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## **Snow White's Enchanted Escape: The Quest of the 7 Dwarves.**

### **High Concept Statement/Elevator Pitch**

Snow White's enchanted escape, is an ERG where the players step into the enchanted world of Snow White. The princess is in danger and only YOU can save her. You are tasked with finding her seven dwarves before she falls into eternal slumber at the hands of the evil witch.



### **Gameplay Overview**

Players will need to solve puzzles to be able to find all 7 dwarves. Each dwarf will be hidden behind puzzles. Once all 7 dwarves are found then the princess can be saved with the golden apple.

The players play as adventurers and they end up in a forest (the first room). There's a paper explaining that the princess fell into eternal slumber and the 7 dwarves left to try to find the golden apple but they all got lost. It is only up to you (the adventurers) to find the dwarves and save the princess. At the end of the note, there will be a riddle telling the player where to find the key to have access to the house. The cottage is the second room in the escape room. After



solving all the riddles and finding the idols, players go back to the forest to where they found the paper and place all 7 idols on the altar. There will then be a secret passageway that will open in the forest that leads to an enchanted little garden. Snow White is resting on her pedestal and only the golden apple can now be found in that enchanted forest. When placing the apple in the princess's hand she then wakes up and the adventurers win. Story-wise, the adventurers will know that placing the golden apple in the hands of the princess will wake her up through notes in the cottage.

### **Aesthetics**

My goal is to evoke feelings of excitement and wonder as people can feel like a child again wandering into the forest of snow-white/house while kids can step into a whole new world.

The gameplay experience will be more about the immersion of the puzzles rather than high pressure, this escape room will be more suited for families. There will be two main rooms, the forest, and the cottage, while the forest is “small” to fit the inside of a building, and sound effects and lighting effects to make the forest feel real. There is also the final room where the princess is lying in.



### **Dynamics**

Players are racing against time, but their puzzles are non-linear. Meaning that every player can work on their own puzzles and no puzzle depends on each other. The players will be

starting in the forest and must find the key hidden in the forest to open the door to Snow White's house. Players are encouraged to take notice of small details and search every nook and cranny.

### **Mechanics/Puzzles**

- Puzzle to find the key to unlock the house: "You may find your key where a stone awaits, kissed by the moon's soft light." (There is one rock being illuminated by a light beam in the forest, and under that rock is the key to the house)

#### *(NON-LINEAR DWARF PUZZLES)*

- Sleepy: The mechanic will include a clue saying "In the darkness deep, where whispers roam, Sleepy's refuge waits". The goal is to have the players shut off the lights. When shutting down the lights, there will be an arrow pointing to a lock in the room with glow-in-the-dark paint. Along with the arrow, there is a code to enter in the padlock. **(The code is 1937)**
- Happy: There is a fenced wall. Each plank of wood has a trigger button at the back that gets triggered when pressing on it a sound will play. Etched on the wood of the planks at "From top to bottom, notes align, follow the melody, and Happy you'll find". The goal is to have the players test all the planks from the highest note to the lowest note. When pressing the planks in order, the birds will chime a happy song and Happy will fall from a little hatch for the players to take. **(There will be 9 different planks with different heights)**
- Doc: There will be a locked cabinet with different colored potions. Right under that cabinet rests a desk. On the desk, there is a locked potion/healing book with a numbered padlock, but there are dots of color red, blue, orange, and purple. Players have to look inside that potion cabinet, find the potion that matches that color, and count the number of objects inside the

potion. Those numbers would then be used to open that book which actually contains the idol of Doc. **(The code is 7135)**

