

Fight Racism

The tour of the world in 45'

ESCAPE ROOM GUIDE

Escape Racism: Toolbox to Promote Inclusive Communities



INDEX

Introduction	3
Narratives	4
Daryl's story	4
Dima's story	5
Required Materials	7
Preparation	8
Creating the Room	10
Example set-up image	11
How to play the game	13
Game Flow Diagram	15
How to Win	15
Facilitation	16
Introducing the Game	16
Debriefing the Players	17

Introduction

The Tour of the World in 45' is one of 10 escape rooms created by the EU Erasmus+ project, Escape Racism, to highlight and combat social and racial prejudices worldwide. As in any escape room game, the object is to escape from a locked room in as short a time as possible. In order to achieve this, players must solve a series of clues and puzzles that point them towards the game's solution.

The issue of the escape room concerns discrimination due to borders. Not only material boundaries, such as walls and barriers, but also abstract ones, such as bureaucracy, education and culture.

While playing The Tour of the World in 45', and with the following debriefing with the facilitator, the participants will gain knowledge about the systemic discriminations that affect us as human beings, simply because we were born in a specific country rather than another one. The group will reflect about the privileges connected with life in a "western" country and get to experience a small part of the challenges that migrant people face during their journey for a better life.

Narratives

In a not too distant future, humanity feels in complete control of space and time. Science has broken down all borders and barriers. To demonstrate this supremacy, the most powerful men on the Earth make a bet: to go around the world in just 45'. You represent the candidate team to attempt the mission. Before embarking on the mission, however, you will need the necessary training: follow our experts and get ready for this great adventure!

At the end of the room players have to make an important choice: continue alone or come back with the group.

Depending on the choice made by the group, there will be two different endings and the facilitators can read Daryl's story or Dima's story.

Daryl's story

Daryl is an Ethiopian boy born in the Kirkos neighbourhood of Addis Ababa. He left his country at the age of twenty. He arrived from Ethiopia in Italy in 2007 and now lives in Rome.

"I tried to enrol in Addis Ababa university without success, so I began working as a carpenter. Business went quite well, but I was unhappy about the political situation in my country and became a supporter of the opposition, being involved in the protests following the 2005 elections.

Clashes with police forces were frequent and there were roadblocks. That day I went to the Kirkos market area to see if my mother was okay. There was a lot of agitation there; the police had sent officers to shoot at human height. My mother and I were on our way home when a bullet hit a neighbourhood kid in the neck. His name was Katcho. He was near me when he was shot. Everyone was running in every direction and we entered a house to wait for the agitation to stop. Then I took my mother home, and when it seemed to me that things had calmed down, I went out again, but the situation was disastrous. Two soldiers were shooting at people like in a western movie.

I decided to leave the country and my family supported me in this choice.

The journey lasted a long time, during which I passed several borders, got caught in Libyan prisons and suffered from a bad fall from a truck during the journey between Kufra and Benghazi.

While we were there there was no shade and only at sunset we could find some behind a dune. It was like that for nine days. For seven days we continued to protest and say that we should leave; on the seventh day the black Libyans tried to get everyone into one car, but there was no place for everyone and people fell out of the car: in a way it must have been fun from the outside. Thanks to the sand no one really got hurt, but people who fell began to run in tears behind the car. Everyone wanted to sit in the center of the car and a woman who spoke Arabic begged the driver not to continue the journey because people would fall and get lost, but he did not listen and had no intention of doing so. He proceeded deliberately zigzagging and most people fell; I think he did it to show us that there was no way to get out of there. After that

the car was brought back to the camp and the people who had fallen had to walk back. The woman kept crying and I think she insulted the driver. Then he beat her.

After several attempts, I managed to reach the Italian shores via boat, leaving all my family and friends behind me. There is no way for them to rejoin me and I do not have enough money to travel back to visit my people.”

Dima's story

Dima is a young Syrian woman, here we tell her story, her journey between expectations and costs - both in human and economic terms.

