

ESCAPE BOX

TV

BANCO

MANUAL



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LOGOS
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Media Maze: Navigating Together [KA210-YOU-E5BEDAA6]

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THE ESCAPE BOX

DESCRIPTION

TOPIC

media literacy / fake news / AI

OBJECTIVES

Cultivate critical analysis and media evaluation skills.

Increase understanding of AI and its influence, along with the effects of misinformation on our daily lives

YOU MAY KNOW

AGE: 12 +

GROUP SIZE: 4-5 PEOPLE

LANGUAGE: ENGLISH

PLAYING TIME: 5 min introduction
40 min playing
5 min discussion

RULES:

- Gather all the items throughout the game.
- Each item is to be used only once.
- Avoid using physical force to open the lock/box.
- Collaborate as a team rather than working alone.
- You may request a hint from the game master.



START

The game master approaches the players with a suitcase and delivers the message that the players are now the New generation of Netflix characters and some fake news about Netflix are being spread by this company Banco TV. They decide now to sneak into Banco Television's offices to uncover their secrets, They want to know if the news they are publishing is really true or false.

STORY

The situation is as follows: the new company, Banco Televisión, aims to dominate the online platform market and to achieve this, they are defaming Netflix, the company with the highest stock value in the market. They are spreading fake news about the most iconic actors and actresses working for Netflix, causing the company to plummet at an alarming rate. You, the new generation of Netflix stars, decide to sneak into Banco Television's offices to uncover their secrets, you want to know if the news they are publishing is really true or false. You reach the office of the company's CEO and find a briefcase that seems suspiciously well-protected. It seems that inside are the secrets and images that will reveal the truth. You have 45 minutes before security finds you and your careers are ruined forever. Once the secrets have been revealed, you will have to decide as a group if you want to stay in Netflix, or if maybe you would like to change companies.

CHARACTERS

Each person will receive a paper with their secret role for the test. One of the players will have to defend Netflix ALWAYS, one of the others will have to defend Banco Television always, and the rest of players will be neutral.

TOOLKIT

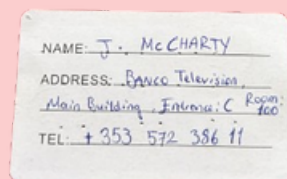
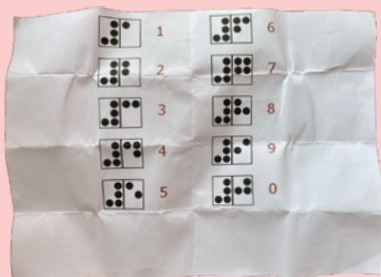
ORDER OF THE PUZZLES

(HOW TO MAKE IT)

PUZZLE 1

BRAILLE

We need a translation table for numbers to Braille, a luggage identification tag to put personal data on, and a pushpin. For this puzzle, in the luggage identification label we will make three numbers in braille with a pushpin, so participants need to remove the identification tag, open it, take the paper label, and with the translation table guess the code that will open the cabin bag. In our case the code is 471.



PUZZLE 2

PUSHPINS

We need a small box, pushpins of different colors and three elastic bands matching in color with the pushpins. We will put the pushpins inside the box, after we will stick three color bands around the box, the upper one color, for example, green, will be the first number, and will correspond to the number of green pushpins inside the box, and the same with the second and third elastic band. In our case the code is 423.



