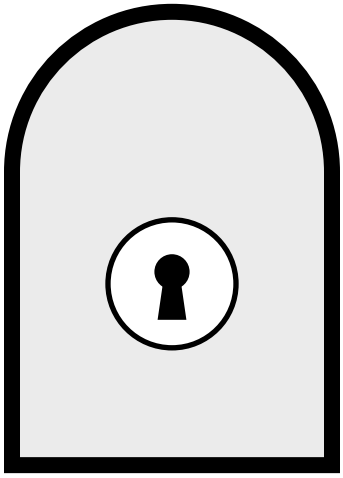
A LOCKED-ROOM PUZZLE ADVENTURE

Escape the Clockmaker's House

An Escape Room Puzzle Book for Adults: 10 Locked Rooms, 50 Linked Puzzles, Ciphers, Logic and Number Locks, with 3-Level Hints and Full Solutions





Harper Lane

Escape the Clockmaker's House

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This is a work of fiction. Names, characters, places and events are the product of the author's imagination. Any resemblance to real people or places is coincidental.

Every puzzle in this book was built and checked by computer: each one has exactly one answer, every room code opens exactly one door, and every wrong code in the Lock Ledger was checked to lead nowhere.

First edition.

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How to Play

You are locked in. To get out you will move through 10 rooms, one at a time. Every room hides a set of linked puzzles; their answers make the code that opens the next door. Everything you need is printed in this book: no scissors, no internet, just a pencil.

1 **Read the room**

Every room starts with a door page: the story, a map of the room showing where each puzzle is, and a list of its puzzles with their pages.

2 **Solve the puzzles**

Each puzzle has a symbol and a name, like the Triangle puzzle 3B. Its answer is a single digit, except a number lock, which gives its whole combination. Some puzzles need the answer to another one first; the page tells you which.

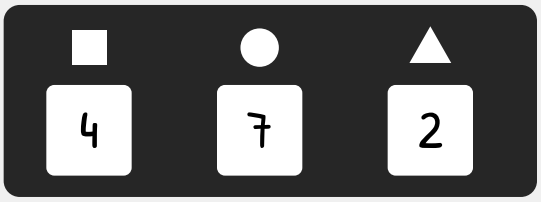
3 **Set the lock**

On the lock page, write each answer under its symbol. The dials are in a different order from the puzzles. Read them from left to right: that is the room code.

4 **Check the Lock Ledger**

Find the room's block in the Lock Ledger (page 79) and look for your code. Turn to the page printed beside it. If that page says THE DOOR OPENS at the top, you are through. Any other page means the lock held: do not read on, go back and check your answers. A code that is not in the ledger is wrong too.

EXAMPLE



Puzzle A (circle) gave 7, B (triangle) gave 2 and C (square) gave 4. The dials read square, circle, triangle, so the code is 472. In the ledger, 472 sits next to a page number: turn there and see if the door opens.

Sample pages

When You Are Stuck

Real escape rooms have a game master who slips you a clue. This book has three for every puzzle, each one a little stronger than the last, kept in separate sections so a peek at one never spoils the next.

First hint: a nudge
Points you at the way in, without giving anything away. Page 81.

Second hint: the method
Tells you exactly how the puzzle works and gets you started. Page 86.

Third hint: nearly there
Takes you most of the way. Only the last step is left to you. Page 90.

Walkthrough
Every answer, how to reach it, and every room code, from page 94. Save it for checking.

Good to know

- Every puzzle has exactly one answer. Each was solved by computer, then checked again by a second, separate program.
- Difficulty climbs as you go. The dots on each puzzle show its level: one dot easy, two medium, three hard.
- Write in the book. Pencil is best: most puzzles leave room to work, and the lock pages have boxes for your answers.
- Keep score. The Escape Log on page 78 has space for your time and the hints you used in each room.

Sample pages

THE STORY BEGINS

The Clockmaker's House

The letter came on thick cream paper, sealed with green wax. "I have built a little game," it said, "and I would like you to be the first to play it. Come to 9 Harrow Lane on Friday evening. Bring a pencil. A.P."

Ambrose Pell made clocks for sixty years, and the whole town knows his house: the crooked tower, the brass weather vane, the windows that never seem to show a light. When you arrive, the front door is open. You step inside, it swings shut behind you, and somewhere above you a lock turns.