“In the second half of the Sixties my grandfather moved to Bologna to study medicine, taking with him his two children. A few years later, despite being offered Italian citizenship, he decided to leave the country with his whole family, now with four kids, to return to Syria, his homeland.

My father, 17, will find himself having to learn Arabic and live in Damascus.

As an Italian native speaker, he will have no difficulty in establishing himself as a tour guide and building, together with my grandfather, a small empire. Meanwhile, he marries a Syrian woman of Palestinian origins, with whom he will have four children. And that's where I come in.

The outbreak of war in 2011 interrupts our happy fairytale: my father is co-opted by government officials and forced to collaborate as a translator, participating in military training and arms trading between Italy and Syria.

On one of these occasions he comes to learn that the military helmets supplied to the Syrian army bearing the words "Made in Italy" were actually made in Israel.

This was actually known by the people who held higher positions, and when my father, naively, told the officers that he knew, he was soon threatened, sent to prison for three days and ordered to keep this information for himself.

This was the straw that broke the camel's back. We are now in 2014 and the borders are not yet closed: my father asks for a visa to go to Italy but he is denied twice. He therefore decided to contact my mother's sister who had lived in Spain for many years, and she was able to help him obtain a tourist visa to Spain.

Thanks to the deals between countries of the Schengen area, he then manages to eventually get to Italy, where he obtains international protection.

Through family reunification practices, he finally manages to get my mother and my two brothers, who were still minors at the time, to Italy.

For my sister and I, however, things are not that simple since we were both already of age.

My sister goes to Lebanon to apply for a visa for Italy as a student but she is denied, the cost of the operation is € 5,000. She then tried to apply for a visa to enter Spain to reunite with my aunt, but was again denied, and again, the cost was another 5000€.

Exasperated, she decides to try to illegally cross the border between Turkey and Greece.

For € 10,000 she buys a fake ID but she is soon stopped at the airport. She tries a second time (another € 10,000), but again she is stopped at the airport.

The real problem wasn't the fake documents but the lack of knowledge of the Italian language that left her literally speechless in front of airport officials.

Her last option was to try to reach Italy by sea, so she buys a ride aboard a Russian dinghy (2000 €).

Once she realizes the real size of the boat and the actual number of passengers, she's scared for her life and changes her mind, but the trafficker points a gun to her head and forces her to board. The crossing is not easy: twice the waves force them to turn back and on the third attempt the boat capsizes. Fortunately the Greek coast is close and she can swim. On Greek land she is given a provisional document with which she reaches Athens and from there, thanks to a false Italian identity card paid 1500 €, she finally arrives in Italy.

For me, the journey was even more difficult. In 2012 I was pregnant and I was living with my husband in Duma, on the outskirts of Damascus. Isis and rebels competed for the outskirts of the capital, they were daily bombings and I was forced to flee, first seeking refuge in my parents' house, then trying to obtain a visa for study purposes (the cost would have been € 5,000), but by now it was very difficult to get one, so my father suggested that I try the road through Turkey, but I know I can't take the same journey as my sister: I have a little girl and it's too dangerous.

A sudden call, however, seems to give some hope. Dad got direct contact at the embassy that could help me get a visa for Italy. I drop everything and go, but as soon as I enter the embassy, I am sent home.

Desperate, I head to Aksaray Square: I buy two life jackets, some tape and plastic bags. I go to the smugglers' meeting area and buy a ride for the next day. I paid 4000 € each, and with this price I was promised a trip on a safer boat. That night I couldn't sleep.

At dawn I receive a message with the coordinates for the location of the departure, my daughter and I are ready to leave.

That same day, I received another phone call from my father, with the promise of another visa. There is no time to think it through, I abandon the sea route (losing the money) and go back to the embassy and 15 minutes later, I have my passport stamped. I will later discover that those 15 minutes were the most expensive of my life: € 1000 / minute.

In November 2015, I arrived in Italy for the first time with my daughter."

