**Escape Room Activity: Unlock the Curse of The Silent Ghost Ship**

***The Haunted Chronicles***

Welcome to the *Silent Ghost Ship* Escape Room! Your students will work together to solve puzzles, uncover clues, and break the curse of the Silent Horizon before time runs out. This interactive activity engages critical thinking, collaboration, and creativity, making it perfect for classrooms or libraries.

**Overview**

* **Goal:** Solve the mystery of the cursed ship and escape before the storm overtakes the players.
* **Setup Time:** 30-45 minutes.
* **Duration:** 45-60 minutes.
* **Group Size:** 4-8 participants per team.
* **Difficulty Level:** Adjustable for ages 9-13.

**Storyline**

You and your friends are trapped aboard the cursed Silent Horizon. The storm is closing in, and the ship’s restless spirits have given you one chance to break the curse. You must uncover the secrets of the ship, find the captain’s log, and unlock the box containing the key to freedom—all before the clock runs out.

**Room Setup**

Transform your space into the Silent Horizon with these areas:

1. **The Deck**
	* A table with weathered-looking “nautical tools” like compasses, maps, and a spyglass.
	* Hidden clue: A coded message embedded in the ship's map.
2. **The Captain’s Cabin**
	* A desk or small table with an old journal (the captain’s log), scattered papers, and a locked chest or box.
	* Hidden clue: A riddle leading to the combination for the locked chest.
3. **The Hold (Storage Area)**
	* A section with crates, ropes, and a lantern.
	* Hidden clue: A glowing object or symbol only visible when the lantern is lit.
4. **The Sailor’s Quarters**
	* A small nook with scraps of “letters” and a ghostly message in invisible ink.
	* Hidden clue: The letters spell out the next step when put in the correct order.

**Puzzles and Challenges**

1. **Nautical Map Puzzle (The Deck)**
	* Players must piece together a torn nautical map to find the marked location of “The Storm’s Eye.”
	* Use a cipher written in “coordinates” (e.g., A1 = first row, first column) to reveal the next clue.
2. **Riddle of the Captain’s Log (The Cabin)**
	* Riddle on the captain’s desk:
	*“In the storm's heart, where shadows thrive, a code unlocks the log to survive. Count the lines, the words, the clues—solve this riddle, and the lock will lose.”*
	* Answer: Numbers from the captain’s log pages correspond to a 3-digit combination.
3. **Invisible Ink Message (The Sailor’s Quarters)**
	* Players use a UV flashlight to reveal a hidden message: *“Return what was taken, and the curse will be broken.”*
	* The message hints at the cursed box in the hold.
4. **The Glowing Symbol (The Hold)**
	* The glowing object (a symbol of the storm’s eye) must be aligned with a “nautical chart” to unlock the location of the cursed box.
	* Players fit the symbol onto a chart using its shape to find the final key’s location.

**Final Challenge: Unlocking the Cursed Box**

The players must bring all their findings together to unlock the final box.

* **Key Elements:**
	+ The combination from the captain’s log.
	+ The glowing symbol to align the final lock.
	+ The riddle: *“The past holds the answers, but only the brave can release the truth.”*

When the players solve the final puzzle and open the box, they find the “key” to the storm’s eye and an escape map that allows them to “break the curse” and return to safety.

**Materials Needed**

* Printed nautical maps, torn for effect.
* Journals, “ancient” letters, and pre-written riddles.
* A UV flashlight and invisible ink pens.
* Locked box (real or a puzzle box).
* Props like compasses, lanterns, ropes, and fake coins for ambiance.

**Time Limits and Hints**

* **Time Limit:** 45 minutes to solve all puzzles and break the curse.
* **Hint System:** Provide 3 hints per team (managed by the teacher or librarian as the “ghostly guide”).

**Debrief and Reflection**

Once the escape room is complete, gather the participants to discuss:

1. **What worked well in their teamwork?**
2. **What strategies did they use to solve the puzzles?**
3. **How did the activity connect to the themes of *The Silent Ghost Ship*?**

**Extensions and Variations**

* Add math-based challenges (e.g., calculate nautical distances).
* Use QR codes leading to audio “ghost messages” for a tech-savvy twist.
* Create a simplified version for younger students with fewer steps and visual clues.

This immersive escape room activity will bring *The Silent Ghost Ship* to life, engaging students while reinforcing problem-solving, collaboration, and critical thinking skills.