GUIDE TO HARRY POTTER ESCAPE ROOM

Max. Time: 1 hr
Max. Team Size: 5 wizards
Game premise: Harry Potter & the Philosopher’s Stone (book 1)

Each team is allowed 2 radio help calls for hints.

Before they enter the room they are given a small scroll that reads:

Break the letter with the proper seal and the enchantment of this dream shall be real.

First Clue:
They must go through a huge pile of letters hidden throughout the room looking for the one with a Harry Potter sticker seal. It will be the only one labelled with the final letter location Hagrid uses to get Harry’s letter inviting him to Hogwarts.

Instead the letter will be a summary of the game:

Harry has fallen asleep at Hogwarts but has awoken back in his cramped and cold cupboard under the stairs at #4 Privet Drive. Your team of wizards must figure out the spell needed to break this curse and transport Harry back to his bed at Hogwarts.

Search for clues, break codes, and calculate potions to figure out the exact words needed to end this terrible curse. If you don’t break the spell by the end of the hour the curse will be final, the Dursleys will find Harry under the stairs, and he will never return to Hogwarts.

Like Dumbledore always says, it does not do to dwell on dreams and forget to live.

The words of the spell must be recited in proper order. So wizards, it will be best to remember…

Don’t be a Dud(ley)
Study like a Granger
Protect like a Weasley
Potion like a Potter
& Reflect like Dumbledore.

Enclosed are a few wise words from Hagrid to set you on your way.

And a note from Hagrid:
Yer know I wouldn’t leave ye stranded so here’s the first word of the spell. You’ll just need to break a little code. Nothing else to report. See you back at Hogwarts. The weather is horrible.
Good luck! Love, Hagrid.
Below Hagrid’s note is the first word of the spell, AVADA, written out in Morse Code. Behind the picture of Dudley on the wall is a guide to how to solve Morse Code.

1st Word: AVADA
This word is written in Morse code at the bottom of Hagrid’s note. A guide to breaking Morse code can be found behind Dudley’s picture on the wall. The teams will use the code to solve the first word.

Around the room are a number of wizarding books.

Titles:
Great Wizards of the Twentieth Century
Notable Magical Names of Our Time
Important Modern Magical Discoveries
A Study of Recent Developments in Wizardry
The Standard Book of Spells (Grade 1) by Miranda Goshawk
A History of Magic by Bathilda Bagshot
Magical theory by Adalbert Waffing
A Beginner’s Guide to Transfiguration by Emeric Switch
One Thousand Magical Herbs and Fungi by Phyllida Spore
Magical Drafts and Potions by Arsenius Jigger
Fantastic Beasts and Where To Find Them by Newt Scamander

One of the books is hollow. Instead the book is a piece of paper and a scroll.

The piece of paper says: Read Between The Lines

The scroll is a list of trivia questions and a note that reads:
Use your knowledge of the wizard world to unlock the cabinet below
Here you will find all the magic you need to make your spell glow.

The answers to the trivia question will give you the numbers or letters needed to unlock the cupboard. Inside the cupboard is a pen that has a black light flashlight attached to it. Holding this black light flashlight against the note reveals the word “LUMOS” between the lines of the note in the book.

2nd Word: LUMOS
This word is revealed by using the black light flashlight on the pen to read between the lines of the note in the book.
At the back of the same book is a hint on where to find the next word. Behind a false back cover (which they will have to use a letter opener to cut away) is a picture of Harry, Hermoine, and Ron playing chess from the first movie. On the back of the picture is a clue that reads:

This is not just a game of chess but a test of fine recall. Wizards, think back to this frightening test – which friend played which piece?

The order is tantamount because it will guide you to the unlock
The next secret in this spell’s unwinding
Hidden in the box.

**HARRY – HERMOINE – RON**

Beneath the Bishop (HARRY): Hedwig
Beneath the Castle (Hermoine): how many spiders are in Harry’s cupboard?
Beneath the Knight (Ron): Catch the Golden Snitch

The numbers unlock a box placed next to the chess board. Inside the box is the third word wrapped around the wand.

**3rd WORD: PROTEGO**
This word is wrapped around a wand that is locked in a box. The box is unlocked by figuring out the lock code using the hints beneath the chess pieces.

In addition to the third word a note is also wrapped around the wand. It reads:

Wizards, you are close!
With this wand in your hand.
But there’s still one more word you need to withstand
The powerful dark magic of this dreaming trick.
It’s time to brush up on your mathematical wit
And together you must find a way to pass
The mathematical riddles of potions class.

Inside is a set of 4 laminated cards. The cards are labelled 1 – 4 on the front. On the back of the card is a card deck suit and the potion. The resulting number of the potion equation combined with the deck suit leads them to part of the final word.

**FI:**
Amortentia – love potion
Combine 3 springs of spearmint and 3 scoops of freshly cut grass. Divide the mixture in half and add 1 piece of fresh parchment.
**TOTAL:** Heart, 4

**NE:**
Felix Felicis – liquid luck potion
Combine 10 pieces of unicorn hair with 14 pieces beechwood. Simmer on low in order to reduce thickness of the liquid by half. Remove 6 cups of the final solution and use with caution.

