

# ESCAPE BOX



## TOOLKIT "ADAM IS MISSING"

# INTRODUCTION

Dear youth worker, educator and colleague!

This Toolbox is a practical guide explaining step by step how to build your own escape room on the topic of sexual minorities. It is a result of the intellectual work of youth workers from Czech Republic, Slovakia, Poland, and Hungary. This toolbox was developed within the "Unbox Inclusion" project.

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Escape rooms are live-action, team-based games where players discover clues, solve puzzles, and accomplish tasks in one or more spaces (rooms) to achieve a specific goal (usually escaping from the room) in a limited amount of time. But why use them for educational purposes? One of the most common reasons is that today teachers and youth workers are facing difficulty in attracting and retaining young people's attention. Educators are always in search of new tools and escape rooms can be a good solution.

We hope you will work with it and learn a lot!



# "ADAM IS MISSING"



 **Topic:** sexual minorities


 **Learning outcomes:**

- To raise awareness about the dangers people from LGBTQI+ minority face
- To make people more empathic

 **Age:** 15+

 **Group size:** 3-5 players

 **Playing time:** 60 minutes

 **Players' role:** Players are parents/ relatives of Adam

 **Communication with players:** face to face

 **Rules:**

- *Do not open items with force.*
- *Every item is used only once.*
- *Do not use your phone unless you are encouraged.*
- *If you need help, ask the gamemaster for hints.*

Prepare all the materials from the list above,  
including the printouts. You can find them here:



[LINK TO THE PRINTOUTS MATERIALS](#)



# GAMEPLAY

## Introduction:

At the start of the game players receive 2 items. The backpack and the piece of paper with the following text "It will happen tonight at 5. Adam". The gamemaster tells the story:

*Adam got missing. Policemen has found his backpack and note he left at school. However the backpack is locked and the policeman brings the backpack to family, so they can help with opening. The gamemaster tells the family it is 6 o'clock and they have 1 hour to open it and find out where is Adam.*

## Ultimate mission:

To find out where Adam is before the time passes.



# ORDER OF PUZZLES



Ripped note+ horizontal line outside backpack

CODE: 429



Shoulder strap of the backpack+ travel tag outside the backpack

CODE: 788



Notebook in the main compartment of the backpack

CODE: 177



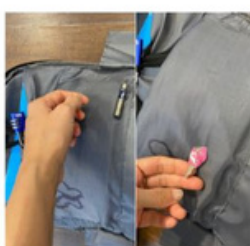
Pencil case and Emergency sign in the main compartment of the backpack; UV-pen inside the pencil case

CODE: 963



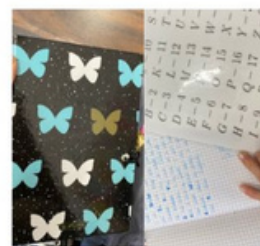
Wallet in the main compartment of the backpack; magnet inside the wallet

NO CODE



Key hidden inside a ripped pocket (shouldn't be visible; on the pocket butterfly sign; Notebook in the main compartment of the backpack, inside the notebook text and alphabet with numbers

CODE:121



# ORDER OF PUZZLES



In a small pocket inside the backpack 3 tablet sheets: with 5, 1 and 0 pills missing.



CODE: 051



In a big pocket t-shirt and folder with the letter inside.



CODE: 788

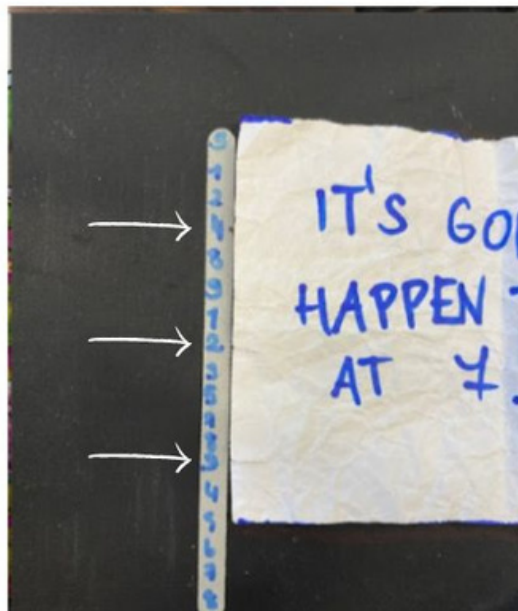


The last step and end of the game is opening the folder.

