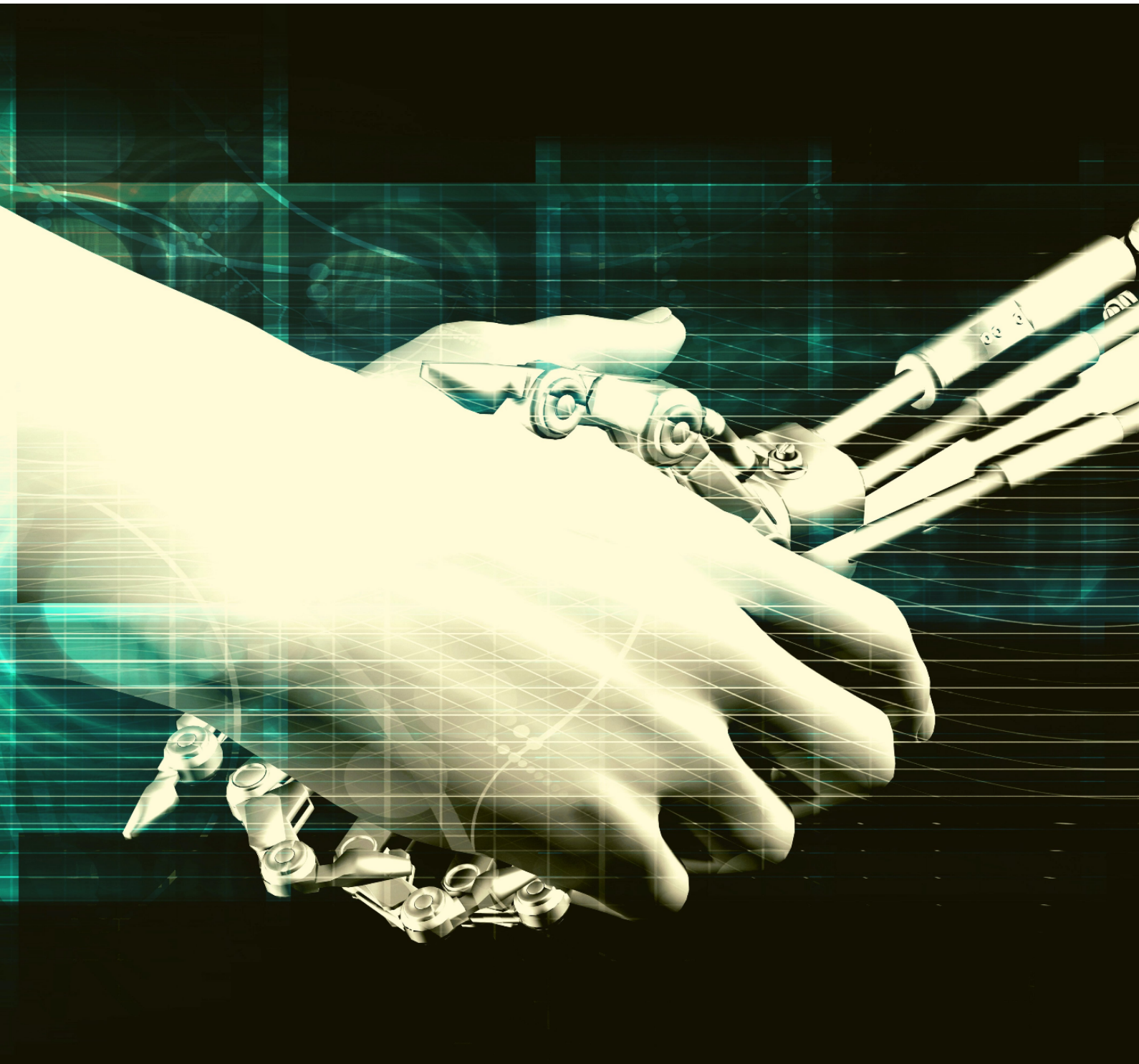


Escape Disabware

ESCAPE ROOM GUIDE

Escape Racism: Toolbox to Promote Inclusive Communities



Introduction

The goal of this escape room is to raise awareness about discrimination and isolation against people with disabilities, which is represented in the fictional apocalyptic future, where people who cannot keep up with the uploads of the software are pushed aside from society by an Artificial Intelligence. The game will motivate the participants to take action against this way of thinking and think about how they can change this situation in real life.

