

RescEU Escape Room Guide

What would life be without the EU?

Welcome to the RescEU Escape room guide.

Our goal is to provide a learning experience on the advantages of the European Union by adopting the escape room format.

“RescEU – Escape room: what would life be without EU?” is a project funded by EACEA under the Europe for Citizens Grant. The project aims to educate participants in 11 different European countries on the advantages of the European Union over independent states. The project aims to present a dystopian theme to the escape room, allowing participants to better understand what they would be losing without the European Union.

The Escape Rooms will follow a gamification approach, where the escape room elements usually designed for entertainment purposes, will meet with education concepts, allowing participants to easily digest the lessons while having fun solving the puzzles.

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Introduction

What is it about?

RescEU is a project developed within the Europe for Citizens grant.

REscEU consists in presenting to the citizens a dystopian scenario where the EU disintegrates. In each of the countries involved, an immersive, interactive experience (Escape Room) is set up and citizens are invited to participate in it by playing the roles assigned to them. Players are faced with ordinary situations, dealing with the unforeseen issues directly arising from EU dissolution (including reduction of purchasing power, restrictions on free movement, etc.). The aim is to show them the resulting deterioration in their quality of life.

At the end of the game, remarks are collected and information materials are distributed.

The action is based on the belief that facilitating the emotional involvement of citizens is a crucial aspect of encouraging activism. The overall goal is to foster civic and democratic participation at EU level.

To contribute to this, the project specifically aims at: raising citizens' awareness on EU values and objectives; improving their knowledge on EU; stimulating the debate on the future of Europe; challenging Euroscepticism.

Who's involved?

Consiglio Italiano del Movimento Europeo

The coordinator of this project is Movimento Europeo in Italia. The local chapter of the European Movement. Since 1948, the European Movement has played an essential role in the process of European integration by exercising its influence on European and national institutions. It fought in favour of the direct election of the European Parliament by all European citizens, in favour of the Treaty on the European Union and also for a European Constitution.

One of its major functions during the 1950's through to the 1990's was the setting up of think-tanks and a network of mobilisation in the democratic countries of Europe and in countries subjected to totalitarian regimes.

Its objective is to transform the relations between the European States and its citizens. To achieve this goal, the European Movement always put the citizen at the heart of Community construction.



Federalistes d'Esquerres

Federalistes d'Esquerres (Left Wing Federalists - FED) was born in July 2013 being formally introduced in front of the civil society in an event that took place in the Ateneu Barcelonès on September 25th of 2013.

FED strives for a reform of the Spanish Constitution that makes it possible to develop a federal system around the principles of cooperation, institutional loyalty and solidarity among the peoples of Spain. A regeneration of the political and institutional model, making it more democratic and participative. And respectful of the self-government of the units and of the diversity of nationalities in Spain. Progress in the construction of a borderless Europe, which becomes federal, fairer and with more solidarity. Only a common effort will make it possible to consolidate democracy and peace in our continent.

FED organises activities and make proposals to promote the values of federalism and democracy. We are networked with federalist groups inside and outside Catalonia and we actively participate in the dissemination of the federal debate in the media and across civil society.



Društvo za razvijanje prostovoljnega dela Novo mesto

Društvo za razvijanje prostovoljnega dela Novo mesto (Association for Developing Voluntary Work Novo mesto) is Slovenian non-governmental and humanitarian organisation, working in the public interest in the area of social care, youth and culture. Our mission is to contribute to more inclusive and open society for all. Our two leading programs therefore deal with inclusion of socially excluded groups and with the stimulation of the NGO development and civil dialogue. Our activities within the programs are performed by expert and voluntary work. We promote the values of solidarity, tolerance, voluntarism, active living, clean environment, citizenship awareness and intercultural dialogue, citizens participation.



