

Exodus through the space

ESCAPE ROOM GUIDE

Escape Racism: Toolbox to Promote Inclusive Communities



Introduction

“Exodus through the space” is settled in a dystopic future where the eruption of a huge volcano put the Earth in danger and all human beings have to leave planet earth. Players are inhabitants of the earth who must pass the tests related to prejudice and discrimination to be able to live in the new planet in peace with the other inhabitants. In the end the last test allows to acquire "citizenship" in the new planet.

One of the goals of this scenario is to understand and analyse the fear - and consequent discrimination - towards the "foreigner", trying to reverse the perspective. The participants of the escape room, indeed, will be the people who will have to win the trust of the inhabitants of another planet.

Moreover, they will understand and experience how difficult it is for migrants coming from some parts of the world to move because of the scarce "power" of their passports and how this reality makes them even more subject to racism and discrimination. They will empathize with the condition of a person discriminated against only because of the status of migrant, who moves to seek better living conditions. They will also learn and understand the level of racism and discrimination across Europe against different groups (migrants, Roma people, Jewish people, etc.) and how the individual can take action to combat racism and discrimination.

Narrative

The imminent eruption of a huge volcano that has remained dormant for centuries has suddenly put the Earth in danger.

All human beings are therefore forced to leave planet earth and take refuge elsewhere: the safest place is the recently discovered planet **WHAKAORANGA**.

This planet is ten times the size of the earth and is inhabited by creatures called hunga ruarua. It is possible for humans to live there thanks to the presence of water, oxygen, and all vital elements.

It seems to be the only place that can guarantee salvation, that's why the inhabitants of the earth begin to move.

The creatures of the planet Whakaoranga, however, are very worried about the arrival of humans, who are not seen in a good light: they could "bring diseases" or "steal the work". All new arrivals must momentarily live in various identification centres and pass tests in order to be welcomed and integrated into the host society on the new planet.

Required materials

To create the setting and puzzles for the “Exodus through the space”, you will need a room, where it is possible to divide it in two separate areas through a rope or a curtain. The first room represents the planet earth where players have to find the right way to travel to the safe planet. Once found the key to the second room, players will be inside the centre of identification of the planet WHAKAORANGA, where from a window with bars it is possible to see the earth and other planets. Inside this room they must pass several tests to gain citizenship.

Elements for the room:

- 1x table
- 1x locker with doors
- 10 x or more books
- 1x pouf (optional)
- 1x locker
- 1x sofa
- 1x magnetic board
- 2x chairs (optional)
- 2x stools
- 1x rubber puzzle mat

Game items:

- 1x secret diary
- 1x glass jar
- 2x coins of 2€
- 1x coin of 1€
- 5x coins of various types
- 1x Swiss army knife
- 1x sleeping bag
- 1x hiking hat
- 1x pack of bars
- 1x pack of medicines
- 1x pack of patches
- 1x rope
- 1x water bottle
- 1x box of hiking shoes

- 1x compass
- 2x padlocks with combination of 4 numbers
- 1x padlock with combination of 5 numbers
- 1x padlock with combination of 3 numbers
- 1x UV Invisible Ink Pen Flashlight
- 1x battery for flashlight
- Chains to close the cabinet and the boxes (optional)

Elements to be printed:

- 1x crossword puzzle
- 1x maze with different planets (60x60)
- 1x interview with the inhabitant of Wenerau

Preparation

Some of the materials used within the escape room will need to be prepared. In some cases, the preparation of materials may require 'do-it-yourself' (DIY) skills. Please seek assistance if you feel uncomfortable doing this yourself.