Narrative

2200, a year of new hope and opportunity, or so they say. After what happened during the first half of the 21st century, humanity has decided to embrace science. Technology is no longer a tool, but part of our souls. People have decided to improve their abilities by installing hardware on their own bodies. But at what cost?

People used to replace their hardware when it became obsolete, but we have reached a point where some bodies can no longer cope with technology updates, a point where it is easier to replace the biological parts of ourselves instead of the steel parts.

Technology is now integrated into people's bodies, and communication and people's abilities are improved thanks to technology.

All these implants that people have, require updates, powered by Master Artificial Intelligence (M.A.I).

The problem occurs when the bodies are no longer suitable for the most recent updates to their implants (due to disability). Faced with this situation, MAI decided to separate these people from the rest of society since they are not adapted to the new technology they are building and therefore, for the design of a new society that it is building, since it tries to build an "ideal" society.

The consequence for people with impairments in the body (disabilities) who cannot access the updates is the disconnection of the rest of the people who do have access to the updates. This effect is called a disabling virus or as it is commonly known by the people of this society: DISABWARE.

People still do not know its cause and those who do not experience this virus do not care about the problem.

The idea is to address the issue of people discriminated against because of their disability for not having the same opportunities to access technology and how disability affects this reality, and Artificial Intelligences can be useful but also misleading as they only care about your heuristics.

We may not be able to fix everyone's implants, but we need to modify M.A.I. so that we can create a more inclusive society where no one is left behind.

The character Shift Xi is introduced, she is an IT expert and has discovered this conspiracy but has gone missing. We enter her house and discover a message in a notebook, where she tells us to finish her mission: modifying M.A.I. 's software by installing an arsonist in its system.

Required materials

To create the setting of the room, you will need a space with 3 rooms and a list of materials. You may also decorate the room with an apocalyptical and technological approach.

- 1 x Notebook
- 1 x Jacket
- 1 x ultraviolet light torch
- 1 x World map
- 1 x Poker cards deck
- 1 squared battery, 5 classic batteries, 3 button batteries
- 1 x Bed sheet
- 1 x Mobile phone
- 1 x Recorder
- 1 x piece of string
- 2 x magnets
- 1 x little folder
- 1 x plastic transparent box
- 1 x cutter
- 4 x classical music cassettes
- 1 x Turning Lock
- 1 x Movement lock
- 1 x Color lock
- 1 x word lock
- 1 x Key box
- 4 x Numbers locks (3 digits)
- 8 x Wooden or cardboard boxes with holes cut into them

The following materials may also be included to act as red herrings and decorations, although other objects may be substituted should you desire:

- 1 x jumpsuit
- 1 x helmet
- Some ancient electronic devices (mobile phones, GPS, walkie talkies, walkman...)
- Cables
- 1 x clock
- 1 x toy robot
- 1 x crime scene appearing sealing tape
- Reflecting plastic sheets

Preparation

Some of the materials used within the escape room will need to be prepared. Please seek assistance if you need help.

