

A GAME IN THE LIFE OF DOC GNAW: HOST SCRIPT

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HOW TO USE THIS SCRIPT

You played *Escape Room In A Box: The Werewolf Experiment* and escaped (or not)! Yay! Now you want to see if your friends are as brilliant as you are. Since they probably aren't, this is a script to help them avoid becoming werewolves. You don't have to help them. You can watch silently and tweet their foibles to the world (#escaperoominabox #docgnawsarmyisgrowing #wildoptimists.)

If you want to let your theatrical flag fly and become the hilariously maniacal Doc Gnaw, this script is for you. If you want to quietly mumble and snidely remind your friends you know so much more than they do, this script is for you too.

Before hosting, we suggest you read over the **Answer Booklet** so that you can see how all the puzzles work, since you may not have gotten to see them all when you played. Keep it close by during the game in case you're not sure exactly how to solve a puzzle your friends are stuck on.

You will need to provide pencils and hot water for your guests. You will also need baking soda and vinegar if you choose to do the special bonus puzzle.

You will read everything on pages 2-4 at the times indicated. Check out page seven for general comments and actions you can use at any point throughout the game. If your friends need help, the table of contents will direct you to a scathing comment for whichever part of the game they're stuck on, but make sure you give them some time to puzzle through it before jumping in. If your friends are having trouble on a puzzle that isn't in this script or aren't getting it from the hint in the script, feel free to read to them from the *Hint Book* or come up with your own brilliant assistance.

Please note: the following pages are mere suggestions. Feel free to improv to your heart's delight. We highly recommend reading through this script before the game so you are familiar with the moments in the game we've covered.

Finally, get in costume! Doc Gnaw is part mad scientist, part valley girl, so costume ideas include: lab coat, scrunchie, fingerless latex gloves, safety goggles and, of course, werewolf fangs and make-up.

The most important thing here is for you to have fun at your friend's expense. Just kidding. Kind of.

Please note: If you are using this script, please refer to the HOST REPACK instructions instead of the BASIC REPACK instructions. There are elements that, as Doc Gnaw, you don't put back in the box and therefore get to control. Also, please read "READ FIRST – INSTRUCTIONS" before printing anything.

WHEN EVERYONE IS READY TO START

Sit down and pay attention if you value your humanity! I'm Doc Gnaw and this (*indicate box*) is my latest experiment. If you were as brilliant as I am, you would KEEP OUT. But, since you're all totes obsessed with me, I know you're going to open it, so here are the rules:

You'll have ONE HOUR to discover the clues and solve the puzzles to find the antidote. I'll keep time for you 'cause I'm the nicest. If you want to be internationally famous on my leader board, you can download the Escape Room Passport App. **If they want to use the app, walk them through instructions on the rules panel.*

Put your phones away! This is a screen free lab. And don't break my stuff! You may open, untie, and unscrew.

You might think you're super smart for guessing a lock combination. Well, guess what? If you brute-force/pick the lock, the antidote won't work. Automatic-werewolf.

You'll need a leader. Who's it going to be? **Wait for them to choose one. Or, if you're feeling bossy or they're taking too long, just tell them who it is.*

Couple more tips: This is a cooperative game, but unless you want to run out of time: Divide and Conquer! If you get stuck, switch puzzles. If you get super stuck, be really nice to me and I might help you out.

Everything has a purpose, some things have more than one. There are no intentional red herrings. I'll start your time when you open the box.

AS SOON AS THEY OPEN THE BOX
START THE TIMER

I WARNED YOU TO KEEP OUT!!! Now you've released a POISONOUS VAPOR that will turn you into a WEREWOLF in ONE HOUR unless you open the antidote.

Here's the deal: I was trying to make a super human; instead I turned myself into a WEREWOLF. Whoops! But, I'm crazy smart so I made an antidote.

All good science experiments must be reproducible, but experimentation on humans is kinda a no-no. Hence this Pandora's Box – which you opened! Now you will repeat my experiment: I've given you everything you need to open the Antidote Bag. But I haven't made it easy. You'll have to solve puzzles, fill in the answer sheets, and re-use puzzles and answers, plus find some well hidden clues if you have any hope of surviving.