**TOTAL:** Spade, 6

**ST:**
Hiccuphling Potion

Combine 1 cup bouncing spider juice with 3 pieces of cat hair. The mixture will magically multiply by 2. Add 2 tablespoons of cinnamon to one pot and 1 chinese chomping cabbage to the other.

**TOTAL:** Club, 10

**A!:**
Polyjuice Potion

Extract one blind-worm’s sting, one billywig sting, and one crocodile heart. Combine together and simmer for a while. Remove from heat and add 5 pounds of dragon dung. Mix until a soft dough forms.

**TOTAL:** Diamond, 8

4th word: ALOHOMORA
Determined by completing the potion equations, using the completed equations to find the matching cards in the deck, and assembling the final word.

Also include in the box with the deck of cards & potion cards is a key wrapped in a note. The note reads:

The end is nigh
When you can kiss the Dursleys goodbye
But first you must spend one moment more
Reflecting on your journey with Dumbledore.

The key will open the final box. In that box is a dismantled puzzle of Dumbledore with the final word of the spell. Once the puzzle is reassembled and held up to a mirror the final word will be revealed.

5th word: FINESTA!
Yellowknife Public Library presents

HARRY POTTER ESCAPE ROOM

Harry Potter has fallen asleep at Hogwarts and found himself trapped back at the Dursleys! Test your wizarding knowledge & skills to break Harry out of his terrible dream!

Sessions available July 24 - August 3
Room takes approx. 1 hour
Teams of up to 5 permitted.
Room best suited for wizards ages 12 - 100

Call, email, or visit the library to book your session!

For more information, visit www.yellowknife.ca/ypl or call (867) 920-5642

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**Harry Potter Escape Room**

**Saturday, September 15**

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<th>Phone Number</th>
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**Monday, September 17**

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Sessions are 1 hour
Room best suited for wizards (2+ years of age) to read an adult in the room
Room is the same as last round

5 people maximum per team
Room is entirely on the first book of the series, Harry Potter & the Philosopher's Stone
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**Don't be a Dudley**

**Study like a Granger**

**Protect like a Weasley**

**Potion like a Potter**

**& Reflect like Dumbledore.**

Enclosed are a few wise words from Hagrid to set you on your way...
TEAM NAME:

____________________________________

Team Members:

____________________________________

____________________________________

____________________________________

_____________________________________
Ye know I wouldn't leave ye stranded so here's the first word of the spell. You'll just need to break a little code.

Nothing else to report. The weather is horrible. See you back at Hogwarts.

Love, Hagrid
The time has come, the end is nigh
When you can kiss the Dursleys goodbye
But first you must spend just one moment more
In quiet reflection with Dumbledore.
This is not just a game of chess but a test of fine recall.

Wizards, think back to this frightening game—which friend played which piece?

The order is tantamount because it will guide you to unlock,

The secret in this spell’s unwinding hidden in the box.

**Code:**

HARRY—HERMOINE—RON
Wizards, you are close!
But now is not the time to boast.
There is powerful dark magic in this
dreaming trick.
It’s time to brush up on your
mathematical wit.
Together you must find a way to pass.
The calculating riddles of potions class.
use your knowledge of the wizarding world to unlock the box below—

Here you will find all the magic you need to make your spell *glow*.

On which knee does Dumbledore have a scar resembling a map of the London Underground?

C. RIGHT
M. LEFT

How many staircases are there at Hogwarts?

R. 142
Q. 242
T. 342
A. 442

Who is the Hufflepuff house ghost?

T. The Fat Lady
J. The Bloody Baron
A. The Fat Friar
L. Peeves
**Pepperup**

*improve health*

Extract 1 blind-worm’s sting, 1 billywig sting, and 1 crocodile heart. Combine together and simmer for some time. Remove from heat and add 5 pounds of dragon dung. Mix until a soft dough forms.

**Felix Felicis**

*liquid luck*

Combine 10 pieces of unicorn hair with 14 pieces of beechwood. Simmer on low in order to reduce the thickness of the liquid by half. Remove 6 cups of the final solution and use with caution.
Amortentia

~ love potion ~

Combine 3 sprigs of spearmint and 3 scoops of freshly cut grass. Divide the mixture in half and add 1 drop of lavender oil.
Hiccoughling
~ stop excessive hiccoughing ~

Combine 1 cup bouncing spider juice with 3 pieces of cat hair. The mixture will multiply by 2. Add 1 tablespoons of cinnamon and 1 Chinese chomping cabbage to the pot.

Harry Potter Escape Room

This certificate is hereby given to:

_____________________

for your expert completion of the Yellowknife Public Library Harry Potter Escape Room
Harry Potter Escape Room

What’d you think??

My favourite thing about the escape room was:

If I could change something about the escape room I would change:

Some other programs I’d like to see at the library are:

Thank you!

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Break the letter with the proper seal and the enchantment of this dream shall be real...
HARRY POTTER ESCAPE ROOM

May 21 - 26

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