Civic Alliance – Latvia

Civic Alliance-Latvia (CAL) is an umbrella advocacy organization for non-governmental organizations (NGOs) at the national level, representing more than 120 member organizations. The aim is to improve the legal and financial environment for the NGO sector in Latvia and to strengthen the capacity of the NGOs for efficient public advocacy performance. CAL has been the leading partner to conduct the creation of historically important turning points for the civic society, such as the Memorandum of understanding between the government and NGOs, Memorandum of understanding between the Riga City Council and NGOs, declaration on Parliament cooperation with NGOs, and the initiation of the World NGO Day. CAL shapes the agenda on NGO and civil dialogue issues at the national level by monitoring legal acts and submitting opinions to the Latvian government and parliament.



European Expression (Evropaiki Ekfrasi) (GR)

European Expression (Evropaiki Ekfrasi) is an NGO which was established in Athens in 1989, with the aim to carry out diverse projects and activities related to education, training and culture all of which are based on common European values of democracy, respect for human rights and equal opportunity. Consequently, in these last 31-years, the NGO has generated diverse projects several of which have been funded by European funding programmes like Citizens' Europe and Erasmus. Currently, European Expression, within its remit it is working with refugees, specifically unaccompanied minors and providing diverse services to the Greek Ministry of Refugees formerly at Eleonas Refugee camp and now at two hostels for unaccompanied minors aged between 13-17. These services include social services, such as education, psychiatric treatment, security, translation, physical maintenance and now the NGO aims to advance these services with a cultural dimension. Currently, Evropaiki Ekfrasi has approximately 35 staff members – ranging from managers, accountants, teachers, translators, psychologists, social workers, carers, and others. Later this year, Evropaiki Ekfrasi will open a third hostel. By the end of this year, Evropaiki Ekfrasi will be serving about 120 youths coming from diverse places (Afghanistan, Syria and other Arab countries, Africa, Pakistan, Bangladesh, and other countries).



EVROPA I EKFRASI

Ogólnopolskie Stowarzyszenie Dwujęzyczności Bilinguis

All-Poland Association of Bilingualism BILINGUIS (also a Polish branch of AEDE Association) is a nationwide, non-governmental body that unites teachers, scholars and other enthusiasts of bilingual education in Poland. The main principles of Bilinguis are to promote bilingual education in Poland, to liaise with the Ministry of Education on aspects regarding bilingualism, to organise and participate in various conferences, to help implement bilingual education in all stages of education (including primary schools), to consolidate the network of bilingual schools and to support bilingual teachers in any issues concerning their work. AEDE-Poland in particular deals with: Improving citizens' knowledge on EU – Raising citizens' awareness on EU values and aims – Stimulating the debate on the future of Europe.



Association Euni Partners

Association Euni Partners is a non-governmental organization, based in Blagoevgrad, Bulgaria, with over 80 members with different backgrounds and expertise. Euni Partners works primarily in the fields of education and training, social inclusion, culture and sustainable development. The association's primary target groups are youth and adults from rural areas, people with social and/or economic obstacles, from cultural/ religious/ ethnic communities facing challenges integrating into society; people with special learning needs

and disabilities. The Association works in close partnership with the local and regional authorities, as well as the educational institutions in the region, providing trainings, workshops and consultancy in the field of social inclusion.



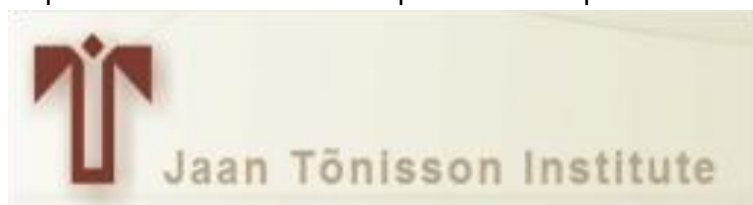
Jaan Tõnisson Institute

Jaan Tõnisson Institute (JTI) is a non-governmental organization established in 1991.

JTI carries out research programmes and organizes different conferences, seminars and training sessions for teachers, politicians, governmental officials on national or local scale and for the members and workers of non-governmental organizations.

