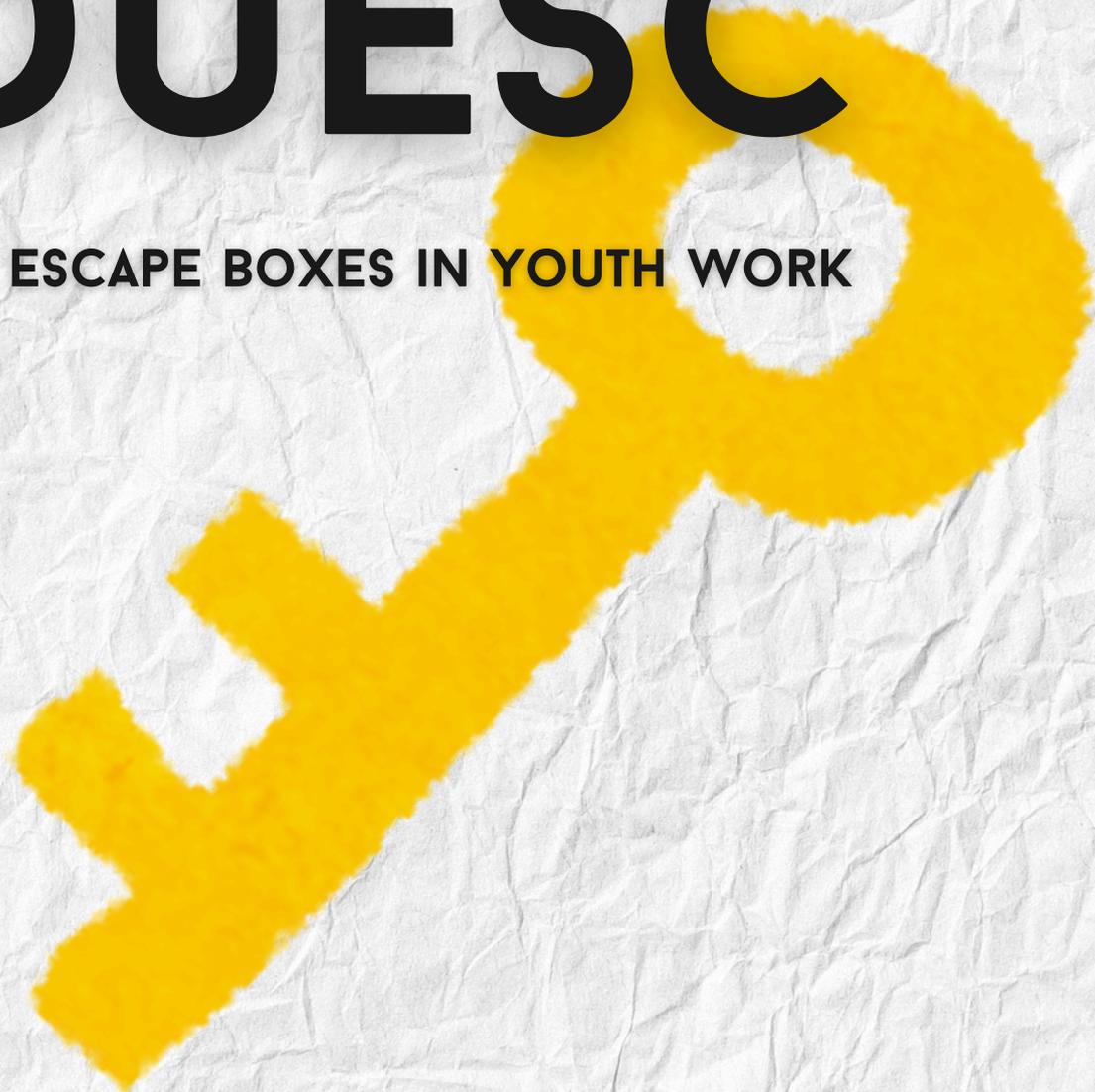


EDUESC

PORTABLE ESCAPE BOXES IN YOUTH WORK



EDUCATIONAL ESCAPE GAME OUTLINES



Co-funded by
the European Union



erasmus+ and
european solidarity
corps agency



Shokkin
Group
International

"AIAIAI!"

 **Group size:** 3-4 players **Age:** 16-22 y.o.

 **Game session time:** 30-40 minutes

 **Game topic:** Artificial Intelligence and Critical Thinking



LEARNING OUTCOMES:

- To understand that AI generates responses based on patterns in data, not truth or understanding.
- To learn how to critically evaluate AI-generated outputs and recognize their limitations (e.g., hallucinations, bias).
- To reflect on when and how to responsibly use AI as a supportive tool, rather than blindly trusting it.



GAME MONITORING:

The game master is present in the game room and supports players when requested or when noticing a team not progressing for 5-6 minutes. The game master does not provide direct answers, but **hints**.



GAME SETUP:

- Check that you have all the necessary physical and printed materials ready (*see material list*).
- **Using an invisible UV pen**, write a 5-letter code (e.g. **EHDTL**) on the AI-generated images in the correct order. **Glue the diary entry** into a small lockable notebook or diary.
- **Print two calendars:** Glue one into the diary. From the second one, cut out several fragments which contain **parts of the final code** (e.g. color tags, time blocks, words). Hide these cut-outs in the diary as clues.
- Glue the **three AI-generated article summaries and a QR code** leading to your custom GPT into a small notebook (not locked). To help players navigate it more easily, add a handwritten note near the QR code: *"This is the tool I want to use for the next research."*
- Tape the envelope containing Message 4 (*Alex's mid-game note*) to the **underside of the table** where the game will be played.



ULTIMATE MISSION:

Help your friend Alex investigate how AI really works and figure out when to trust it, and when to trust yourself.



GAME RULES (READ TO PLAYERS):

"You are about to play an educational escape game. Your job is to work as a team, explore Alex's story, solve puzzles, and uncover the lessons he learned about artificial intelligence. Use your logic, observation, and communication. Don't use force: everything can be solved using the clues around you. Each item is used only once unless clearly marked. If you feel stuck for more than a few minutes, you can ask the game master for a hint, but not for answers. You will need a phone for one puzzle."