1. In the notebook, you need to write in the 4 first pages:
 - a. First page: a message from Shift Xi "I need to stop this! In my mobile phone, I have configured the arsonist to alter M.A.I.'S software, but in order to install it you will need a code. I cannot risk writing it here, but... remember how I like the old music cassettes."
 - b. Second page: the sentence "the second word of the song"
 - c. Third page: turning instructions "In order to get to M.A.I.'s laboratory you need to take three turns to the right passing the door number 0 and stop at the door number 15, then take a turn to the left passing the door 0 and stop at the door 28, and lastly take a turn to the right without passing by the door 0 and stop at number 3. That is her lab."
 - d. Fourth page: written with invisible ink "trip nines". You can use an invisible ink pen or lemon juice with a small pen brush.
2. Print the "Composers collage", indicating the order of the cassettes: Tchaikovsky, Beethoven for violin, Beethoven for piano, Mozart.
3. Print the "Batteries drawing", indicating the order of the batteries: squared, classic, button.
4. Print the "Sign language alphabet"
5. Print the "Movement directions", which tells a story about the spreading of the virus through different directions on the map.
6. Print the "Matrixes", cut them individually and laminate them.
7. Take the poker cards deck and write numbers in each card. Take one of the "9" cards out, and in the remaining three, write the numbers 8, 2, 6 (the number 8 in the "9 of spades" card, the number 2 in the "9 of hearts" card and the number 6 in the "9 of clubs"). In a piece of paper, write the order of the suits: spades - hearts - clubs).
8. Print the "Colors card" which indicates the number of colors for the color lock.
9. Print the "Sign language card"
10. Take a bed sheet and sew two pieces of cloth onto it, making two pockets. Then put inside the pockets the "Matrix 2" and the "sign language card".
11. Print a calendar of the year 2200 and write some notes on random days of each month. In the 3rd of December box, write the sentence "this week there have been 312 new cases".
12. Print the "Puzzle", cut it into eight to ten pieces (it is better if they are simple cuts, rather than complicated ones) and laminate them, and divide them into 2 parts.
13. Print the "Letter grid", which will be useful to solve the pattern of the mobile phone.
14. Print the "Code in braille" and the "Braille translation" to solve the braille code.

15. Take the mobile phone and set the pattern following the order of the letters indicated in the “Puzzle”, using the “Letter grid” to guide you. Create two shortcuts in the homescreen: one for the notes app and one for the gallery app.
 - a. In the notes app, write a note with this message “There have been 862 new cases”. Create another note with a video in it. This video should be the videoclip of Daft Punk’s Technologic song.
 - b. In the gallery app, delete everything and upload the “final video”.
16. Take the recorder and record one audio saying these three words in order: “disability, virus, software”. Write the letter “S” on the back of the recorder.
17. Take the piece of string and tape one of the magnets to the end of it. Make sure that it does not unstick.
18. Take the plastic transparent box (with cover) and with a cutter, make a slot in the middle of the cover. It should be wide enough to pass the little folder through it, but not enough to be able to put in your hand or fingers. Tape the cover to the box with duct tape and tape the box to the floor or to the table, also with duct tape, in order not to be able to move the box.
19. Put the “Matrix 4” in the little folder and glue one magnet to it, and put it inside the plastic box.
20. Take the four cassettes and write a code in each one:
 - a. Tchaikovsky: F3
 - b. Beethoven violin: A1
 - c. Beethoven piano: D4
 - d. Mozart: G2

Creating the room

The location that you use for the Disaware escape room must be large enough to contain all of the materials required to play the game plus approximately 4-5 players. It should have enough space for the players to move around the room, considering the different movement aids they may have (wheelchair, walker). The room should be accessible for everyone and the boundaries should be clear. To create the room, use the following steps.

Room 1

1. Take the jacket, put the Key 1 in the inside pocket and the “Composers collage” in a normal pocket, and place it on a hanger or on a chair.
2. Place the Notebook on a table.
3. Hang the World Map on the wall.
4. Hide all the boxes in different places.
5. Decorate the room with the jumpsuit, helmet, electronic devices, cables and the crime scene appearing sealing tape.

Room 2

1. Put the Bed Sheet on a chair or couch (depending on what room you have available), with the “Sign language card” and “Matrix 2” inside its pockets.
2. Hang the Calendar on the wall.
3. Hide the “Letter grid”, the “Code in Braille” and “Braille translation” in different places around the room (for example, tape them in the back or bottom of some chairs, or under a table...).
4. Put the transparent box on the floor or on a table, and tape it with duct tape, in order not to be able to move the box.
5. Hide all the boxes in different places.
6. Decorate the room with more electronic devices and cables, the toy robot and more crime scene appearing sealing tape.
7. Tape the reflecting plastic sheets on the walls.

