

Around the World - Escape Room 2 (with update)

How fast can you go Around the World?

Starting Notes

This will work best with teams of 6-8 young people. If it's a smaller or a younger group, you may need to give more clues or have another leader help more. Young people and leaders should be advised to have a pen and paper to hand.

You'll need to keep these notes on your phone or print them out, or have someone else have them on their screen. Don't try to use the same screen you are Screensharing on.

Note: If you have downloaded the PowerPoint and instructions at different times, please download the PowerPoint again now.

Host's notes:

- Welcome people as they arrive.
- Sharescreen, click on the Powerpoint before pressing 'Share'.
- Put up **SLIDE 1**
- Split people into their Breakout Rooms.
- If you 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.

Before you start:

- Check people hosting each room know how to use the pen function when showing the Powerpoint ready for annotating slides. While you're showing the Powerpoint, hover over the bottom left corner and click 'pen', then you can draw. Click it again to turn it off. This can be useful to highlight an area to look at.

Breakout Room leader's notes:

- Young people are timed as they try to visit all the locations - the quickest team wins!

- Young people can ask you for clues whenever they like - it won't be fun if they can't make any progress.
- Clues are all labelled, give them when needed.
- You will need instructions and a pen to tick off the differences they find later.

For leader's eyes only:

There are 9 landmarks, each with a challenge associated with that landmark. The landmarks and challenges are detailed below. This escape room requires young people to visit all locations to collect clues to escape the main room in the quickest time possible. Send in your team's time to churchyouthministry@btinternet.com to get on the leader board!

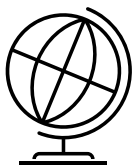
You can visit the Landmarks in any order, but keep track of where your young people have been and any clues they collect.

Navigating the Escape Room

These are the buttons you need to recognise:



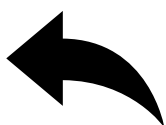
Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.



Is the button you press if you need a clue.



Takes you back to where you have just been.

Once young people have completed the challenge, the tick will take you to a slide saying Congratulations! **SLIDE 5** From this slide, you can either choose to return to the Home slide or, if you have successfully completed all nine challenges, you can head to the Final Round by clicking on:



If they can't complete a challenge, you can always click on the globe to return to the home slide, or you can just give more clues to enable them to solve it. You can though give them a time for a number of clues completed e.g. 58 minutes to visit 7 landmarks.

Starting the Escape Room

- **START THE STOPWATCH on your phone/watch**
- Sharescreen, click on the Powerpoint before pressing 'Share'.
- Put up **SLIDE 2**
- **SAY:**
 - Welcome to the Around the World 2 Escape Room!
 - If you're in the Escape Room with other people, do listen to them. They may know things you don't know.
 - If you're stuck, do ask your leader for help. They will have extra clues that will make your job easier, we hope!
 - When you've escaped, do submit your time to churchyouthministry@btinternet.com saying your team name, what group you're part of and your location. We'd love to have a leader board!
- **SAY:**
 - You are now trapped in this room. The clues to exit this room are hidden at nine landmarks around the world. You can visit the nine landmarks in any order.
 - At each location, you will need to complete a challenge to be given a clue, or, at least, you might or you might not, but you probably will be given a clue. Still, you need to complete all nine. Write down any answers you get because you'll need them in the Final Round that will let you exit this room. No obvious answer? Just remember what you did!

- When you have visited the last location, you will start the final round. The final round asks a series of questions. You will have learnt all the answers along the way. If you can't remember, going back to the location might remind you...
- If not, you may be stuck in the Escape Room forever, or you may not and you probably won't be. So, don't worry - just enjoy Around the World 2.

SLIDE 4 is the 'Home' slide. This is where the young people choose which location they would like to visit next. Each photo LINKS TO A SLIDE.

Click on to the next slide to reveal the challenge. If they get stuck, there are clues to help you, revealed on further slides or shared by yourself (in the case of the Terracotta Army).

LANDMARKS TO VISIT

1. Easter Island **[SLIDE 6]**

Info for leaders: Every team member needs to take part.