Note: stories can be recorded or readed to players. The first option is the most immersive and emotional one.

Required Materials

To create the setting and puzzles for “The Tour of the World in 45’”, you will need a space that can be divided into two parts so that from one side to the other you can hear but not see.

The elements that constitute the puzzles are already intended as scenography, but you might wish to add some materials to improve the environment.

- 2x Mannequins + clothes
- 1x Handbag
- 16x Passports
- 1x Numerical carpet from 1 to 8
- 2x Shoes
- 1x Turnstile
- 1x Curtain
- 2x Small tables
- 1x Alarm clock
- 2x 4 digits Combination lockboxes
- 4x Coins/tokens
- 1x 3 digits Combination lockbox
- 1x Lego policeman
- 1x 4 digits Locker
- 2x 3 digits Locker
- 1x Transparent lockable vase
- 1x Chest
- 1x Small box (10x5x7)
- 1x QR code
- 1x Video of the dance
- 1x Copybook
- 1x Time Zone Map of the world
- 1x Bulletin board
- 20x Push pins
- 1x Minefield map
- 1x Map of town
- 1x Chair/armchair
- 1x Pencilcase
- 1x Speaker
- 9x Printed texts
- 8x Symbols printed on paper
- 2x Audio files with personal stories
- 5x Audio effects

Preparation

Some of the materials within the escape room will require preparation before they can be utilised. In some cases, this may require some basic 'do-it-yourself' (DIY) skills. Please seek assistance if you feel uncomfortable doing this.

- Draw a + symbol on the right shoe and a - symbol on the left one
- Dress the mannequins and draw a "tattoo" representing the blank map of North and South Korea on one arm
- Set the alarm clock on 9:00 and write "local time in Berlin" on it
- Print the following texts/images and pin them on the billboard:

<https://drive.google.com/drive/u/0/folders/1R9cuDKaAfJByLAXjslWbla9dIAxAUZA5>

- Cut out a piece of the copybook cover (5x7). From the piece remove three parts as in the image:

<https://drive.google.com/drive/u/0/folders/1HG2kNVHEp2kngbf9vtykp8uWM4I-A3rG>

- Write the texts in the copybook about obtaining citizenship and UN:

<https://docs.google.com/document/d/1vkRmoHvfyk08DGOjRtrZzH38TcDC8vrIH0yYywM5jFY/edit>

And

<https://docs.google.com/document/d/19jKhweYnE6lHRnMF4yx6400szRkNZcnmKdHyBpaQrho/edit>

- Stick the symbols on the map as to create a path/combination (see the image: https://drive.google.com/drive/u/0/folders/14m4lkVWt5-HHTPpQli9MHkFDgh_yBs1N)
- Place 1 coin/token in a 4 digits lockbox (code 1217)
- Create the QR code to open the video of "This is America" of this web page <https://escape4change.wixsite.com/racism>

Code: **cgj**

- Print the QR code and lock it in the transparent vase, with the 4 digits locker (7023)
- Place the piece of copybook cut out into the small box, with the Lego policeman. Write inside the box "Police caught you! But you obtain something anyway...". Lock the box with the 3 digits locker (310)
- Place 3 coins/tokens into the 4 digits lockbox. Write into the lockbox the message "3coins but only 2 choices: 1) continue your journey alone 2) Rejoin the team. Set the box with the code (0413)
- Print the following text with instructions:

https://drive.google.com/file/d/1Rph2yVE_jldm-w9G8Gqcs-Nad7Uqa_C/view?usp=s_haring

Lock the instructions into the pencil case (with the London images in the second room) with the 3 digits locker (**617**)

- Prepare the turnstile to be used with 1 coin/token. Write on it the following instructions: Door locked. Insert 1 coin. 1 coin = 1 person.

https://drive.google.com/file/d/1sFTH2R_WM4Ric2QaNqDwuTf3fQRpOlkO/view?usp=sharing