# PUZZLES LIST

## Puzzle 1| Ripped note

The note from Adam contains 3 rips. Players should place the note between the lines which are marked on the front of the back pack. Each rip points to the one number of the code. The first code is: 429. The locker is situated on the shoulder strap of the backpack.



CODE: 429

# PUZZLES LIST

## Puzzle 2| Luggage tag

*The previous puzzle helps players to open the little case on the strap of the backpack. There is a little paper with 2 holes. Players should place the little paper on the name tag. The holes show the next code: 788. With this code players can open the main case.*



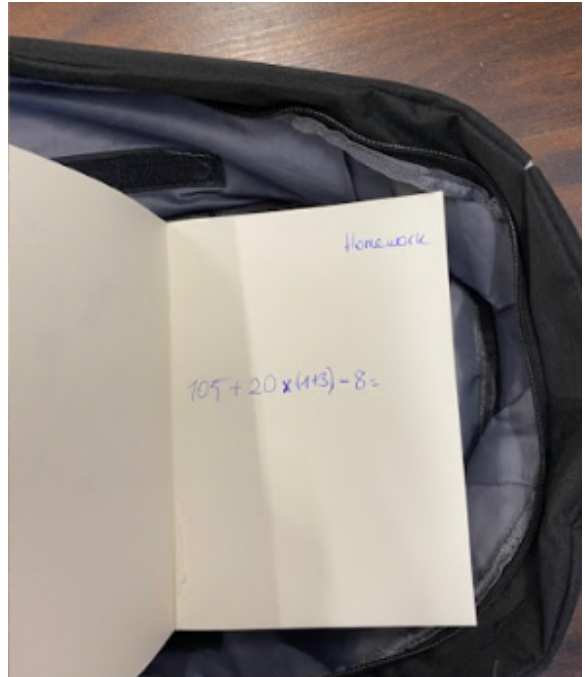
**CODE: 788**



# PUZZLES LIST

## Puzzle 3| Homework

*There are several items inside of the backpack. The next clue is in the math notebook. Player should solve the mathematical equation inside [Homework]. The answer is 177. This code opens the locker on the pencil case.*



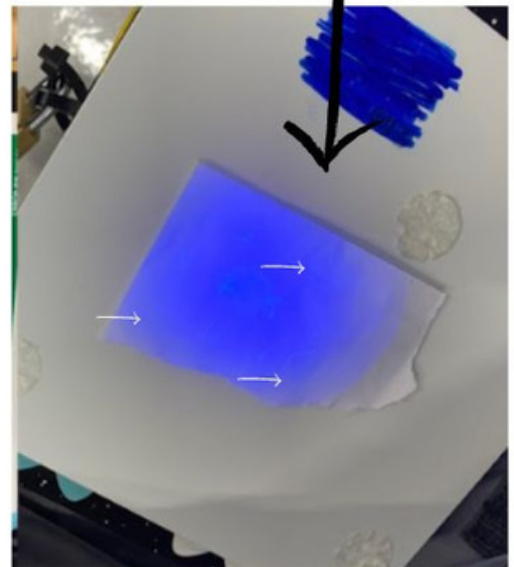
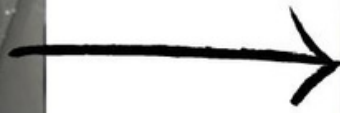
$$105 + 20 \times (1 + 3) - 8 =$$

**CODE: 177**

# PUZZLES LIST

## Puzzle 4| Pencil case

*There are several pens in the pencil case. Players have to find the magic pen [silver one with the UV light button]. Players will use the green exit sign from the main case. On the back of the exit sign there is a glued paper with numbers in a circle. Participants hold the button on the pen and point to the paper. The UV light will show the number from the next code:963.*



