



Escape from the White House



Scenario Description and Roadmap



Context of the story

There is a threat of a terrorist attack in the White House. Former American president Abraham Lincoln left a letter in the Oval Office for players who will need to solve several tasks in order to save the White House from danger. Within an hour these rescuers will travel through American history in order to escape the presidential office and warn the people about the potential danger. Unless they complete all the tasks, the White House will be burnt to ashes. Knowing that the danger is close they need to act immediately.



Global explanation

The players enter the room and find a letter from former American president Abraham Lincoln. As soon as they get the letter the players are locked inside the Oval Office in the White House and they are supposed to complete tasks in order to escape it. The first clue is linked to the American national anthem that hides a word which needs to be revealed in order to get to the next national feature of the United States. Solving the mathematical riddle will get them to the first digital lock. There is another letter containing Lincoln's message leading them to one of the most significant events in American 19th century history. When they successfully accomplish this task, they will have a chance to demonstrate their knowledge of American currency. This will help them get a digital code. Using the code, they will find a small box with a quote and a hidden object in it. In this step they will revise their poetry knowledge and find the key which will unlock a hidden object which will lead them to the next phase. When they unlock the hidden object, it will be more than obvious how to use it to get to the coded message. Revising their knowledge of word classes in English, they will be able to solve the last riddle which will set them free.



Roadmap

The **diagram** of the detailed steps is available as an **annexed file** (“diagram.pdf”). Following the steps on the diagram while reading may help you understand and **visualize** how the game will unfold.

| Phase A - The letter written by the president

The players have received the letter from Abraham Lincoln, the former United States president, who wants to warn them of one of the most dangerous terrorist attacks that is about to happen. He tells them that they are in the role of rescuers of the nation who are starting their mission to save the White House from the US civil war.

| Step A.1 - Find the national anthem

When they enter the room and read the letter addressed to them, the players will find the national anthem of the United States on the back of the letter. They will read the lyrics and try to find the illuminated word

| Step A.2 - Find a pocket lamp

With the help of Lincoln’s letter, the players will search for the lamp placed at the office desk. The table lamp has a ripped cable, but once they explore it, they will find the pocket lamp inside.



Step A.3 - Find a pocket lamp Illuminate the lyrics

Using the lamp found, they will read the lyrics on the back of the letter and try to find the word 'star' that is luminous.

Step A.4 - Find the pinned post on a flag

The word will be a clue for the flag in the room corner. There is a hidden riddle pinned on the flag saying "Don't you see? The sleepy soldiers should join the awakened to save the country."

Step A.5 - Decode the message

They will need to understand that it refers to the stars on a flag, painted in yellow and grey. They need to count the coloured stars in order to get the four number codes.

Step A.6 - Starry cupboard shelf

The players have to connect the code with a cupboard shelf decorated with small star stickers. By typing the four-digit code into a lock they'll move to the second phase.



Phase B - Abolishment

Players have been able to read Lincoln's letter and need to make connections between the objects found in the room and his greatest achievement while he was president.

Step B.1 - Find a letter in the cupboard

In this letter, the president is addressing to the players with the message "In the year of 1??5 I will set you all free". The players need to find an object they can relate to this sentence within the room and find the missing numbers.

Step B.2 - Find the symbolic handcuffs

The players will need to make the connection with the handcuffs they will see on the floor. The handcuffs have engraved the two missing numbers from the letter, 8 and 6. This will lead them to one of the most important events in the history of America.

Step B.3 - Find the corresponding newspaper article

On the wall, there will be several black and white newspaper articles. The year they discovered (1865.) using the letter and handcuffs will lead them to the article entitled "Abolishing slavery". In this way they will revise their history knowledge, by reading the text. By closely examining the black and white text, they will spot the green dollar bill that should inspire them to search the money in the room



Step B.4 - Find money inside of a wallet

The players should be searching for a wallet placed in a 4-digit locked drawer. Once they open it using the code 1865, they will find three bills in the dollar currency (1\$, 5\$ and 100\$) all with the handwritten inscription "COUNT on me". With a little help of math knowledge, they will be able to calculate the dollar bills in order to get the 3 number codes (106).

Step B.5 - Open the box with a padlock

Using the 3 numbers they got, the players should open the locked box placed on the desk.

Phase C - Abraham Lincoln in the literature

Step C.1 - Find the quote written on the locked scissors

In the box they will find the scissors with a lock and a tiny piece of rope hanging on it, together with a quote. The quote is written by the poet Walt Whitman. The players need to read the quote, and once they see the name of the poet they should search for a poetry book, since there is a bookshelf on a wall.

Step C.2 - Find the book

The players need to find Whitman's poetry book among other books on the bookshelf



Step C.3 - Open the book content and find the poem together with a key

Once they find Whitman's book of poetry, the players will search for a poem containing the words "My Captain does not answer, his lips are pale and still..." This will automatically relate them to the poem "O Captain! My Captain!" found in the content. Players will practice reading skills while reading the poem, thus getting into the world of literature of one of the most famous poets and at the same time being immersed in the world of Abraham Lincoln from another person's point of view. In the footer of the page, they will find a handwritten note that indicates the way to transform the text into a code to open a locker on a book and find the key hidden inside. The note might say "X time Captain, X time heart, X time ship. Then the code should be the number of times those words repeat in the poem (832).

Step C.4 - Release the scissors

As they have previously found the scissors together with the quote, the players should unlock them using the key they got from the book. This will lead them to the final phase.



Phase D - Abraham Lincoln in the literature Save the White House

The last phase of the game should help players escape the Oval Room in order to warn people who will stop the terrorist attack.

Step D.1 - Cut the ropes

Using the scissors, they have found in the previous phase, the players will cut the white curtains tied with a rope. If necessary, warn the players at the beginning that they are not supposed to break or cut anything if not mentioned in a task.

Step D.2 - Read the instruction

Once the rope is cut and the curtains that serve as a background are released, the projector placed on the ceiling will turn on, and the task instructions will be shown in a form of PowerPoint presentation. The players will see the quote "Poetry is all nouns" and the words "Say it out loud"

Step D.3 - Decode the message to liberate yourself

The players need to crack the code consisting of different symbols. Each symbol represents one letter in the alphabet, and there are three words they have to find. The words are "freedom", "die" and "bad". Using their knowledge of word classes in English language the players need to find the noun among these three words. As already mentioned in the previous step, they are supposed to say the word "freedom" out loud, which will open the doors of the room.



Erasmus+

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2020-1-FR01-KA201-080646



This work is licensed under the Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-nd/4.0/>