Good Luck! Just kidding. I want a werewolf army.
 Mwahahahaha!
(Make sure you remember to start the timer)

15 MINUTES IN

Fifteen Minutes Gone! You're thinking, 'We're doing great! We still have 45 minutes left.' We'll see....

WHEN THEY OPEN TIN WITH TEST TUBE

Go get them hot (not burning) water and put it on the table.

Your experimentation will require this. But DON'T put any paper in it unless you want to seal your werewolf fate.

30 MINUTES IN

Half Hour Gone! Starting to sweat yet? Looks like you might need some extra time to unlock the antidote. I know a formula that will dispel the vapor enough to give you an extra thirty minutes before becoming a werewolf. But only if you're clever enough to gather all the necessary components. You'll have to solve two riddles to find them. Want to give it a try?

If they say no:

Love it! Proving you're dumb enough to be in my werewolf army. Suh-weet! Good luck, suckers.

If they say yes:

Find a powder between me and the earth's core
To stop your body from going full carnivore.

After they get the baking soda from under the chair, say:

Find the room with paper on which no one will ever write
And the bowl from which no one will ever take a bite
In the corner you'll find what you need
To slow my evil vapor's speed.

After they get vinegar from the bathroom:

Now bring me a cup.

Mix the two ingredients together and watch them fizz

There. Thirty extra minutes on the clock. Cause I'm the bestest. You're welcome.

HINT: If they aren't getting up from the table: "Hey, lazy people, maybe the answer isn't at the table."

If they are generally overthinking it: "You're overthinking it."

15 MINUTES TILL TIME RUNS OUT

Only 15 min left! I see extra hair sprouting? Your canines feeling a little... sharp?

WHEN THEY OPEN ANTIDOTE BAG

NOOOOOO!!!! YOU FOUND THE SPECIAL THINGAMABOB! YOU WIN!

Congrats, I guess. I have coated the medallion (*Or whatever prize you put in there*) with the antidote to make it all special. Everyone rub it with your grimy paws and enjoy your boring wolf-free life.

IF TIME RUNS OUT

Time's Up!! Mwahahaha!!! Bow before me my newest werewolf recruits!

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- If they get something wrong
- If they are finally on the right track after struggling.
- If they are about to destroy/cut/tear/ruin something.
- If someone isn't working on a puzzle and they look bored.
- If they try to put any PAPERS or TRANSPARENCIES in the water.
- If someone is trying to brute force/pick either COMBO LOCK.

Pg 8-9: THE BOX

- If they aren't writing on the ANSWER SHEET and PUZZLES.
- If they aren't untying the KNOT.
- If they haven't found the BLACK LIGHT yet.
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- If they aren't using BLACK LIGHT on the PAPER from the PEN.
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- If they aren't following the directions on the PETRI DISH.

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- If they are saying "open pen" but haven't opened the PEN.

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- If they are wondering where P3 (CONNECT THE DOTS) is.
- If they aren't connecting the dots on P3 (CONNECT THE DOTS).
- If they are connecting some of the dots but not the rainbow bones (CONNECT THE DOTS).

- If they connected the dots on P3 (CONNECT THE DOTS) but they don't know what the picture is.
- If they think the answer to P3 (CONNECT THE DOTS) is the picture.
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- If they don't know to rearrange letters in SYRINGE to make a word.

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- If they identify DINOSAUR CAPSULE by its specific name (aka Pterodactyl), then assume it's wrong because it doesn't fit on answer sheet.

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- If they don't realize P7 (MISSING ELEMENT) is double sided.

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- If they just do one fortune on the FORTUNE TELLER and decide that is the answer.
- If they think they should do all FORTUNE TELLER answers in sequence instead of opening mouth first each time.
- If they figure out what ending matches the word on the FORTUNE TELLER but then don't look at number underneath.
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- If they are convinced the HOLEY "G" PAPER goes over the periodic table.

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- If they aren't figuring out the B-A-G puzzles refer to the antidote bag.

GENERAL

Following are some comments, actions and sound effects you can use to help your friends along at any point in the game, or use to annoy them with your mysterious antics.

If they are ignoring something they should be doing:

Action: Flick the offending puzzle/element/person with your finger.

Subtle: "Have you looked EVERYWHERE???" Or "Are you SURE you've done everything?"