**CODE: 963**

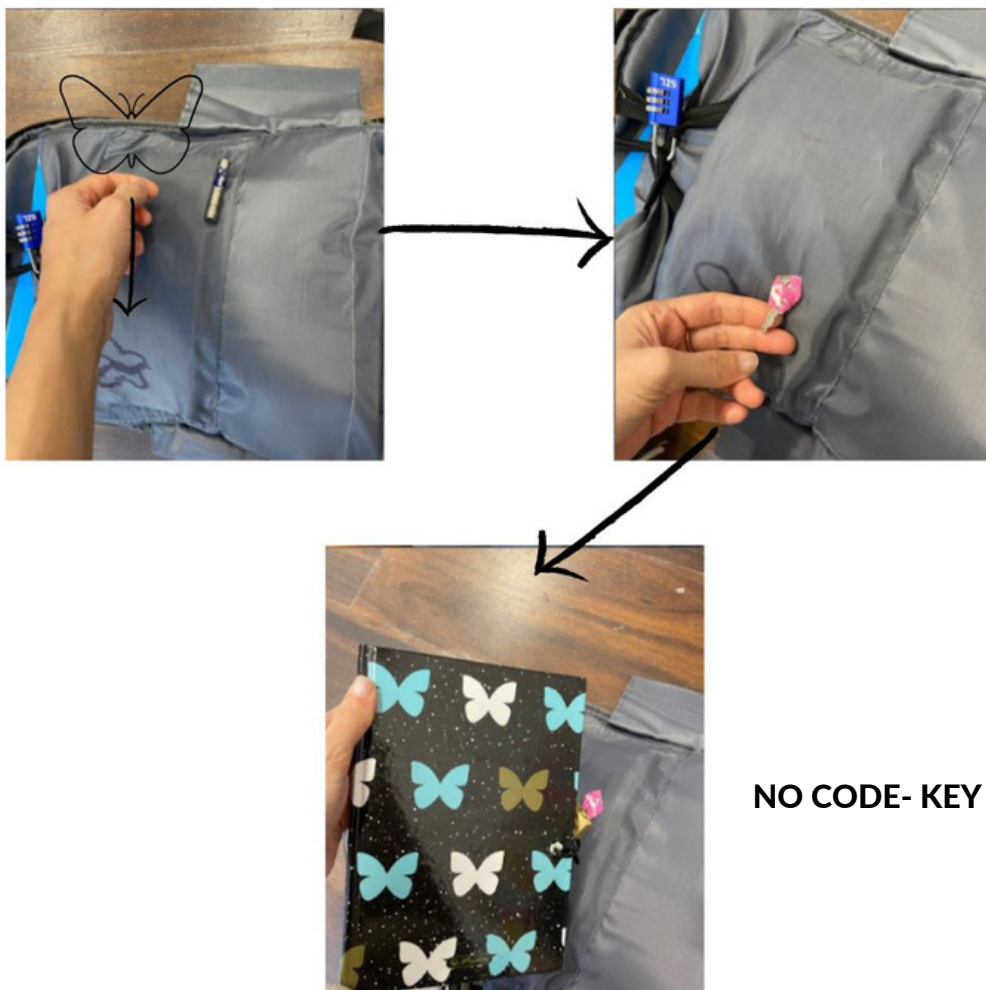
# PUZZLES LIST

## Puzzle 5| Wallet

*There is a red wallet and you have to open it with the code from the paper which is 963. Players will find the magnet which helps to find the key of the diary.*



*There is a pocket with a butterfly sign and inside is located the key. Players need to use a magnet to take the key out from it. On the left side of the pocket is a small hole. Key is opening the diary with a lot of butterflies.*



**NO CODE- KEY**

# PUZZLES LIST

## Puzzle 6| Personal note

*In a diary they will find a personal note for the diary and table with letters and numbers. In a text they are capital letters which are highlighted. Each letter has a number in a table and players need to calculate {here players can use a calculator if they want}. The result from calculating is 3 digit code 121 which is opening the pocket which is located in the upper part of the box.*



