

Nehemiah Escape Room

Host's notes:

- This can be played online or in real life, using a screen.
- It should take around 40 minutes to complete depending on the age and number of participants.
- It will work best with teams of 6-8 people of mixed ages, but anyone can have a go!
- If it's a smaller or a younger group, you may need to give more clues or have another leader help more.
- Everyone will need to have pen and paper.
- You'll need to keep these notes on your phone or print them out or have someone else with them on their screen.

There's a leader board, but you know that, they won't unless you tell them. You may want to take your time, not wanting to detract from doing some Bible teaching on Nehemiah as you go along.

- Welcome people as they arrive.
- Split people into groups of around 6-8, preferably of varying ages.

Online Use

- Don't try to use the same screen for these notes as the one you are Screensharing on.
- Split people into their Breakout Rooms.
- If you as host need to communicate with the Breakout Rooms, click on Breakout Rooms, then 'Broadcast' to send a message to all the participants. Alternatively, you can click on a Breakout Room and 'Join' to look in and see what's happening.
- It is useful with several puzzles to be able to annotate the slides using the pen function. Bring your cursor to the bottom left of the screen, where you'll find a circle with a pen in it. Click on it. Then click 'Pen', choose your colour (red works well) and a coloured dot appears on the screen. Hold your mouse down to draw on the slide. Go to the pen circle, click 'Pen' again to stop annotating (the cursor replaces the dot) and you can move slide as normal.

Small Group/Breakout Room leader's notes:


- If you're on a teleconferencing app, Sharescreen and click on the Powerpoint, then tick Share Sound before pressing 'Share'.
- People need to complete all nine tasks to rebuild the wall.
- Click Slide Show to put up **SLIDE 1**
- People can ask you for clues whenever they like - it won't be fun if they can't make any progress. **If you're timing people, add 30 seconds on per clue given.**

Read **SLIDES 2-3**. Generally, you read (or get someone else to read) the main text on the screen.

- **IF YOU'RE TIMING, START YOUR STOPWATCH HERE.**

SLIDE 4 is the 'Home' screen. This is where people choose which piece of wall they want to repair next. Click on the piece of wall at the end of each arrow to repair it.

You can repair the pieces of wall in any order, but if you want to retell the story of Nehemiah in the right order, start at number one (at the right) and work anti-clockwise to number nine.

Note that section 7 is short, looking like this:  It runs from just to the left of the number 7 to the second P of 'opposite'. If you get to the next gatehouse, you've gone too far. Watch you don't miss it.

