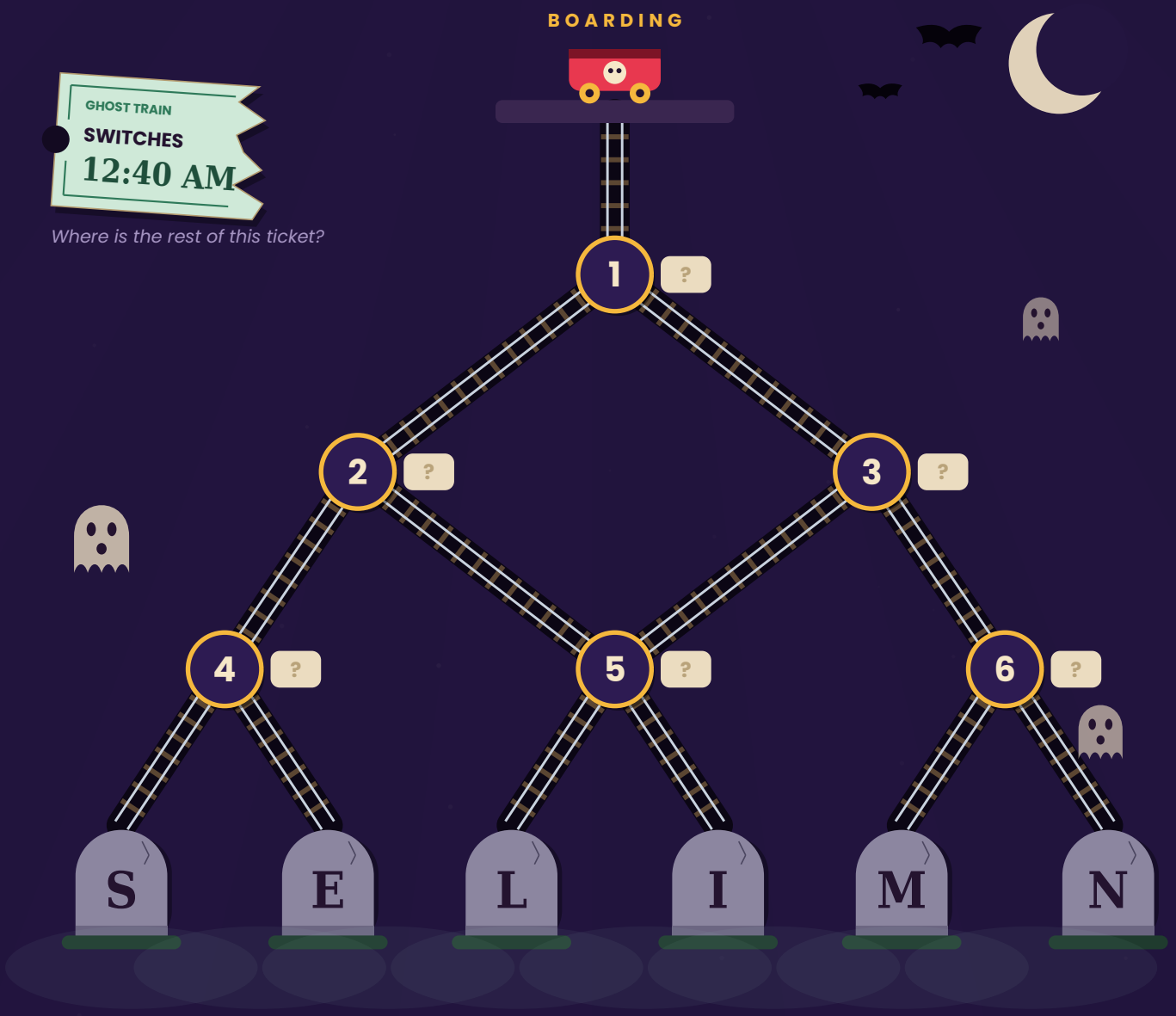
THE GHOST TRAIN

ROOM 6 / 7

ROOM 6 / 7

THE LAST RIDE

Set every switch the way your ticket says: ◄ sends a cart down the left track, ► down the right. Then send 5 carts, one after another. A cart follows each switch it reaches — and that switch flips behind it. The stations where the carts stop, in order, spell the way out.



CART LOG

cart 1	cart 2	cart 3	cart 4	cart 5

THE TUNNEL DOOR · 5 LETTERS

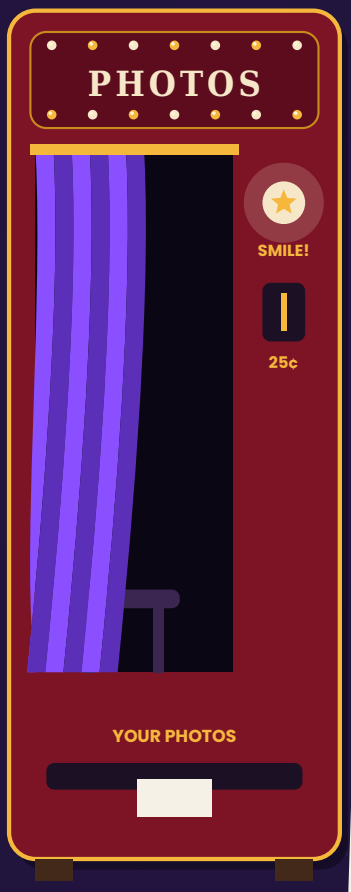
Opens Room 7 — the Photo Booth.