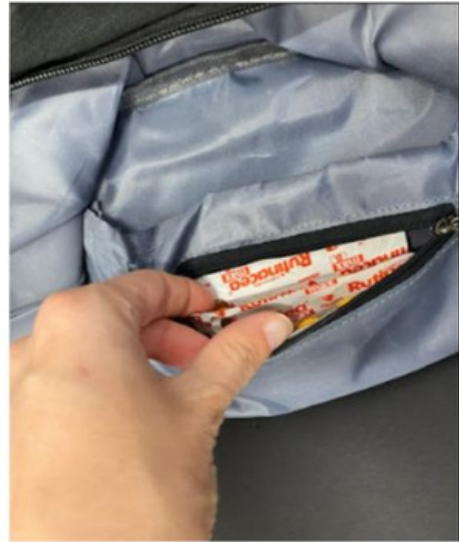
**CODE: 121**



# PUZZLES LIST

## Puzzle 7| Pills

*In this pocket player finds the pills. Each plate has a number on the back from 1 to 3. The code is the number of missing pills in each plate. The code is: 051 This code is opening the big main pocket.*

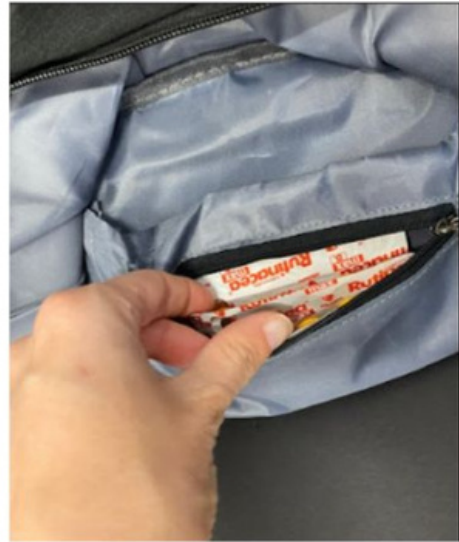
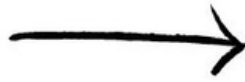


**CODE: 051**

# PUZZLES LIST

## Puzzle 8| Pills

*In this pocket player finds the pills. Each plate has a number on the back from 1 to 3. The code is the number of missing pills in each plate. The code is: 051 This code is opening the big main pocket.*

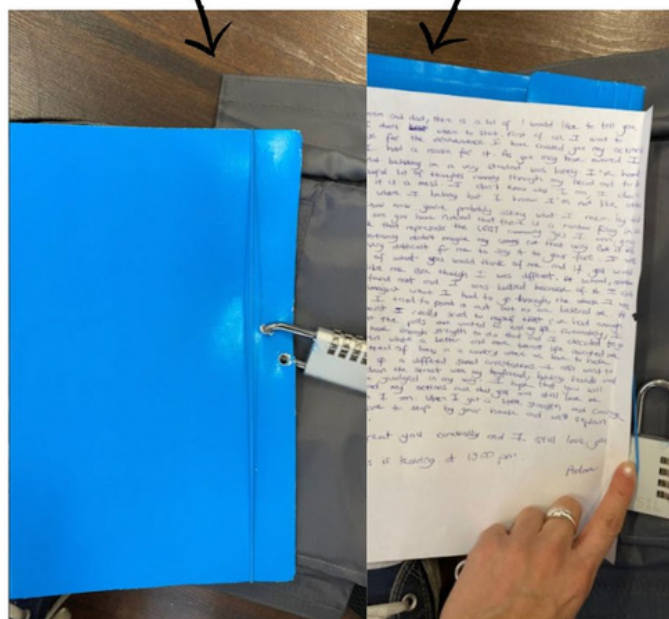


**CODE: 051**

# PUZZLES LIST

## Puzzle 9| T-shirt

In a pocket are: Tshirt and folder which is locked. On a shirt is a label with written number 7. On the other side of the shirt is a sticker which is showing the numbers 282. When players connect those two clues they get the code: 7282. The code is opening the folder.



CODE: 7282

# DEBRIEFING



## Ending point:

*If players open the folder they will find the letter from Adam. If the players manage to open the box within 1 hour, they learn that Adam is on a station and he is leaving the country.*



## De-roleing:

Tell the players the game has finished, and whether or not they completed the task on time. Then, ask the following questions:

- How was the game, what did you like/ didn't like?
- Which puzzles did you find difficult/ easy?
- Did you understand the story, can you tell me about it?



## Reflection:

- How is the situation in your country according LGBTQ+?
- How we can help Adam and people from LGBTQ+ community?



## Discussion:

Then, start a discussion with the players, ask them: after all the information you just received, can you give me an example of problems people from LGBTQI+ community might be facing? You can add your own questions depending on the flow of the discussion