On the hall table is a card in the same neat hand: "Ten rooms, ten locks. Every lock opens with a code, and every code is hidden in the room you are in. Solve each puzzle, set the dials, and the next door will open. Reach the clock tower and the house will let you go."

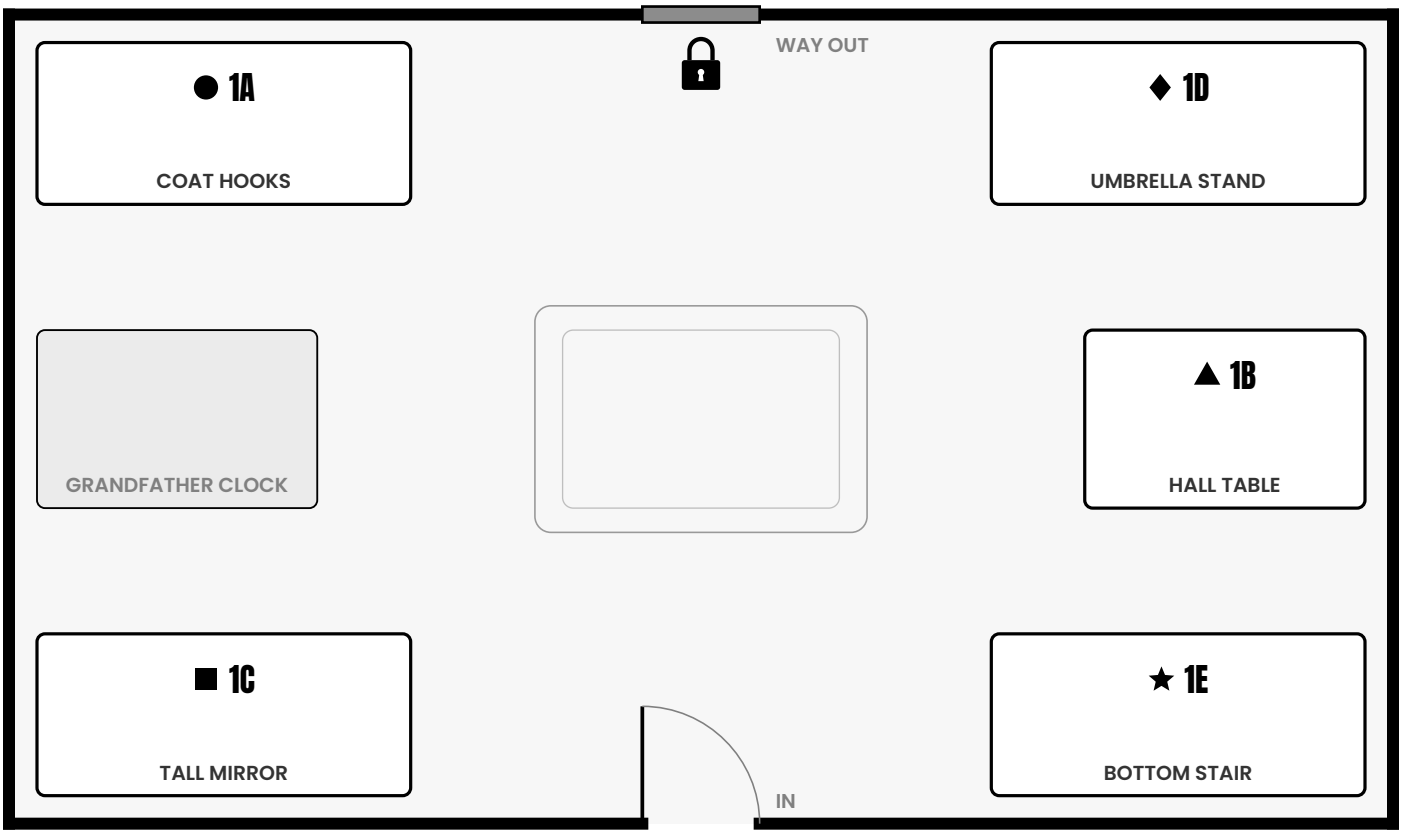
Turn to page 7 to enter Room 1.

Sample pages

The Front Hall

Coats still hang on the hooks, as if the guests just stepped out. A grandfather clock ticks against the far wall, a few minutes slow. The door to the rest of the house has a heavy brass lock with a row of dials, and beside it someone has pinned a card: “Start with what is in front of you.”

