

Apparel

Introduction

- **Level:** A1
- **Skills:** Listening
- **Topics:** Vocabulary (Fashion and being fashionable)

The enigma

- **Keywords**

Clothes, light, projector

- **Toolbox**

An overhead projector – a printer - a tape recorder



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- **Description of the enigma**

A locker locks the exit door:

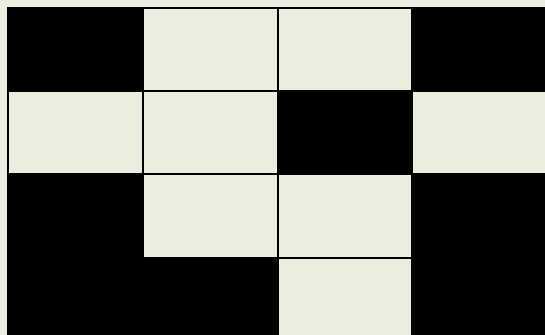
An overhead projector displays a grid of numbers and letters:

0	1	2	3
4	5	6	7
8	9	A	B
C	D	E	F

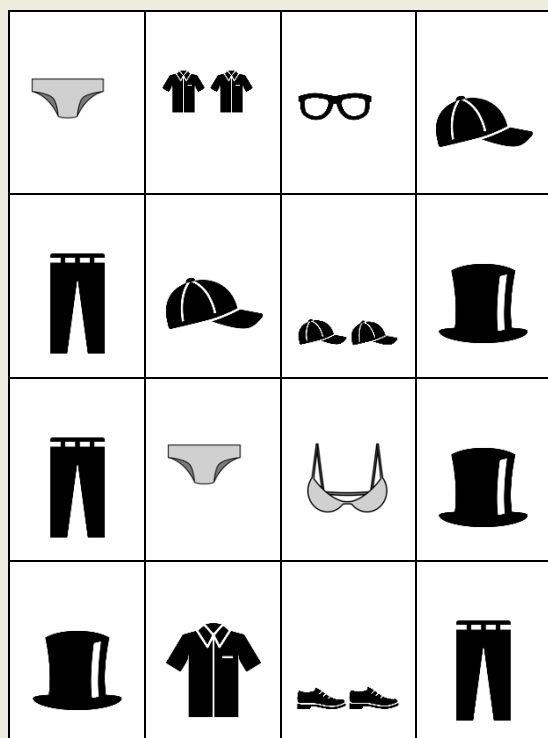


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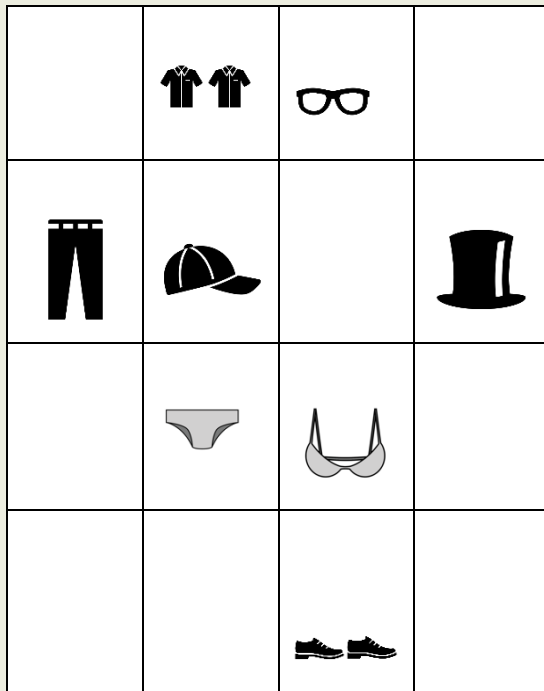
The projector displays the grid on the whiteboard outside the delimitation of the escape game but is still visible by the players. There are marks on the whiteboard:



Another transparent sheet must be found after another enigma or hidden somewhere (in a book, under a keyboard...):



Trips to suit everyone



On a tape recorder, the players can hear the following instruction:

'Hat, cap, glasses, pant, shirts, underwear, bra'

The code '752419A' allows the players to exit the room.

Hints

Too many matches? Hide some.

More information

Possible restrictions

Make sure that the pictures are big enough to be recognised by all the students (even with visual or spatial problems).

