

INTELLECTUAL OUTPUT 2

TRAINING MODULE: ESCAPE ROOM SCENARIO 2: “THE CURIOUS CASE OF THE VALLEY”

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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 2:

Escape Room Nº 2: “**The Curious Case of the Valley**”

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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.

This Escape Room aims to show to the participants the basics on Agriculture Entrepreneurship and Grain Harvesting as the process of gathering a ripe crop from the fields.

It can be combined with the practices and methods that farmers follow in order to reap and gather the grains. Also, the topic can also showcase the various pros and cons of using pesticides, fungicides and fertilisers. In addition, learners will understand the concept of grain harvesting as one of the most important agricultural processes.



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: Farmers and young entrepreneurs in farming industry.



STEP 1: The Concept of the Escape Room

Scenario:

It is October 2025, in Ezousa Valley of Paphos, Cyprus. Farmers who start working early in the morning are on their way to the farmland. The farmland owner - that the farmers work for - owns a land of 43814sqm on the outskirts of Paphos forest. This vast land was owned by his father who claimed it by his own father. In 1920 the region where this land is located was covered by mostly pine trees and about 25% of the entire area was cut over for agricultural purposes.

However, new methods of industrial agriculture have become a trend here in Cyprus at the end of the previous century and different types of pesticides, insecticides and fungicides have helped the landlord to make his land more productive and increase the yield. The land owner also managed to enter into the great marketing game by extending the land he inherited by his father. The region of the old hardwood forest has turned almost entirely into farmland by the end of the previous century, and about 20% of the region is still in woods. It is a semi-mountainous terroir, located at an altitude of 900 meters in the Paphos mountain range.

The time is 6 o'clock in the morning, the dawn is right now. Upon the farmers' arrival to the cultivated land, they see that all the crops are destroyed and the yield will be affected by this. What are the first things to be done after such a disaster? Of course, identifying the cause of this disaster is the primary goal.

You are a group of farmers who work in Paphos mountain range cultivated land. Each of you cultivate crops and livestock. This morning you discover that all your crops are beginning to decay and there is some sort of disease spreading. What is worse there is no obvious answer on what's going on. A lot of people are starting to suspect that something corrupt and suspicious is going on. The Ministry of Agriculture is trying to help but the administration is so slow and the investigation is leading nowhere. You have no other option but to join forces and find the source of the problem in order to find solution and fix it. Now you must work together as a team, in order to collaborate and discover what's happening to the crops. You must save the business and jobs of the employees.

The government officials are so lost that they decided to ask all of you to join them in the Ministry of Agriculture building in order to help them. However, rumor has it that someone was opposed to this decision. The officials told you that they have done a lot of research and collected a lot of evidence but they cannot find the cause of everything. They believe you might be able to connect the evidence and help them solve the case. They let you in an office full of materials from investigation and tell you that in the next 45 minutes. Otherwise, this unknown disease will spread to other fields and destroy Cyprus' agriculture.

Gameplay:

An escape game is a collaborative investigation game that takes place in a given time frame. Immersed in the heart of a story, the players must demonstrate team spirit, logic and responsiveness to complete their mission and find the solution before the countdown is over.



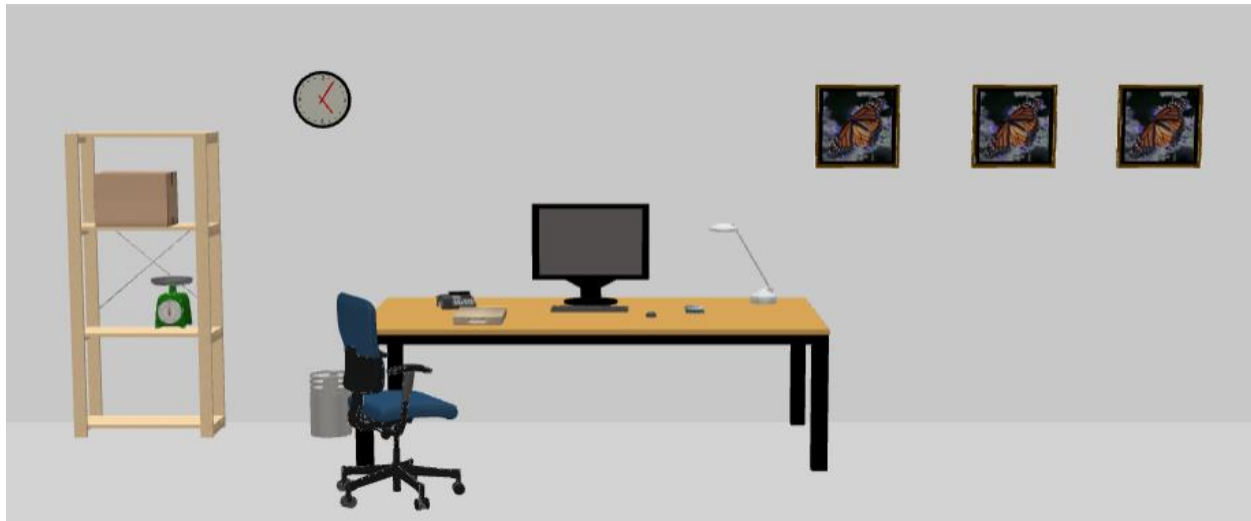


In this game, the participants are a group of farmers who must find what caused last night's destruction at the farmland where they work. By finding who is responsible for this destruction, the state compensation will be some kind of comfort to them after losing their entire yield and they will also keep their jobs as farmers. They must act fast and hurry up. They have only 45 minutes.

