



Escape from the White House



Scenario Game Master Sheets



Description of the Game Master's role

To help you understand your role as a Game Master (GM), take a look at the sheets “Tool - Roadmap” and “Tool - Track Form” in our [creation box](#).

The Game Master is the former president of the United States. He has the role to help players save the White House and warn the people of the potential danger.



Hints and solutions

Step A.1

Hints

The players have to read the US national anthem on the back of the letter they've got from Abraham Lincoln. If they struggle with the letter tell them to focus on the page they are at, since there is already a hint in Lincoln's letter with the sentence “Maybe, it's now time to turn the page”.

**Step A.2****Hints**

To find the lamp, the students will need to understand Lincoln's letter. There is already a hint in the letter that says "You have to find what sparks a light in you so you can illuminate the universe". If they struggle to find a pocket torch hidden in a table lamp you can tell them that their vision will become clear only when they look inside the light.

Step A.3**Hints**

In order to find the hidden word, the players will need to use the lamp. In order to succeed they have to read the lyrics of the anthem until the very end. They are not supposed to have any difficulty in finding the only luminous word, but if they do, you can tell them that the moon and stars shine at night.

Solution

The word "star" is written with a neon marker and decoded with a lamp.

Step A.4**Hints**

The players need to find a pinned post on a flag. If they cannot connect the word "star" from the previous step with a flag, tell them that the USA consists of 50 states, all marked with the same symbol.

**Step A.5****Hints**

If players cannot connect the sentence “Don’t you see? The sleepy soldiers should join the awakened ones to save the country” with the coloured stars, tell them that stars shine only at night.

Solution

There are 17 grey and 33 yellow stars.

Step A.6**Hints**

The code they got should be used for the cupboard with a four-digit code. The cupboard is marked with star stickers, and if they still cannot figure it out, tell them to search for the symbols found on the flag.

Solution

The code should be 1733.

Step B.1**Hints**

In Lincoln’s letter, the players will find the message with an incomplete year and an object they need to find. They already have a hint in the text that says “will set you all free”. Tell them that the object takes you a prisoner, which will lead them to the handcuffs.

**Step B.2****Hints**

The players need to find two numbers hidden on the handcuffs in order to complete the year. If they cannot connect the numbers with the letter tell them to read it again and find the missing numbers.

Solution

The code should be 1865.

Step B.3**Hints**

The players are supposed to find a dollar bill painted in green on a black and white document about abolishing slavery, placed on a wall. It is not necessary to add new hints in this step since there is a clearly visible difference in colour.

Step B.4**Hints**

The players need to search for a wallet with the money they are about to count. If they cannot find the inscription "COUNT on me" written on a 5-dollar bill tell them to look closely at the bill featuring Lincoln's portrait, since he is the only person who can help them. Once they have the three-number code, they need to find the wooden box in which the next object is hidden. If they don't, tell them "Where can you put three numbers?"

Solution

The code should be 106, the sum of dollar bills.



Step C.1

Hints

Once they open the box, they will find the locked scissors with Walt Whitman's quote. If they get confused with the scissors and search for another clue instead of the book, tell them that "Poetry is all books".

Step C.2

Hints

Once they approach the bookshelf and start their search for the book, if necessary, remind them of the author of the quote written on the scissors.

Step C.3

Hints

Examining the content, the players need to find the poem. When doing so, they should find the page with the poem "O Captain! My Captain". If they cannot find the poem tell them that the quote, they've got has a word corresponding title (captain). When they read the poem and the task, they will get a four number code and unlock the hidden key.

Solution

... The key is hidden in a book of poetry. The code is 832.

**Step C.4****Hints**

The key they've got releases the scissors. If they start searching for another lock tell them to get the item from the box.

Step D.1**Hints**

The players are supposed to cut the ropes on the curtains using the scissors. If they have a problem with figuring that out, tell them to pay attention to the thing hanging on the scissors (a small piece of rope).

Step D.2**Hints**

Once they cut the ropes, the white canvas curtains will be joined and they will be able to see the presentation. There is no hint necessary for this part.



Step D.3

Hints

The players have to decipher 3 words. If they have trouble deciphering the three words, give them an additional clue on the words, for example synonyms. Once they get the words, they need to say only one, out loud. As the task says, "Poetry is all nouns", they have to figure what is a noun (freedom, bad, die). The hint can be a list of nouns ending in -om, for example kingdom, boredom, blossom. Once they say the word "freedom" the doors will open.

Solution

Players need to follow the tasks on the presentation. The solution for deciphering the code is the following:

♥ = A	✕ = N
✚ = B	✦ = O
☞ = C	◐ = P
✎ = D	☞ = Q
⚙ = E	ℙ = R
☐ = F	◆ = S
✂ = G	✱ = T
■ = H	▲ = U
★ = I	✱ = V
✈ = J	✦ = W
✓ = K	● = X
✕ = L	○ = Y
♣ = M	♣ = Z

☐ ℙ ⚙ ⚙ ✕ ✦ ♣
 ✚ f r e e d o m
 ✚ ♥ ✕
 b a d
 ✕ ✱ ⚙
 d i e



Briefing

As a Game Master, it's important that you make a briefing session with your students before the game. Take a look at our practice sheets "**Tool - rules - game and safety**" and "**Tool - Student profile sheet checked**" in our [creation box](#).



Debriefing

Debriefing with your players at the end of a game is very important for you to have some **feedback** on the **difficulty** of the scenario, the **fun** your players had, what they think could be **improved**, ...

Take **notes** of your players' feedback, and write down your own thoughts on how this game went. That way, the next time you prepare this scenario, you will be able to improve the experience.

Have a look at our guide "Animation of a pedagogical escape room for language education", **chapter 6** will help you prepare for the debriefing session.

You will also find helpful resources in our [creation box](#), in the practice sheets "**Resource - How to organize the debrief**", "**Tool - Classic feedback roadmap**", "**Tool - Roadmap**", "**Tool - Track Form**" and "**Tool - Non-exhaustive trouble list**".

Examples of questions you could ask:

- "How did you like the game setting?"
- "If you could add/change something about the game setting, what would it be?"
- "How did you feel throughout the game?"
- ...



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