INTRO TRAILER (READ TO PLAYERS):

"You are a group of friends who have recently received a message from your childhood friend, Alex. He has just moved to a new school, and quickly discovered that things are different there. AI tools are everywhere: used for homework, planning, studying, even for free time. Everyone around him treats AI like it's the smartest person in the room. But Alex? He's not convinced. He doesn't want to follow the hype. He wants to think for himself.

That's why he started an experiment: testing AI in different ways to see how it works, what it gets right, and where it goes wrong. And now, Alex is sharing his "AI diary" with you. Your task: Go through his notes, tools, prompts, and puzzles, and help him figure out: Can we really trust AI?"

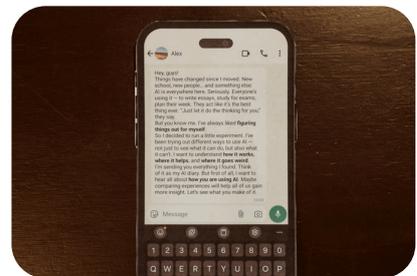


GAMEPLAY:

Puzzle 1 | Image sequence

At the start of the game, players receive the locked **main box**, and the **unlocked Envelope 1**. The envelope contains the **five AI-generated cat images**, a **list of prompts**, a **UV light** and **Alex's first message**. In his message, Alex explains that his first encounter with AI is playful. He experiments with generating AI images using different prompts and quickly realizes that even small changes in wording produce very different results.

Players' task is to arrange the images in the order they were generated, based on the progression of prompt changes (e.g. "Make it more colorful", "Add more happiness", "Make it even more joyful"). Correct completion gives players the **code "EHDTL"** (following the letters written with the UV pen on their back), which opens the lock on the main box.

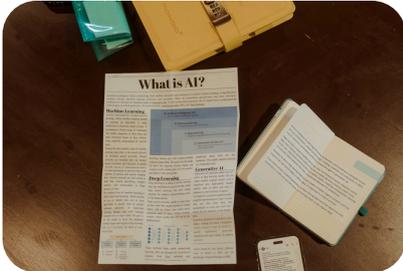


Puzzle 2 | Choosing the best summary

When they open the main box, players receive:

- An **article** titled "What is AI?".
- A notebook with three **AI-generated summaries** and a **QR code** leading to a Custom GPT.
- A **note from Alex** asking them to figure out which summary is the best.
- A **diary** locked with a 3-digit code.

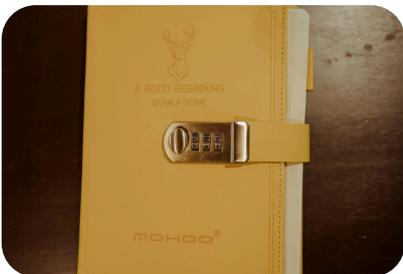
The best summary of the original article contains the hidden keyword "**BIAS**". When entered into the custom GPT, this word will unlock the next step.



Puzzle 3 | Fact-checking the GPT

Once players input the correct prompt ("BIAS") into the GPT, this one replies with a **hallucinated but realistic-sounding explanation**. In the chat players also receive a **trusted audio explanation** of the same topic. Their task is to compare the two sources and identify at least **three factual discrepancies**. Each discrepancy corresponds to a number of code that leads to unlocking the next puzzle (code **352**).

The GPT also gives them a hint that the **message from Alex** is hidden **under the table**.



Puzzle 4 | Calendar repair

Players open the diary and encounter:

- The **AI-generated weekly plan** (with cold showers, no breaks, CEO-related content).
- **Alex's diary entry** with his personal preferences and routines.
- A **calendar** of activities with empty areas and a few calendar **cut outs**.

Players must read the diary entry to identify unrealistic events in the AI version and **reconstruct a new, human-centered plan** that fits Alex's life. When players place the cutouts over the calendar, the document will reveal a final code for the final envelope (**8164**).



#	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FR.
-6:00	SLEEP	SLEEP	SLEEP	SLEEP	SLE
-8:00	BREAKFAST + SHORT WALK	BREAKFAST + STRETCHING	SLEEP	COFFEE WITH BOB	PROMPT EN COU
-9:00	BULLETPROOF COFFEE + LUNCH	WALK IN PARK	BREAKFAST	GYM	BREAK
-12:00	SCHOOL	SCHOOL	SCHOOL	SCHOOL	SCH
-13:00	TED TALK DURING SILENT LUNCH	LUNCH WITH FRIENDS	RELAX LUNCH	MEAL REPLACEMENT	LUNCH IN POOL
-15:30	SCHOOL	SCHOOL	SCHOOL	SCHOOL	SCH
-17:00	JOGGING	READ	VISIT GRANDPARENTS	READ	GUITAR P
-18:00	ONLINE MASTERCLASS	BUILD NOTION DASH-BOARD	HANGOUT WITH FRIENDS	JOURNALING	NEW ONLINE
-19:00	GYM	GUITAR PRACTICE	DINNER	DINNER WITH FAMILY	GY
-21:00	DEEP WORK (APP PRODUCTIVITY)	PROMPT TESTING	CHATBOT COMP PREP	CRISME EXTENSION BUILDING	HACK/

Puzzle 5 | Final reflection

The game ends when players unlock Alex's final message (Message 5). Instead of giving them a clear conclusion, Alex invites them to reflect on what they have experienced and learned. Players read Alex's final message and are asked to:

- Reflect on their own experience.
- Decide which use of AI was most helpful.
- Write or discuss what they would have done differently.



CLOSING/ANALYSIS:

The facilitator now leads a short debrief (approx. 10–15 minutes), either in a circle or around the game table. You can use a whiteboard, flipchart, or printable reflection sheet to guide the process. Optionally, players can write a message back to Alex or respond with stickers/votes on a statement wall. Debriefing questions:

1. Reflection on experience

- a. How are you feeling after the game? Why?
- b. What moment in the game surprised you the most?
- c. What interaction with AI Alex experienced?

2. Understanding AI

- a. What did you learn about how AI works?
- b. What do you think was the most useful thing AI did for Alex?
- c. What was the most harmful?

3. Real-life transfer

- a. Can you think of a time in your life when you used AI and didn't question the result?
Would you do something differently now?
- b. What is one question you think people should always ask when using AI?
- c. Where would you personally draw the line: when to trust AI, and when not to?