PUZZLE 3

INSTAGRAM

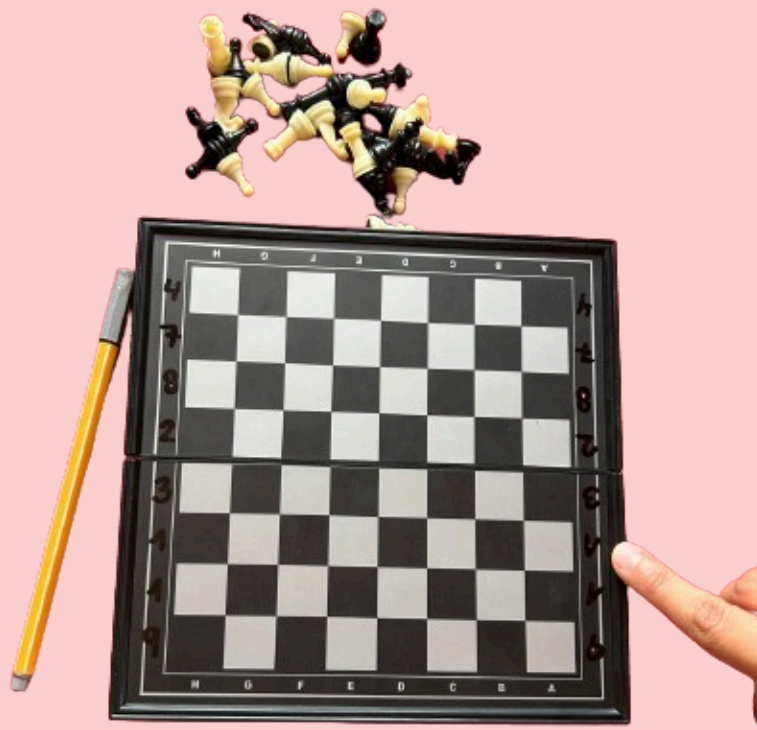
Is not a puzzle, we just need the instagram, the original one named “bancotelevision”, you can use this one. Inside there will be two videos specified in the puzzle.



PUZZLE 4

CHESS

We need a chess, the pieces, a marker and an instagram video indicating the movements players must do to get the password (you can find the example in spanish and english in “bancotelevision” instagram account). We will change the numbers of the chess squares (the ones in the borders, they are going from 1 to 8, so we will put a new order). Players must watch the video and see in which numbers are staying the horses to guess the code. In our case code is 812.



PUZZLE 5

MIRROR

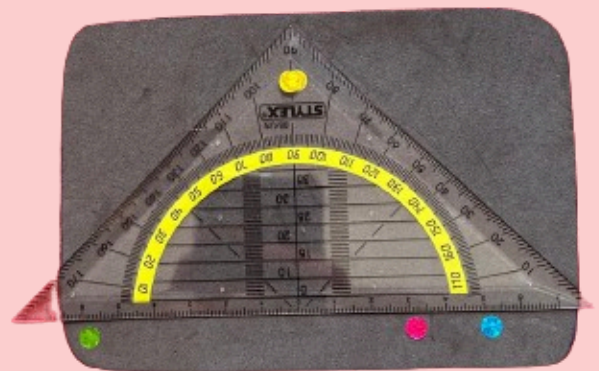
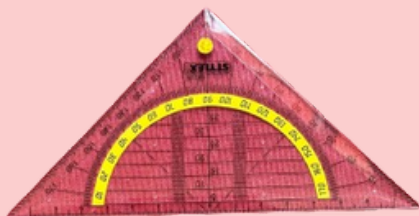
We need a mirror, preferably square shape, a piece of cardstock with the same shape and size that the mirror, and a marker. With the marker we will make half number in the cardstock, in a way that when you match it with the mirror, and you look in the correct angle, you can see perfectly a three digits code. In our case the code is 391 (to be able to make the 9 you need also to pain the mirror, if you want to make it easier, you can use symmetrical numbers like 8). Advice: you can make a small letter in the corner of the mirror and in the cardstock so players can know how to position everything.



PUZZLE 6

PROTRACTOR

We need a triangular protractor, with numbers in the longer hypotenuse (like the one in the picture), foam sheet and small stickers of four different colors. We will stick a small sticker at the vertex where the legs meet. In foam sheet we will stick the same color sticker than in the vertex, and once we put the triangular protractor over the foam sheet matching the sticker, we will stick in the foam sheet the three different colors stickers, making each one of them match with one number. Then, in the locker, we will put same colors stickers indicating which one is representing each number. In our case the code is 356



PUZZLE 7

CANDLES

We need four smelling candles, small toned bowls with cover with one small hole and a marker. A video indicating the order of the bowls based on the smell of candles. (you can find the example in spanish and english in “bancotelevision” instagram account, and you can use this ones, but take into account you will need mango, lemon, coconut and strawberry). In the lid of the small bowls we will put the corresponding number of the code, and we will melt the corresponding smell inside. By smelling participants must put the candles in the correct order to guess the four digits code. In our case the code is 3514.



PUZZLE 8

BOTTLES

We need two plastic bottles, one of 33cl, one of 50cl. Also a paper and a marker. We will fill the bottles with water, can be half or even less. Then you should put the bottle in different positions and put numbers matching with the level of the water. In the paper we will draw the bottles in different positions indicating how to positionate it to guess the code. In our case the code is 244.