Obvious: "OMG, HERE." Then slap the ignored puzzle/element down in front of them.

If they get something wrong:

Action: Take a pencil and draw a frowny face over their wrong answer.

Subtle: "Hmmm...." voiced with as much condescension and disappointment as possible.

Obvious: "Seriously? You think THAT'S the answer?"

If they are finally on the right track after struggling:

Action: Golf clap.

Subtle: "It's like you don't want to be a werewolf."

Obvious: "Woo!" Clap hand over mouth. "I mean. Whatever. Good job. I guess."

If they are about to destroy, cut, tear, or ruin something:

Action: Slap them.

Subtle: Sing-song: "Someone's about to be an Automatic Werewolf."

Obvious: "NO! Read the rules."

If someone isn't working on a puzzle and they look bored:

Action: Put something that still needs doing down in front of them.

Subtle: "Has anyone seen ____" mention whatever puzzle isn't solved.

Obvious: “OMG, you think you can just sit there and look pretty? Help _____ (whoever needs help solving a puzzle).”

**If they try to put any PAPERS or TRANSPARENCIES in the water or
If someone is trying to brute force/pick either COMBO LOCK:**

Action: Slap them

Subtle: Sing-song: “Someone’s about to be an Automatic Werewolf.”

Obvious: “NO! Read the rules.”

THE BOX

If they aren’t writing on the ANSWER SHEET and PUZZLES:

Action: Place a pen in the leader’s hand and the answer sheet under it.

Subtle: If only there were a way to keep track of all your answers...

Obvious: Huh, look at these blanks just dying to be filled in.

If they aren’t untying the KNOT:

Action: Nudge or place the bottom of the box in front of someone who isn’t doing anything.

Subtle: Gosh, is there *anything* else *anyone* could be doing right now?

Obvious: Remember when I said you would have to open, *untie*, and unscrew things?

If they haven’t found the BLACK LIGHT yet:

Action: Kick, push, hit the box top towards someone.

Subtle: Did you really, super thoroughly explore everything?

Obvious: Where did that box top go?

If they aren’t detaching the BLACK LIGHT from the BOX LID:

Action: Pull it out for them.

Subtle: Black light seems a little difficult to use, hmmm?

Obvious: The Black Light comes off you Almost-Werewolves.

If they aren’t using BLACK LIGHT on the PAPER from the PEN:

Action: Hand the person with the black light the papers (or the person with the papers the black light.)

Subtle: How does one read blank paper?

Obvious: Maybe it has writing only visible in certain lights. I mean, how should I know? I only WROTE ON IT IN INVISIBLE INK.

If they aren’t using combination 1-3-5 to open COMBO LOCK:

Action: Find the little piece of paper from the pen and put it in front of someone.

Subtle: Wouldn’t opening things be fun?

Obvious: Hmmm... I wonder what you could possibly do with three numbers?

If they aren’t sure they should open biohazard COMBO LOCK TIN:

Action: Put your head in your hands and sigh audibly.
 Subtle: Scaredy cats.
 Obvious: You're already infected, so, why not?

After SNAKE is released:

Action: Grab the snake and do a happy dance. Play with it for the rest of the game as though it were your favorite pet.
 Dialogue: Mwahahahahahahahaha!!!!!!!!!!!!!!

PETRI DISH

If they aren't reading the PETRI DISH correctly or forget about it before getting first three answers:

Action: Pick the petri dish up and drop it in front of someone who isn't doing anything.
 Subtle: I feel like... Was there something you found and maybe haven't used yet? Maybe?
 Obvious: What was the answer to this one again?

If they aren't following the directions on the PETRI DISH:

Action: Pick the petri dish up and drop it on A1.
 Subtle: Why would you ignore my explicit directions?!?
 Obvious: What does it say to do?

P1 – MISSING WORD

If they figured out P1 (MISSING WORD) is "open" but aren't doing second part of puzzle:

Action: Place the puzzle in front of someone who isn't doing anything.
 Subtle: Where did that pesky P1 get to?
 Obvious: Do you think I wrote "Next" for my own health?!?

If they are saying "open pen" but haven't opened the PEN:

Action: When they say "open pen" stare hard at them, possibly moving uncomfortably close to their face.
 Subtle: What's that you're saying?
 Obvious: Did the game come with a pen?