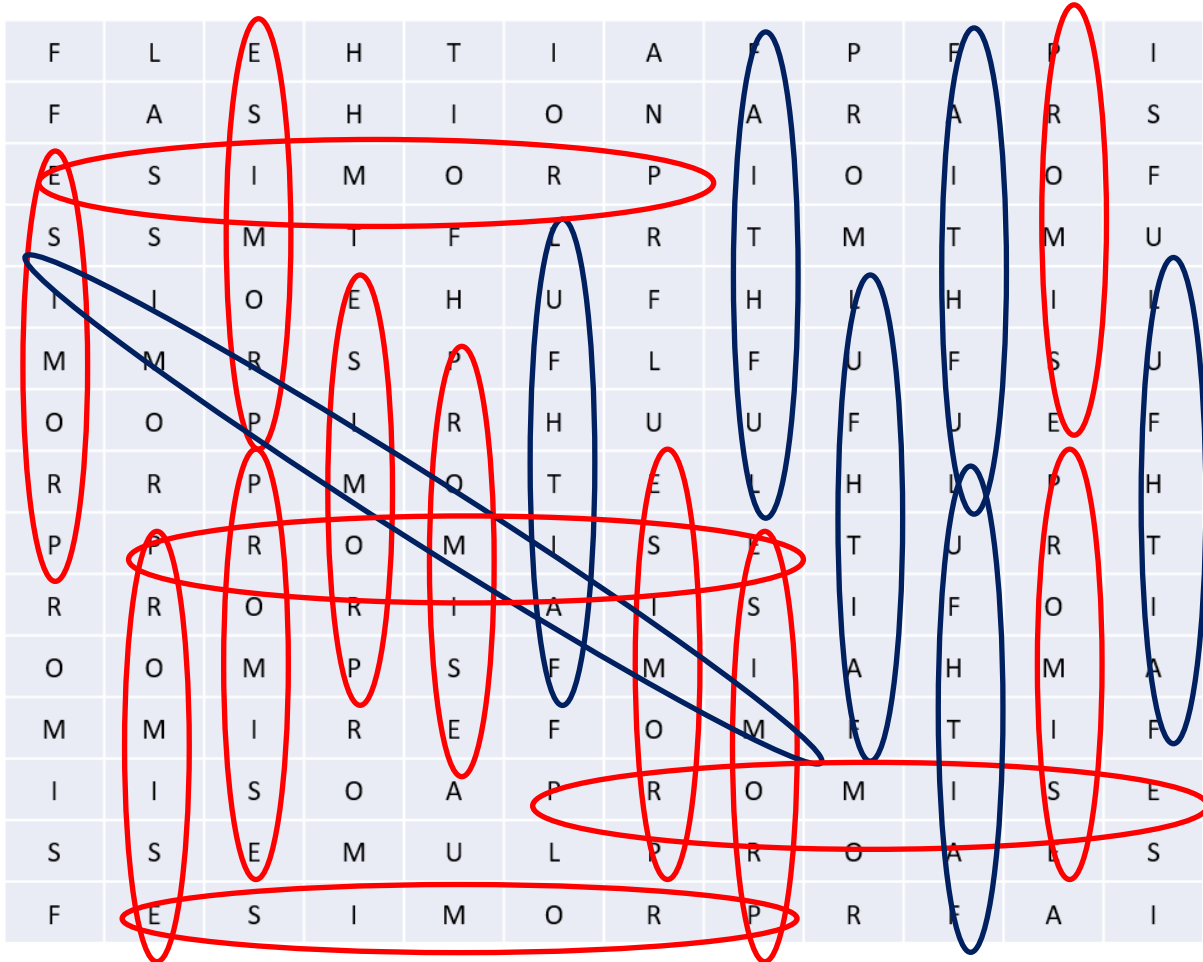
After each puzzle, on the Well done! Page, press  to return to **SLIDE 4**.

Finishing the Escape Room

When you have finished all nine puzzles, click on  which will take you to **SLIDE 40-43**, the ending slides. Click  to move through the final slides.

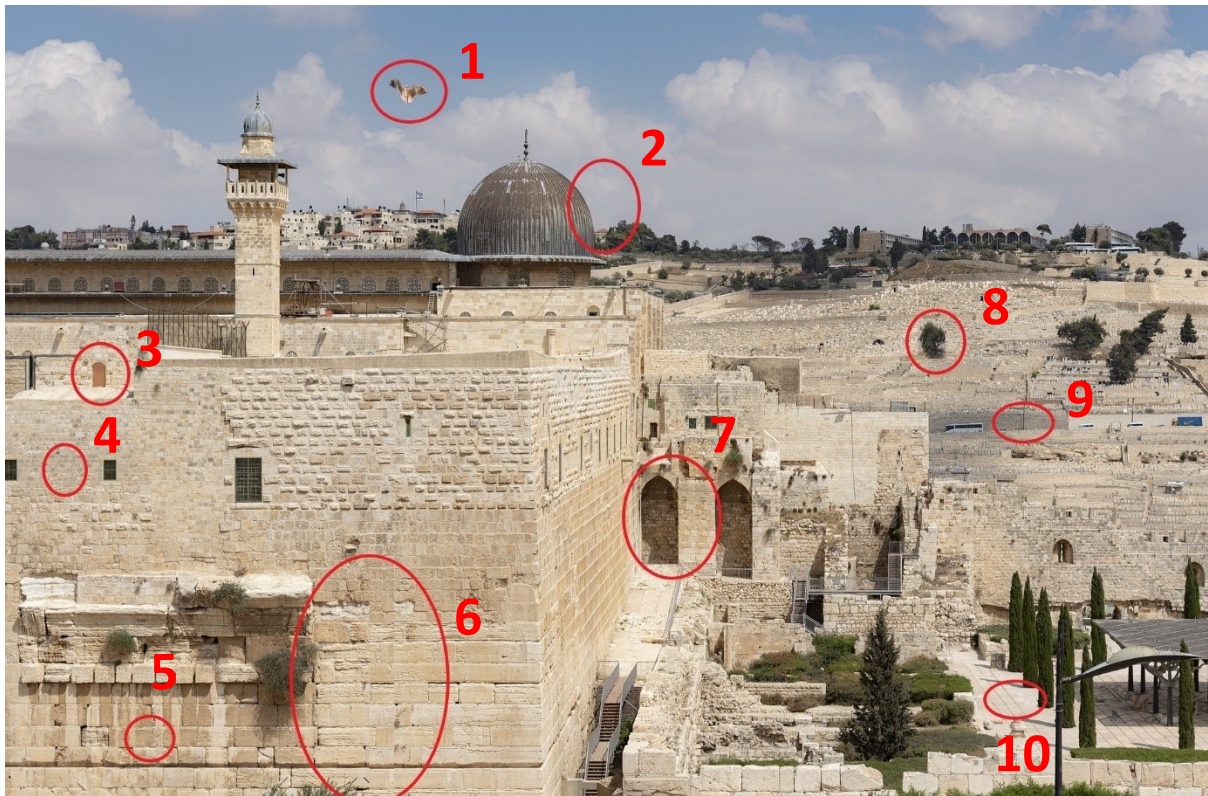
1. The Sheep Gate to the Fish Gate [SLIDES 5-9]

