

ESCAPE BOX

SET-UP MANUAL
"DEMOCRACY IN
ACTION"



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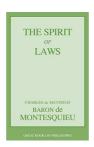
2021 | Consortium of Secret Code Project

10 things needed for the room

For the 'Democracy in action' game you need to have the following things:



1. Pocket mirror



2. A book



3. A pen with UV light



4. A box of candies



5. A seif disguised as a dictionary with a key



6. 4 files







7.Paper

8. Three 4-digit lock 9. 2 metallic boxes

10. Printouts

Crafting materials such as scissors, tape, perforator

Preparations

Step 1

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



Step 2

Write the words "FIND THE SECRET MESSAGE" on a piece of paper. Cut the paper and fold it so it fits into the closed pocket mirror.

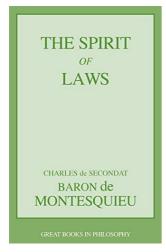


Write the mirrored word "EXECUTIVE" and normal "Montesquieu" on different pieces of paper and stick them together under a table or chair with tape.



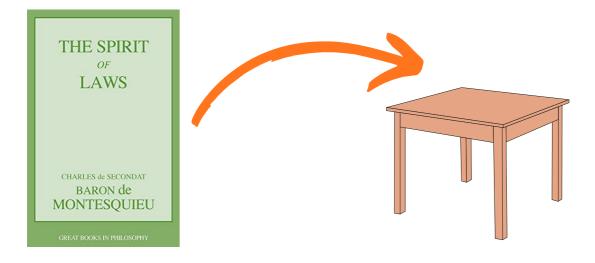
Step 4

If you do not have the original book, cover a normal book in paper and write the title: "The Spirit of Laws". On the spine of the book write "Montesquieu". Take the acts for the building of the seaside villa and write a number on every photo. Side by side, the numbers should spell the year **1748.**



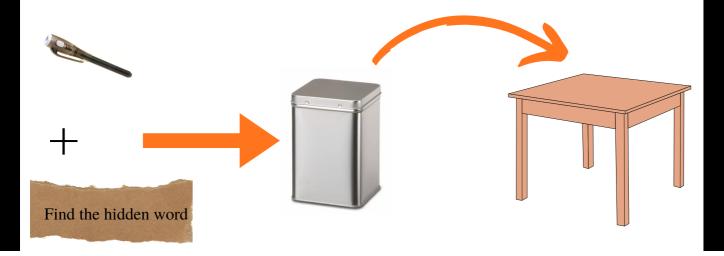


Fold the papers and place them between different pages of the book. Finally, place the book on top of the table.



Step 7

Take one of the boxes. Place the pen with a UV lantern inside and a note saying "Find the hidden word" inside. Then, place it on the table



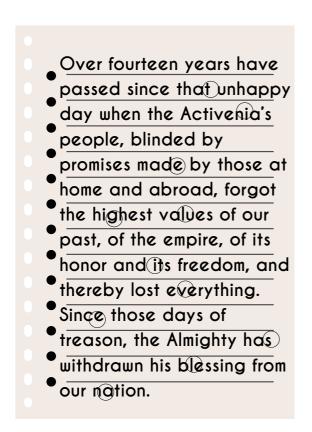
Take the 4-digit lock and set the cypher to **1748**. Secure the box from **Step 6** with it. If needed, make holes through the box.

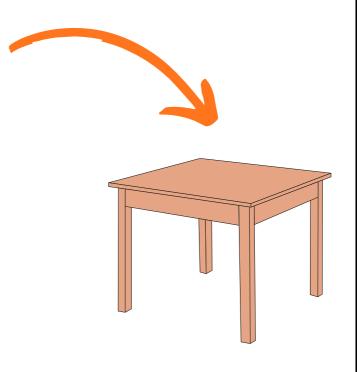


STEPS FOR RESETTING THE LOCK:

- 1. Set the lock to your combination and pull out the shackle.
- 2. Turn the shackle counterclockwise by 90° and push it down.
- 3. Keep pushing the shackle down and turn it (clockwise) another 90°.
- 4. Turn the 4 dials to the combination you'd like to use. Set the top number first, followed by the middle digits, and the last digit. Remember to keep the shackle pushed down while you're setting the code.
- 5. Lift the shackle up and turn it clockwise to close the lock. Let go of the shackle and pull it up, so you can move it

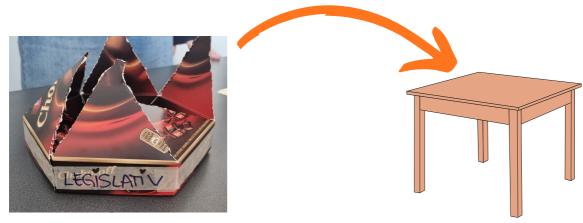
Print the presidential speech in which the ruling party is decided. Circle the letters with the UV pen, so that the word **LEGISLATIVE** is formed. Place the paper on the table.



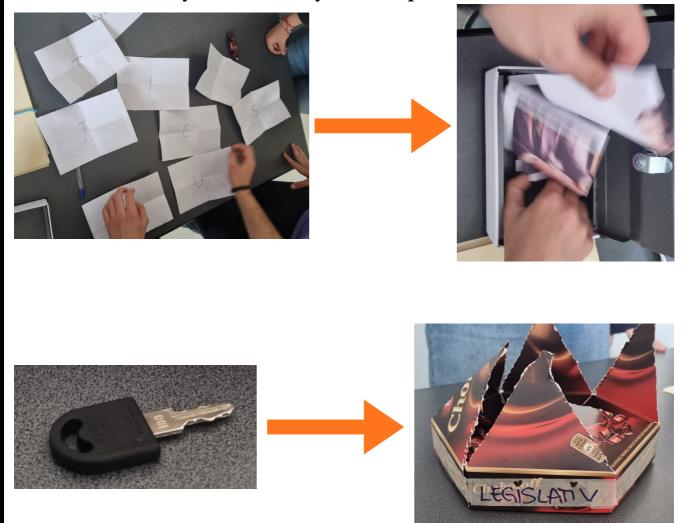


Step 10

Take the box of candies and write the word **LEGISLATIVE** on it. Place it on top of the table.

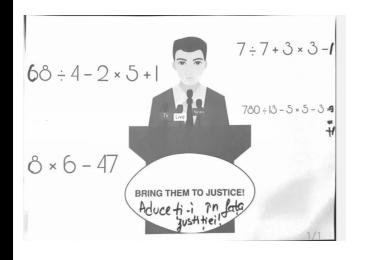


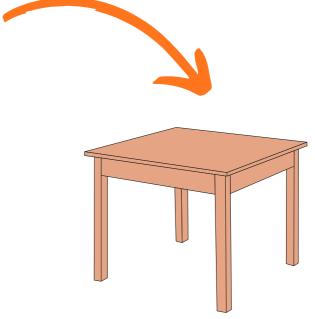
Print the pictures with the president and politicians receiving money. Note that you will find more pictures than needed in the folder. Chose the ones you believe are more suited. Write a letter on the back of each photograph. Put in the correct order, the word **JUSTICE** should be spelled. Place them in the seif disguised as a dictionary. Lock the seif and hide the key with the candy from **Step 10**.



Place the seif on the table, under the book entitled **The Spirit** of Laws.

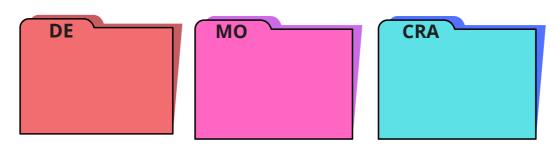
Print the **Bring them to justice** paper and place it on top of the table.

