

Tabletop 1/2 – As a tool for an enigma

There are two ways of using board games: either as part of a puzzle or as a medium for the escape game.

It is possible to use a specific sequence of the game (What move is expected to win? Which player has the advantage when calculating victory points?) or use the support itself (Which element or card is missing in the game?).

Material required

- An existing game (chessboard, poker cards...)
- Dice, cards, character sheet...

Possible uses

- The scenario involves a character who is a game cheater, and the players must find their favourite trick to win a game. In a regular card game, the creator could remove the ace that is the answer to an enigma. The creator could also put a lot of ace cards hidden in a jacket.
- If your scenario involves role-playing game elements, there could be a handwritten note on a character sheet.
- Use a game mechanic or element that the players need to complete (for example: on a chess table, find which piece could do the checkmate).
- Show on a screen a game sequence in a loop of a 2 players game that gives a clue (names of the players, who wins, who cheats...).

Possible restrictions

If you use a mechanic from a game, the players need to have the rule book, or at least the relevant part of the rules.

Is it inclusive for SLD?

- If you provide a rule summary, check that the layout is inclusive!



Tabletop 1/2 – As a tool for an enigma

Also, be sure that all the pieces of the tabletop game are easy to manipulate for students with fine motor difficulties.

