**Escape Room Activity: The Identity Vault**

***The Haunted Chronicles***

**Age Range:** 9–13

**Group Size:** 3–5 participants per group
**Theme:** Escape the Vault and recover stolen memories before the Rebirth countdown reaches zero.

**Overview:**

Participants must navigate a series of challenges inspired by the storyline of *The Identity Vault*. Using clues, puzzles, and teamwork, they will uncover secrets about the Vault, disable its defenses, and escape with the truth before the countdown timer reaches zero.

**Materials Needed:**

1. **Countdown Timer** (set for 45–60 minutes)
2. **Printable Clues** (puzzles, coded messages, riddles, etc.)
3. **Memory Capsules** (clear plastic containers or jars labeled with fictional names)
4. **Locked Box** or Combination Safe
5. **Cipher Wheel** or Decoding Device
6. **Blacklight Flashlight**
7. **Hidden Key or Puzzle Pieces**
8. **Props for Ambiance:** Glowing lights, eerie sound effects, metallic-looking decor
9. **The Vault Core** (a glowing object, like an LED orb, to symbolize the Vault’s main power source)

**Setup:**

The escape room is divided into three stages:

1. **Crack the Vault’s Entry Code**
2. **Disable the Memory Extraction Process**
3. **Escape Before the Rebirth Timer Ends**

**Stage 1: Crack the Vault’s Entry Code**

**Objective:** Solve the puzzles to unlock the Vault’s entrance.

* **Puzzle 1:**
A series of memory capsules contains scrambled letters. Rearrange the letters to spell *REBIRTH* to find the Vault’s entry code.
	+ Example: Capsules labeled with “T”, “I”, “H”, “B”, “E”, “R”, “R”.
* **Puzzle 2:**
A riddle leads participants to a hidden key:
**Riddle:**
*I am not alive but hold the secrets of those who were. Find me where the whispers rest.*
(Answer: A journal or book with a hidden key inside.)
* **Unlock the Door:**
The collected key opens a small box with a blacklight flashlight. Shine it on a wall to reveal an invisible code (e.g., “5217”).

**Stage 2: Disable the Memory Extraction Process**

**Objective:** Shut down the Vault’s memory extraction machine by solving logic puzzles and disabling traps.

* **Logic Puzzle:**
Participants must arrange memory capsule cards (labeled with emotions like *Joy*, *Fear*, *Hope*, *Regret*) in the correct order to stop the extraction process. The hint:
*“Memories flow like a story: joy sparks hope, fear brings regret.”*
* **Cipher Challenge:**
Decode a scrambled message using the cipher wheel to uncover the phrase: *“Pull the red wire.”*
* **Trap Disabling Task:**
A “laser grid” (string or tape across a pathway) must be navigated without touching it to reach the control panel.

**Stage 3: Escape Before the Rebirth Timer Ends**

**Objective:** Retrieve the Vault Core and escape before the timer ends.

* **Maze Map:**
A map (hidden in a locked drawer) shows the escape route. Clues to the combination:
	+ *“Three times the capsules, minus the letters of the code.”*
	(Example: If there are 15 capsules and the code was “REBIRTH” with 7 letters, the combination is 3 × 15 - 7 = 38.)
* **Final Challenge:**
Players must remove the glowing Vault Core (LED orb) without touching its “defense grid” (a ring of string or elastic bands). The grid must be deactivated first by solving a final riddle:
**Riddle:**
*“The truth unlocks the core: Whisper my name, for I hold what they stole.”*
(Answer: *Memory*)

**Winning Condition:**

Players escape with the Vault Core before the timer reaches zero, ensuring they have uncovered the truth and preserved their identities.

**Extensions:**

* Add audio effects (eerie whispers, countdown sounds).
* Include QR codes linking to short videos or voice messages from “trapped memories.”
* Offer participants a “reward,” like a printed certificate declaring them “Vault Breakers.”