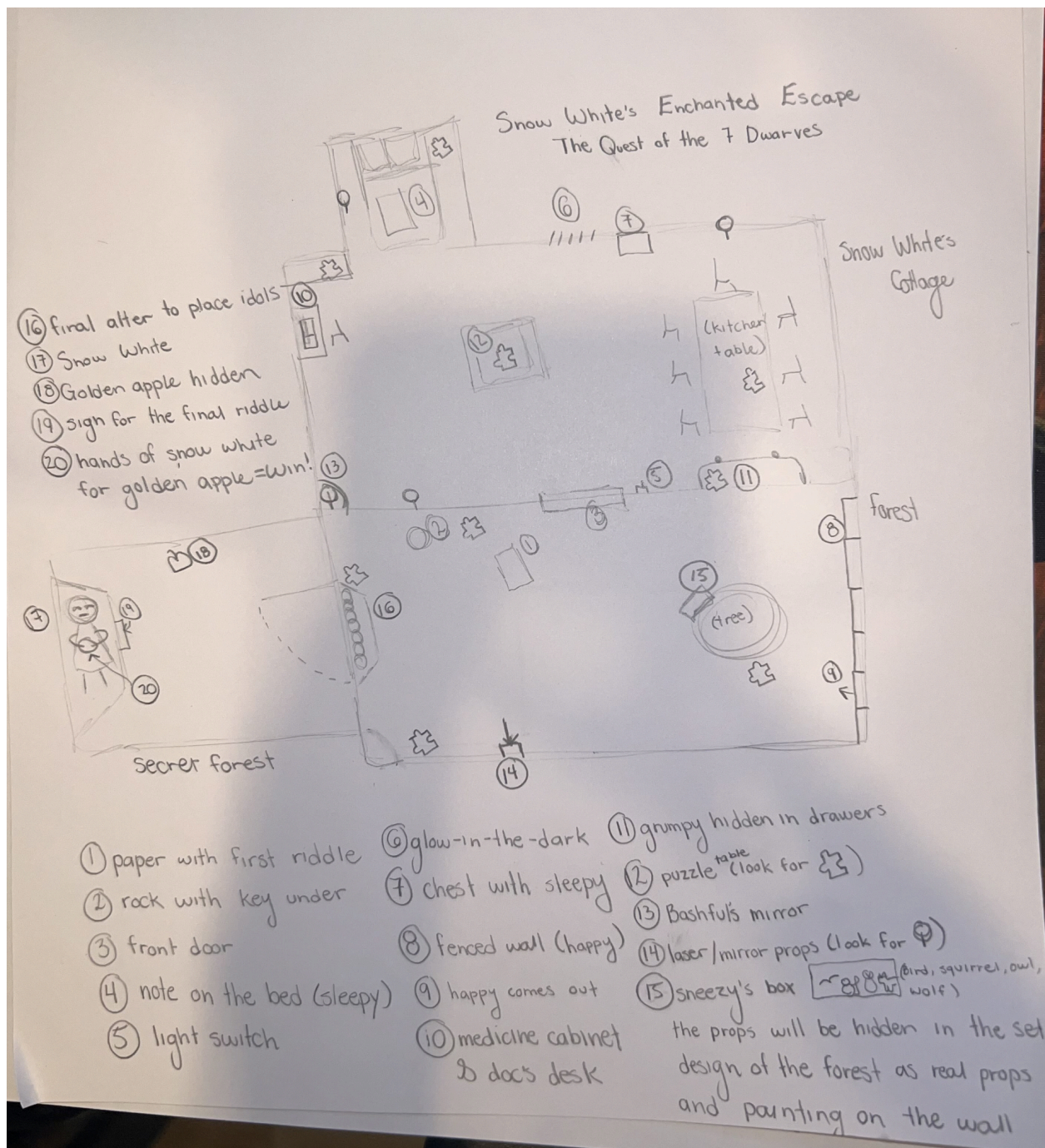
- Grumpy: Hidden somewhere around the room where somebody can find them without having to solve a puzzle. Makes use of the mechanic that players have to search every nook and cranny.
- Dopey: Finding pieces of the puzzle scattered around the room, when every piece is put together on the table in the middle, the table will unlock and Dopey will be hidden in it.
- Bashful: Bashful can be seen but out of reach in a “fake mirror”. There are mirrors on the walls in the room and when one player picks any mirror up, the lights will dim and a laser will shine. Bashful mirror that he is stuck in will be highlighted and players have to all take a mirror from the wall and angle that laser to the mirror. When the laser hits Bashful's mirror, he will be free.
- Sneezy: In the forest, there is a box with a Bird, Squirrel, Owl, and Wolf icon. There is a numbered padlock locking the box. Players must look throughout the forest section to find the number of birds, squirrels, owls, and wolves scattered in the forest. The number of birds is the first number etc. Unlocking that box would give the Sneezy dwarf. **(The code is 9621)**

*(END OF NON-LINEAR DWARF PUZZLES)*

- Final Altar: All of the 7 dwarves must be put on the altar, it will then unlock the room to the golden apple, the final object needed to wake up the princess, which is the win condition.
- A little sign is under the princess saying “Place the apple in her palms, and unlock her fate”.