*Say This: **[SLIDE 6]** Welcome to Easter Island, a remote volcanic island in the Pacific Ocean. This island is best known for its moai (pronounced mow-i), the giant statues of faces! You take a look around and notice something odd at the bases of the statues...*

[SLIDE 7] *You see these painting scraps, which one is the odd one out, and therefore hides the door in your escape room?*

Clues you can give:

- *It's not about the painters or the history at all- it's just about which painting is missing pieces- answer is Mona Lisa.*

Once they've reached a decision, tell them you need to return home now so they can move on to the next landmark.



Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose another destination.

2. Machu Picchu [SLIDE 8]

Say this: Welcome to Machu Picchu an Incan city located in the mountains of Peru. This city was built in the 15th century, and like many Inca buildings the city is covered in art and carvings. As you look around you see a carving which seems out of place. [SLIDE 9]

Clues you can give:

- If they have no idea what to do, you can Say: Confused, you look around a bit more and discover what looks like a code [SLIDE 10], maybe that will help crack the code!

They should be able to work out:

THE PASSWORD IS STAGE.

Say **well done.**



Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.

3. Terracotta Army [SLIDE 11]

SAY: Welcome to the Terracotta Army, discovered in 1974 in Shaanxi, China. There are over 8000 life-size figures of soldiers, horses and chariots buried in the 3rd century BC. You look and look again. Have some of them changed since last time you looked?

Click to [SLIDE 12], then which shows you two pictures.

DO NOT ADVANCE TO SLIDE 13 WHICH SHOWS THE ANSWERS

If people can't see the differences,

Clue: You can tell them how many differences in each quadrant (1 at the top left, 1 at the top right, 3 at the bottom left, 5 at the bottom right) or just point them towards one!

Here are the differences (with quadrants):



1. No soldiers (Top left)
2. Horse's ear missing (Top Right)
- Left to right:
3. Leg missing (Bottom left)
4. Thumb missing (Bottom left)
5. Hand missing (Bottom left)
6. Buttons missing from armour (Bottom right)
7. Soldier has beard! (Bottom right)
8. Shadow missing (Bottom right)
9. Ruler now on floor (Bottom right)
10. Soldier has no head (Bottom right)

When they have found all ten, show the answers on **SLIDE 13**. You'll need to click on this slide to avoid you sharing the answers by accident. Say **well done**.



Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.

4. Mount Kilimanjaro **[SLIDE 14]**

Say this: **[SLIDE 15]** Welcome to Mount Kilimanjaro, a table top volcano in Tanzania. You're on the peak of the highest mountain in Africa, and the

highest free-standing mountain in the world, so you can see for miles from the top. Look in this wordsearch **[SLIDE 15]** for the names of some countries you may or may not be able to see from the top of the mountain! The first letter of those countries will spell a colour which you need in the big puzzle.

Clues you can give:

- There are 5 countries and none of them are in Europe
- **[SLIDE 16]** has the squares they don't need blocked out, which might help them find the names

Now is a good time to use your pen to annotate the answers.



The answers are:

Ecuador

Rwanda

Georgia

Nepal

Egypt

So the answer is **GREEN**.

Say **well done**.



Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.

5. Petra **[SLIDE 17]**

Say: Welcome to Petra, an ancient city in Jordan carved from rock.

As you explore the rose-coloured, rock columns, you see four pillars which seem to have numbers on them. Can you use your maths knowledge (don't worry, you'll only need numbers up to four!) to work out which number was where on the pillars?

Click to **[SLIDE 18]**

Four of Petra's pillars were found to have numbers on them. Each column block had a number 1-4 on them. Each row, each column and each quadrant (A-D) only had one of each number. All the greater than (>) signs were correct. Fill in the numbers and **remember the bottom row for later.**



Will take you to a clue on **SLIDE 19**. SAY:

Frustrated you examine the pillars again and this time you spot some numbers, can you fill in the remaining gaps?



Will take you to a clue on **SLIDE 20**. SAY:

Investigating the pillars again, there are some very faint markings. You're not sure you've read them right, but you'll try them anyway. If they are right, can you fill in the remaining gaps?

If they are struggling, SAY this clue: The most important box is the one below the four in the top left quadrant. If the number below that is bigger than the number in it, what must those two numbers be?

Here is the answer:

4	3	1	2
2	> 1	3	< 4
3	2	< 4	1
1	4	2	3

[They need to remember 1423 for later] Say **well done**.



Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.

6. Victoria Falls [SLIDE 21]

SAY: Welcome to Victoria Falls on the border between Zambia and Zimbabwe, these falls are 1708m wide.