To enhance the democratic values in the society, JTI has developed tuition programmes of civic education and human rights, and has composed tuition materials on this subject for schools and for the public, especially on the issues of migration, multiculturalism and nationality in Estonia.

The institute is named after Estonian statesman Jaan Tõnisson as one of the founders of the Republic of Estonia and an important developer of democratic values.



Foster Europe Foundation for strong European Regions

Foster Europe Foundation for strong European Regions is an independent, non-partisan, private and charitable Austrian Foundation to promote European integration, democracy, regional decentralisation and federalism in Europe. While working in a Pan-European framework, Foster Europe puts its main emphasis in the area of Central and Eastern Europe. Foster Europe has been promoting a European debate on federalism and sub-national decentralization since 2009. In close cooperation with European partners from the realms of science, research as well as practical political implementation, Foster Europe is addressing the question of how to organize states and their institutions as well as the search for more and higher forms of democracy. In the framework of the EU macro-regional strategies (MRS), especially the EU Strategy for the Danube Region, Foster Europe promotes structural civic participation, networking of NGOs as a key component of the macro-regional governance.



foster europe
Foundation for strong
European Regions

Agora Central Europe

Agora CE is a Czech non-governmental and non-profit organization, its mission is to strengthen the process of democratization of the society. Long-term commitment of Agora CE is to improve communication and cooperation between citizens and town halls, and encourage citizens to be interested in public affairs with the aim of increasing active citizenship and strengthening democracy. Since its foundation in 1998, the organization manages diverse citizen participation projects on the municipal level and organizes international projects; since 2004, an important part of Agora's work are projects and programs of civic education with the goal to promote active citizenship of youth.



Stiftung Zukunft Berlin

The foundation "Stiftung Zukunft Berlin" is an independent forum for civic engagement. Its aim is to empower citizens to take up responsibility for the common good in Berlin but also in Europe. The Stiftung Zukunft Berlin wants the experience and competence of the citizens to be taken into account and used for the development of politics and society. We do not want to deprive democratically legitimized institutions of their responsibility - on the contrary: we want to strengthen them, also by improving the quality of political decisions with the help of the citizens.

Overview

To develop the escape room, we first identified the macro-themes where the European Union was actually delivering benefits to its members. Afterwards through several discussion and feedback sessions with our partners we selected the following:

Themes

Geography - Among the first puzzles, it was fundamental to introduce the theme of geography. The foundation period of European integration was characterised by a concentration of highly integrated, geographically proximate states and peoples. Successive enlargements of the EU dramatically altered the geographic reach of the Union. This was accompanied by a deepening of integration, in particular the single market programme and the creation of the Euro, which transformed the Union's policy range and remit. These interconnected processes generated both ties and tensions which unsettled the Union's socio-spatial dynamics and rendered the management of Europe's deep diversity more challenging.

Environment and Energy - EU policy protects the environment and seeks to minimise risks to climate, human health and biodiversity. Climate change and environmental degradation are an existential threat to Europe and the world. To overcome these challenges, Europe needs a new growth strategy that will transform the Union into a modern, resource-efficient and competitive economy, where:

- there are no net emissions of greenhouse gases by 2050
- economic growth is decoupled from resource use
- no person and no place is left behind

The European Green Deal aims to make Europe the world's first climate-neutral continent, in part by developing cleaner sources of energy and green technologies. It can be done by

turning climate and environmental challenges into opportunities, and making the transition just and inclusive for all.

