

Echo Squad

«Echo Squad» is a 60-minute experience for 3 to 6 players that can be played in France, in Paris and Montpellier. Players are new recruits of a submarine crew. Their mission is to explore a cave where they have to collect items and avoid dangers or fight enemies.

Particularities

There are not any puzzles per se in this game.

- At the start, all crew members (players) choose a job in the crew, between pilot, sonar, weapons, captain and mechanic.
- The key concepts are:
- Using the manual, maps, hints and find hidden buttons all over the submarine to find and understand how the commands work.
- Need for constant group coordination.
- When the submarine gets severe damages, you have to find reparation switches to fix it and allow it to start again.

Why is it relevant to teach languages

- **Not a regular Escape Room:** the room represents the inside of a submarine, but the submarine itself navigates the depths of the sea to complete a mission. The scenario pushes the crew to take risks and to find the best balance between being able to finish the mission in time and the number of objects they collect.
- **Video game:** One of the 2 main mechanisms of this Escape Game is that the players use an immersive video game to move the submarine displayed on 3 screens. The commands are managed by several players at the same time.



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- **Progressive learning:** The presentation by the game master at the start of the game is very short: it sets out the context, gives the objective of the crew and explains the roles. When the players enter the submarine they are left to discover the controls on their own through trial and error.
- **Players can switch jobs:** during the briefing, the game master insists on the fact that jobs can be changed at any time for players' comfort.
- **The Captain:** Having a captain or boss among the players can be a bad idea because it could disengage the other players. But in this scenario, the Captain does not act as a boss but as a coordinator: they synchronize the flow of information between all players.
- **Support:** There are sheets, maps and notices to support players. Creating an enigma with all these documents to find a code to unlock the start button of a hightech submarine could be a good trick to develop this Escape Game for a pedagogical purpose.

Resource

Gear Prod, Published by Escape Lab'. Available at: URL <https://www.escapelab.fr/en/echo-squad-mission-en-eaux-troubles-immersive-adventure-by-gear-prod/> (Accessed: 12 December 2020)

