

INTELLECTUAL OUTPUT 2

**TRAINING MODULE:
ESCAPE ROOM
SCENARIO 1:
“THE GRAPE ESCAPE”**

Project Number: 2020-2-CY02-KA205-001870



PARTNERS

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Website: <https://www.citizensinpower.org/>



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The Polish Farm Advisory and Training Centre not-for-profit Sp. z o.o. is a private not-for-profit company (in the process of becoming an NGO) dedicated to providing farm advisory services, enhancing the entrepreneurial spirit in rural areas and fostering rural development in general. The company's main goal is to improve the livelihoods of rural inhabitants by offering them the best and most professional and personalised advice in the field of agriculture as well as a variety of training courses and materials relevant to rural actors in the subjects of environment protection, sustainability, food safety, green growth, permaculture, social farming, etc.

Website: <https://farm-advisory.eu/en/>



DRAMBLYS is a non-profit organisation located in Spain that works for the promotion of social innovation. In DRAMBLYS we combine sociological imagination & inquiry with social creativity and design to approach, explore, and innovate solutions to contribute to sustainable development. Our main programmes and areas of expertise include the following: programmes design and evaluation, data visualization and social innovation design, development and management. In DRAMBLYS the aim is to facilitate creative dialogues and co-create sustainable alternatives and so, to inspire new social entrepreneurs and community leaders & promote sustainable ways of living.

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EDUGAMES



Escape Room Scenario 1:

"The Grape Escape"

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Introduction:

Context:

'Agro_EduGames' will provide youth organizations and youth workers/educators with appropriate and up-to date educational tools on agricultural entrepreneurship, which in parallel take into consideration all the synchronous digital possibilities and innovative educational processes that are able to reinforce the absorption of relevant knowledge, therefore operating as the main catalyst in inspiring, "engaging, connecting and empowering young people" to apply agro-entrepreneurship.

Objectives of The Escape Game:

The objective of this escape room scenario is to promote agricultural entrepreneurship amongst young people, provide information on possibilities of self-employment through agricultural entrepreneurship, show useful tools for running an agricultural enterprise, etc. The participants in this Escape Room will also gain some concrete knowledge and skills useful for their agricultural ventures. This part will be done through the content in clues, locks and puzzles.

Additionally, this Escape Room aims to provide the opportunity to the learners to get acquainted with Agricultural Entrepreneurship and Winemaking facilities in general. This includes:

- how wine factories may operate;
- what tools, equipment and methods may be found and/or used during the winemaking process; and
- general information related to winemaking.



It should not be forgotten that the objectives of an Escape Room are above all **fun**. However, Escape Rooms can also be used on an educational level. In this case, the tasks and puzzles during an Escape Room can help the participants to raise their curiosity and interest around a subject, such as agricultural entrepreneurship. Therefore, a **debriefing time** with the participants is essential to discuss the content and the pedagogy of the game.

Targeted Audience:

AGE: 18-35 years old

Group Size: 2-5 participants

Occupation or Current level of employment: Winemakers, Farmers and young entrepreneurs in winemaking industry.



STEP 1: The Concept of the Escape Room

Scenario:

You are winemakers, cultivating and collecting grapes, and then storing them in a warehouse in the winery that you work at. Today's yield has been big so it is late night and you are about to lock the warehouse's door and leave, right when the door behind you closes. You remember that there is only one set of keys, the one used to open the door and left outside. The only possible way to escape the storage room is to enter the 6-digit PIN in the electronic device next to the door, which release the door's lock. To find the PIN, you and your fellow winemakers-escapers must solve a series of puzzles based on clues that you will find in the winery's warehouse.

Carefully though! Tasting the wines may make you feel dizzy and unable to escape!

A brief description of the winery's history:

"The Golden Grape Winery" has around 247 hectares of privately-owned vineyards, located at an altitude of up to 1,350 meters. In these traditional vineyards, the local 'Mavro Ambelisimo' grape variety dominates, while the local Xynisteri variety is found in smaller plots.

The main objectives of the winery is to investigate and revive the neglected and undervalued traditional Cypriot variety, Mavro Ambelisimo as well as to regenerate and preserve the traditional vineyards of the Farmakas area, which measure centuries of life and are part of the cultural heritage of Cyprus.

The vineyards have aged well over 130 years along the steep slopes of the mountains of Pitsilia. The unique combination of aged vines at high altitudes on soil rich in minerals together with traditional wine making and vineyard growing techniques result in quality wines of distinctive character and complexity

We have realised the strength and value in this incredible and unique grape variety and have 5 labels from Mavro Ambelisimo variety.