Shared Culture and History - After Greek and then Roman Antiquity, Europe became an objective historic reality which "arose when the Roman Empire collapsed" around a certain number of elements such as the Church, and feudalism - the Court, the town, religious orders, universities (Bologna, Prague, Oxford and Paris) - which provide a unity to European culture. But at the same time, there is a duality at the heart of European identity, between the existence of a common culture and the political fragmentation that goes with it. This duality can be found in each stage of the European spirit's development process. On the one hand there is the factor of community that provides Europe with its unifying framework: Renaissance and Reform, the scientific revolution, the Baroque Crescent, from Rome to Prague, classical art, the Republic of Letters and then the Enlightenment etc. It is in this sense that Europe is "a nation comprising several". On the other hand, there is the factor of "particularity" with the creation of nations in France and England, the national revolutions of 1830 and 1848, the Italian and German unifications, etc. This national plurality led to competition which formed the core of European dynamic as soon as Charlemagne's empire was divided, with each king wanting to be the "emperor of his own kingdom." Europe invested a political model, that of the Nation State, which substituted that of the city (for which Athens provided the model) and of the Empire (embodied by Rome). This competition took various shapes: from emulation to the foundation of European dynamism to rivalry and conflict, which explains the tragedy of the wars throughout Europe's history.

Freedom of Movement - Free Movement is one of the fundamental rights of EU citizens. The benefits it brings should not be compromised. Citizens of EU member states are automatically citizens of the European Union. This means that they can move freely around the countries of the EU, and have the right to live in those other countries if they fulfil certain conditions. Freedom of movement applies to all EU member states, although restrictions can be placed on new members to the EU. It also applies to Norway, Iceland and Lichtenstein (who make up the EEA alongside the 27 EU member states) and Switzerland.

Economic Stability - While there is no formal economic policy at EU level – as this is still a Member State prerogative – multilateral coordination of economic policies between Member States does go on at Council level. This coordination is either 'soft', working through moral persuasion and peer pressure, or 'hard', achieving its aims by means of sanction mechanisms. Examples from the first category include the broad economic policy guidelines, the employment guidelines, the Cardiff process and macroeconomic dialogue. An example of 'hard' cooperation, on the other hand, is embodied in the stability and growth pact, a set of rules designed to ensure that countries in the European Union pursue sound public finances and in this way coordinate their fiscal policies.

European Funds - The EU provides funding for a broad range of projects and programmes covering areas such as: regional & urban development; employment & social inclusion; agriculture & rural development; maritime & fisheries policies; research & innovation; humanitarian aid. The EU sets the limits of its spending in the multiannual financial framework, the EU's long-term budget for the next 7 years. In this way, the EU secures the

resources for its political priorities, like digitalisation and green deal. The budget also ensures room for flexibility, thus enabling the EU to respond to unforeseen circumstances. The current EU long-term budget (also known as Multiannual Financial Framework – MFF), running from 2021 to 2027, and the recovery instrument NextGenerationEU, amounts to €1.8 trillion, and will seek to support the recovery while investing in the EU's regions, farmers, companies, researchers, students, citizens in general as well as our neighbouring countries. This unprecedented response will help repair the economic and social damage caused by the coronavirus pandemic and aid the transition towards a modern and more sustainable Europe.

Minorities (Europe and the World) - Minority protection may not be a comprehensive affair in EU law. However, the EU's legal framework still pertains to minority issues and includes the emergence of EU minority rights in the context of EU enlargement and the importance of minority protection as a value of the EU in Article 2 of the Treaty on European Union (TEU). Article 2 TEU cements the EU's express commitment to minority protection. EU anti-discrimination law is the predominant legally binding tool for minority protection in EU law and provides protection for minorities who are discriminated against, on a number of grounds relevant to minority group characteristics.

Three are the different thematic areas of direct relevance to the state of minority protection in the EU: i) ethnic, ii) linguistic and iii) religious minorities.

Democracy and Values - The EU values are common to the EU countries in a society in which inclusion, tolerance, justice, solidarity and non-discrimination prevail. These values are an integral part of our European way of life. The functioning of the EU is founded on representative **democracy**. Being a European citizen also means enjoying political rights. Every adult EU citizen has the right to stand as a candidate and to vote in elections to the European Parliament. EU citizens have the right to stand as candidates and to vote in their country of residence, or in their country of origin.

Intro Scenario

In order to partake in a meaningful experience, the Escape Room presents a realistic scenario set in a not so distant future. The idea is to work on the identity of the participants, who are not just tasked to solve puzzles but they are the only who can save Europe from this “bad future”.

