



Escape Room

Asteroid alert

Instructions for set-up and playing

Preliminary version.

An improved version will be published on the website of the project

www.haveyoursay-erasmus.eu



This document contains the complete gameplay of the Escape Room "Asteroid Alert".

Each sheet (or each table, if a table extends over two sheets) contains all the necessary information about the props and their function in the game, about the puzzle task to be solved, the correct solutions, possible sources of error and possible interventions by the game leader.

This makes it possible to recreate and play the entire Escape Room, provided of course that the necessary props have been obtained.

Setting up the room

Procedure / Instruction	Where?	Templates	Alternatives
Room the size of a classroom. Equipped with several tables. Opportunity to hang posters (on the walls, if necessary movable walls). -			
Table or wardrobe with the lab coats	At the edge of the room, or in the foyer		
Video screen for the accompanying video	On one of the walls, dominating the room as much as possible. The video gives atmosphere and increases the feeling of danger.	Video available from Youtube (copyright by VHS Hannover)	Instead of video: If no video screen is available, the game leader can change a sequence of pictures (poster size) on the wall, a new one every 6 minutes, each with an approaching asteroid.
Europe Puzzle	On a table, e.g. at the edge of the room	Available in stores for 10 euros.	Designed as a larger wooden puzzle (band saw or laser) including magnets, mounted on zinc sheeting (e.g. rule sheeting from system shelving from a DIY store), this can also be mounted on the wall in an even more attractive way.
On the wall, the cloze board "Legislation in the EU"		PDF	
Posters belonging to the game - A2 printout "Bodies of the EU" - -	On the walls, distributed around the room	PDF	
An umbrella (neutral colour) for game level 14, umbrella test.	Somewhere in the room; e.g. hung on a coat rack		
A globe (earth). Alternatively, a beach ball with an earth motif.	Somewhere in the room.		
Three (or more) tables as "cities", decorated accordingly (e.g. cardboard displays with well-known buildings from these cities).	Easily accessible in the room	PDF for the cityscape stand-up.	
Free table for the game step "Council of Nation States" (Council of Ministers). A large, round table is ideal, but a square table (approx. 2x2 metres, with a closed table surface) is also possible.	Somewhere in the room. Can also be placed rather hidden so that it does not immediately		

The table is set with the "Council of Ministers" tablecloth (see below). This can be done before the start of the game by the game leader during set-up. Alternatively, the blanket can also be part of the contents of the "Council of Ministers" box.	catch the eye.		
Tablecloth Council of Ministers Seats marked with 31 (!) number marks, with exactly the sequence of numbers shown in the model .	see above	PDF	
Cardboard country maps. Placed on these: game pieces representing the EU parliamentarians (real number per country). In Toto, 765 game pieces are needed (as of 2021) for all EU countries, plus at least 100 more for the UK, and more for other non-EU countries for more difficult versions of the game. It is good	Distribute them around the room in different places, on tables or windowsills. Be careful, the 30 country cards take up a lot of space. Placing the meeples on them	PDFs, A4, 30 sheets. To be printed in colour on the strongest possible paper (130 g/m2 or more)	
Electronic kitchen scales. The scale should be calibratable (tare) and have a gram display. Granularity in grams is ideal, but the game is designed so that certain deviations in the gram range can also be tolerated.	Somewhere in the room. Can be half-hidden.		
Telephone (in working order), preferably a solid, large desk model, but a mobile phone will also do in a pinch. By the way, a telephone for internal calls is sufficient.	Somewhere in space		In a more complex variant, the phone can be in a container that can only be opened via codes.
Box, closed with combination lock, code xxxx , contents: ball slingshot funnel game (1 slingshot, 1 ball).			
Larger box with inscription "Council of Ministers" The box must be large enough to hold two caskets and some other utensils. The box is unlocked. Inside the box are: - A box, locked with a combination lock, code 2735. Contents: 27 Smurfs prepared for the Council of Ministers (see there). - Another box, locked with a combination lock, code 5466. Contents: large amounts of play money or chocolate thaler (available by mail order).			
27 Smurfs (or other funny characters)			

Preparation: The Smurfs are attached (gluing, screwing) to base plates decorated with country flags and certain letters. See PDF for template:		PDF	
<p>Audiovisual surveillance:</p> <ul style="list-style-type: none"> - 2 laptops with internet connection, camera and microphone - Access to a video conferencing system (Zoom or similar) <p>This serves</p> <ul style="list-style-type: none"> a) for visual monitoring by the match leader from the outside b) acoustic connection, so that the game leader can also give tips and help or correct mistakes. <p>Better than just the laptop speakers may be external, more powerful speakers and an omnidirectional microphone suspended in the centre of the room.</p> <p>Simplified variant:</p> <p>If this computer equipment is not available, the game leader can also observe the game through a crack in the door and contact the players if necessary.</p>	<p>A computer is set up in the playroom in such a way that the whole room can be seen via the video conferencing tool (an elevated position, e.g. on top of a shelf or on the blackboard, is good).</p> <p>The other computer is in the next room, from where the game leader observes the course of the game.</p>		