- Print the following alphanumeric text:

https://drive.google.com/file/d/1GQeRnq_68YcjV7Xj9bYrSa9MouhJMC5U/view?usp=sharing

- Download the sound effects: training camp sound effect; thrilling music; police siren; cheers and applauses; failing music. Or use these ones:

<https://drive.google.com/drive/u/0/folders/1xgJn-5YEFnXUiMdBvOGMvz2gY9sxnW>

- Register the two stories or use the file here

https://docs.google.com/document/d/10rKbDQDjwQR-fp-g67UZfIPHznJvC_IK8g2ajXlrVeY/edit?usp=sharing

- Print a board with the following message to end the game: “3 coins to get out”.
- Print this minified map and hang it near the billboard:

<https://drive.google.com/file/d/1T3kJueze2r1QQGegyqCnGjP0EDh6nySj/view?usp=sharing>

- Print the 16 Passports. Here the file:

https://drive.google.com/file/d/1_JEfcvd3a8FzCc0LrN9ZjyptQbhAVd4V/view?usp=sharing

- Print the Time Zone Maps. Here the file:

<https://drive.google.com/file/d/1i3ydNIHCRFljJC1yM4HuRQkucJWrM0e/view?usp=sharing>

Creating the Room

The location that you use for the *Fight Racism - Escape Room* must be large enough to contain all of the materials and allow a group of 5 people to play smoothly.

We set-up the Escape Room in a room of 5 x 5 m.

The set-up must provide for the possibility of separating the room into two parts:

- 5x4m room number 1
- 2x2m room number 2

You can do this with a curtain, a separè, or a wooden fence. The important thing is: the players should communicate from one room to the other one, but not see each other.

ROOM 1

Place the turnstile between in the first room, to make a threshold to the second room.

Hang the curtain/wall/separè between the rooms 1 and 2.

Place the mannequins in one of the corners of the first room.

Place the passports in the handbag and put it on the shoulder of the mannequin without the tattoo.

Place the paper with the hand images and letters in the hand of the other mannequin.

Place the carpet on the floor, in front of the mannequins. Place the left shoe on number 4 and the right one on number 5.

Place the chest in the opposite corner of the mannequins. Place inside the transparent vase and the small box. Place the copybook on the chest.

Place the table in one of the corners let free. Place the alarm clock and the 4 digits lockbox with 1 coin/token, both on the table.

On the wall close to the table, hang the time map zone.

On the other walls hang the billboard and the minefield map.

ROOM 2

Hang the city map on the wall.

Write on the wall, close to the city map: "Welcome! Obtain citizenship as soon as possible!".

Place a small table and the armchair in the room.

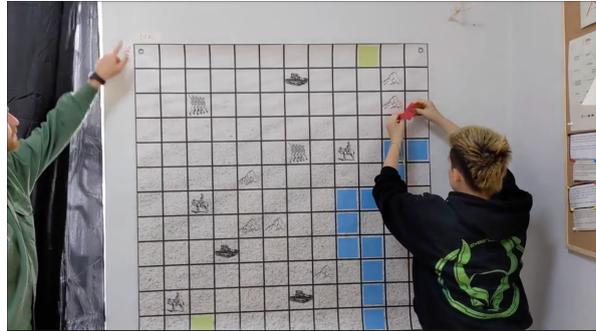
Place the pencil case and the four digits lockbox with 3 coins, on the table.

Hide the paper with the alphanumeric text about the UN somewhere in the room.

Hang the message with the instructions to get out, on the wall (or if there is a door to get out, on it).

Example set-up image

The following image shows an example of how-to set-up the escape room taken prior to initial play.





How to play the game

Entering the first room the players meet two instructors (the mannequins): they propose them four challenges after which they will obtain the knowledge and tools necessary to travel.

Game #1: the group needs a starting point for their mission and a passport that allows them to travel without problems. Through this game we want to focus on the existence of "weak" (Iraq, Afghanistan, Syria, Somalia...) and "strong" (Germany, Sweden, New Zealand...) passports and how complicated it can be to apply for them.