The Escape Room takes place in 2024, after a couple of years of troubles. The EU collapsed in 2022 following a disagreement over the Conference on the Future of Europe, several countries started to voice their discontent about the European Union, besides the post-Corona economic and social recovery was badly hindered by the disagreements and brought about the perfect storm. France and the Netherlands decided to get out of the Union triggering a domino effect that meant the end of the European dream.

But Europeists are not just dreamers. Their struggle and ideals were molded during the Resistance, Democracy for them is not just a word. It's a human life imperative. As such, while the situation was spiraling out of control and nationalism came to power, a group of highly trained scientists, policy makers and community leaders passionate about the EU started to organise to salvage our shared hope.

Their idea: to create a time-machine. The unfolding of the events that engendered this catastrophic outcome - the collapse of EU - had a single point of origin: XXXX

If we could then go back to that point in time and prevent that to happen Europe will get back on its track.

Flow of the Escape Room

The design of the escape room has been reviewed and adapted to the current health and safety measures in place to prevent the Covid pandemic.

The puzzles developed, the themes, and the flow of the escape room can easily be adapted to the local context in each country.

Overview

The escape room will take place with 4 to 6 people ready to start the escape room experience. The participants will gather inside the first room for an introduction, where the game master will present them the escape room scenario and rules. The group will have 45 minutes to solve the 8 puzzles of the Escape room and achieve the goal set in the scenario. The puzzles are consequential and as the participants progresses the difficulty of the puzzles increases.

There are in total 5 different rooms (the first one is just for the introduction) and the experience terminates with the final debriefing, when the game master that has guided the group through the room will have a facilitated discussion with the participants in order to solidify their learning.

Rules

Before the participants will start the adventure, they will have to be briefed with the rules for the experience:

- There is no need to use force. If something does not open or move, do not force it, there will always be a different solution to solve the room.
- You will have 45 minutes to complete the room.
- You will be allowed to exit the room at any moment, but once you leave the room, you will not be allowed back in.
- Do not use your mobile phones, unless asked by the game master

Have fun!

Material and Setup

Room 1 - Setting the Stage

This room is for the introduction.

The game master introduces the scenario to the group of participants: The Escape Room takes place in a secret EU vault below the Frankfurt Eurotower as the time machine needs to be protected from malign intentions. As such **only a true European** will be able to access the vault that is closed and accessible only by solving riddles and puzzles with a European theme.

The participants are a selected unit that is tasked to retrieve the EU time machine, activate it and bring back our beloved European Union.

Setup - This introductory room should be separated from the others. Ideally, this room is behind a door, the participants are asked to get in and they will find the game master in a dark blue atmosphere (it can be created with the use of transparent colour film plastic). You can decorate this room with old European flags or other memorabilia from the glorious EU past.

Room 2

The second Room marks the real start of the puzzles. The participants will get inside this room and explore the environment around them. They will find the first two puzzles.

Puzzle 1

The first puzzle is about **Geography**: The new regimes in Europe are markedly nationalists, historical borders are contested and maps are no longer known. The participants will find a European Map (without names and signs) drawn as a battleship game with coordinates. They will have to solve some quiz on geography in order to get the coordinates and the keyword to open a lock.

Material

- A3 piece of flat wood, coordinates. 15% less than A3 map of Europe laminated without point of reference.
- Lock with 4-numbers.
- Buzzer (or other similar prop)

Development

- The scope of the game is for the participants to guess 4 different cities.
- The game master starts by asking the participants to decide from which area they want to start
- Identify the city. Game master says 4 curiosities about the city, one after the other, if the participants know the answer they will have to buzz and say the name of the city. When the participants identify the city. They will have to write down the coordinates.
- Get the number for the pad. If the coordinates are right, the gamemaster will give them a number. Each city represents a number that will unlock the pad.