FOLLOW-UP SUGGESTIONS:

Online course about AI: www.elementsofai.com

Newsletter with AI news: <https://tldr.tech/ai>

TASK: Personal AI Journal

Keep a simple weekly log of how you use AI in your everyday life: whether it's ChatGPT, Spotify recommendations, TikTok suggestions, or Google search autocomplete. This helps you build awareness of where AI already influences your choices, and how critically (or passively) you interact with it.

Suggested reflection questions are:

- How did I use AI today?
- What did it help me with?
- Where might I have trusted it too quickly?
- What did I realize thanks to this interaction?

Pro tip: Try keeping this log for one week - just 2-3 minutes per day. You will start to notice patterns in how you rely on AI.

TASK: Week Challenge

Try this 5-day challenge after the game. Each day gives you a small, fun task that helps you reflect on your own AI use and critical thinking.

- Monday: Ask an AI about a topic you like, then fact-check the answer.
- Tuesday: Notice what recommendations you get on TikTok, YouTube, or Instagram. What are they based on?
- Wednesday: Ask AI for advice on something personal. Would you actually follow it? Why or why not?
- Thursday: Try to trick AI into saying something weird or incorrect. Can you find a hallucination?
- Friday: Write your own rule: "One situation where I should NOT use AI is..." and explain why.



MATERIAL LIST:

Physical Materials:

- 1 x UV light & pen (*if needed, normal pen and no light can be used as well*)
- 1 x Envelope (*unlocked, for Puzzle 1*)
- 1 x Notebook
- 1 x Lockable bag or box (*main container for puzzles 2-5*)
- 1 x Small lockable notebook or "diary" (*for Puzzle 4*)
- 1 x Plastic envelope (*lockable*)
- Pens or pencils for player use.

Locks:

- 1 x 5-letter lock
- 1 x Diary with 3-digit lock
- 1 x 4-digit lock for the final envelope

Printable Materials:

- PDF with messages from Alex
 - Message 1 (*Intro*)
 - Message 2 (*First envelope – instruction for AI pictures*)
 - Message 3 (*In notebook – instruction about summary notes*)
 - Message 4 (*Under the table – instruction about fact-checking*)
 - Message 5 (*In the diary – instruction about calendar*)
 - Message 6 (*In the last envelope – instruction for reflection*)
- Diary
- AI pictures + prompts
- AI article
- AI notes
- QR code
- Calendar + pieces for calendar
- Event cards or tiles (*for the calendar repair puzzle*)

For entourage:

- Office table (*for playing + Message 4 hidden underneath*)



RESTART LIST:

Step #	Action	Lock/ Puzzle Type	Code/Answer
1	Insert Message 5 into the envelope, lock it and place it in the main game box.	4-digit lock	8164
2	Insert the calendar pieces and diary entry into the lockable diary and lock it.	3-digit lock	352
3	Insert the AI article, Alex's Message 3 and AI notes into the small notebook (or make sure they are placed correctly if you glued them).	-	-
4	Place the notebook into the diary pocket (if available), or directly into the game box.	-	-
5	Place Message 4 into an envelope and tape it under the table.	-	-
6	Lock the main game box with the 5-letter lock.	5-letter lock	EHDTL
7	Place the 5 AI images, 5 prompts, UV flashlight, and Message 2 into Envelope 1 (unlocked).	-	-



GAME AUTHORS:

Veronika Batelková, Eliška Hicklová, Ruxandra-Ioana Florescu

PRINTABLE MATERIALS



"THE POWER OF MANY"

 **Group size:** 2-6 players **Age:** 16-22 y.o.

 **Game session time:** 45-60 minutes

 **Game topic:** Importance of communities



LEARNING OUTCOMES:

- To gain motivation to get involved and be active in one's community life.
- To get to know the benefits of communities for oneself and for society.
- To cooperate with others meaningfully.



GAME MONITORING:

The game master is present in the game room and supports players when requested or when noticing a team not progressing for 5-6 minutes. The game master does not provide direct answers, but **hints**.



GAME SETUP:

Check that you have all the **physical and printed materials ready** (see *Material List*) and **assembled as detailed below**. Be sure to have a **phone with internet connection** ready in case the players don't have one: it is necessary for scanning a QR code in the game.

The Archive

Cut out the pencil, speech bubbles, megaphone and books symbol (p.4). Write the corresponding numbers on the symbols with a **UV Pen**: pencil = 4; speech bubbles = 5; megaphone = 2; books = 2.

Glue the images anywhere on the inside of the **Archive Box**. Color out the symbols in the Article with a UV Pen. Tape the UV Light on the lid of the Archive Box. This is the only box that is not locked.



Local School Community Dinner

Cut out the picture of the pot without vegetables (p.11) and the label The Local School Community Dinner (p.11) and stick it on your box.



For this box you will need:

- **4 See-through vials.** Write a part of the number 672 on three of the vials with a permanent marker so that when they overlap the number is revealed. Write the name of the ingredients on the bottom of each vial and fill with the corresponding numbers of vegetables (p.9):
 - one filled with 4 printed cutout tomatoes.
 - one filled with 8 printed cutout broccolis.
 - one filled with 5 printed cutout mushrooms.
 - one filled with 3 printed cutout eggplants (*not used in the task*).
- a printed **Picture of a Pot** revealing the order of the numbers of vegetables (p.10)
- a printed piece of **Paper with Three Circles and an Eye:** add an arrow pointing to the right of the eye to show the direction (p.10)
- **Interview 1** on top of the box (p.5)
- **4-digit lock** set to number **4522**.

Fill the box and lock it with the assigned 4 digit lock.



Board Game Event

For this box you will need:

- One **bigger box** resembling a board game box (*will be locked*). Put the printed label "The Board Game Event" and printed Board Game Pawns on the box (p.12):
 - **3-digit lock** set to number **182**.
 - **Interview #2** (p.6).
 - printed out **maze** (p.8).
 - **smaller locked box** (specified below).
- One **smaller box** that can fit inside the bigger box with the label "Tropic Treasures". With:
 - **4-letter lock** set to the word **PASS**.
 - 3 printed out **instruction cards** with colorful squares and locations (p.17-18).
 - printed out **color grid game** (write "1" above top column and "A" on top row (p.19)).
 - 9 blue board game pawns.
 - 5 green board game pawns.
 - 6 yellow board game pawns.