Worn out from your travels, you rest your head and dream. In the dream, the torrent of water becomes a string of letters. But what could it mean?

CLICK TO [SLIDE 22]

SAY: There are 5 letters which appear more than any other in this sentence. Take them out and the sentence which remains will help you in the final round!

Clues you can give:

- If that first bit contains 'The', what does that mean you need to take away from the rest of it? [The answer is z, q, j]
- Looks like there's a lot of xs and gs in that.



Will take you to [SLIDE 23].

SAY: The letters that need to be removed are Q J G X Z, make a note and go back to try again!

When they remove those letters, they should read:

"The first number of the padlock is how many sites you can visit today."

They should know that is **9**.

Say **well done**.



Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.

7. Taj Mahal [SLIDE 24]

Say This: Welcome to the Taj Mahal, a mausoleum in Agra, India.

On the tiles around the reflecting pool, you read some strange inscriptions about snakes, saris and a second padlock number.

Can you work out what these three point to?

Press to [SLIDE 25]

SAY: Here are 3 anagrams of common phrases all related to a number, can you work out the phrases, and therefore the number that needs to go in front of them?

[Leaders' note: They are seven swans a-swimming; 7 rainbow colours; 7 days a week]



Press to SLIDE26

SAY: Maybe it would help knowing some of the positions



Press again to SLIDE27

SAY: Here are some more letters. What number do the phrases have in common?

Say well done.



Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.

8. Sydney Opera House [SLIDE28]

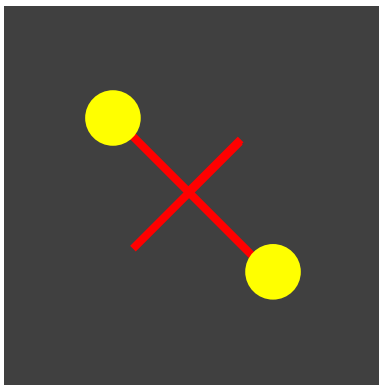
Say this: Welcome to the Sydney Opera House, a striking performing arts centre overlooking the harbour. Known for its geometric architecture it was built in the 1960s based on designs still displayed in the opera house today. You examine the designs and notice a geometric pattern...

Click to **SLIDE29**

SAY: The architect seems to have left some kind of code... Work out the pattern to see what shape needs to go in the gap

If you're struggling, the clues page gives you multiple choice options.

Leader's note: The answer is this:



You'll probably need some choices, so click



This will take you to **SLIDE30**

SAY: Here are some choices - Pick which of these you think fits in the gap

Click on whichever they choose. The first four will take them to a 'Try again' slide, the last will take them to the Congratulations slide.

Say **well done**.



Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.

9. *Christ the Redeemer, Rio de Janeiro* [SLIDE 31]

Say this:

Welcome to the Christ the Redeemer Statue which overlooks the city of, well, if I told you that, it would be too easy. Regardless, it's a well-known place, especially because they hosted the Olympic games in 2016, and you better know where it is, because you'll need the information on the next slide

Click to [SLIDE32]. SAY:

To complete this round, you first need the name of the city this statue overlooks. I'll give you a clue - you only need the first bit, not the whole name of the city. Then you need to find an object in your house beginning with each letter of that word. So if it overlooked Washington, you'd need a welly, an apple, a spaniel (gently!), you get the idea. Show each one and you're done. Go!

If they need a clue Press to ? [SLIDE33]

SAY: This 3-lettered city is in Brazil.

Press ? to [SLIDE34]

SAY: It's RIO! So you'll need something beginning with R, I and O.

if they're struggling to find things, press ? to [SLIDE35]

SAY: R? You might carry it to school? You play tennis with it. [*Rucksack, Racket*]

I? Something frozen? Is found in a pen [*Ice cube, ink*]

O? A fruit? Green or black, found in the fridge. Stop you burning your hands when cooking [*Orange, olives, oven gloves*]

When they all get back and name what they found...

Say **well done. You'll need to remember what you did here for the third padlock number.**




Is the button you press when the young people have solved the puzzle.



Is the button you press to return to Slide 4 - the Home slide - which will allow them to choose their next destination.

FINAL ROUND

Once Young people have done all 9 challenges, either click the  on the Congratulations! page **[SLIDE 5]** or the 'To the Final Round' button on the Locations page **[SLIDE 4]** This will take you to the 'Welcome to the final round' slide **[SLIDE 36]**.