Cities

- Macro Area Hyberian - City Lisbon - Position on the lock number 1 - Number of the city 9 (Year of treaty of Lisbon)
- Macro Area East Europe - City Bucarest - Position on the lock number 2 - Number of the city 7 (Year of Accession to Portugal)
- Macro Area Centre Europe - City Schengen - Position on the lock number 3 - Number of the city 8 (infinite horizontal)
- Macro Area Alps - City Gorizia - Position on the lock number 4 - Number of the city 2 (Two states)

Puzzle 2

The second puzzle is about **Environment and Energy**. We start to witness the first problems about disgregation. Nations have started to use aggressive pesticides again and other products that are dangerous for the environment. Participants will have to solve a puzzle with different shapes of chemical elements and connect them with the effect on the environment to unlock a pad.

Material

- 3 glass jars with a cork (30cm H);
- 3 Hexagonal figures in wood with adhesive letter corresponding to the element (10cm diameter);
- 1 flat wood piece that measure at least 1.5m;

Development

- Participants will arrive at a table with 3 different “things” in front of them. The first row is about elements (1.Chlorine, 2. Bromo, 3. Nitrogen) The second is about chemical components/substances that are banned in EU (1. Atrazine; 2. Ethylene dibromide;

3. Iminoctadine Triacetate) The third is about where this component was used (1. Corn, 2. Woods (log); 3. Apple)

- The participants will first have to complete the chemical component on row 2 by adding the right element (like a puzzle).
- Once they have completed all puzzles, they will know the name of the substance (it's written on top of it) and they will have to pair the substance to where it was used on row 3. Each element carries a number and when you position with the right effect it gives a sequence to unlock the pad.

When the participants have solved both puzzles the game master will guide them to the next room.

Room 3

As the participants will get into the room they will notice 5 paintings on the wall (puzzle 3) and a border control facility (puzzle 4). The game master will leave few seconds to the participants before speaking.

Puzzle 3

This puzzle is about the **shared history and culture of Europe**. The participants will find 5 different paintings on the wall. The game master will wait some 20/30 seconds before speaking to let the participants guess on their own the nature of the puzzle. The paintings are actually a key phrase that needs to be discovered.

Material

- Printing the paintings in A3
- The keyphrase is "We Will Always Be European". We have selected the following paintings to represent each word
 - We - [Fourth State](#)
 - Will - Any painting from [Turner](#) (his first name is William, short for will)
 - Always - [The persistence of Memory](#)
 - Be - [Coronation of Charlemagne](#) (it was on the 25th of December, 2 is B and 5 is E)
 - European - [Any painting of Erasmus](#) from Rotterdam

Development

- The game master introduces the puzzle by explaining that they will have to guess a phrase that is hidden in the paintings. Below the paintings there will be some clues on the word signalled with _ (one for each letter).
- The game master will have to help the participants a bit by guiding their reflection on the different paintings.
- The participants will have to reflect on the different clues given by the game master and guess the correct phrase. Once they identified it they will have to pronounce it altogether to the game master

Once the participants get the correct answer they will go to the puzzle N.4

Puzzle 4

This is a puzzle about **Freedom of Movement**. It will be about borders. The puzzle will mimic famous European borders that the participants will have to cross in order to continue the game.

Material

- A cardboard
- Tape Yellow and Red
- Printed Pictures of Borders
- Printed Fake-Passport
- Red Pen
- Blue Pen

Development

- The participants will arrive in front of the made up border. There the gamemaster will give them the narrative: This time today reminds me of an older time, I have lived through the European peace and I remember how free we used to be. I met my wife while I was studying abroad. Different times... Now everything is different. We have borders again. In order to continue your trip you will need to cross 5 different borders.
- The participants select one "crosser" that is given a fake passport that will stand in front of the border. The game master show him/her a picture of a famous border and the crosser needs to guess it right (without the help from the other participants). Each correct answer the border crossing open and the participant is allowed to move through. He also receives a blue pen written E on his fake passport. For each wrong answer the participants will receive a red pen written F on his fake passport. Each participant has 3 lives. After that the group needs to select another person.