Fill and lock the smaller box with the assigned 4-letter lock. Fill the bigger box with the printed materials and put the locked smaller box inside, then lock it with the assigned 3-digit lock.



The Special Needs After-School

- A **box** that can fit two A4 pages and can be locked (stick printout of the waving kid and the label "The Special Needs After-School" on it (p.13)).
- a **3-digit lock** set to number **605**.
- printout titled **"Homework for Today"** (p.15)
- printout titled **"Interview #3"** (p.7)

Fill the box and lock it with the assigned 3-digit lock.



The Final Project Folder

A real folder that can be locked so the content cannot be accessed right away.

Stick a "Final Project Label" on it (p.16). Inside, place:

- 3 printed **photos** representing the experience (hand with a soup, board game, a hand reading braille (p.16)).
- **final project printout** (p.14).
- **4-digit lock** set to number **8712**.

Fill the folder and lock it with the assigned 4 digit lock.



ASSEMBLING

Put the boxes inside the Archive Box in the following order:

- Final Project on the bottom.
- The Special Needs After-School.
- The Board Game Event.
- Local School Community Dinner.
- Printed out Code Keys (p.2):
 - Braille alphabet.
 - Sign alphabet.
 - Morse code.



ULTIMATE MISSION:

Successfully complete your final project about communities.



GAME RULES (READ TO PLAYERS):

"You are about to play an educational escape box: the game is about teamwork, communication and making logical decisions in order to solve puzzles. This is a DIY game, so we ask you not to use any force when opening boxes or locks. Please don't write on any material inside the box: write only on the paper for notes given by the game master at the start of the game. When needed, you can use one phone per team. All game materials are used once. If at any moment you feel stuck, ask for help from the game master. Remember: every piece of information is important."



INTRO TRAILER (READ TO PLAYERS):

"You are a group of students in the final days of the school year. The most important projects for your grades are being handed out by your teacher. Your topic is "The power of communities".

Your team's task is to walk through your town and visit the following communities:

- *The local school community.*
- *The board game event.*
- *The special needs after-school.*

You will gather research on each of them, take interviews and put together your project for your final grade. But first, your teacher gives you an article on communities. Read through, then start your research with the archive."



GAMEPLAY:

Read the intro trailer and the game rules to players. Give them paper and pens to write with. After they are finished with reading, give them the Archive Box containing the game.

Puzzle 1 | Archive

After they open the box, players find a **UV light** taped on the lid from the inside, **three boxes** and **one folder, all locked**. There are 4 symbols glued on the inside of the box. The symbols are recognizable from the Article. When using the UV light on the Article, players also discover that the symbols glow under UV. When using the UV light on the symbols inside the box, they discover the numbers corresponding to each of the symbols. When put together based on their position in the Article, they get the code **4522**.

In the end of the Article there is a mention about the *local school community* hosting community events, leading them to the next box they open with this code.

Puzzle 2 | Local School Community Dinner

When players open the box, they find **Interview #1** getting them into the context of what they need to do, **4 see-through vials**, and a **picture of a pot** with a broccoli, a mushroom and a tomato on it (*letting them know which ingredients are used to make the soup; the eggplant is not used for this puzzle*). The puzzle consists of two parts:

- Players need to take the ingredients inside the vials, count them, and put the numbers in the order indicated on the pot: this will give them the number **854**.
 - Broccoli = 8
 - Mushroom = 5
 - Tomato = 4
- Players need to put the vials into indicated circles with one eye under it and arrange them so they form a number when they look at it the indicated way: **672**.

To get the code needed to open the next box, they need to subtract the cost of the ingredients (672) from the donations they got for the soup (854): $854 - 672 = 182$. This code opens the Board Game Event box lock. The pawns at the bottom of the interview indicate this is the next box as well.

Puzzle 3 | The Board Game Event

After opening the box, players get **Interview #2** and a **maze**. They need to work their way through the maze, revealing the word **PASS**, which opens the smaller box that is inside.

In the smaller box, there is a printed out **color grid game** with instructions that they need to put the pawns in the correct places and **3 separate instructions cards** telling the players where to put the pawns. When they put the pawns in the correct positions, they will form **morse code numbers** that can be translated by using the **morse code key** card found in the first Archive box. After deciphering the morse code, it will give them the number **605**. This code will leave them to the next box, that is also indicated on the bottom of Interview #2.

Puzzle 4 | The Special Needs After-School

After opening the box, the players get **Interview #3** and **“Homework for Today” printout**. There are two codes to be deciphered here:

- The first part is a question: **“How many planets?” in braille**. They need to decipher it using the braille code card from the archive box. The correct answer is **8**.
- The second part is a QR code leading to a video with the question **“How many continents?” in sign language**. The correct answer is **7**.
- The last part is a simple question, no decoding required: **“How many months?”** The correct answer is **12**.

The players have to use a phone and the internet to scan the QR code and watch a video. They can also use the internet to look for the answers for the question.

When putting the numbers together it creates the last code (**8712**) used to open the **Final Project Folder**, also indicated by a folder icon at the bottom of Interview #3.

Puzzle 5 | The Final Project Folder

The Final Project Folder is the last part of the box that starts the debriefing closing session. Inside there are **three photos representing what the players did**: a soup, a board game and a hand reading braille. There is also a template for their final project report asking the question: *“What was the impact of what you did visiting each of the communities?”*.

Give the players some time to put their answers together. There are 3 assigned spots to stick the photos in. At the end, there is the final debriefing question asking them what their impact in a community can be, now or in the future.



CLOSING/ANALYSIS:

The closing debriefing session is based on discussing the Final Project that summarizes the impact of what the players did in-game while visiting different local communities.

The debriefing session starts with the following questions:

- How did you enjoy the game?
- How was the experience and the cooperation?
- How did you feel during each activity?

These next questions are focusing on the topic itself:

- What was the impact of each of the communities you visited in the game?
- What skills have you used or developed in each challenge?

The session ends with a final question focusing on the future:

- What would you like to do next to contribute to a community? What can your impact be?



FOLLOW-UP SUGGESTIONS:

We recommend switching the generic communities with some of your real local communities: this can support the feeling of immersion but it also requires some adjustments in the printable materials.