Additionally, the participants, will learn how diseases on crops are evolved, how are they spread and what can be done to stop them in order to save agriculture.

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 October 2025, in an office in the Ministry of Agriculture. In the Office there must be:

- A desk and a chair. On the desk there is:
 - A laptop with a 4-digit PIN (PIN: 1216).
 - A dossier of 4 photos taken at the field showing the decay crops and vegetables (Pic1.1; Pic1.2; Pic1.3), a document (Doc1.1) and a handwritten note (Note1.1).
 - A locked phone with a 6-digit PIN (PIN: 232425).
 - All kind of material and items that can be found in an office.
- A bookshelf with a locked box with a 4-digit PIN (PIN: 2130). In the box, there is:
 - A kitchen scale where participants can weigh small amounts of stuff.
 - A calculator.
 - A document with a variety of crops and their calories per 100 grams (Doc3.1)
- On the bookshelf there are 4 different tubes with 4 different types of grains (barley, oatmeal, rice, wheat)



- On the wall, there are 3 pictures of farmlands (Photo4.1; Photo4.2; Photo4.3).
 - On photo 4.1, write "Paphos".
 - Behind Photo4.1, tape flyer4.1.
 - On photo 4.2, write "Limassol".
 - On photo 4.3, write "Larnaca".

The idea is to have participants entering the office where the ministry's officials have left the evidences of what may have destroyed the crops. It needs to be tidy with nice accessories all over but also office stationery, pens, pencils, etc. Feel free to add whatever would fit in an office in relation with the farming industry.

On the desk, there must be a locked phone.

Do not hesitate to add elements to the space to enrich the experience: addition of chairs, dust bin, armchairs, paints, magazine trays, paper clip, pens, stapler...

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:

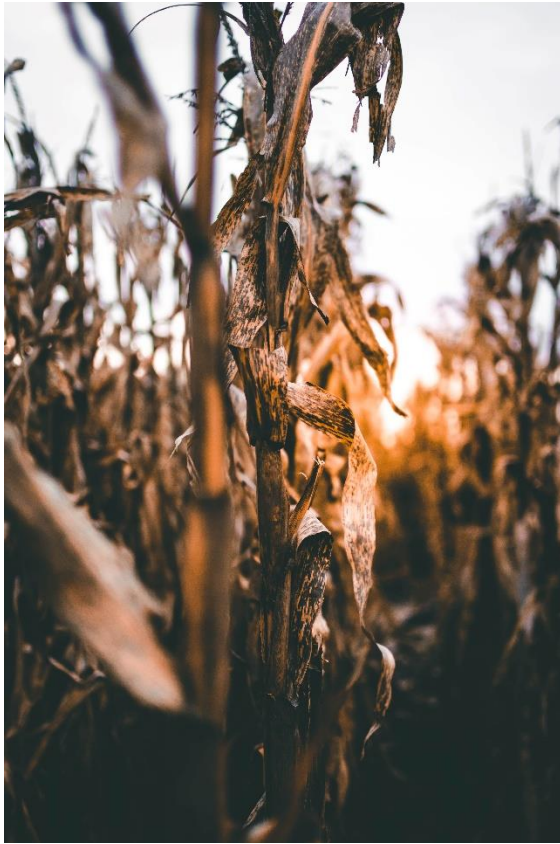
The first thing that the participants will find is the dossier with the 4 photos (Pic1.1; Pic1.2; Pic1.3), two documents (Doc1.1; Doc1.2) and a handwritten note (Note1.1). On the dossier make sure that there is a sticker that says "For the minister".



Behind Pic1.1 there must be written "Larnaca, October 2023"



Behind Pic1.2 there must be written "Limassol, October 2024"



Behind Pic1.3 there must be written "Paphos, October 2025"

The handwritten note (Note1.1) in the dossier says:



Dear Minister,
It seems that the results of the sample from Paphos are identical to last year's results from Limassol and the results from Larnaca two years ago. Whatever this is, it is immune to the already existing pesticides.

P.S. It seems that you have forgotten your phone last night at the office. I was calling you but you did not respond.

This must lead the participants to finding the phone's PIN code, which is the combination of the dates on the back of Pic1.1, Pic1.2 and Pic1.3.

$$2023 + 2024 + 2025 = 232425$$

2nd Task:

Minister, if you need any help with the plan in Paphos, call me at 99024025, it is my personal number. I am available only after **21.30** in the evening.

Once the phone is unlocked, the only two things that the phone must have in its home screen is IMG2.1. This must lead the participants to the 4-digit PIN of the locked box, which is **2130**.