The players will have the opportunity to consult two texts. The first explains the meaning of the color of the passports and some symbols; in the second, a standard procedure for obtaining citizenship is presented (birth certificate, penal certificate, residence permit, receipt of payment of the contribution of 200 euros, residency in all places where one has lived in the past 10 years, date of first entry into Italy, income received in the last 3 years with tax returns, revenue stamp of 16 euros).

From the first text they get the two clues (color and symbol) necessary to identify the right passport among the 16 present, from the second they get the two missing numbers necessary to complete the code: 7023.

Game #2: the players have to deal with body language, with the typical gestures of all the countries they will cross. Through this game they will learn similarities and differences between the various countries.

Comparing the instructions on the billboard and the message in the hand of the mannequin, they will get the right code: cgj.

Game #3: to avoid accidents along the way, players have to deal with different artistic manifestations and cultural expressions. In this game they learn and perform a choreography of the song "This is America" by Childish Gambino (a collection of traditional dances from different African states), a song that tells about the American cultural mix and its contradictions.

When playing the song and dancing it on the numerical carpet, they will sum the numbers touched with the right foot and subtract the ones touched with the left one. The total and the final code is 12.

Game #4: to organize the logistics of the trip it is essential to take into account the time zones (as Jules Verne teaches). In this game, players will have to locate a mysterious country by deciphering a blank map and find the correct local time.

The blank map is tattooed on the mannequin's shoulder and the hints on the billboard are about North and South Korea. The alarm clock is set on local time in Berlin at 9 'o' clock. The time zone map shows Korean time +8 compared to Berlin, so the code is 17 (the actual time in Korea).

12 and 17 have to be combined to open the 1-coin lockbox on the table.

After solving the first four challenges, the team gets one token. Inserting it into the turnstile, it allows one player to get to the second room. Only one of them will pass to the other side.

Suddenly the group will find itself divided. From this moment on, the players have to communicate and share information while facing the difficulties of distance and experiencing the consequences of an unexpected separation.

The player who crosses the threshold must obtain the citizenship of the new country. S/he needs to ask the other members of the team for support, as part of the clues are in the first room. In fact, only those who remained in the first room know the correct procedure for obtaining the documents that are written in the copybook.

Following the instructions and connecting the dots on the city map, the player discover 3 numbers that open the pencil case: 617.

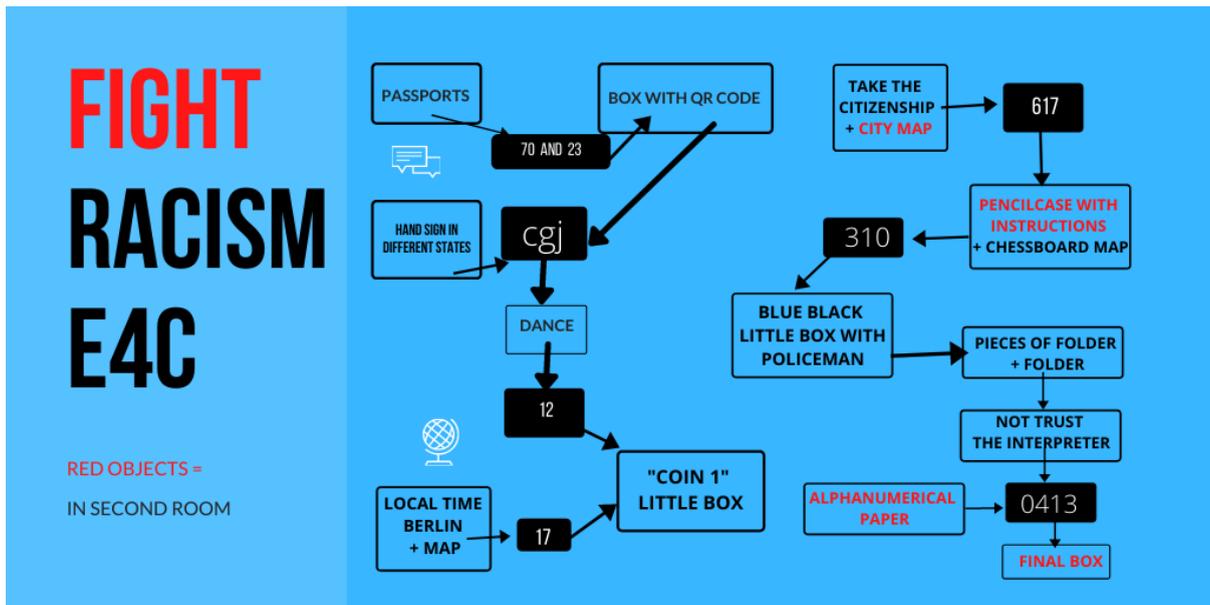
As soon as citizenship is obtained, the dynamics are reversed: the “migrant” player has access to useful information for the team that is now trying to cross the border and reach the second room. Thanks to the indications the team is able to discover the surveillance positions on the map/minefield and to identify the correct path to get to the end of the game. The path is composed of 31 steps, multiplied by 10km (written on the map), it gives 310km, that is the code necessary to open the little box.