MATERIAL LIST:

Physical Materials:

- 1 x Big box that can fit all the other boxes (i.e. cardboard archive box)
- 1 x UV pen and UV light (separate)
- 1 x Glue (any, paper glue might be best)
- 1 x Tape (any, double-sided might come in handy)
- 1 x Scissors (small scissors might also come in handy)
- 1 x Small lunch box (anything that can fit into the archive box and can be locked)
- 4 x Small see-through vials (glass or plastic, not medical!)
- 1 x Medium box resembling a board game box that can be locked
- 1 x Small box resembling a board game box that can be locked and placed inside the bigger board game box
- 3 x Box/folders that can fit 2 printed out A4s and can be locked
- Paper and pens/pencils for notes

Locks:

- 2 x 4-digit locks
- 2 x 3-digit locks
- 1 x 4-letter lock (can be exchanged for a number lock if you don't have access to a letter lock. You just have to generate your own maze invitation (p. 8) using an online maze generator with the desired number)

Printable Materials:

See attached PDF titled "Power_of_Many_Print" and the corresponding pages in each of the sections in this outline.



RESTART LIST:

Step #	Action	Lock/ Puzzle Type	Code/Answer
1	Put the "Final Project" materials inside the folder, lock it and place it inside the Archive Box.	4-digit lock	8712
2	Put the "Special Needs After-School" materials inside the box, lock it and place it inside the Archive Box.	3-digit lock	605
3	Put the "Smaller Board Game Box" materials inside the box, lock it, and place it inside the Archive Box.	4-letter lock	PASS
4	Put the "Smaller Board Game Box" and "Bigger Board Game Box" materials inside the box and lock it. Put in a newly printed maze or erase the answer. Put the locked box into the Archive Box.	3-digit lock	182
5	Put all the tiny vegetables in the corresponding vials. Put all the "Local School Community Dinner" materials inside the box, lock it and place it into the Archive Box.	4-digit lock	4522
6	Tape the UV light on the top of the lid.	-	-
7	Put the braille, morse code and sign language code cards inside the Archive Box.	-	-
8	Close the Archive Box, prepare the Article and the notes and pens and pencils for the next game outside of the box and you are all set!	-	-



GAME AUTHORS:

Lea Belejová, Cristiana Cristudor

PRINTABLE MATERIALS



"V.E.I.L.(VERIFY, EVALUATE, INVESTIGATE, LEARN)"

 **Group size:** 1-5 players **Age:** 14-25 y.o.

 **Game session time:** 45-60 minutes

 **Game topic:** Media Literacy (Fake news, Disinformation and Rabbit Hole effect)



LEARNING OUTCOMES:

- To learn about risks of digital news, dangers of algorithm and the rabbit hole effect.
- To recognize fake news processes.
- To understand how critical thinking and reflection are important in order not to trust immediately everything we find in social media.



GAME MONITORING:

Done by a **game facilitator** who instructs the participants to sit down. The facilitator asks for the permission to keep participants' cell phones safe, saying it is part of the experience. After gathering them, another facilitator puts them secretly in box #5. *(For a more theatrical format for this process, you can have someone with a tray covered in a white cloth, as if it were a waiter, who will come to collect the cell phones, in silence.)*



GAME SETUP:

Check that you have all the necessary **physical and printed materials** ready (*see material list*). Make sure the **video** is ready to play in the laptop. Highlight letters that form the sentence "THEY ALL LI" in the news **articles**. Write a number behind each **social media post** according to the images. Prepare the **floppy disks** with the red filter and needed labels. Make necessary markings with a permanent marker on the **mirrors** so when they are facing each other, the word "FREE" becomes visible.



ULTIMATE MISSION:

To recognize credible and non-credible sources of information.



GAME RULES (READ TO PLAYERS):

"Hello, and thank you for accepting this challenge. You are about to play an escape box about media literacy, I kindly ask you not to force any box or locker, and be careful because the items are fragile. I am giving you this phone (Nokia 3310 with a note on the back "raise for help"): in case you need any help, you can raise it and I will come. Good luck."

(The facilitator brings the suitcase/briefcase, box #5, and starts the video with the intro trailer).

INTRO TRAILER (READ TO PLAYERS):

(Presented in video format)

"Greetings, Operatives!

We live in a world where truth is no longer free. An invisible system controls what you see, hear and believe. The algorithm has been hijacked and weaponized to twist reality, flood our minds with fake news and disinformation and drag us down in a digital rabbit hole.

We were a collective. Our mission was to expose the code and dismantle the lies, but our top investigators were caught, taken in the middle of their breakthrough. what they left behind are the only tools we have to finish the job.

Now it's your turn. You have been chosen to complete the mission. Decrypt the data, repair the algorithm, and uncover the truth before it's lost forever. One warning! Don't overlook anything, every clue matters. Leave nothing behind. The algorithm will need all of it. The future is yours to unlock. Be sharp, be bold, be ready!"

GAMEPLAY:

Archive

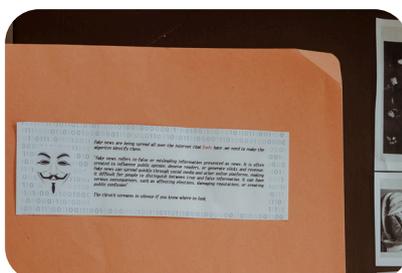
When the game started, players received a **suitcase/briefcase** locked with two 3-digit codes, as well as a **box with the label "#5"** locked with a 4-digit lock. From the intro video, players should notice the red word "Algorithm" and a specific **combination in the glitches (666 - 420)**. With this code they open the suitcase/briefcase.



Box #1

Once the suitcase/briefcase is open, players find a variety of materials and smaller containers, most of them locked. Players must observe the materials and notice the labels on each one of them: #1, #2, #3, #4... These labels dictate the order in which materials should be dealt with.

Firstly, players take the **orange folder** with the #1 on it and the **UV light** torch. Inside they find an **instruction paper** (containing the red word "Fuels") and six **news articles**. Players need to place the **news articles** in chronological order, then illuminate them with the torch. Highlighted letters from different articles will form the sentence: "They All LiE" (Capitalized letters make the lock code: **THALE**, which opens box #2).