Solution: 14 Promise 7 Faithful



2. The Fish Gate to the Old Gate [SLIDES 10-13]

Solution:



1. Bird in the sky
2. Tower on horizon missing
3. Door has changed colour
4. Window missing
5. Plant in wall missing
6. Lamp post missing
7. Doorway has changed width
8. Tree missing
9. Bus missing
10. Shadow missing

If people are struggling, use quadrants of the picture:

Top left: 3 differences

Top right: 2 differences

Bottom left: 3 differences

Bottom right: 2 differences

3. The Old Gate to the Valley Gate [SLIDES 14 TO 16]

Puzzle that requires movement (so watch for people with difficulties in mobility). Each person in the team has to make a stack of six different items (not, for example, six books). They need to be unsupported (not held up or leaned against something) and stand for at least 10 seconds.


4. The Valley Gate to the Dung Gate [SLIDES 17 TO 20]

Whose enemy is this?

Note that you can get clues by clicking on the box surrounding the villain.

Answers (it's fair to say, 'Use your common sense' in whether to accept their answer):

Green Goblin	Spiderman
Lord Voldemort	Harry Potter (though people may say Hermione, Ron, Dumbledore, etc.)
Lex Luthor	Superman
The Joker	Batman (though they may also say Robin)
Captain Hook	Peter Pan (though they may also say the Lost Boys, or any of the Darlings (Wendy, John or Michael))

Click  to move to the second slide of enemies:


Professor Moriarty	Sherlock Holmes (or Dr. Watson)
Scar	Simba or Mufasa
The Sheriff of Nottingham	Robin Hood (or Maid Marian, Little John, Friar Tuck etc.)

Ultron

The Avengers (though they could say, Black Widow, Black Panther, Captain America, Iron Man, Hulk, Thor, etc.)

The Daleks

Dr. Who

Click  to move to **SLIDE 20.**

5. The Dung Gate **[SLIDES 21 TO 24]**

Solution:

ROPO

POOR

OR FREE GINS

FOREIGNERS

HARP SON

ORPHANS

P.S. RED POSE

OPPRESSED

DEN YE

NEEDY

TEN IN CON

INNOCENT

I.D. SOW W

WIDOWS

6. The Dung Gate to opposite the House of the Heroes [SLIDES 25 TO 27]

Here's the number when they are complete, but what are they?

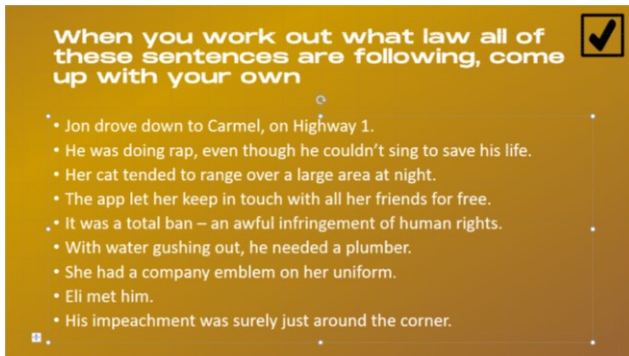
You might want to use your pen function to tick each number off on screen when they find the answer. If they need to use the internet, they can.