3rd Task:

Once the locked box is open, the participants will find a kitchen scale where participants can weigh small amounts of stuff, a calculator and Doc3.1.

Then the participants have to calculate the amounts of grains that they found in the tubes in the shelves.

The amounts of grains must be:

- Barley: 150 grams (531 calories)
- Oatmeal: 250 grams (170 calories)
- Rice: 200 grams (260 calories)
- Wheat: 75 grams (255 calories)

The sum of the calories must be **1216** because this is the PIN to unlock the laptop.

4th Task:

When the participants open the minister's laptop and they unlock it by using the PIN (1216), they will find email4.1.

From	minister@agriculture.gov
To	professional@solutions.com
Cc	
Subject	PESTOUT

I cannot call you anymore on your phone number, I think that my phone calls are being monitored by the government, since last year in Limassol.

I send you this email to just let you know that the plan in Paphos seems to have worked. I know our plans in the past failed, but I am sure that this one will be successful.

Once the scientists tell me that there is nothing else they can do, I will give copies of your leaflet away to the farmers of Paphos. I am sure that others will want to buy your pesticides to rescue their fields from this new virus that is spreading fast in the fields of **Paphos**. Your leaflet is well hidden in my office.

I will send you by post our signed agreement and I am waiting for your payment. You have promised that 40% of the profits is mine.

If the participants have not found yet the leaflet (flyer4.1) behind photo4.1. this must lead them to the photo on the wall that says "Paphos" on it.



Fyer4.1

**ENDING:**

With all the clues found and the puzzles solved, participants should be able to figure out that the minister is involved with this situation and that he wants to promote PEST OUT pesticide to the farmers of Paphos and get 40% of the profit from The Professional & Specialty Solutions Ltd.

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

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

In this folder you must find the following documents:

- Doc1.1
- Note1.1
- Pic1.1
- Pic1.2
- Pic1.3
- Doc3.1
- Email4.1
- Flyer4.1
- Photo4.1
- Photo4.2
- Photo4.3

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



Material you will have to add:

- A desk
- A chair
- A bookshelf
- A laptop (locked: PIN **232425**)
- A smartphone (locked: PIN **1216**)
- A locked box with a 4-digit lock (PIN **2130**)
- 4 sampling tubes or transparent plastic boxes
- 150 grams Barley
- 250 grams Oatmeal
- 200 grams Rice
- 75 grams Wheat
- A dossier
- Stationary



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:

- Tape flyer4.1 back to Photo4.1
- Tape Photo4.1; Photo4.2; Photo4.3 back on the wall.
- Lock the laptop again.
- Place the kitchen scale, the calculator and Doc3.1 back in the wooden box and lock them with the 4-digit lock.
- Place the wooden box back on the bookshelf.
- Place the barley, oatmeal, rice and wheat back to their tubes
- Put the tubes back on the bookshelf.
- Make sure IMG2.1 is still in the home screen of the smartphone
- Lock the smartphone and put it back on the desk.
- Put Pic1.1, Pic1.2, Pic1.3, Note1.1 and Doc1.1 back in the dossier
- Place the dossier on the desk next to the laptop.





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.

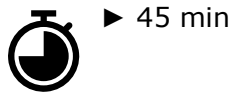


Hints:

1. The harvest is usually in summer, but the samples can help you unlock something and they are in the end of each year.
2. Timing is important for our minister.
3. I have heard that our minister cares for his diet and counts every calory he intakes. Especially grains that can be so nutritious.
4. PEST OUT seems to be directed to the farmers of Paphos.

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 of the minister's laptop and the PEST OUT flyer by The Professional & Specialty Solutions Ltd. You have found enough evidence to uncover the minister's plans. Thank you so much for your extremely precious help. The government seems very disappointed by the minister and the process to find a new minister of agriculture has started. Hopefully, the new minister will respect the farmers needs and help them instead of fight them for his own benefit. Now, you farmers can also get the state compensation for all this destruction.



Unfortunately, you did not manage to complete your mission on time... The disease has started spreading dangerously to other fields in Paphos and it is getting out of hand. Other farmers have gathered outside the ministry and they are protesting against the ministry's slow response to the threat. 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 PINs of every locked material in the room?
2. What can farmers do if they face such a threat or any other destruction in the future?
3. Have you heard of any natural or not threat which farmers usually face in your own country?
4. What are some solutions to these threats?
5. What new knowledge have you gained from the game?
6. What is the situation in your home country in regards to agricultural policy?

If needed, the following questions can also be asked:

7. How did you find the overall experience of this escape room?
8. What new insights did you gain during this game?
9. Which puzzle did you find as the most challenging one?
10. Linking each related clue was making sense to you?
11. Overall, what would you outline as the main meaning from this educational game?
12. Do you feel that you learned something more from it, about agricultural entrepreneurship?
13. Have you participated in a similar educational game, whether escape room or anything else? What do you think about this method of education?
14. Is it interesting/efficient? Please elaborate more on that.
15. 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?