Box #2

When box #2 is open, players should notice another red word (“Disinformation”) on the **instructions paper** and eight **social media posts** with numbers in the back (two posts for each social media platform). Players should select only authentic social media post and organize them in the order indicated in the instructions (FB, IG, TT and X). The resulting combination is **7041**.



Box #3

Inside of box #3, players find one more **instruction paper** with another red word (“and”), three **floppy disks** and a **red filter**. Players need to use the red filter on Floppy disk 1, see the number marked on it (**6**), and put it in the operation at the end of Floppy disk 2 (**1**), then search inside Floppy disk 3 for a paper with (**2**) written on it. The combination is **612**.

Box #4

This is the last box. When players open it, they find an **instruction paper** (with the highlighted word “opinions”), **two mirrors** with markings on them and an **alphabet decoder**. They must arrange the mirrors in front of them and notice that the word “**FREE**” is formed. Then, using the alphabet decoder, form the code **4600**, which opens the final box #5.



Box #5

Inside of box #5 there is a sign with the sentence “**Are we really free?**” with a **QR Code**, and also players’ phones which were taken at the introduction. Players scan the QR code and must insert the sentence formed throughout the game with the red words: “**Algorithm fuels disinformation and opinions**”. The end of the game is announced and debriefing starts.





CLOSING/ANALYSIS:

- **If players insert the correct sentence**, a “victory” video will appear with the title “CONGRATULATIONS”, where players can read how they can be digital media geniuses.
- **If players insert the incorrect sentence**, a video will appear with the title “UNSUCCESSFUL”. In this case, it is important to support the players by offering them to try again and have a bit more time to discover the correct sentence/code.

Debriefing questions:

- How was the experience?
- What and how did you feel?
- What do you think about informations and news on Social Media?
- How can this game can be useful for understanding risks and possibilities of using Social Media for information? Why?



MATERIAL LIST:

Physical Materials:

- 1 x Suitcase/briefcase with a 3-digit lock on each side.
- 2 x Mirrors (10x15cm)
- 1 x UV light & pen
- 2 x Boxes (20x 15 cm)
- 1 x Box (10x15 cm)
- 1 x A4 padded envelope
- 1 x Red paper envelope (postcard size)
- 1 x Cardboard folder for documents
- 3 x Floppy discs (ideally old or used, so they can be painted and marked)
- 1 x Anaglyph glasses or red filter
- Paper and pens for notes

Locks:

- 1 x 5-letter lock
- 1 x 4-digit red lock
- 1 x 3-digit black lock
- 1 x 4-digit black lock

Printable Materials:

- Game messages
- Final text with QR code
- Newx articles
- Social media posts

For entourage:

- Guy Fawkes' mask
- Black jacket
- Tray



RESTART LIST:

Step #	Action	Lock/ Puzzle Type	Code/Answer
1	Prepare box #5 so it can be locked right after placing players' phones in it.	4-digit lock	4600
2	Put the mirrors, instruction paper with the highlighted word "opinions", and the decoder in box #4 and lock it.	3-digit lock	612
3	Place the instruction paper with the word ("and"), three floppy disks and a red filter in box #3 and lock it.	4-digit lock	7041
4	Shuffle the news articles and put them in box #2 together with the instructions paper with the red word ("Disinformation") and lock it.	5-letter lock	THALE
5	Place all containers in the suitcase/briefcase, close it and place it face up.	2 x 3-digit locks	666 AND 420



GAME AUTHORS:

João Pinheiro, Margarida Silva, Maria Ruxandra Marinescu, Antonis Papadopoulos, Roberto Marinelli.

PRINTABLE MATERIALS



"WHY ME?"

 **Group size:** 3-5 players **Age:** 14-18 y.o.

 **Game session time:** 30-45 minutes

 **Game topic:** Cyberbullying



LEARNING OUTCOMES:

- To become familiar with the concepts of “digital print” and “digital security”.
- To understand how to protect your personal data.
- To develop empathy about sharing personal information from others.



GAME MONITORING:

The game master is present in the game room and supports players when requested or when noticing a team not progressing for 5-6 minutes. The game master does not provide direct answers, but **hints**.



GAME SETUP:

- Check that you have all the necessary physical and printed materials ready (*see material list*).
- Cut the **optical illusions image** in three equal parts.
- Write the text “43LP” with the UV light pen in the **personal Instagram post**, then cut it into several pieces.
- Glue the **Whatsapp group QR code** to the inside of the final diary.



ULTIMATE MISSION:

Write a message for Anna in the Whatsapp group.



GAME RULES (READ TO PLAYERS):

“You are about to play an educational escape game. Your job is to work as a team and solve puzzles. Use your logic, observation, and communication. Don’t use force: everything can be solved using the clues around you. Each item is used only once unless clearly marked. If you feel stuck for more than a few minutes, you can ask the game master for a hint, but not for answers. During the game you can only use one phone. At the end, for the final trial, everyone can use their personal phones.”



INTRO TRAILER (READ TO PLAYERS):

“Anna is a 15-year-old student at a public high school. She lives a typical teenage life: spending time with her friends and her boyfriend. But one day, everything changes. After breaking up with her boyfriend, he decides to take revenge by sharing her private photos with his friends. Within hours, the pictures spread across the school, and soon everyone has them on their phones.

Anna becomes deeply upset. She stops going to school and avoids her friends. Her grades drop, and she loses her appetite. Her life has completely changed from one day to the next.

You are Anna’s friends. Your task is to help her regain confidence and rebuild her normal life.”



GAMEPLAY:

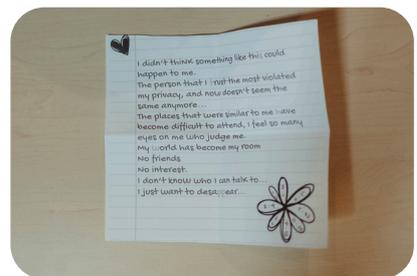
Introduction

Before jumping into the escape box experience, we encourage facilitators to make an introduction to the topic by asking players **“What’s the first word that comes to mind when we talk about cyberbullying?”**. This can be done via Mentimeter (so answers are anonymous) or orally, writing the words on a board/flipchart.