At "The Golden Grape Winery", tradition and scientific knowledge are used both in the vineyard and in the wine making process, experience is shared amongst our winegrowers, winemakers and distillers of the region. The age, high altitude, slope and soil composition as well as constant experimentation within our vineyard result in the wonderful wines produced at Santa Irene Winery.

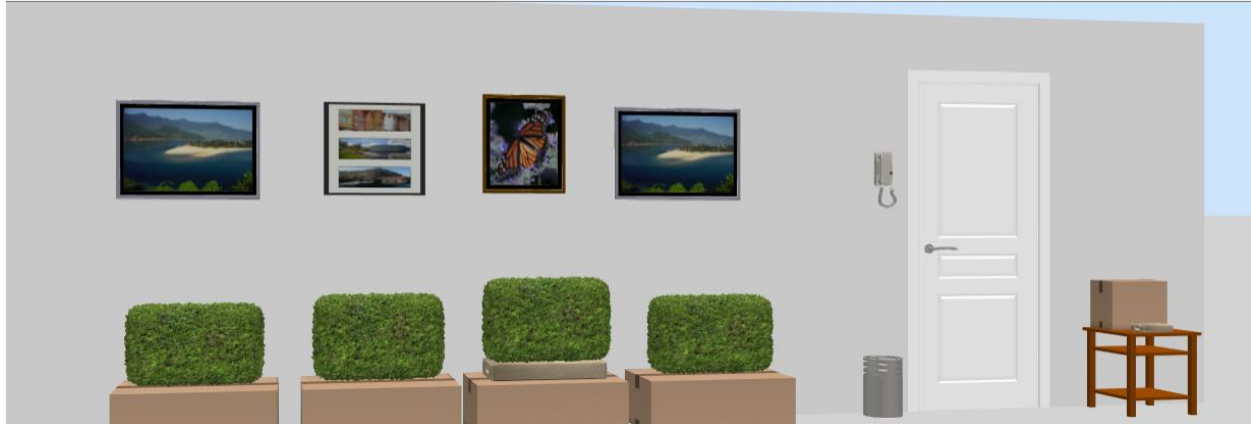
Gameplay:

As a group, you have to impersonate the winemakers who are locked and stuck in the storage and try to find the PIN in order to escape! You have to hurry though; the storage also functions as a high-humidity refrigerator and keeps the grapes cool at 4°C. This function starts in 45 minutes. If you stay in there, it will probably affect your health and expose your immune system to cold and flu. Hurry up! Find the keys and escape before the refrigerator make you sick.



STEP 2: Preparing the material:

The Room Layout



(Bear in mind that this is just an illustration, whatever shown in the above image just resembles the closest to the actual items mentioned in this document.)

Set Design:

The story takes place in our time, in “The Golden Grape Winery” warehouse, in the storage room.

- There must be 4 large boxes with (fake) grapes in it, to give the sense that the room belongs to a winery.
- On the walls (above the 4 large boxes), there must be 4 pictures related to winery (clue2.2; clue2.3; clue2.4; clue2.5).
 - Make sure these pictures are placed in a random order.
- Next to the door, on the left side, there is a locked phone attached on the wall (locked with a 6-digit PIN). This will function as the electronic device that will release the door’s lock and let the participants escape at the end of the game.
- Right below the locked phone (on the floor), there is a trash bin filled with trash.
 - In there, throw clue2.2.
- On the other side of the door (the right side), there is a small table.
 - On the table there must be a locked box with a key lock, in the box there must be a paper that indicates the functions of the refrigerator/storage room (clue2.1).
 - Right next to the locked box, there are 4 keys. Make sure the keys are well taped on the surface of the table.
- In one of the 4 big boxes, beneath the grapes, there is a smaller box locked with a 4-digit lock.
 - Inside the box, there must be a text with missing gaps (clue2.1).

The idea is to have participants entering the storage room where grapes are stored after harvest. The winery is very famous, so make sure to have the place tidy, but also feel free to add whatever would fit in a place like this, such as wine glasses (plastic ones to ensure durability), wine bottles, wine openers, screwdrivers (please, if you add such tools, make sure to guarantee the participants safety first).



Installation and Reset:

A preparation time (approx. 30 minutes) and reset time (approx. 30 minutes) is necessary at the beginning and end of the game to install and then store all the equipment.

The room organization and clue distribution plan can help the game master in the carrying out of these steps.