Example set-up image

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



Game goals and puzzle connections

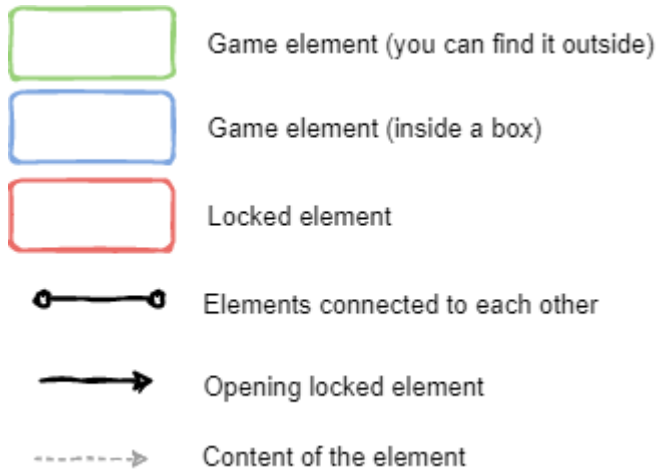
The game should play out in a relatively structured manner. However, it doesn't matter what order the players uncover clues and hints as they will need to complete each of the puzzles in order to find and decipher the code-words that are required to complete the room. The following structure is built into the game.

1. Finding the Key 1, players can open the Key 1 Box. Inside, they find the ultraviolet light torch and the paper with the order of the batteries.
2. Inside the notebook they find different pages:
 - a. Turning instructions
 - b. "Second word of the song"
 - c. Blank page
3. With the turning instructions, they open the Turning Lock and open the Turning Lock Box. Inside, they find the Sign Language Alphabet and the Movement directions.
4. When associating the Movement directions with the World Map, they can open the Movement Lock box, where they find the Cards deck, the Suits order and Matrix 1.
5. With the light torch they can see what is written in the Blank page of the notebook "trip nines".
6. Relating that sentence with the cards deck and the suits order, they take the three nines of the deck and order them following the suits order instructions, and they see a code, with which they can open the Lock box. Inside they discover some batteries.
7. If they count the number of batteries and put the numbers in the order indicated by the "Batteries order" paper, they find a code with which they can open the other Lock box. Inside, they find a Colors card and the Key to Room 2.
8. Once in Room 2, using that Colors card they can open the Color lock box, where they find half of a puzzle.
9. If they move the bed sheet, they can realize it has pockets, where they find Matrix 2 and the Sign Language Card. They can translate the card with the Sing Language Alphabet, found in Room 1, and they get the message "third of December".
10. If they check out the third of December on the calendar, they will find the message "this week there have been 312 new cases". The number 312 is the code to open one of the Lock boxes, where they find Matrix 3 and half a puzzle.
11. When they put together the two halves of the puzzle, they obtain a newspaper, where in the text, there are some letters highlighted.
12. When they find the hidden "Code in braille" and "Braille translation", they can translate the message, which is the code to a Lock box, inside which they find a mobile phone. However, the mobile phone is locked by a pattern.
13. When they find the hidden "Letter grid", they relate it to the mobile pattern. The pattern will be determined by the order of the highlighted letters in the newspaper puzzle. Now they can unlock the mobile phone.