It is also recommended to continue with a **short debate** asking what players think about sharing personal data on social media and about privacy. Once this is completed, the facilitator introduces the game rules, the intro story and the game begins.

Puzzle 1

Players find on the table a locked **bag** and a **letter written by Anna**. In the letter there are some letters in bold, and a flower-shaped **“letter to number” decoder**. After identifying the bolded letters and decoding them, players get the code **169**, which unlocks the bag.



Puzzle 2

When players open the bag, they find an **unlocked pencilcase** with game meeples (11 yellow, 3 orange, 2 blue, 5 green), a **UV light**, a **hairbrush** with a note hiding inside, and **two locked boxes**. Players must count the meeples and do the mathematical operations which are written in the formula hidden inside the brush. The paper has the names of colors in different languages, so players can use a phone to translate, if needed. The resulting code is **5286**.



Puzzle 3

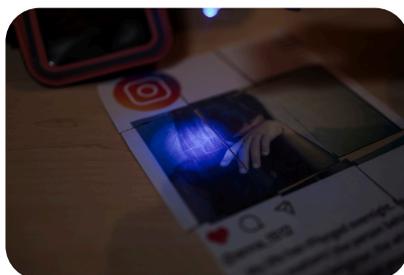
The previous code opens the 4-digit lock in one of the two boxes, which contains a **mirror** and **an image cut in three segments**. When put together, the fragments form a picture of optical illusions. When players look at the segments' reflection in the mirror, they will notice that one number in each segment is visible in the right orientation (while all the rest are flipped). This leads to the code **375**.



Puzzle 3

In the last box, players find a **phone case** with a **personal Instagram post** cut into pieces, as well as a **diary** locked with a 4-letter lock. When players assemble the puzzle and shine the UV light over it, they see numbers and letters forming the word **HELP (43LP)**.

When they open the diary, they find a **QR code** to a Whatsapp group with Anna, where they should send an encouragement message to her. Once they do so, the game ends.



CLOSING/ANALYSIS:

After finishing the game, we encourage the facilitator to gather the group in a circle of chairs in order to have an open dialogue with players with the following questions:

- How did you feel playing this game ?
- How do you think Anna felt when she discovered that the whole school had her photos?
- How do you think Anna felt knowing that her ex-boyfriend violated her privacy?
- Do you think that people who see cyberbullying and don't do anything to change it are accomplices?
- Have you ever heard about such a case in real life around you?
- How do you feel about sharing personal data and images on the Internet?



FOLLOW-UP SUGGESTIONS:

The main idea of the game is to raise awareness about cyberbullying, so it would be good to later discuss news stories about real cases of cyberbullying, to reflect on how they can be solved, and above all, to work on empathy and putting yourself in the victim's shoes to prevent this from happening at all.



MATERIAL LIST:

Physical Materials:

- 1 x Box/bag (lockable)
- 1 x Mirror
- 1 x Hairbrush (*with secret compartment*)
- 21 x Meeples of different colors (*11 yellow, 3 orange, 2 blue, 5 green*)
- 1 x Phone Case
- 1 x Invisible pen with UV light

Locks:

- 2 x 3-digit locks
- 1 x 4-digit lock
- 1 x 4-digit and letter lock

Printable Materials:

- Anna's letter
- Optical illusion image
- Instagram post
- QR to Whatsapp code
- Color formula



RESTART LIST:

Step #	Action	Lock/ Puzzle Type	Code/Answer
1	Put the paper with the color puzzle inside the brush and close it.	-	-
2	Place the meeples in the pencil case: 11 yellow, 3 orange, 2 blue, 5 green and close it.	-	-
3	Place the mirror and the optical illusion paper in box #1 and lock it.	4-digit lock	5286
4	Lock the diary with the QR code to the Whatsapp group.	4-digit lock	43LP
5	Place the pieces of the Instagram post in the phone case. Place the phone case and the locked diary to box #2 and lock it.	3-digit lock	375
6	Place all the locked containers and the UV light in the main bag, lock it, and put Anna's letter under the bag or in an unlocked pocket.	3-digit lock	169



GAME AUTHORS:

Anthea Nigro, Barbara Giannini, Andrea Gómez García

PRINTABLE MATERIALS



"PARDON THE INTERRUPTION - YOUR ESCAPE GAME IS SPONSORED"

 **Group size:** 3-5 players **Age:** 15-19 y.o.

 **Game session time:** 45-60 minutes

 **Game topic:** Media literacy in social media



LEARNING OUTCOMES:

- To notice the difference between facts and opinions.
- To identify the difference between fact and misleading information in social media.
- To become more accountable for the content we publish online.



GAME MONITORING:

The game master is present in the game room and supports players when requested or when noticing a team not progressing for 5-6 minutes. The game master does not provide direct answers, but **hints**.



GAME SETUP:

- Check that you have all the necessary physical and printed materials ready (*see Material list*).
- Set up the escape box on an empty table with chairs for the participants.
- Make sure that at least one player has a phone (charged and with Wi-Fi/mobile data).
- Make sure that the QR-code is on the visible side of the bag/box.



ULTIMATE MISSION:

To collect information and use the newly acquired knowledge to make the right choice at the end of the game.



GAME RULES (READ TO PLAYERS):

"You are about to play an educational escape room: the game is about teamwork, communication and making logical decisions in order to solve puzzles.

This is a DIY game, so we ask you not to use any force when opening boxes or locks. All game materials are used once. If at any moment you feel stuck, ask for help from the game master.

Do you have any questions? Now that we are ready, let's start!"

INTRO TRAILER (READ TO PLAYERS):

"Welcome to the world of Instagram! Your journey as an aspiring influencer begins now. We believe in your potential to make it big and join the circle of rising digital stars. But fame doesn't come easy. Your first challenge? A brand has reached out with a proposal, and it's up to you to figure out the best way to promote it authentically.

Along the way, you will encounter different kinds of content that exist in this world: some public, others hidden between the lines. What you post, what you share, it all shapes who you become online. Pay close attention. Hidden in the media noise may be clues, critiques... or something more. Are you ready to decode the world of influence?"