Check the restart list.



To avoid any undesirable results, it is recommended to always recount the material used to set up the Escape Room at the end of each session and to check their status, whether they can be reused or they have to be replaced. It is possible that players may have written in the used material or that they have kept clues in their pockets, so make sure that everything is restored and usable.

How to Set Up the Room / Tasks in order:

1st Task:

On the right side of the door, there is a locked box with a key lock. The first thing that the participants will do is to try and find the key that opens this box.

On the box, there must be placed a handwritten note that says:

Note1.1 ↓

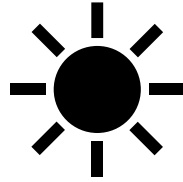
The key to good wine is to always make sure that the vineyards have a great exposure and aspect to the sun.

Next to the box, there are 4 physical keys almost identical. However, only one of these keys opens the box.

The four keys must be well taped on the surface of the table and right below there should be a 2nd note (Note1.2).

Make sure that each key is taped well and right above each symbol, in a way that makes clear that the first key is related to the symbol of mountains, the second key is related to the symbol of sun, and so on.

Note1.2 ↓



CAUTION:

If you pick up the wrong key you lose 10 minutes from your overall time.
3 wrong keys will result to the loss of 30 minutes.
Make sure to pick up the correct key which has no impact on your overall time.

2nd Task:

When the box from the first task opens, the participants will find a paper (clue2.1). The paper has 4 different sections (automatic defrost; cooling; water dispenser; and door seals/magnetic gasket). These four sections are clues in combination with clue2.2; clue2.3; clue2.4; and clue2.5.

Clue2.1↓

REFRIGERATOR'S FUNCTIONS

REFRIGERATOR: is an equipment used to maintain the freshness of the food.

1. **AUTOMATIC DEFROST**
 - a. **Defrost timer** – is like a clock. It continually advances 24 hours a day
 - b. **Defrost heater** – is similar to the burners on an electric stove
 - c. **Defrost thermostat** – the process ends after either the amount of time specified on the timer
2. **COOLING**
 - a. **Compressor** – is the motor or engine of the cooling system
 - b. **Condenser** – is a series of tubes with fins attached to them, similar to radiator.
 - c. **Metering device (Capillary Tube)** – controls the pressure and flow of the refrigerant as it enters the evaporator.
 - d. **Evaporator** – is always located on the inside of the refrigerator, usually inside the freezer compartment.
 - e. **Temperature control** – all refrigerators have a thermostat to maintain the proper temperature.
 - f. **Lighting** – the switch - which is usually a white push-button mounted inside the refrigerator near the door.
 - g. **Ice Maker** – such systems have two basic functional components: the icemaker itself and the water fill valve.
3. **WATER DISPENSER**
4. **DOOR SEALS/MAGNETIC GASKET** – All refrigerator doors have a seal – a rubber-like gasket attached to the door.
 - a. They are always automatically locked once the doors shut.
 - b. To unlock the door either use the **set of keys** that come along the refrigerator, or enter the **PIN** provided by the manufacturer.

Behind the clue2.2; clue2.3; clue2.4; and clue2.5; the person who will set up the ER must draw 4 signs, each sign represents 1 of the four functions of the refrigerator (automatic defrost, cooling, water dispenser, magnetic gasket). The four signs are illustrated below, next to each picture.

Example: Clue2.2 must have on the back the snowflake sign which represents the automatic defrost function. And so on.

Make sure you put the pictures on the wall in a random order and not in the given order.



Clue2.2↓



Clue2.3↓



Clue2.4↓





Clue2.5↓



Once the participants realise that they have to change the order of the pictures, they will also realise the meaning of the dots that are projected in each picture. Clue2.2 has one (**1**) dot, clue2.3 has three (**3**) dots, clue2.4 has five (**5**) dots and clue2.5 has no (**0**) dots. These four numbers resemble the altitude that the vineyards are growing up in the area of Farmakas. This number (**1350**) is a PIN that unlocks the locked box that is placed beneath the grapes in the four large boxes right below the pictures (clue2.2; clue2.3; clue2.4; clue2.5)

3rd Task:

When the box is open, the participants will find their 3rd task. The box contains a paper (clue3.1) with a text about the five factors that affect wine quality. From the text are missing 6 words.



Clue3.1↓

Five Factors That Affect Wine Quality

Knowledge is power in all aspects of life, and this includes winemaking. Before you venture into making any type of wine, you should understand factors that can affect the outcome of your efforts. When you take time to learn at least some of the influencing factors, you increase your chance of success with the clarity and overall quality of your batch of wine. To start your education on this matter, we offer five factors that affect wine quality in the following details.