MAP OF THE ROOM



IN THIS ROOM

- ☐ ● 1A **The Coat Hooks Code** ●○○ page 8
- ☐ ▲ 1B **The Hall Table Tiles** ●○○ page 9
- ☐ ■ 1C **The Wheel Message** ●○○ page 10
- ☐ ◆ 1D **In the Right Order** ●○○ page 11
- ☐ ★ 1E **The Lock on the Bottom Stair** ●○○ page 12

With every answer in hand, the lock is on page 13.

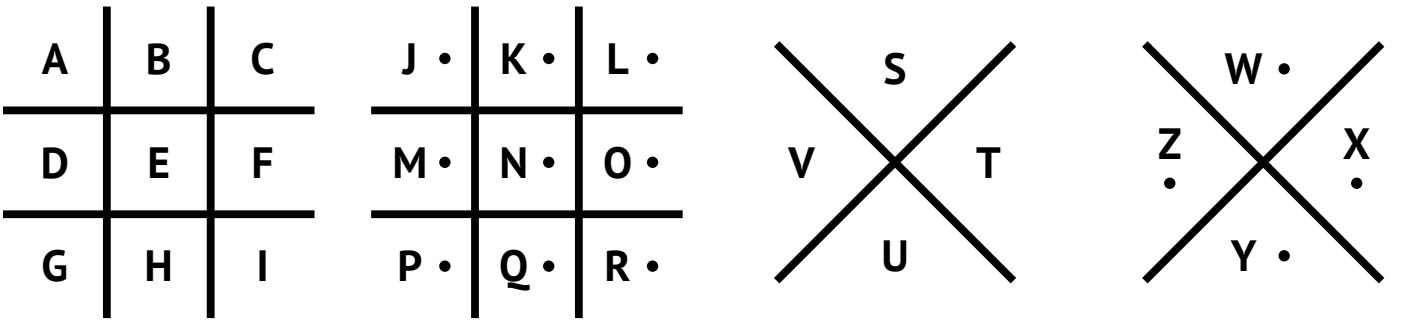
Sample pages

The Coat Hooks Code

●○○ EASY

Strange little shapes are scratched into the coat hooks, next to a key drawn like a game of noughts and crosses.

Each mark is the outline of one compartment of the key: the lines around a letter, plus a dot when the letter is in a dotted figure. Write each letter under its mark.





The message ends with a number word. That number is your answer.

WORKING SPACE

Circle dial (1A)
Your answer

Stuck? Hints on pages 81, 86, 90

Sample pages

The Hall Table Tiles

●○○ EASY

The tiles set into the hall table have numbers on them, and some have fallen out.

Fill in the missing tiles so that every row, every column and every block with a thick border holds the numbers 1 to 4 once each. Your answer is the number on the tile marked with a star.