Borders

- [Checkpoint Charlie](#)
- [Gibilterra](#) - Cut flag from image
- [Ceuta](#)
- [Olanda/Belgio](#)
- [Nova Gorica/Gorizia](#)

Once the group has passed all the borders they will be allowed to move into the next room.

Room 4

Once in this room, the participants will find some shelves with items for shopping (puzzle 5) and no other physical element as puzzle 6 is mostly verbal

Puzzle 5

This is a puzzle about **Economic Stability**. In a simple way it will show the participants the volatility of prices that could be experienced if EU dissolves.

Material

- Shelves (or other item to mimic a supermarket)
- Shopping Items
 - Bread
 - Milk
 - Clothing
 - Technology

Development

- The game master will have to set out the scenario to the participants: We reverted back to national currencies. The participants receive a number of local “coins” to get to shop 4 different products (Milk, Bread, Clothing and Technology) for their family in a supermarket. While they are at the super, the game master will tell them that there was a breaking news that will determine an immediate fluctuation of prices.
- The participants will have to select one person to be the player of this game. He will have to get the products from the shelves. Together with the group they will have to understand which price will be affected by the breaking news and identify the product that will be affected, pick it and pay to the game master the corresponding price (that will be update after the participants pick the item). The objective of the participants is to manage to complete the chore for the family with the money available.
- Breaking News
 - “There was a rate shock that affected the exchange rate of your country”
 - This will affect the prices of the food items.
 - “New border duties originated a shock on the export of your country”
 - This will affect the technology item
 - “There was a shock on unemployment”
 - This will affect the clothing item

Puzzle 6

This is a puzzle about **European Funds**. It will present a scenario in which due to the lack of European investment funds the electrical grid is starting to deteriorate and losing efficiency.

Material

- Printed Cards
- Bandanas (or other item to cover the face of the participant)

Development

- The game master will introduce the scenario: due to the lack of European investment funds the electrical grid is losing its efficiency. Competition for energy among European countries is increasing and supply is starting to be limited. (there should be a thunder sound or something like that) The game master will show the participants this [video](#) as a visual prop of the scenario (it represents Italy black out in 2003)
- There will be low lights in the room. The participants will select a person that will be blindfolded with the bandana. The other participants will receive one of the printed cards and the blinded participant will have to guess the corresponding name on the card.

Room 5

This is the last room before the end of the escape room. The participants will see a board (puzzle 7) and speaker (puzzle 8). And (possibly a bit hidden) the time machine.

Puzzle 7

This puzzle is about **Minority** (Europe and the world) and it's inspired by pictorial. It is meant to help the participants' reflection on the concept of minority in Europe at 3 different levels (within one state; between EU states; between EU states and China).

Material

- Board (or something where the participants can draw)
- Sharpies (or pens)

Development

- This puzzle starts with the game master that asks the participants to choose a volunteer (it can be a different volunteer for each statement) that will be tasked to draw an object or animal on the board to show the proportion that represents the following statements and at the same time explain to the other participants its thought process:
 - a) the proportion in population between a minority in their country and the total population;
 - b) the proportion in population between two EU countries
 - c) the proportion in population between an EU state and China.
 - The participants will then be asked to guess the right combination of animals that represent the difference b/n minorities in state, in EU, and within the world
 - a) (i.e. south tyrol and italy) **Mouse** vs Elephant
 - b) (i.e. Belgium and Germany) **Cat** vs Tiger
 - c) (i.e. Germany and China) **Sparrow** vs Ostrich

Puzzle 8

This puzzle is about **Democracy** (and European Values). This is an auditive puzzle that is meant to raise the awareness of the participants to EU values. The participants will listen to short speeches from famous European politicians from different countries.

Material

- Speaker

Development

- The game master will tell the participants the scope of this puzzle, a real European will be able to understand the most important underlying message of the EU. Together the participants will listen to different speeches and will have to understand the underlying messages and the values that are the building block of the EU (the speeches are not necessarily connected with EU values but serve as a conversation starter).