PUZZLE 9

FAN

We will need a fan and two markers of different colors. In the folds of the fan with one of the markers, we will write a three numbers code, so participants need to fold it perfectly to see the number, with the other marker, we will put also other numbers to make more difficult the task. In our case the code is 482.



PUZZLE 10

FAKE PHOTOS

We will need two different small boxes, in each of them will be folded pictures of famous people. In one of them, with IA, we will create a fake image of Tom Holland in jail holding a sign with four numbers, in the other one, the same with Zendaya. In one of the boxes we will hide photo edit showing the first half of Tom Holland and the second half of Zendaya (without numbers). If you take two first number of Tom Holland and two lasts of Zendaya you will guess the number for the final locker, in our case, 3154.



PUZZLE 11

FAKE FOLLOWER

We will need a text saying between the follows of bancotelevision instagram account there is an infiltrator, one they discover who is it (every account is official except this one), they will find a conversation between bancotelevision directors revealing all the secrets.

Dear followers,

I've discovered something intriguing that I want to share with you. Among the accounts followed by @bancotelevision on Instagram, you'll find the answer to the test we've all been searching for. Yes, you read that right. The key is hidden in plain sight among those profiles. The truth is out there, waiting to be found. Good luck on this quest!

HOW TO ASSAMBLE IT?



First, the carry-on bag must be closed with a three digits locker (some of this bags has his own lockers included that can work). To open this three digits locker we will need to tie the puzzle 1 (braille), and hide somewhere in the bag the translation table to braille.

Once they solve the first puzzle they will found Side A (open) and side B (blocked). In side A, participants are gonna find:

- Puzzle 2 (Pushpins)
- Part of Puzzle 5 (Mirror): mirror will be here.
- Part of Puzzle 6 (Protractor): protractor will be here.
- Part of Puzzle 8 (Bottles): one of the bottles and Tom Holland will be here.
- Part of Puzzle 10 (Fake photos): one of the boxes with fake photos will be here without any locker (must be the one without the edit).
- Puzzle 3 (Instagram): Will be here closed by a locker.
- Puzzle 4 (Chess): Will be here closed, by the same locker that puzzle 3.



As players are receiving many materials they still don't need to use, at first will be confused, so if we want to make the escape box easier or shorter, we can hide this materials they will not use at first for more advanced steps.



The puzzle they must solve now is Puzzle 2 (Pushpins), which will open a pocket which has to hide Puzzle 3 (QR code with instagram account) and Puzzle 4 (Chess table and pieces). Once they solve the chess puzzle participants will be able to open the locker of the side B.

In side B, participants are gonna find:

- Missing part of Puzzle 5 (Mirror): cardstock will be here.
- Missing part of Puzzle 6 (Protractor): foam sheet will be here.
- Puzzle 7 (Candles): Two boxes (one with three candles locked by Puzzle 5, and other with one candle locked by Puzzle 6).



- Missing part of Puzzle 8 (Bottles): Paper with draws will be here. Missing bottle will be locked by puzzle 7 (Candles).
- Puzzle 9 (Fan): Will be hided in a pocket locked by Puzzle 8 (Bottles).
- Missing part of Puzzle 10 (Fake follower): Second box with the edit will be in this side, locked by Puzzle 9 (fan).
- Puzzle 11 (Fake follower): Closed in a box locked by puzzle 10 (Fake follower).

By solving Puzzle 5 (Mirror), participants will open the box with three out of the four smelling candles of Puzzle 7 (Candles).

By solving Puzzle 6, participants will receive the missing candle of Puzzle 7 (Candles).

By solving Puzzle 7 (Candles), participants will receive missing bottle, so they can solve Puzzle 8 (Bottle), which will unlock the Puzzle 9 (Fan) from a pocket.



Puzzle 9 will open the second box of Puzzle 10 (Fake photos). Once participants open the last box, which contains the message of the fake follower, Puzzle 11, they have finished the escape box.

Advice: To make things easier for plates, we recommend put a label in each locker to be aware which puzzle it is opening it.





DEBRIEFING

Ending game:

After the players finish the game, we will ask them:

- Did you enjoy the game?
- What was the purpose of the game?
- Which two things did you learn with it?
- Do you understand the importance of checking the info we receive every day?
- How often do you face fake news?

Discussion:

1. Why companies make this spreading fake information about others?
2. How can we be aware of what is or what is not real?