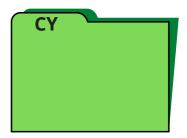




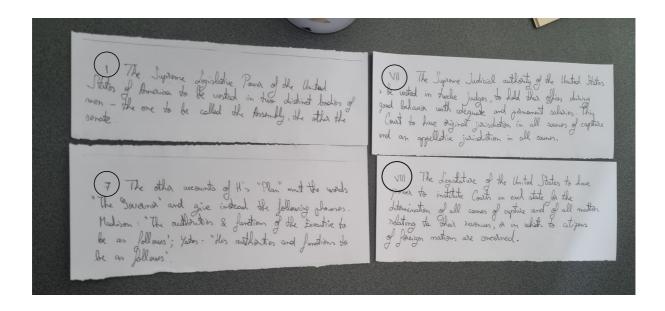
Step 13

Take the 4 files and name the accordingly:



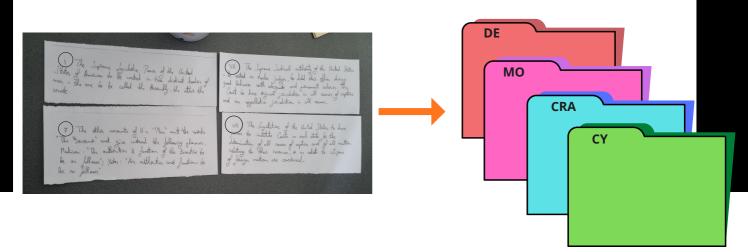


Print the pieces from the message the president sent to rig the elections. Number the pages. Placed in the correct order they should spell the year 1787.



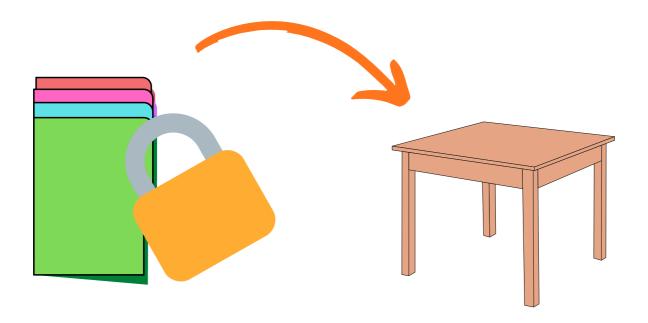
Step 15

Place the papers one in each file.



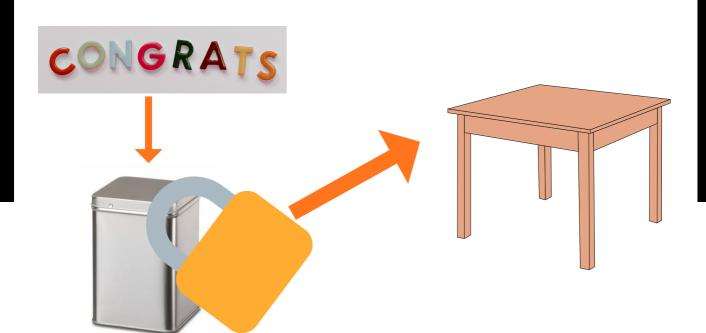
Perforate the files so they can be locked.

Set the second lock to 1989. Place them on the table.

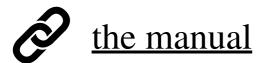


Step 17

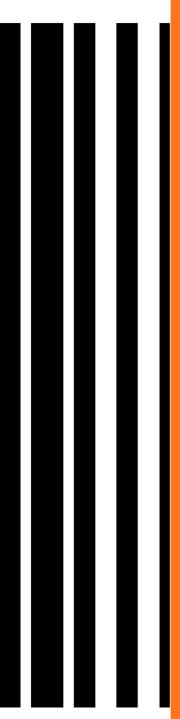
Take the second box and make holes through it if needed. Write/print the word **congratulations**. Place it inside the box. Set the third lock to **1787**. Lock the box and place it on the table.

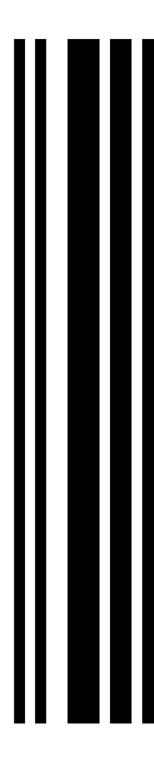


The manual for the game with the following reflection can be found in the following link:











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