- Speeches
 - [Winston Churchill](#)
 - [Robert Schuman](#)
 - [Altiero Spinelli](#)
 - [Joseph Bech](#)
 - [Jean Monnet](#)
- After each speech the game master will ask the participants the following
 - Who do you think it was?
 - What do you think he said?
- Once all the speeches are heard. The game master will ask the participants what all these speeches had in common. Through different questions the game master will make the participants say the word **Democracy**. And will then ask what are the **values of this EU democracy**? The participants will have to guess at least 3 or 4 values from the following list:
 - **Human dignity** - Human dignity is inviolable. It must be respected, protected and constitutes the real basis of fundamental rights.
 - **Freedom** - Freedom of movement gives citizens the right to move and reside freely within the Union. Individual freedoms such as respect for private life, freedom of thought, religion, assembly, expression and information are protected by the EU Charter of Fundamental Rights.
 - **Democracy** - The functioning of the EU is founded on representative democracy. Being a European citizen also means enjoying political rights. Every adult EU citizen has the right to stand as a candidate and to vote in elections to the European Parliament. EU citizens have the right to stand as candidate and to vote in their country of residence, or in their country of origin.
 - **Equality** - Equality is about equal rights for all citizens before the law. The principle of equality between women and men underpins all European policies and is the basis for European integration. It applies in all areas. The principle of equal pay for equal work became part of the Treaty of Rome in 1957. Although inequalities still exist, the EU has made significant progress.
 - **Rule of law** - The EU is based on the rule of law. Everything the EU does is founded on treaties, voluntarily and democratically agreed by its EU countries. Law and justice are upheld by an independent judiciary. The EU countries gave final jurisdiction to the European Court of Justice which judgements have to be respected by all.
 - **Human rights** - Human rights are protected by the EU Charter of Fundamental Rights. These cover the right to be free from discrimination on the basis of sex, racial or ethnic origin, religion or belief, disability, age or sexual orientation, the right to the protection of your personal data, and the right to get access to justice.

Once the participants complete puzzle 8. The game master will say “you choose Wisely” and bring the participants to the time machine, where they will click a button and be brought back in time to save the EU

Debrief

The debrief is a fundamental moment in which the game master, who has guided the group through the rooms and puzzles, will ask some questions to the participants in order to make them reflect further on the themes of the project. It can last between 10 and 20 minutes, depending on the interest and talkativeness of the participants. This moment can be used to:

- Exchange of ideas and reflections on the experiences of the game, since designers are interested in receiving feedback on the procedure and the activity itself.
- Evaluation from participants on the learning objectives and the extent to which they have achieved.
- Discuss and focus on content course knowledge, learning outcomes of each puzzle concerning the learning goals—a vital element, and skills to be developed.
- Reflect on the impact of the game on teamwork and communication improvement.
- Ask questions from participants' points of view and verify their reasoning.
- Discuss new topics that emerged during game activity and extend content knowledge.
- Provide feedback on participants' performances and how they perceived the whole gaming process and experience.

Ideally the game master will create a google form to collect the inputs from the participants. It's important that the game master starts with a really simple questions to start the conversation, some ideas:

- How was it?
- Which Puzzle did you like the most?
- What did you enjoy?

Depending on the answers of the participants the game master can decide to explore certain aspects related to educational experience, some questions could be:

- Did you know all the benefits of being part of the European Union?
- Is there anything else you would have added to the escape room in terms of themes and benefits?
- Was there a time when you felt particularly proud of yourself or your team during the game? Why?
- How did you personally contribute to the game? What role do you feel everyone played?
- What did you learn?

The ending of the debrief can provide further ideas for action to save the EU, some examples:

- How would you feel life would be without the EU?
- What do you feel like doing to support EU?
- How can you be a more active European citizen?

Promotion/Documentation

The game master will ask the participants for a picture to be posted on social media. It will add to the post some of the answers that were collected during the debrief and RescEU Hashatags

General mini guide on communication at [COMUNICATION GUIDE \(1\).pdf](#)