P2 – WORD FIND

If they think they found all the words on P2 (WORD FIND) but actually didn't:

Action: Keep putting the puzzle in front of someone who isn't doing anything until they start doing it with your finger pointing at the word they haven't yet found.
 Subtle: So... what's your answer?
 Obvious: That looks less than finished.

If they aren't seeing "paper" in WORD FIND:

Action: Color in one word on word find.

Subtle: You're close. Too close actually.

Obvious: Gosh. Looks like those words form a pattern of some kind... I'm so clever.

P3 – CONNECT THE DOTS**If they are wondering where P3 (CONNECT THE DOTS) is:**

Action: Nudge or place the bottom of the box in front of someone who isn't doing anything.

Subtle: Gosh, is there *anything* else *anyone* could be doing right now?

Obvious: Why aren't you untying the knot?

If they aren't connecting the dots on P3 (CONNECT THE DOTS):

Action: Commandeer the person's hand and connect the first dot.

Subtle: You literally were better at this in kindergarten.

Obvious: It's a connect the dots.

If they connected some of the dots but not the rainbow bones (CONNECT THE DOTS):

Action: Commandeer the person's hand and connect Red to Orange.

Subtle: Start singing "Someday we'll find it, the rainbow connection"

Obvious: So you connected three sets of dots, but totally ignored the rainbow?

If they connected the dots on P3 but they don't know what picture is:

Action: Make your hand into a claw and sharpen your nails on the chair while growling.

Subtle: Hmmm, what would a wolf leave behind?

Obvious: A paw! That's my paw print!

If they think the answer to P3 (CONNECT THE DOTS) is the picture:

Action: Circle steps 2-4.

Subtle: Your answer makes no sense in my sentence. I don't write sentences that make no sense.

Obvious: If you got the answer from step 1, why would I give you steps 2-4?!?

If they aren't using the BLACK LIGHT to search for the P3 (CONNECT THE DOTS) clues:

Action: Circle "ultraviolet" in Step 1 and draw an arrow to Step 2.

Subtle: What's another word for ultraviolet?

Obvious: Use the black light you fools! Use it everywhere!

If they can't find all the blacklight clues for P3 (CONNECT THE DOTS):

Action: Nudge the object they need closer to them. (Triangle is in pen, Star is under periodic table flap, Square is on the back of leader envelope, and Diamond is inside box top)

Subtle: You sure you looked everywhere? *Then glance at object they need.*

Obvious: *Hand needed object to them.* Here, look at this.

If they aren't holding P3 (CONNECT THE DOTS) and P4 (CROSSWORD) together:

Action: Turn over P2 and tap the picture.

Subtle: What did Step 3 turn out to be? Hm... . . .

Obvious: It's a paw. Put it on the crossword. Admire my manicure.

P4 – CROSSWORD

If they think they only need answer 14 on P4 (CROSSWORD):

Action: Roll your eyes.

Subtle: Do you really think you're smarter than me?

Obvious: Why would I spend the time making a *whole* crossword if you only needed *one* word!?!?

P5 – LETTER BEADS IN SYRINGE

If they don't notice that the SYRINGE has a puzzle number:

Action: Point to the puzzle number.

Subtle: You seriously can't figure out what to do with that? Can't wait to be spending 24/7 with you. Werewolf Boot Camp is da bomb.

Obvious: Maybe it has a puzzle number on it?

If they don't know to rearrange letters in SYRINGE to make a word:

Action: Spill letters out of syringe and spell a small word like "HOT."

Subtle: Well UGOTH isn't a word...

Obvious: Do they spell anything?

P6 – TEST TUBE DINOSAUR CAPSULE

If they don't notice that the TEST TUBE has a puzzle number:

Action: Point to the puzzle number.

Subtle: You seriously can't figure out what to do with that? Can't wait to be spending 24/7 with you. Werewolf Boot Camp is da bomb.

Obvious: Maybe it has a puzzle number on it?

If they haven't gotten HOT WATER yet:

Action: Get them hot water.

Subtle: Are you missing something I specifically told you to get?

Obvious: Maybe it's time for that hot water...

