

This is one of the five portable educational escape room outlines developed during the Erasmus+ transnational youth initiative CRITICAL ESCAPE. Project was implemented by two partners - Shokkin Group (Estonia) and Awesome People (Sweden) during August 2018 - December 2019 period and was aimed to empower young people from various backgrounds to develop critical thinking and raise the level of their involvement in the community life through participating in educational escape rooms created and implemented by young people.

# **CAN YOU SAVE THE PERSON?**

#### TOPIC AND LEARNING OUTCOMES

DIABFTFS

• Critical thinking and problem solving

• Knowledge about diabetes (Diabetes type 1 and type 2, how to prevent diabetes type 2, how many in the country have diabetes, know more about blood sugar level and what to do if someone has acute hypoglycemia) How to save a person who is caused by too low blood sugar and has fallen unconscious

Playing time: 30 min + 15 min debriefing Age: 14+ Group size: 2-5 players

In the room there is a person who has passed out and can die if you don't find the thing that can save the person's life. You have 30 minutes to solve your mission."

ULTIMATE MISSION: A person has passed out and about to die, your mission is to save the person within 30 minutes

GAME MONITORING: Game master is present in the room to observe and give clues when needed.



LANGUAGE: English, Swedish.

### GAMEPLAY

The guest starts with the participants walking in to the room where there are medical journals lying around, some pictures on the wall (or on the floor), a locked backpack with three pockets (three locked and one open) and a person lying on the floor unconscious.

#### Step 1 - Identification

While the players are searching the room they will find a driver's license/1D-card in the open pocket of the bag, which they can link to the medical journal with the same name. On the journal there will be a specific code in a blue square which is the combination to the next riddle.





#### • Step 2 - UV-light

Inside the first pocket of the backpack there is an UV-flashlight, a regular flashlight and many blue pencils. The regular flashlight has a battery and the UV-flashlight doesn't have a battery inside. The puzzle is to realize you have to change the battery to the UV-flashlight and then you can flash it around the room. The players will flash the UV-light on the pictures on the wall and get the number 4 and 70 from two of them. One showing healthy food and one showing exercising. The code to the next lock is 470, which they will get on the first try or by putting it 4+70 instead of 70+4.



#### • Step 3 - The Cipher

Inside the second pocket there are a computer, a blank paper and a cipher explanation (showing that numbers equals letters) with a rectangle written with a blue pen, the same as those on the medical journals except this square is blank. The computer won't open without a code. The puzzle is to connect the cipher with the medical journals which all has numbers in a blue square. The players have to translate the numbers into letters and if they connect the letter correctly they will get "bloodsugarlevel", which is the code to the computer.



#### Step 4 - Acute Hypoglycemia Video

When they open the computer there is a video, they play the video and watch it. It is about acute hypoglycemia. The number in the end of the video is 112 (if you see someone unconscious, call 112) and open up the next lock.





#### • Step 5 - Save the Person

Inside the last pocket there is dextrose (dextrosol), one insulin injection (you can have two insulin injections if you want), one glucose injection and one note that says 'save the person by placing the correct object next to the person'. If they choose the insulin, the person dies. If they choose the dextro, they get more time. If they choose the glucose, they save the person.



# 

You are not allowed to touch the person.

Do not destroy anything, you don't need to use any force.

The locks are locked for a reason and the only way to unlock them is to know the right combination, no cheating. You're free to ask for as many clues as you want.



# C RESTART LIST:

- 1. Put the 1D-card in the pocket that has no lock. Put back the battery in the wrong flashlights, put those and the pens in the first pocket with lock with the code on medical journal.
- 2. Put back the cipher, a blank paper and the computer in the second pocket with the lock with the code you have on the photos.
- 3. Make sure to start the video from the beginning and that the computer is locked.
- 4. Put the injections and the dextrosol and the note in the last pocket where the lock has 112. Put all the medical journals just somewhere in the room.

# **TEAM AND CONTACT:**

Lycka Ståhl, Tilda Einarssonn, Karin Wouda, karin@awesomepeople.se

RESOURCE FOLDER: <u>https://tinyurl.com/r4qzn66</u>