

Escape game setup: no talking

Introduction

- **Level:** All
- **Skills:** Writing
- **Topics:** Setup

The enigma

- **Keywords**

Room space management, writing

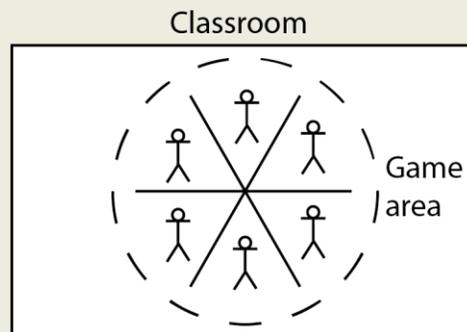
- **Toolbox**

Panels/mobile walls, heavy/unmovable boxes

- **Description of the enigma**

This one is more an inspiration of the setup of a game rather than an enigma.

The room has as many areas as your number of players. Put boards or mobile walls to divide the room: the players can't talk to or see each other.



They only have pens and papers to communicate. Of course, you have informed them of a few rules before the start of the game:

- No talk is allowed,
- Any talk will penalize your team and decrease the timer by 5 minutes each time;
- You can use those papers to talk to you neighbors by slipping a paper under one of your 2 walls.



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They all have a big and heavy box with books, envelopes, digit locker, etc. All the enigmas should be based on information players have to share.

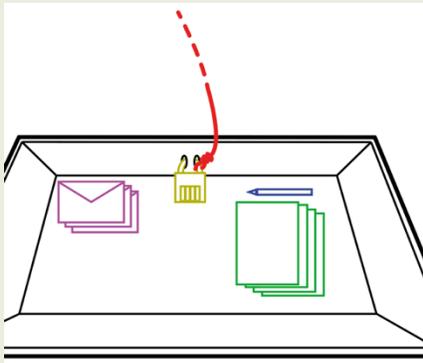
Example of an enigma with this setup:

Inside the box, each player can find the following elements:

Envelopes (Pink) with the enigmas

Sheets (Green) and pencil (Blue) the player can use to send a message to these neighbors

A digit locker (Yellow) fixed on the box and that is holding a string (Red)

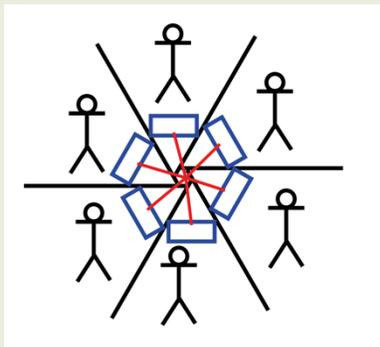


The escape game **setup** should be adapted this way:

Provide 1 box (Blue) per player.

With the barriers you used to separate the players, create a hole in the middle.

Each string (Red) holds one bell placed in the hole.



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When the bell falls on the ground, the players win the game.

All players have to unlock their 4 digits locker (yellow) to free the bell. To do so, they have to communicate with each other as the clues they have are for the other players.

The **rules** should define the following points:

Players can't talk but can use the green borders sheets to provide messages to their neighbors;

Players have a list of vocabulary to help them in one of the envelopes;

Players can't go beyond a point defined by a yellow tape (placed on their respective walls);

Players can't untie the red string;

All the clues are in the box.

More information

Possible restrictions

Make sure that players have other means of communication than writing: for instance, showing colored objects or pieces of paper, highlighting written elements, etc. This will help students who are uncomfortable with writing, especially those with SLDs, engaged in the game as they will not have to be making extra efforts throughout its duration.