Answers (do use discretion if they have a number of completeness that isn't listed here). Read out the first series of answers (it's on the slide) to show them how it works. They only need one of the ones with multiple answers, not all of them.

- 7 Days in a week, colours in the rainbow, continents
- 8 Tentacles on an octopus, legs on a spider, notes in octave, fingers (without thumbs!)
- 10 Fingers, toes
- 12 Disciples, tribes of Israel, hours in morning/afternoon, months
- 22 Snooker balls, cricketers/footballers/American football players on field/pitch at the start of the game
- 24 Hours in day
- 26 Letters in English alphabet, Rugby league players on pitch at start of game
- 52 Weeks of year
- 206 Bones in an adult human
- 360 Degrees in a circle
- 501 Score starting a game/leg of darts

7. Opposite the House of the Heroes to Eliashib's House [SLIDES 28 TO 30]

On **SLIDE 29** (below), each sentence will appear after a few seconds, down to 'His impeachment...' **DON'T PRESS ANYTHING OR THEY'LL ALL APPEAR AT ONCE!**



Answer:

The law is that the sentence needs to include a fruit, but to complete the puzzle, the team needs to, 'Come up with your own'. That could be, "Loki will not triumph."

Clues (if people are struggling):

"Within these sentences, there is a rule or law. Can you spot it?"

"Look carefully at the letters."

"Look for some fruit."

If you can't see them, the fruit are:

- Jon drove down to Carmel, on Highway 1.
- He was doing rap, even though he couldn't sing to save his life.
- Her cat tended to range over a large area at night.
- The app let her keep in touch with all her friends for free.
- It was a total ban - an awful infringement of human rights.
- With water gushing out, he needed a plumber.
- She had a company emblem on her uniform.
- Eli met him.
- His impeachment was surely just around the corner.

8. Eliashib's house to the Horse Gate [SLIDES 31 TO 34]



This section is actually called CONFESSION but telling them that makes the puzzle too easy.

SLIDE 32 is another great time to use your Pen function to fill in the answers.


If people are struggling, pressing  gives you a clue.

Answers:

1	2	3	4	5	6	7	8	9
A	P	A	O	P	A	A	B	A
C	O	N	F	E	S	S	E	D
E	P	T	F	T	H	K	D	D

Press  to move to the next slide, then  to move to the **Well done!** slide.

9. The Horse Gate to the Sheep Gate [SLIDES 35 TO 40]

SLIDE 36 explains the principle of the puzzle. It's tricky, so feel free to help them as much as you need to. Clicking on the  next to the picture gives people a clue.

Show how this works before moving to the puzzle starting on **SLIDE 37**.

Additional clues:

“You can use your phones to find out an answer.”

“The whole thing is a Bible verse.”

“The first letter of the answer to this photo is...”



Ream (Rem-)



Ember

Me

4

For

This



Hall (al-)



Sew (-so)

My God



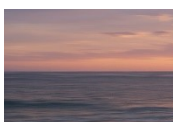
Hand (and)



Show



Myrrh (mer-)



Sea (-cy)

2

To

Me



Accordian (according - bit of a stretch (see what I did there!), but I promise you'll remember it)

2

To

Your



Grate (great)





Love

The answer to solve the puzzle is:

Remember me for this also, my God, and show mercy to me according to your great love. [Nehemiah 13 v.22b]

Finishing the Escape Room

When you have finished all nine puzzles, the walls are completed around Jerusalem **[SLIDE 4]**. Click on  which will take you to **[SLIDE 41-44]**, the ending slides. Click  to move through the final slides.

After you have read the text on **[SLIDE 43]**, if you're using a stopwatch, stop it here.

That's the end!

How did you do? If you have timed your rebuilding of the walls, please send an email with the subject 'Nehemiah Escape Room time' to

churchofministry@btinternet.com with your team name, church, town/city and time. I'll keep the best times on the website.

Please send any feedback to the same email address. If you have ideas, spot any mistakes or if you want to get involved in the next Escape Room, please get in touch, and especially if you think you can improve it.

This was designed by Dave Thornton. For more Escape Rooms, check out www.churchofministry.com.