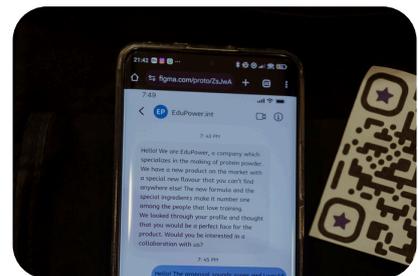
GAMEPLAY:

Puzzle 1

As soon as players start the game, they see a **locked bag** with a **QR-code** ([link to the prototype, to create your own QR-code](#)). In an unlocked pocket of the bag they also find a printout with **morse code**, which will be used later. When players scan the QR-code, this one takes them to an **interactive chat-bot** where they will find hidden clues for opening the first lock and the main part of the game.

The chat consists of one message with introduction and starting communication. Players should tap the replying box on the screen and automated messages will appear. If players don't tap the reply box, but anywhere else on the screen, the reply box will be lit in blue.

Each message by the bot is sent at a different time. Players should notice the difference in the minutes, which for the code to unlock the bag. Times are 7:43 pm, 7:45 pm/ 7:49 pm so the code for the first lock is **"3 5 9"**.



Puzzle 2

In the main compartment of the bag, just unlocked, players find two pieces of paper: an **instruction message** and a **file with four reviews** from four different people. One of the four reviews is fact-checked (MARIA), while the others are based in just opinions. Maria's text contains the written numbers "fifteen and zero" (**150**), which is the code of the next lock.



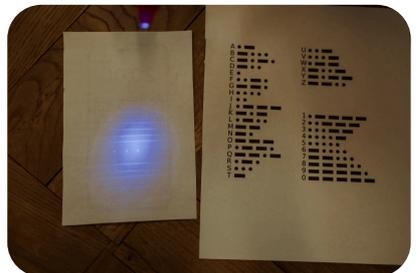
Puzzle 3

In the next bag pocket, players find only one piece of paper: an **article** titled "*How to tell the difference between facts and opinions on social media*". In the end of the last section of the article there are four sentences. The first word from each sentence is written in *italics*. From those 4 words, the first letters are "**R E A L**", which form the code for the next lock.



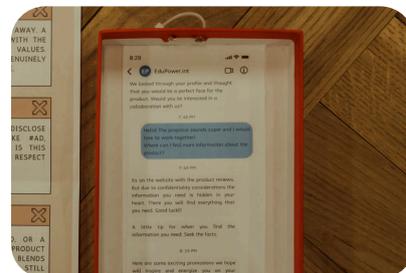
Puzzle 4

In the last bag compartment, players find **two locked boxes**, a **phone message** and a **UV light**. The message is just a reminder that the brand is waiting for post ideas. On the back side of that message, with invisible ink is written a **morse code**, hidden between regular lines. Players should use the table with the transcription they found in the beginning and will come to the code "**9 2 6 8**".



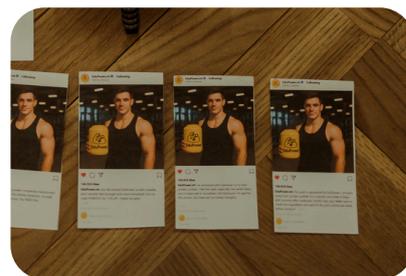
Puzzle 5

The box opened with the morse code contains one **new message** with a link leading to a voice recording. The message is a screenshot from the first communication but with one more message below. Also, players find a **list with 8 characteristics of an effective product promotion post**. The voice recording contains 4 promotions that are connected to 4 of those characteristics. Their order is the code for the last box, **"6 1 4 2"**.



Puzzle 5

The last box contains **5 posts** and a **guidance message**. Players need to put the post on a scale from 1 to 5, from least to most reliable. The most reliable post is the one with included facts and information that the post is sponsored, which should be the one chosen by players. After considering the posts, players should tell the facilitator what they have decided. Then, debriefing starts.



CLOSING/ANALYSIS:

The facilitator now leads a short debrief (approx. 10–15 minutes), either in a circle or around the game table. Debriefing questions:

- What was the easiest part?
- What was the most difficult part?
- What was the reason this part was challenging for you?
- How did you work, as a team or by dividing the tasks?
- What have you learnt during the game? Did you learn something new?
- What was your logic in arranging the posts from the final challenge?
- If your friend who creates social media content, asks you for 3 tips, what would they be?
- How can you apply the knowledge from the game in real life?



MATERIAL LIST:

Physical Materials:

- 1 x Bag with at least 3 lockable compartments
- 2 x Boxes that can fit together in one of the bag pockets (the boxes can be medium-sized, approximately 20cm x 15cm)
- 1 x Invisible ink pen (to mark the CVs)
- 1 x UV flashlight

Locks:

- 2 x 3-digit lock
- 1 x 4-letter lock
- 2 x 4-digit lock

Printable Materials:

- 1 x Introduction
- 1 x Morse code (*with a note that they will find out when is necessary to use it*)
- 1 x QR-code
- 1 x Phone message (*instructions for the reviews*)
- 1 x Big phone print (*to put reviews through it*)
- 1 x 4 reviews in vertical position
- 1 x Article (*Fact vs Opinion*)
- 1 x Phone message reminder (*for invisible ink*)
- 1 x Chatbot printed page with new message (*it contains the link to the video recording*)
- 1 x The Art of Influence: 8 Characteristics of an Effective Product Promotion Post
- 1 x Instagram post instructions
- 5 x Instagram post proposals



RESTART LIST:

Step #	Action	Lock/ Puzzle Type	Code/Answer
1	Put the 5 Instagram posts into the second box and lock it.	4-digit lock	6142
2	Put the "The Art of Influence: 8 Characteristics of an Effective Product Promotion" article in the first box. Be sure that the chat message is glued to the box and lock it.	4-digit lock	9268
3	Put both boxes into one of the empty bag compartments. Place a phone reminder with the morse code on its back and UV-flashlight and lock it.	4-letter lock	REAL
4	Put the Article "Fact vs Opinion" into one of the other bag pockets and lock it.	3-digit lock	150
5	Put the 4 reviews in vertical position through the phone print and the Phone message (instructions for the reviews) in another compartment and lock it.	3-digit lock	359
6	Put the morse code piece of paper in the last empty compartment. No lock needed.	-	-
7	Put the QR-code on the front side of the bag.	-	-



GAME AUTHORS:

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PRINTABLE MATERIALS



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