

EscapeForge – Joke Book

A Spark & Anvil joke book. Groan-worthy puns, tricky riddles, silly nonsense, and real fun facts from the world of EscapeForge – read them out loud and make someone laugh.

Why couldn't the escape room player open the door?

Because they couldn't find the key to success!

How to use this book

Read a joke, pause at the question, and try to guess the answer before you read on. Best of all: read them out loud to a friend, a grown-up, or your class. A good laugh makes the tricky stuff easier – that's real science.

Spark & Anvil is a 501(c)(3) public charity. Every app, story, and book is free, forever – no ads, no in-app purchases, no tracking. Released under Creative Commons BY-NC-SA 4.0 for educational reuse.

EscapeForge – Joke Book

[How to use this book](#)

[Puns](#)

[Keep laughing](#)

[Keep exploring online](#)

Puns

Why couldn't the escape room player open the door?

💡 Because they couldn't find the key to success!

What did the locked door say to the player?

💡 "You really need to get a handle on this!"

Why did the clock in the escape room stop ticking?

💡 It ran out of time -- just like the players!

What did one puzzle say to the other?

💡 "I think we're a perfect match!"

Why was the escape room so cold?

💡 Because someone left all the windows of opportunity open!

What do you call an escape room with no puzzles?

💡 A regular room!

Why did the combination lock go to school?

💡 To learn its numbers!

What did the player say after finally solving a hard logic puzzle?

💡 "Well, that was logi-cool!"

Why did the escape room player bring a ladder?

💡 They heard the next clue was on another level!

What did the padlock say when it was finally opened?

💡 "I'm unhinged!"

Why was the sequence puzzle so predictable?

💡 Because it always followed a pattern!

What do you call a hint that doesn't help?

💡 A red herring -- and it smells fishy!

Why did the math puzzle refuse to talk?

💡 It had too many problems to deal with!

What did the hint system say to the struggling player?

💡 "Don't worry, I've got a clue for you!"

Why did the escape room designer quit their job?

💡 They felt locked into the same routine!

What did the cipher puzzle whisper to the word puzzle?

💡 "Between you and me, this room is full of characters!"

Why was the connection puzzle always networking?

💡 It loved making links between things!

What's an escape room's favorite type of music?

💡 Lock and roll!

Why did the escape artist do well in school?

💡 They were great at breaking out of tough problems!

What did the hidden compartment say?

💡 "I've been keeping a secret this whole time!"

Keep laughing

That's **20 jokes** from EscapeForge. Made someone laugh? Try making up your own – the best jokes are the ones you tell.

Spark & Anvil is a 501(c)(3) public charity. Every app, story, and book is free, forever – no ads, no in-app purchases, no tracking. Released under Creative Commons BY-NC-SA 4.0 for educational reuse.

Keep exploring online

Play it now	Meet the cast	More free books
		
https://spark-and-anvil.org/play/escapeforge	https://spark-and-anvil.org/cast/escapeforge	https://spark-and-anvil.org/books

Scan a code with any phone camera, or type the address. Every app, story, and book is free, forever – no account, no tracking.