Unfortunately, solving the challenge is not enough, players are stopped at the border! (The Lego policeman inside the little box).

Encountering a smuggler, however, allows them to help once again the single player in the other room: in the little box there is the piece cut out from the copybook that, repositioned in the right place, highlights four words in the UN text: not trust the interpreter. The migrant player can read, with the alphanumeric text, the last code: 0413.

At this point the migrant player opens the last 4 digits lockbox, gets 3 tokens and will have to choose how to use them: continue alone and fully integrate into the new country or give the team another chance to cross the border?

Game Flow Diagram



How to Win

Once solved the final puzzle and opened the safety box, the player locked in the second room has two choices: s/he can use the coins to rejoin with the rest of the group (this action unlocks Daryl's story), or s/he can continue alone the adventure in the new world (this action unlocks Dima's story).

Facilitation

Whilst they are playing the game, it is important that the players enjoy themselves. It is fine if they become stuck on one puzzle, as long as they are having fun trying to solve it. However, if the players become bored, the facilitator should intervene to assist them.

According to the age of the players and their skills, hints can be provided either verbally, by asking questions in the style of a fellow player such as *'what's that in the bottle'*, or by writing a note which guides the players and throwing it into the room for them to find. When you provide hints, try not to make them too obvious. Most importantly of all, do not solve any part of the puzzle yourself as this will take the players sense of agency away from them.

Important Note: Some escape rooms are designed in such a way that it is critical to win the game and get out of the room; because this will reveal an important fact highlighted within the debriefing phase. In cases such as this, ensure that the group won't run out of time.

If this is not the case, and the group has uncovered enough elements about the escape rooms topic, there will be no requirement that they win the game, so do not over facilitate the escape room experience.

Introducing the Game

Begin by welcoming your players to The world tour in 45' and, when you are ready to begin, guide them to the doors leading into the escape room. Give them the following introduction speech, or create one of your own.

In a not too distant future, humanity feels in complete control of space and time. Science has broken down all borders and barriers. To demonstrate this supremacy, the most powerful men on the Earth make a bet: to go around the world in just 45'. You represent the candidate team to attempt the mission. Before embarking on the mission, however, you will need the necessary training: follow our experts and get ready for this great adventure!

Important note: the players are not aware of the plot twist they are going to experience. The introduction (the call to play) differs on purpose from the real story they are going to listen to at the end of the game.

