



# ESCAPE THE ROOM

Secret of Dr. Gravely's Retreat

In **Escape the Room**, you get to experience the puzzles and excitement of an escape room in your own living room. Spend an evening working with your guests to solve puzzles, unlock hidden clues, and unravel the mystery of the Dr. Gravely's "health" retreat. Will you escape before time runs out?

- 3-8 Players
- 90 Minutes
- Ages 13+

IF YOU LIKE THIS GAME, TRY  
MYSTERY AT THE STARGAZER'S  
MANOR!

## Game Type

- Party
- Escape Room

## Game Mechanism

- Memory
- Pattern Recognition
- Cooperative

## Game Theme

- Adventure
- Puzzles



## Inventory

Scene Card

5 Sealed Envelopes (with secrets)

Solution Wheel

Instruction Manual

Please enjoy this game and then reassemble so our next patron can enjoy it too!

<http://www.thinkfun.com/escapetheroom/retreat/reassemble/>

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245 00 \$aEscape the room. \$pSecret of Dr. Gravely's retreat \$h[game] /  
\$cinvented by Nicholas Cravotta and Rebecca Bleau, BlueMatter Games.

246 30 \$aSecret of Dr. Gravely's retreat

246 30 \$aSecret of Doctor Gravely's retreat

246 30 \$aDr. Gravely's retreat

246 30 \$aDoctor Gravely's retreat

264 1 \$aAlexandria, VA : \$bThinkFun Inc. \$c[2016]

264 4 \$c©2016

300 \$a1 game (instruction booklet; scene card 1 - Arrival at Foxcrest Retreat; 4  
sealed envelopes, labeled as follows: The laboratory door, The alcove, The desk,  
The safe; secret items inside the 4 sealed envelopes; solution wheel : \$bpaper,  
plastic, cardboard ; \$cin box 27 x 22 cm

336 \$atactile three-dimensional form \$btcf \$2rdacontent

337 \$aunmediated \$bn \$2rdamedia

338 \$aobject \$bnr \$2rdacarrier

500 \$a3-8 players; 90 minute game.

521 8 \$aWARNING: choking and strangulation hazards due to small parts and  
long cord. Not for children under 3 years.

521 \$aAges 13+.

520 \$aThe year is 1913 and you are the lucky winner of a free stay at Foxcrest  
Retreat, where the famed Dr. Gravely has improved upon the latest in spa  
treatments and relaxation for those of high social standing. You tkae a long all-  
expenses-paid train ride to the retreat. Upon your arrival, however, you and your  
fellow guests may find the "health retreat" is not what t seems. Find clues and  
solve puzzles.

650 0 \$aPuzzles \$xGames

650 0 \$aMystery \$xGames.

655 7 \$aBoard games. \$2local