**Escape Room Activity: "The Siren's Curse": The Siren and the Sleepwalkers**

**The Haunted Chronicles**

**Age Group: 9-13 years old**

**Objective**

Participants must work together to solve puzzles, decode messages, and find the locket hidden in the wreck of *The Siren’s Whisper* before the siren’s curse draws the sleepwalkers to the cliffs.

**Scenario**

The residents of Driftwood Cove are in danger! The siren's song is growing stronger, pulling sleepwalkers toward the cliffs. You and your team must venture into the cursed shipwreck, solve the mystery of Isolde's locket, and silence the song before it's too late. Can you escape the curse in time?

**Setup**

* **Participants**: 4-8 players
* **Time Limit**: 60 minutes
* **Location**: Classroom, library, or community room (decorate to resemble the eerie atmosphere of the book with ocean sounds, dim lighting, and nautical props).
* **Stations**: Divide the activity into 4 themed stations to represent key scenes from the book. Each station contains puzzles that must be solved to advance to the next.

**Stations and Puzzles**

**Station 1: The Cliffs**

**Goal**: Decode the siren's song to reveal the location of *The Siren’s Whisper*.

* **Puzzle**: Provide participants with a sheet of music notes and a coded message (e.g., a cipher where musical notes correspond to letters).
	+ Clue: "The answer is hidden in the melody."
	+ Solution: Decode the song to reveal "WRECK AT MIDNIGHT REEF."

**Station 2: The Docks**

**Goal**: Collect tools and information to prepare for the dive.

* **Puzzle 1: Tools List**: A scavenger hunt where participants must find "diving gear" (e.g., flashlights, oxygen tanks, map of the reef). Hide these items or pictures of them around the room.
* **Puzzle 2: Captain Rhodes’ Log**: Participants find an old logbook with a riddle:
	+ Riddle: “The path is dark, but stars align, / Find the wreck where shadows shine.”
	+ Solution: Locate a star map hidden in the room and align it to find the shipwreck coordinates.

**Station 3: The Wreck**

**Goal**: Unlock the locket hidden within the shipwreck.

* **Puzzle 1: Combination Lock**
A chest with a 4-digit combination lock contains the locket. Provide participants with riddles tied to events in the book.
	+ Example:
		1. "Number of days since the wreck" (Answer: 1821 - 2024 = 203).
		2. "Number of letters in 'ISOLDE'."
		Combination: **2036**.
* **Puzzle 2: Symbol Deciphering**
Inside the chest is a piece of paper with ancient symbols. Provide a key for participants to translate the symbols into words like "OPEN LOCKET."

**Station 4: The Locket**

**Goal**: End the curse by solving the final puzzle.

* **Puzzle**: The locket contains a circular puzzle (a spinable dial with letters or symbols). Participants must arrange the pieces to form the word "PEACE" or "FREEDOM."
	+ Clue: A poem from Isolde’s perspective hints at the word:
		- “To break the chains of sorrow deep, / A word of hope shall silence weep.”

**Final Twist**

Once the locket puzzle is solved, the escape room lights dim, and a recording of Isolde’s final whisper plays:
“The sea never forgets…”

Participants must leave the room to "escape" the curse.

**Materials Needed**

* Props: Flashlights, nautical maps, diving gear, chest with a combination lock, a fake locket.
* Puzzles: Music sheet cipher, riddles, scavenger hunt clues, symbol translation key.
* Decor: Blue lighting, wave sound effects, eerie siren songs, fog machine for atmosphere.
* Optional: Certificates of completion with *The Siren and the Sleepwalkers* branding.

**Tips for Success**

1. **Team Roles**: Assign roles (e.g., Decoder, Clue Hunter, Timekeeper) to keep participants engaged.
2. **Hints**: Provide 3 "lifelines" participants can use to get hints if they are stuck.
3. **Immersion**: Use sound effects, lighting, and props to create an eerie and immersive experience.