- 1. Ripeness Level of Grapes**
How ripe the grapes are will affect their and acidity level. The further in the growing process that the grapes are harvested the sweeter the wine is, but the lower the level of acidity. In some cases, you will need to artificially acidify your wine when you use these grapes to ensure the right flavour.
- 2. Cold Soaking**
Cold soaking allows the grape skins to stay in contact with the must without encouraging fermentation and happens prior to alcohol developing in the wine. Also, cold soaking encourages rich colour development as well as the ideal for the intended wine without any bitter tannins. Maceration time is the length of time that the grape skins stay with the must.
- 3. Fermentation Temperatures**
Another thing that influences the colour and flavour of wine is the fermentation temperature. Colder fermentation temperatures of no higher than 50°C are ideal for rosé and white wines while hotter fermentation temperatures of between 80°C to 100°C are suitable for red wines. Since each type of wine needs a different rate of metabolism and alcohol production, it is important to use the right fermentation temperature for your intended wine batch for favourable results.
- 4. Type of Aging Containers**
Today, there are different types of containers available for aging your wine in than just the traditional oak barrels. Of course, you can still choose to use these or you can select acacia ones or even steel tanks. While the oak and acacia impart their own unique characteristics to the wine by allowing a certain amount of into it, the steel tanks severely limit this effect and are ideal for zesty white wines for this reason. You also can add oak alternatives to steel tanks to reap the best of both methods.
- 5. Capping Method**
Which type of cap that you seal the wine bottle with also has affects wine quality. Examples of this include natural that compress into the wine bottle with ease to form a tight seal but allow air to interact with the wine during the aging process or screw caps that prevent air from entering into the wine. The drawback in this method is the fact that you can get a bad batch that can cause a mouldy aroma to your wine. With the screw caps, you have an increased risk of sulfites creating unpleasant aromas since they due limit the oxygen interaction with the wine.

These words are written in small pieces of paper and it constitutes clue 3.2 which must be thrown in the trash bin by the game master before the game begins.

This clue is to be made by hand by the Game Master (or the person who sets up the ER)

Clue3.2↓

flavour	sweetness	fruitiness	yeast	oxygen	corks
2	4	7	1	3	0

Behind each piece of paper, there must be written the number that corresponds to the word as illustrated above. This means that on the back side of the paper that the word "flavour" is written, the number "2" must also be written, and so on.

These six numbers are the 6-digit PIN (**247130**) that unlocks the smartphone next to the door (AKA electronic lock device) that allows them to escape the room.

In reality, this number is two numbers. The first number is 247 which is the hectares of vineyards that "The Golden Grape Winery" owns. The second number is 130 and it is the age of these vineyards. Both numbers must be clearly stated to the participants by the Game Master before they enter the room, in the scenario.

**ENDING:**

With all the clues found and the puzzles solved, participants should be able to enter the 6-digit PIN on the smartphone on the left side of the door. When the phone is unlocked, make sure to have load the following photo (Picture.Ending) that indicates that they have escaped the storage room and they are free back to the vineyards!

Picture.Ending↓

**The Necessary Material:****Material to be Printed:**

Check the [website](#) of the project for all the elements that need to be printed.

In this folder you must find the following documents:

- Note1.1
- Note1.2
- Clue2.1
- Clue2.2
- Clue2.3
- Clue2.4
- Clue2.5
- Clue3.1

(The order is the order the items appear during the game)

Material you will have to add:

- A small table
- A box locked with a **key lock**
- 3 additional keys to the key of the key lock
- Transparent tape



- A smartphone (locked: PIN **247130**)
- 4 large boxes (100cm X 50cm)
- Fake grapes to put in the 4 large boxes.
- 1 smaller box locked with a 4-digit lock (PIN **1350**).
- A trash bin.



TIPS

- We recommend providing two printed versions of all the game supports.
- We recommend to use a desk, a laptop, a smartphone, a hanger with a coat on it and a drawer that you already have. No need to buy new ones just for the game.
- All clues have been designed to be printed in colour.
- The dimensions of the supports are also important. Above all, print well in A4, by choosing the parameter "Actual size" and NOT "Adjust". Some clues may need to be cut, folded...
- The documents can possibly be laminated to guarantee their lifespan between escape game sessions. However, the rendering will be less realistic.
- Attention, when you install the game zone: make sure you remember the location of every clue! This will allow you to follow the progress of the participants during their game and give them the right clues.
- It can be entertaining for players to get confused about certain objects and think that they are clues. Nevertheless, it is advisable to remove books with bookmarks that sticks out to prevent them from disturbing them (annotations, bookmarks, etc.). If this is too constraining, the game master can also alert the players as the game progresses and as they should not touch. Be aware that repeated interruptions may compromise the immersion of the players.
- Players should not have to move heavy loads, it is possible to use light pieces of furniture, trolleys, pouffes, small chairs, fabric...