1. Prepare a smartphone with a voice record of the first message from Bea. You can find the text in the Exodus through the space Materials.
2. Print the Maze in format 60x60 and a small copy to attach to the diary
3. Use an old diary and transcribe the text of the diary underlining the bold words and then attach on the first page the maze that leads to Wakaoranga.
4. Print the permission to stay and cut it into 4 parts (1. Hedging in dark green; 2. Planet with the limitless permission approved; 3. 1 heart, 1 heart, circulating blood; 4. President signature). Write on the back of each piece one number, it will be the combination to escape the room, once the players will find all the pieces and will put them together.
5. Write on one wall of the second area, with UV Invisible Ink Pen Flashlight, the sentence "He's lying there looking at the TV upside down, sit where you'd sit."
6. Print or paint on the wall the window to the earth from the identification center in the second area of the escape room.
7. stick a piece of paper with the corresponding number on the following items: 1 Rope; 2 energy bars; 3 sleeping bag; 4 Switzerland army knife; 5 bottle; 6 medicine; 7 trekking shoes; 8 hat; 9 Compass;
8. Print Bea's letter, you will give it to players at the beginning.
9. Print the red herrings "Interview to a Wenerau inhabitants" and cut it into 6 parts and put them on the whiteboard with magnets or thumbtacks.
10. Prepare a big jar made of glass and build a cap with a tiny slit, put inside some coins and attach a piece of paper outside with the words "SAVE".
11. Reproduce a newspaper page with articles on diversity and inclusion and the climate crisis, migration, and refugees (you can find a printable example on Exodus through the space materials).
12. Draw or print in a sheet of paper the reverse side of 2 coins of €2 and one of €1. In the order you prefer, it will be the code to open the three-digit padlock.
13. Print the padlock cards of people rejected to access to the space shuttle or reproduce them by paying attention to the name of the people. Each name must have different colour and specific number of letters (necessary to open the colours padlock): e.g., blue, red, yellow, green, purple (choose the colours based on the coloured numeric lock you can find on the market) and the number of letter of the name corresponding to the number chosen in the related colours e.g.: 4 blue Jhon; 7 red Martina; 6 Yellow Mileva; 5 green Marco; 5 Purple Hajar. These 5 cards will be hidden inside the room in the envelope under the stool.
14. Print the crossword or make one yourself on discrimination issues. The solved letters will open the lock with 5 letters through a meaningful word.
15. Draw up a quiz online through a platform like a google form and ask some questions on discrimination and racism based on European statistics on ethnic minorities and their discrimination. At the end of the quiz will appear the stellar map.
16. Create a free QR code linked to the quiz and print the QR to place in one box in the second area.

17. Place fluorescent stars stickers on the rubber puzzle mat, following the map of the stars.
18. Procure a wooden magic box: a small box that is not easy to open, you can easily find one on the internet. Be sure it won't be too difficult to be opened. Put inside the box the piece of the permission to stay with the dark green heading.
19. Put the key to the main door of your room inside the closet and using a chain, secure the closet with the last padlock of 4 numbers.

Creating the room

The location that you use for this escape room must be large enough to contain all of the materials required to play the game plus approximately 4-5 players. It should not, however, be so large that objects and materials are spread over a wide area. If you have access to a larger space such as a classroom, assembly hall, or gymnasium, you could mark out the boundaries of the escape room using hazard tape. If you do create a room in this manner, make sure that your players are aware that they should not step outside the boundaries whilst playing and, if you want to be especially harsh, impose a time penalty on them for doing so. To create the room, use the following steps:

1. Divide the room with a rope or a curtain, in the middle of the room that acts as a door. Put on it a three-digit padlock and if the players don't open that lock, they can't go to the other half of the room.
2. Set the three-digit padlock according to the order of the reverse side of the coins drawn in the sheet of paper.

First area of the escape room:

1. Hang the stellar map on the wall.
2. Place a pouf and two stools in the room
3. Place a library with several books and among them put the travel diary that contains clues to the first padlock.
4. Place a Chest with items to fix the first lock (Rope; energy bars; sleeping bag; Switzerland army knife; bottle; medicine; trekking shoes; hat; Compass;)
5. Set the first padlock with the code related to the objects in the chest combined with the bold words in the diary to create a combination of 4 numbers (e.g. 1945)
6. Put inside a wooden box the newspaper article and the sheet with the back of the three coins and lock it with the first padlock.
7. Place the magnetic board with the red herring on the table.
8. Hang on the magnetic board an extended magnetic antenna.
9. Put on the table post-it and a pen, and some misleading objects.
10. Store in a glass jar with a small slot, some coins, and the torch's small battery (useful in the second area). Make sure that there is one coin for each coin back drawn on the paper, so that following the order of the drawing, players can get the code of the second padlock to access the second area.

Second area of the escape room:

11. Attach under a stool an envelope with cards of people not admitted to the ship, useful to solve the code of the coloured lock.
12. Hang on one side of the closet the crossword. The solved letters will open the lock with 5 letters through a meaningful word.

13. Place inside the second chest a case containing the torch and a fragment of the residence permit with the president's signature. The box is closed by chains secured by a padlock with letters (solution letters from the crossword puzzle).
14. Write with UV Invisible Ink Pen Flashlight, the sentence "He's lying there looking at the TV upside down, sit where you'd sit".
15. Put inside the magic box the piece of the permission to stay with the dark green heading and, place the wooden magic box under the sofa.
16. On a coffee table rests a wooden case closed by a coloured padlock. Inside are kept a fragment of the residence permit (permanent residence permit) and the QR code to answer the quiz.
17. The box on the coffee table is locked by a padlock with coloured numbers. Set the combination in relation to the numbers of letters and colours of the name reported in the padlock cards of people whose access to the spaceship was denied (envelope under the stool).
18. Once stuck fluorescent stars stickers on the rubber puzzle mat, in correspondence with the red star (in the picture) hide under the piece of the puzzle the piece of permission to stay with the sentence One head, one heart, circulating blood, with another number in the back for the last padlock.
19. Store inside the closet a real key to being inserted in the door to exit the escape room. The closet is closed by a chain secured by a padlock composed of 4 numbers. The combination is made by the 4 numbers on the back of each piece of the permission to stay.