	4	2	3
★	2	4	

▲ **Triangle dial (1B)**
Your answer

Stuck? Hints on pages 81, 86, 90

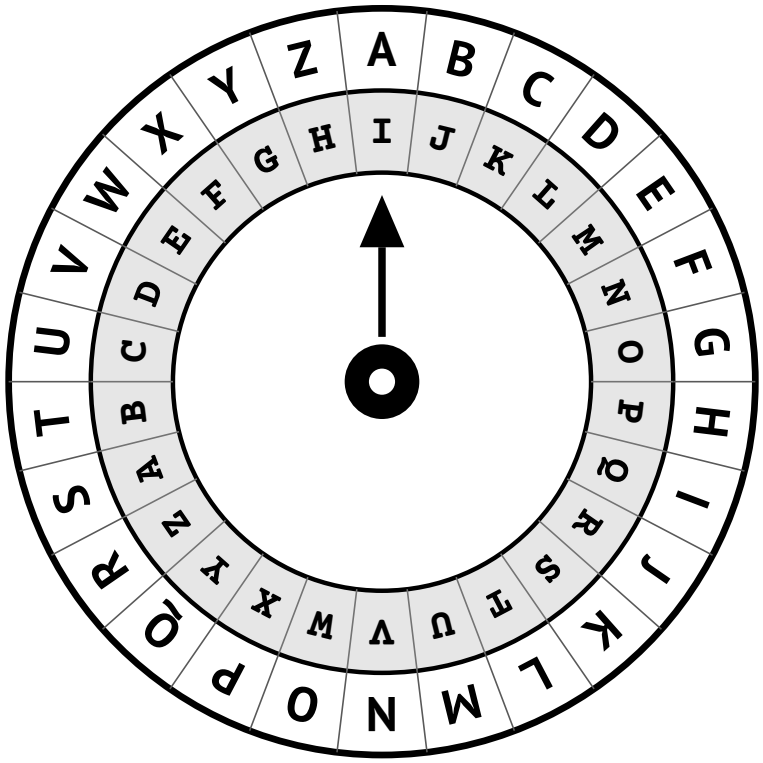
Sample pages

The Wheel Message

●○○ EASY

A folded note is tucked under the tall mirror. The letters are neat and careful, and complete nonsense.

Every letter of the note was moved the same number of places along the alphabet. The wheel is set to that shift: find each letter of the note on the INNER ring and write down the letter beside it on the OUTER ring.



B	P	M		I	V	A	E	M	Z		G	W	C
___	___	___		___	___	___	___	___	___		___	___	___

A	M	M	S		Q	A		N	W	C	Z
___	___	___	___		___	___		___	___	___	___

The message ends with a number word. That number is your answer.

Square dial (1C)
Your answer

Stuck? Hints on pages 81, 86, 90

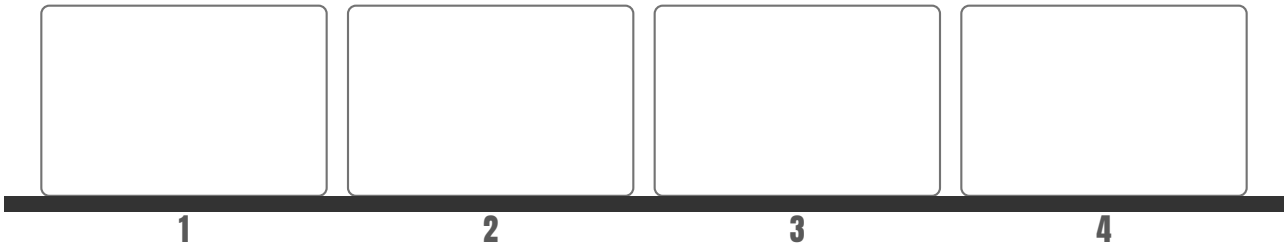
Sample pages

In the Right Order

●○○ EASY

The things on the umbrella stand have been moved around. A card lists how they were arranged.

Four clocks are lined up on the shelf in slots 1 to 4, counted from the left. Every clock has its own slot. Use the clues to work out where each one is.



1. The alarm clock is at one end of the shelf.
2. The carriage clock is somewhere to the left of the alarm clock.
3. The carriage clock is not in slot 3.
4. The cuckoo clock is directly to the left of the carriage clock.

Slot:	1	2	3	4
The carriage clock				
The cuckoo clock				
The mantel clock				
The alarm clock				

Your answer: the number of the slot that holds the cuckoo clock.

◆ **Diamond dial (1D)**
Your answer

Stuck? Hints on pages 81, 86, 90

Sample pages

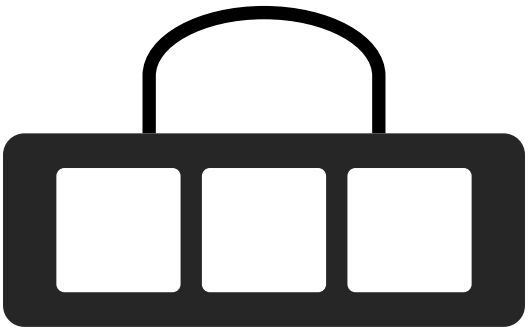
The Lock on the Bottom Stair

●○○ EASY

A padlock on the bottom stair needs a code. Someone has been trying combinations and writing down what happened.

The lock needs a 3-digit code, and every digit in it is different. Each line below is a guess somebody tried, with what the lock told them. Only one code fits every line.

1	7 5 6	One digit is right and in place; one is right but in the wrong place.
2	5 7 4	One digit is right but in the wrong place.
3	6 3 0	One digit is right and in place; one is right but in the wrong place.
4	7 1 0	Nothing is right.



★ **Star dial (1E)**
Your answer

Stuck? Hints on pages 81, 86, 90

Sample pages