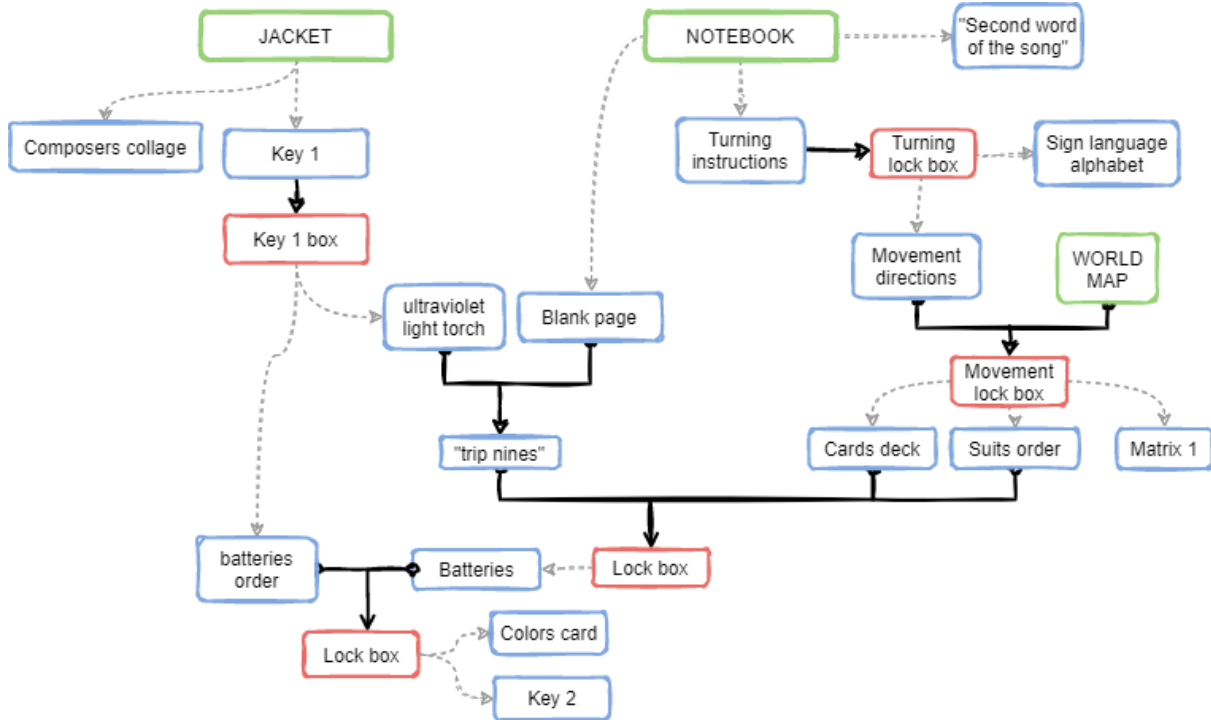
14. Inside the mobile phone, there are two apps on the main screen. One of them (the gallery) is locked by a 4 number code, but the other one is a notes app, where there are two notes:
 - a. There have been 862 new cases.
 - b. Daft Punk's Technologic videoclip.
15. With the 862 code, they open a Lockbox where they find a recorder. If they play the audio, it says 3 words: "Disability, virus, software". On the back of the recorder there is an "S" written. If they think about in what position the S is in those words, they get the numbers 3, 5 and 1. 351 is a code for another Lock box, inside which they find a magnet with a string.
16. With the magnet they can hook the little folder inside the transparent box, through the slot. Inside the little folder, there is Matrix 4.
17. If they remember the notebook, they can check the page with the sentence "the second word of the song". Looking at the videoclip on the mobile phone, the second word that appears on the screen is the word "point". That is the code for the Letters lock box, where they find 4 cassettes.
18. Written on each cassette there is a code:
 - a. Tchaikovsky: F3
 - b. Beethoven violin: A1
 - c. Beethoven piano: D4
 - d. Mozart: G2
19. Each of the Matrixes has different sets of letter+number on it.
 - a. If you look only at F3, the shape of a number appears: 9
 - b. If you look only at A1, the shape of a number appears: 8
 - c. If you look only at D4, the shape of a number appears: 1
 - d. If you look only at G2, the shape of a number appears: 3
20. The order of the matrixes is determined by the order of the Composers found inside the jacket in Room 1: Tchaikovsky - Beethoven violin - Beethoven piano - Mozart.
21. With the code 9813 they can open the locked gallery app, where they find the "Final video" with the final message of the Escape Room.