## Props and map of the escape room



## **Story**

In the world of Snow White, an evil witch casts a curse on the princess making her fall to her eternal slumber. There is no prince in sight so the only hope to break the curse is to have the princess be awoken by the golden apple. The problem is that the golden apple is locked behind a door that only the 7 dwarves can open. They are nowhere in sight.

Players are supposed to naturally know the basics of the backstory of Snow White, the princess falls asleep eating the poisoned apple, but the twist is that only we the adventurers can save the princess. I wanted to have puzzles to evoke the thematics of the story/relate to the movie. I want the players to learn that the princess is cursed and only the 7 dwarves can lift the protective cover of the golden apple, the only thing that can wake up Snow White.

Environmentally, the story can be said/unfold whenever a box is opened containing a dwarf, you could have the dwarf cheering the players on or a note giving way as to why there is no prince in the world, or what makes the golden apple so magical.

## **Final Words**

Looking at my work and creating the map, I realized that this might take more than a 10-minute experience, if anything potentially 30 minutes. I also want the players to soak in the experience and not rush through the escape room and miss out on the work of the set design. I tried to make my puzzles as much on theme as possible. As for getting playtesters, I will reach out to my friends and family first. Then they can also ask around for their friends/families if interested. There are also Facebook groups/communities online where I can also put out a message looking for playtesters. I would make it free during the playtesting stage.

**During the playtest:**

Cameras will be installed in each of the rooms for the player's safety/monitoring, and recording of their gameplay for feedback purposes. Just like in regular escape rooms, players will have access to a button to press if they want a clue, the game master is not to interfere unless they press the button for a clue. There will be a button in the main forest and inside the cottage.

1. Game masters should show the players the buttons and tell them that those are only for clues and in no way are to help solve the puzzles.
2. Game masters should observe the players in the room monitoring with interfering as little as possible.
3. Game masters should take note of any places where the players are getting stuck on.
4. In the case that the players ring the button for help, the Game master should first try to give a very small hint/insight for a problem the players are stuck on, and if that tip is not enough for the players to succeed then a more precise clue can be used.
5. Players will be given 30 minutes to solve the escape room, with the observers writing down how long it took for the players to solve the room after every game.
6. After the escape room, the Game Masers will present the players with a series of questions either in written format for adults or vocally for children. Since the question will most likely be inside the Escape Room, the cameras will already record this interaction. The players can be seated at the dining table inside the cottage for the questionnaire.

# Playtesting Questionnaire

## Basic Information

How old are you? \_\_\_\_\_

What is your relationship to me? \_\_\_\_\_

Including you, how many people participated in the escape room? \_\_\_\_\_

Date and time of the escape room. \_\_\_\_\_

How many escape rooms have you done in total? (estimate) \_\_\_\_\_

What is your favorite type of puzzle? \_\_\_\_\_

## First Impressions

Did the theme and setting match your expectations of the room? \_\_\_\_\_

What did you think when you first entered the room? \_\_\_\_\_

## Gameplay

How did you feel about the pacing of the escape room? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

Were there any puzzles that you felt were hard to understand/struggle with? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

What was your least favorite part of the room? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

## Immersion (On a scale of 1 to 10)

On a scale of 1 to 10, how immersed in the story and environment were you? \_\_\_\_\_



On a scale of 1 to 10, how do the puzzles relate to the theme of the story? \_\_\_\_\_

### **Enjoyment**

On a scale of 1 to 10, how would you rate your experience and enjoyment of the room? \_\_\_\_\_

Would you recommend this escape room to others? Why or Why not? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Do you think this is a good family escape room? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### **Future**

Do you have any suggestions for improvement of the room? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Do you think there is a certain puzzle that could be made better? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

How much would you charge per person for this experience? \_\_\_\_\_