Fairly obviously, 'Click here to start'.

Round 1 **[SLIDE 37]**:


Say: *You know a safe is hidden behind one of the paintings in this room, which one is it?*



Will take you a clue on **[SLIDE 38]**



Hopefully, they should remember the answer - the *Mona Lisa*.

If they pick the wrong one, click on it and it will take you to an oops, that was wrong page. Clicking  will return you to the paintings.

Or they can check Locations again with



Clicking on *Mona Lisa* will bring them to **SLIDE 39**.

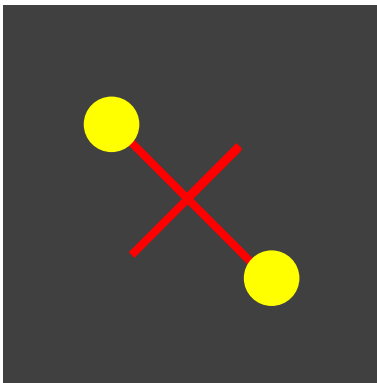
Round 2 [Slide 39]

Say: You've found the safe, below is what it looks like locked. Which of the images to the side is the unlocked safe?

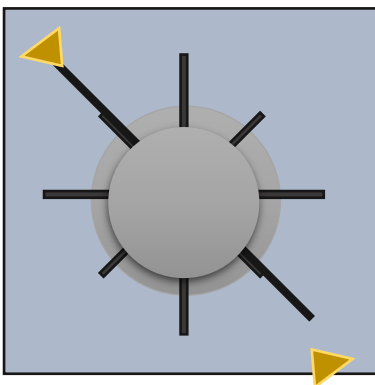


Will take you to a clue on **SLIDE 40**. A reminder of the Sydney Opera House.

Remember this pattern from Sydney?



That matches the top left dial:



A click on this safe takes you to **SLIDE 41**.

Getting it wrong will take you to an oops that was wrong page where you can either navigate back or to the locations again.

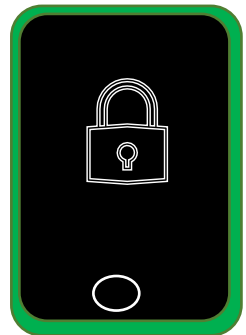
Round 3 [Slide 41]

SAY:

Safe is open! Inside there are 4 phones... which one do you think you need to pick?



Will take you to a clue on **SLIDE 42**. A reminder of the colour spelled from the wordsearch at Kilimanjaro, which was green.



A click on the green mobile takes you to **SLIDE 43**.

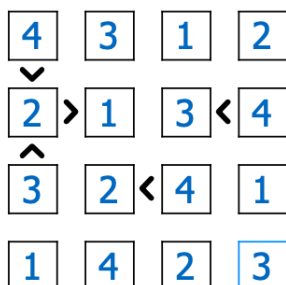
Clicking any other mobile will take you to an Oops you're wrong page, from which you can navigate back or to the locations again.

Round 4: SLIDE 43

SAY: The phone needs a 4 number code... What is it?



Will take you to a clue on **SLIDE 44**. A reminder of the set of four numbers at Petra. Hope someone wrote them down, because they were the bottom row here:



So the answer is 1423



When they give the answer 1423, click on **SLIDE 45**

which takes you to

Round 5: [Slide 45]

SAY: The phone tells you where the keypad for the door is hidden... now to work out the door code. It's a five-letter word followed by a two-digit number



*Will take you to a clue on **SLIDE 46**. A reminder of the Machu Picchu code whose answer was STAGE. Then the number of differences between the Terracotta Army pictures which was 10.*



When they give the answer **STAGE10**, click on **SLIDE 47**

which takes you to

Round 6 [SLIDE 47]

SAY: You go to open the door, but realise it's also padlocked... what is the three-digit combination?



*Will take you to a clue on **SLIDE 48**. First number is Victoria Falls (9), second Taj Mahal (7), third is number of letters in Rio (3)*



When they give the answer **9-7-3**, click on **SLIDE 50**

which takes you to

That's the end!

Stop the clock! How did you do? Do send your team name, church, town/city and time to churchofministry@btinternet.com. We'll keep the top ten times on the website. It should take around 40 minutes to complete depending on the age and number of participants.