Debriefing the Players

The debriefing is the most important part of the whole experience. Players are invited to discuss and confront each other about the feelings, thoughts and ideas that have emerged during the game. Since the "Fight Racism" escape room ends with a meaningful testimony, a good way to start the debrief is to ask players to share their emotional state. By giving voice to their emotions and listening to those of others, they have the opportunity to express feelings that could otherwise compromise the debriefing. After giving space to the immediate sensations, the facilitator helps the group to "cool down" to focus on the game. The objective of the debriefing is to start from the game experience to acquire knowledge on the topics addressed. The facilitator helps the group to create connections between the topics discussed and the daily life of each participant, in this way the players will have the opportunity to reflect on the concrete ways in which they can get involved in addressing the problem of racism. This is exactly what makes the game "educational".

Speaking of walls and discrimination, the first image that usually comes to mind is precisely that of the barriers placed on the borders between states to prevent the transit of people. The game of the map/chessboard represents in its elements some obstacles that migrants are forced to face risking their own lives. But the walls aren't just the physical ones. "Fight Racism" aims to represent some invisible walls that help to foster various forms of racism. The passport and the citizenship games give the group the opportunity to reflect and discuss the strength of some papers and the weakness of others and how challenging it can be to obtain citizenship in a country. The struggle of the Somali refugee Abdullahi Ahmed to obtain the same citizenship that years later will prevent him from returning to his country, the eternal waiting for Mehdi Ali in the Melbourne hotel to request asylum or the hunger strike of 450 people united in moving "Union de sans papiers pour la régularisation" are just some of the stories that can be told to understand how bureaucracy can contribute to the discrimination of certain groups of people. The choreography of Childish Gambino's song "This is America" represents, through an incredible symbolic universe, the condition of the African American population in the USA. Therefore the game of mime, dance and the interpreter are a way to experience alternative modes of expression to words: in fact the language itself can be a tool used to discriminate and create inequality.

Overall, the "Fight Racism" escape room aims to represent both the journey of those who leave and the expectation of those who remain. In the passage from the first to the second room and in the final choice, the group finds itself experiencing first hand some ethical complexes that are the basis of the dramatic experiences that migrants live. Since the debriefing itself can be a "heavy" moment, it is important that the facilitator concludes the moment by paying attention to any elements of hope such as the work done by NGOs offering humanitarian aid or the SDGs goals aimed at fighting discrimination and reducing inequalities.

Below you can find some useful links.

Passport ranking: <https://www.passportindex.org/>

Walls and barriers: <https://www.vox.com/a/borders>

This is America:

[https://www.wired.it/play/televisione/2018/05/08/this-is-america-donald-glover-childish-gambino/?refresh_ce=;](https://www.wired.it/play/televisione/2018/05/08/this-is-america-donald-glover-childish-gambino/?refresh_ce=)

<https://deerwaves.com/storie/riferimenti-this-is-america-childish-gambino> ;
<https://www.splcenter.org/hate-map>

Stories about papers:

<https://cafebabel.com/it/article/i-sans-papiers-di-bruxelles-hanno-fame-di-giustizia-60f14132f723b37b439a3638/>

https://www.repubblica.it/protagonisti/Abdullahi_Ahmed/

<https://www.facebook.com/watch/?v=192111558713212>

(https://www.torinoggi.it/2020/03/03/leggi-notizia/argomenti/cronaca-11/articolo/coronavirus-a-bdullahi-bloccato-in-aeroporto-a-parigi-non-posso-viaggiare-perche-sono-italiano.html?fbclid=IwAR39B9yePtJsQ0zUI- NsGcn4tsZa1sBlDv_C0YoliNJNCVSNEmLxE8mBfU)

Language and discrimination:

- <https://www.bbc.com/worklife/article/20210528-the-pervasive-problem-of-linguistic-racism>
- <https://www.universal-translation-services.com/language-discrimination-examples-in-10-languages/>

SDGs facing racism:

- <https://sdgs.un.org/goals/goal4>
- <https://sdgs.un.org/goals/goal5>
- <https://sdgs.un.org/goals/goal10>
- <https://sdgs.un.org/goals/goal16>

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