Example set up image

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



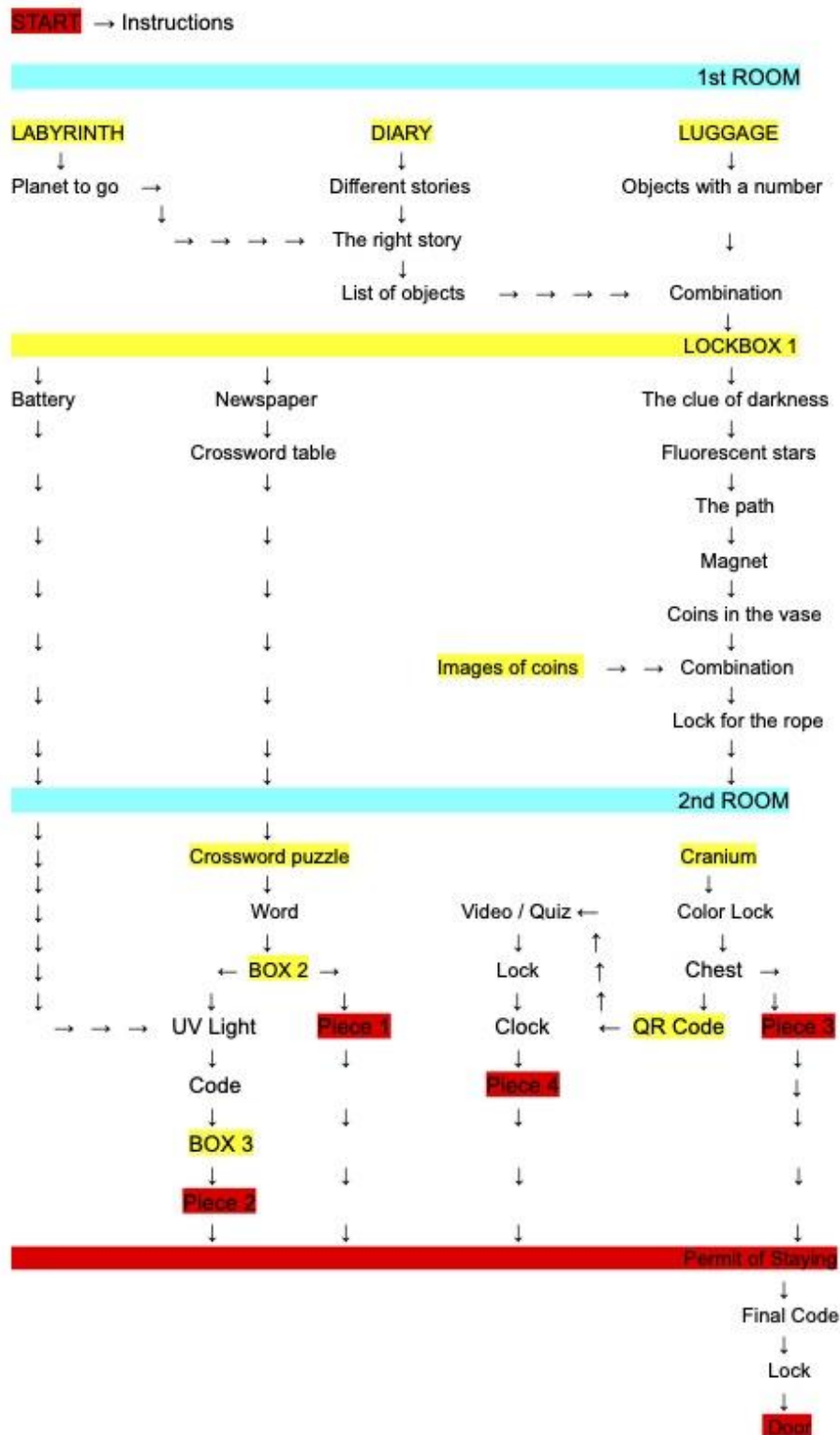
Game goals and puzzle connection

1. The game begins with Bea's letter, then they will listen to the audio recorded on a tablet that tells of the beginning of the exodus away from planet Earth, to space.
2. The maze on the wall and inside the diary suggest that the destination is Whakaoranga.
3. From this clue, the guys should understand that, on the diary, they have to look for the page that talks about the Whakaoranga landing and use the highlighted words to find the code through the object in the chest. Each object in the chest is numbered and there are objects that do not serve in any way.
4. Following this hint, and reordering the objects in the first chest, players will be able to open the lock of the box on the table (code of 4 numbers).