Game flow chart

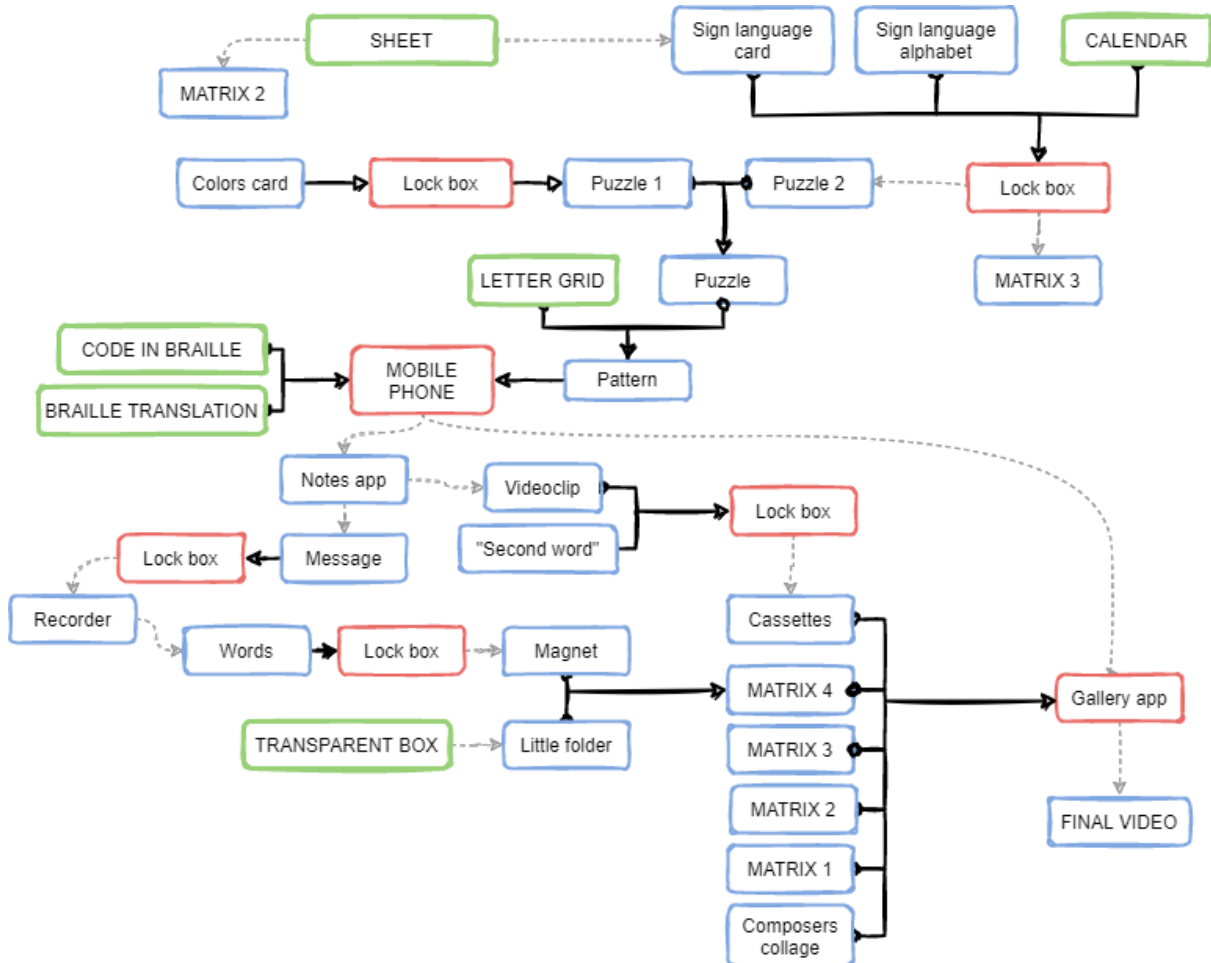
The following flow diagram shows how the items within the scenario connect together and can be used to go from one room to another and then solve the game.



ROOM 1



ROOM 2



How to Win

To complete the game, the players must find the “final video”, which indicates that they have been able to install the arsonists in M.A.I. 's system. Once they find the video, the game ends. If they have not been able to find it (that is, to find the final code to the gallery app in the mobile phone), then halt them by telling them that time is up.

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, or by writing a note which guides the players and throwing it into the room for them to end. 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.

Debriefing the Players

Once the game has concluded, by the players either escaping or running out of time, you should debrief them. You can start asking them to write some key words on some post-its, and then ask some questions:

1. Have you played any escape room which reflects on a similar topic?
2. Do you consider the story of the escape is far from our reality?
3. Do you think technology helps accessibility and inclusion or it promotes isolation and discrimination?

Let the players express themselves and create a debate around the topic of discrimination, disability and prejudices.

Images = Calibri 12pt

Cover Text: Photo reference. = Calibri Light 10pt Bold & Calibri Light 10pt Regular

Page Number: Photo reference = Same as above.

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