If they try to put HOT WATER in TEST TUBE:

Action: Stop them.

Subtle: Really future-werewolves? Really?
 Obvious: Nope. Stop. Bad Plan.

If the P6 (CAPSULE) DINOSAUR doesn't really look like a dinosaur:

Action: Draw a dinosaur for them.

Subtle: Uhhh... I mean... doesn't it kinda look like a... (hopefully someone says "dinosaur.")

Obvious: It's a dinosaur. Just, you know, a type they haven't discovered yet. I'm very smart.

If they identify DINOSAUR CAPSULE by it's specific name (aka pterodactyl), then assume it's wrong because it doesn't fit on answer sheet:

Action: Hand the sponge to someone else.

Subtle: I'm looking for soldiers, not paleontologists.

Obvious: What's a simpler word for that?

P7 - MISSING ELEMENT

If they don't realize P7 (MISSING ELEMENT) is double sided:

Action: Flip it over.

Subtle: Hard to know what's missing from just ONE picture.

Obvious: Check the other side!

P8 - PERIODIC PUZZLE

If they have no idea what to do with P8 (PERIODIC PUZZLE)

Action: Place the puzzle on top of the periodic table.

Subtle: (Look at periodic table) This is cool, have you used this yet?

Obvious: That's the atomic symbol. And before it was a "hashtag" that sign used to me "number." Atomic Number.

P9 - RIDDLE

If they aren't getting P9 (RIDDLE):

Action: If there is any food around, put salt on it. Lots and lots of salt.

Subtle: Sing: "Shoop, Shoop ba doop" by Salt N' Pepa

Obvious: It's probably in your kitchen right now.

FORTUNE TELLER

If they say they don't remember how to fold a FORTUNE TELLER:

Action: Put the tin in front of them.

Subtle: Yes, I'm well aware not everyone is as genius as me.

Obvious: That's why I gave you directions!!!!

If they are folding FORTUNE TELLER wrong

Action: Take it out of their hands and turn it to the right side.

Subtle: Did you skip elementary school?

Obvious: That doesn't look right.

If they can't figure out which way to open FORTUNE TELLER first:

Action: Turn it so the mouth is oriented correctly towards them.

Subtle: Maybe you should read the directions again.

Obvious: There's a mouth! Open the mouth as count number one!

If they just do one fortune on the FORTUNE TELLER and decide that is the answer:

Action: Shake your head and sigh, then point to the other flaps.

Subtle: ::cough:: future werewolves ::cough::

Obvious: If you only had to do one fortune, why'd I give you FOUR?!?

If they think they should do all FORTUNE TELLER answers in sequence instead of opening the mouth first each time:

Action: Point to "always" on instructions in tin where it says "...and always start by opening the mouth."

Subtle: Are you sure you read those instructions correctly?

Obvious: Doing them all in a row makes no sense

If they figure out what ending matches the word on the FORTUNE TELLER but then don't look at number underneath:

Action: Point to "Look Deeper" on the instructions.

Subtle: Look deeper, my pretties, deeper.

Obvious: Gonna be hard to enter a suffix into a combination lock.

If they don't know what to do with numbers from the FORTUNE TELLER:

Action: Flip fortune teller over so they see sentence on the back.

Subtle: Hmmm.... If only I TOLD you what to do with them somewhere...

Obvious: Add them up! Didn't you read the instruction on the back?!?

TRANSPARENCIES

If they only have 1 TIN open and are convinced they have all the TRANSPARENCIES:

Action: Drop the other tin in front of the assumer.

Subtle: You can't brute force my puzzles. Mwahaha!

Obvious: This tin is the perfect size for a transparency!

HOLEY "G" PAPER

If they are convinced the HOLEY "G" PAPER goes over the PERIODIC TABLE:

Action: Remove the paper from the periodic table every time they put it there.

Subtle: Hmm, there's a lot of other stuff in this box.

Obvious: It doesn't go there!

ANTIDOTE BAG

If they aren't don't know the B-A-G puzzles refer to the antidote bag:

Action: Trace the B-A-G on the bag with your finger.

Subtle: Is there anything else to open?

Obvious: Gosh, it looks like that puzzle has a "B" (or "A" or "G") on it. Where else have I seen one of those? (And stare at the bag.)