Restart List:

- Place clue2.1 back in its box
- Lock the box and tape its key back to its place above the symbol of sun in task 1.
- Place clue2.2; clue2.3; clue2.4; and clue2.5 back on the wall.
- Put clue3.1 back in its box and make sure you lock the 4-digit lock and reset its PIN.
- Throw clue3.2 back in the trash bin.
- Lock the smartphone.



STEP 3: Playing the Game:

The Game Master

His/her missions:

- Prepare all the game media, set up the room and then put it back in place;
- Welcome the players and immerse them in the atmosphere of their mission before the game;
- Follow the game in order to help them, give them clues or advice;
- Once the mission is over, the game master is here to debrief with the players by going back over the highlights of the mission.



TIPS

In the game space, we advise that the game master remains a little bit away from the group in order to leave the necessary space for the players to evolve independently and perhaps be less tempted to ask for clues or judge the reactions of the game master.

Introduction to the Game:

Before starting the game and as a game master you have to introduce yourself and explain your role. The game master is here in case participants need some help or are lost in the game.

Explain the scenario if they still have some questions and explain about the timer:

1. Ask participants if they have already played an escape game and if not, explain them the purpose and mechanisms of escape games.
2. Give the following instructions:
 - Stay within the defined playing area on the floor, unless one of the clues invites you to leave. In this case, only the youngest player may leave.
 - There is no need to use physical force, only mental force. And no clue is hidden high up, so there is no need to climb furniture.
 - Each clue is used only once.
 - Remember to explain to the other players what you are doing and listen to each other.
 - Don't hesitate to divide up the tasks.
 - And finally, don't forget to keep cool and have fun!



TIPS

It is always better to give the instructions and success tips outside of the playing area, ideally in a quiet corner where players can sit down to listen carefully to the game master.

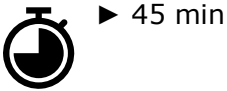


Hints:

1. "Keep your face to the **sun** and you will never see the shadows."
2. "Let me just acknowledge that the **function** of a refrigerator is not only to keep the grapes cool"
3. "I know that it is just human nature to take time to connect the **dots.**"
4. "Good wine is one of the most important **factors** in escaping this room"

Beginning of the Game

Make sure the instructions are clear for all the participants and when they confirm, drive them to the room and set the timer. The game should be 45 minutes:



The Course of the Game



Congrats!

Congratulations, you have shown good team spirit! By collecting all the documents and finding all the clues you have been able to find the PIN that unlocks the storage door and leads you to your freedom. Thank you so much for your extremely precious help, the storage room was very close to starting its cooling function that drops the temperature at 4°C. You can live to see another day!



Unfortunately, you did not manage to complete your mission on time... The storage room's cooling function has already started and the temperature is slowly approaching the 4°C. Is it me or has it gotten a bit chilly in here? Let's hope that you can make it out tomorrow morning when the morning shift will open the storage room. You were quite very close to the end! All you had to do was...

At this stage of the game, if the players wish, the game master can go back to the puzzles that were not solved and explain them the process that needed to be followed.



Debriefing Questions:

1. Do you understand the meaning behind the final PIN?
2. What are the five factors that affect wine quality?
3. Have you heard of any other factor?
4. What new knowledge have you gained from the game?
5. What is the situation in your home country with regard to winemaking?

If needed, the following questions can also be asked:

6. How did you find the overall experience of this escape room?
7. What new insights did you gain during this game?
8. Which puzzle did you find as the most challenging one?
9. Linking each related clue was making sense to you?
10. Overall, what would you outline as the main meaning from this educational game?
11. Do you feel that you learned something more from it, about agricultural entrepreneurship?
12. Have you participated in a similar educational game, whether escape room or anything else? What do you think about this method of education?
13. Is it interesting/efficient? Please elaborate more on that.
14. What could you add in order to make it more interesting?

Participants and Game-master can go through the documents and leaflets found to discuss the definitions and go deeper into details.

Participants' Feedback?