THE PHOTO BOOTH

ROOM 7 / 7 ROOM 7 / 7

SAY CHEESE!

Flash! The booth took one photo in every room you got through tonight. Something followed you all the way, and in every shot it is hiding one letter. Find where each photo was taken, then put your night back in order.







THE LAST GATE · 6 LETTERS

What has the ghost been asking for all night?

NO PEEKING · ONE HINT AT A TIME

HINTS

Stuck for a few minutes? Read Hint 1. Still stuck? Hint 2. The answers are on the next page.

ROOM 1 · THE TICKET BOOTH

HINT 1 Ignore the words for now: every left half has exactly one right half whose torn edge fits it like a key.

HINT 2 One right half was dropped upside down. Another belongs to no ride in this room — keep it! And 12:25 AM comes after midnight.

ROOM 2 · HALL OF MIRRORS

HINT 1 A mirror reflects: flip each top half down across the silver line to finish the letter.

HINT 2 The mirrors spell HIDE, so light lanterns H, I, D, E in that order. Any mirror turns a beam 90°, whichever side it hits.

ROOM 3 · THE CALLIOPE CAROUSEL

HINT 1 Match each hole on the roll to a pipe by its symbol, then rank the pipes by height: shortest = 1, tallest = 7.

HINT 2 ♥=1 · ▲=2 · ☾=3 · ★=4 · ♣=5 · ●=6 · ♦=7. Keep counting from the horse you landed on — don't go back to the golden horse.

ROOM 4 · THE MIDWAY

HINT 1 Follow the arrows from each duck. Five ducks reach a hook, one goes down the drain, one spins in a whirlpool forever.

HINT 2 Two ducks share a code — that's no mistake. After a pop the balloons below rise, so the same spot now holds a new balloon.

ROOM 5 · CLOWN ALLEY

HINT 1 Only greasepaint rubs off: hats and hair never leave a print. Compare each towel with the eggs, one painted feature at a time.

HINT 2 Press your face into a towel and the print comes out the wrong way round. Flip every towel left-to-right before you compare.

ROOM 6 · THE GHOST TRAIN

HINT 1 The switch settings are on the green ticket half from Room 1 — its tear fits the stub here. ◄ = left track, ► = right track.

HINT 2 Start: 1◄ · 2◄ · 3► · 4◄ · 5► · 6◄. Flip every switch a cart passes through, including the lower ones.

ROOM 7 · THE PHOTO BOOTH

HINT 1 Every photo is a close-up of one of the earlier pages. Two of them came out mirrored.

HINT 2 Find the same spot on the original page and read the letter the ghost is covering. Then sort the photos by their time stamps.

CHECK YOUR LOCK · THEN TURN BACK

ANSWERS

Only read the room you have just finished — the next ones are right below it.

ROOM 1

WARPED

THE TICKET BOOTH

9:05 W (the upside-down "M"), 9:40 A, 10:20 R, 11:15 P, 11:50 E, 12:25 AM D. Keep the green half for Room 6.

ROOM 2

8361

HALL OF MIRRORS

Lantern H escapes at 8, I at 3, D at 6, E at 1.

ROOM 3

CACKLE

THE CALLIOPE CAROUSEL

Notes ☾ ♣ ♦ ● ★ ● move 3, 5, 7, 6, 4, 6 horses: C, A, C (the same horse again!), K, L, E.

ROOM 4

GHOUL

THE MIDWAY

Hooks 1–5 give B2, D5, B2, C2, D5. Pop G, pop H, then O has risen into B2, U into C2 and L into D5.

ROOM 5

PRANK

CLOWN ALLEY

Flipped, the towels match PIP, RUMPLE, AGGIE, NOODLE and KAZOO. Compared without flipping you get their mirror twins: T, F, D, L, B.

ROOM 6

SMILE

THE GHOST TRAIN

Cart 1 ends at S, cart 2 at M, cart 3 at I, cart 4 at L, cart 5 at E. Say cheese…

ROOM 7

RESCUE

THE PHOTO BOOTH

12:04 R (ticket, Room 1) · 12:13 E (lantern, Room 2) · 12:21 S (horse, Room 3) · 12:30 C (balloon, Room 4) · 12:38 U (UMBO, Room 5) · 12:46 E (tombstone, Room 6). The ghost never got out of the funhouse. Now it leaves with you.

★ YOU ESCAPED! DOCTOR GRIN WILL BE WAITING NEXT SEASON... ★