5. In the box on the table, they will find a newspaper with an interview about climate migrants and a sheet with the back of three coins.
6. The back of the three coins must relate to the coins inside the glass jar that says "save", the order of the back of the three coins represents the code to open the padlock that leads to the second room. To get the coins there is an extendable magnet antenna hanging on the magnetic board.
7. The paper with the article on climate migrants provides some of the solutions to the next crossword puzzle and is a food for thought. (All the other objects on the desk and the interview to a Whakaoranga inhabitant hanging on the magnetic board are not needed, they are to distract).
8. Once they enter the second room, they should find the envelope under the stool on the right. If they find it first, they can open it, but they must be given the hint to use it later.
9. In the second room, the goal is to find the combination to open the cabinet that contains the key of four numbers.
10. On the side of the closet is hung the crossword. The resolution of the crossword is used to open the box inside the chest.
11. Inside this box, they will find a piece of the permission to stay with a number on the back (one of the final padlock numbers).
12. At that point, they should use the envelope hidden under the stool to open the box that is on the coffee table (the solution is given by the letters that make up the names written on the identity cards inside the envelope, each name is written with a different colour, each number of the padlock is of a corresponding colour).
13. Inside this box is another piece of the residence permit (Unlimited permit) with another number behind it and a sheet with a QR code.
14. They have to scan the code that will lead them to a quiz (you can discuss the right answers for the debriefing). At the end of the quiz will appear a constellation with a star marked in red, the same drawing with fluorescent stars stickers on the rubber puzzle mat: the players will have to find the corresponding star on the ground, lift the rubberized to find another piece of the permission to stay (1heart, 1 head, circulating blood) with another number behind.
15. The last piece of the residence permit is in a box put on the ground under the sofa, thanks to the clue written on the wall that reads "It's beautiful lying to watch the TV upside down, sit where you would put yourself".
16. To read the sentence they should put the battery (that is inside the jar of glass) in the torch, turn off the light and point the torch light on the wall.
17. Once found all the pieces, they should be able to compose the combination and open the padlock that secures the closet. Inside it, they will find the key to open the door and start a new life in Whakaoranga.

Game flow chart

The following chart serves to represent how the games connect with each other and how the game flow unfolds.



How to win

To complete the game, players must have put together all the pieces of the permit to stay, and, through the code inside it, open the last lock that contains the key to go outside the room

The end of the game has a double meaning: the end of the path of games and the symbolic acceptance in a different society after a hard path to the integration and acceptance, symbolized by the achievement of the permission to stay.

The players have to use the key to exit the room.

Facilitation

Before starting the game, make a small introduction by dropping players into the story. Then, warn players that objects in the room that are locked by a padlock, even if they can be opened otherwise, cannot be used until the combination of the padlock is found. There's a rope in the middle of the room that acts as a door, and if they don't open that lock, they can't go to the other half of the room. Items once used to solve a puzzle, no longer needed. Moreover, let them keep a phone without connection, it will be useful later.

During the game it is important that the group is in a good mood. It does not matter if they are stuck with a puzzle, as long as they have fun with that, but if they are getting bored, the facilitator should intervene to help them. According to the group age and skills, hints can be provided either verbally by asking questions in the style of a player, 'what' that in the bottle' or written down in a note and thrown into the room. When providing hints try not to make them obvious and most importantly of all, do not solve any part of the puzzle for the players yourself.

Debriefing

Start the debriefing by focusing on the participants' feelings about the achieved result, whether they managed to leave the room or not.

If you have completed your residence permit, ask how they feel about getting a residence permit for all humans on the new planet, and what reference they see in today's reality, What position they find themselves in and if other people encounter difficulties in this regard.

Similarly, if you have not managed to get all the pieces of the living room, as this makes them feel. From this parallelism, continue to reflect on the meaning of the experience:

- How did you feel during the game? (or at some specific/significant time)
- Have you noticed any parallels between play and reality?
- What would you do if a similar incident happened to you? Or a friend/a?
- Do you think our society is doing enough to avoid discrimination?
- Do you think that this experience has led you to reflect and to have more awareness on the theme of stereotypes and discrimination? In what way?
- In your opinion, does the experience of the escape room help to reason about certain dynamics that characterize our society in terms of racism and discrimination?

On the dynamics of the game:

- Were there any particularly frustrating moments during the game, when you didn't know how to proceed?
- Are there any games you didn't fully understand?
- How did you feel inside the group?
- Are there any passages in the game that you would change?
- Which games did you find most exciting/dynamic/fun?

For the youth workers:

- Do you think you want to use this educational tool as part of your work?
- Do you think this experience can help young people to raise awareness about racism and discrimination?

Images

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