(1) Present game and scenario

Procedure / Instruction	Material (test)	Material (Final)	Publication	Still consider
<ul style="list-style-type: none"> -The game leader ensures that all participants have at least a rough idea of what an Escape Game is.¹ - Game leader explains the rules (see "Texts"; a speaking note for this is enclosed in the collection of materials). - The game leader reads out the initial scenario to the team.² - Game leader asks team to put on lab coats - The game leader says: "From now on you are on your own. Good luck! I'll give a signal now and then we'll start!". Then the game leader strikes the gong. - The game leader starts the asteroid video. A clock running backwards is then also visible on the screen. 	<ul style="list-style-type: none"> - Lab coat for all players - Video screen (as large as possible), or beamer and screen - The countdown video (via Youtube) [Link] - Talking sheet Rules of the game - Speech sheet Scenario³ <p>Optional</p> <ul style="list-style-type: none"> - Gong (or other object for the start signal, such as a sound bowl, bell, horn, bell). 	(Same)	<ul style="list-style-type: none"> - Talking sheet Rules of the game - Speech note scenario 	...
Duration:	Texts	Result	Comments	Learning effect
6 minutes	<p>What is an Escape Game? (Free text of the game leader, suitable for the group).</p> <p>Introducing the rules</p> <ul style="list-style-type: none"> - Welcome! You are in an Escape Room (or puzzle course). You'll find out what it's all about in a moment. Now pay attention. - No prior knowledge is required; everything you need to solve the puzzle course is available in the room. - Observe everything carefully. Pay particular attention to small clues, to details, to particulars. Almost all objects in the room have a function or 	Players are informed about the procedure and start the game.		<ul style="list-style-type: none"> - How does an Escape Room work.

¹ How this is done depends on the group.

² Alternatively, dramatic presentation as video is also possible.

³ All speech texts can also be recorded as video and then played back to the team of players.

	<p>meaning in the game.</p> <p>Communicate with each other. You are a team. Spread out and call out to each other what you discover.</p> <p>-When you come into the room, you have to orient yourselves. I don't tell you what to do first. You have to search around until you find clues as to what you can do.</p> <p>- If you get completely stuck and don't know what to do, I as the game leader may intervene and give you a hint.</p> <p>- The goal is that you solve the task within one hour.</p> <p>Present the scenario:</p> <p>- (Text from the sheet)</p>			
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(2) Europe geo-puzzle

Procedure / Instruction	Material (test)	Material (HQ)	Material (Final)	Still consider
<ul style="list-style-type: none"> - Participants come into the room dressed as scientists and swarm out to explore the interior. The puzzle lies ready in its individual pieces on one of the tables. - participants realise that putting the puzzle together is an option. - participants put the puzzle together. - When putting it together, it becomes clear that one piece of the puzzle is missing and that is IRELAND. - TN recognise that IRELAND is a codeword that can be entered somewhere. <p>Variations</p> <ul style="list-style-type: none"> - More difficult: Puzzle pieces are not ready on the table but are scattered around the room on tables, shelves, etc., so that they first have to be gathered together. This has the advantage that it enables the active engagement of all participants. - Medium: Map frame is already laid, possibly also some countries. - Simplified: The Cryptex is not lying somewhere in the room but directly on the card table. This makes it clear what the code from the puzzle is for. 	<ul style="list-style-type: none"> - Europe Puzzle (Geo Puzzle) <ul style="list-style-type: none"> - The puzzle pieces bear letters that form the word "Europe" when read in the correct order. This order is only revealed when the puzzle is put together. - Cryptex container with letter code IRELAND 	<p>Higher-quality versions:</p> <p>a) Large puzzle made of plywood</p> <p>b) Plywood puzzle, with magnets embedded from below and control electronics that display the letter code when the puzzle is completed. - Electromechanical solution</p> <p>c) Ditto, but with a microcontroller (Arduino or similar) that ensures that more and more letters of the solution word light up as the puzzle is solved. After a few letters, the participants can guess the solution word.</p>		<p>Simplification: Place the Cryptex directly on the puzzle table so that you can find it more quickly.</p> <p>Possibly a different word than EUROPA, or no word at all, just 6 random letters so you can't guess it.</p> <p>EUROPA with stickers on the countries was felt to be too easy in Aurich. Suggestions were:</p> <ul style="list-style-type: none"> - A piece of the puzzle is missing, e.g. IRELAND (or another country with six letters (but must be different for each language). The players recognise from the missing puzzle piece what the code word is, in this case Ireland: - It's good that you don't have to buy stickers.
Duration:	Texts	Result		Learning effect:
10 minutes		<p>Solving the puzzle produces the code word EUROPA.⁴</p> <p>The players now have to find out what they can do with this code word.</p>		<ul style="list-style-type: none"> - Basic orientation about the geography of Europe, including motor experience. - EU countries vs. non-EU countries

⁴ Variant: IRELAND

(3) Open safe (Cryptex)

Procedure / Instruction	Material (test)	Material (HQ)	Publish (PDF)	Still consider
<ul style="list-style-type: none"> - Find participants where the code word IRELAND from the previous step could fit (6 letter code word). - Participants find the Cryptex. It may have been placed somewhere in the room more or less open or hidden. - Participants apply the code EUROPA to access message number 1 hidden in the safe 	<ul style="list-style-type: none"> - Container with opening code "EUROPA". (We use a wooden Cryptex). - Message 1 (Terms of Reference Financing) - Message 2 (Computing operation instruction from the European Data Security Office) 	Variants for the safe: a) Very large Cryptex b) A wall safe (but must allow six-letter code) embedded in an EU Commission building silhouette.	<ul style="list-style-type: none"> - Message 1 - Message 1b - Message 2 	.
Duration:	Texts		Result	Learning effect
5 minutes	<p>Message 1 (Terms of Reference Financing): <i>Hello scientists! Very good! You have learned about the geography of Europe and found out which countries belong to the European Union (EU). Your asteroid umbrella is good, but it is also expensive. In order for you to build the asteroid umbrella, the EU has to provide a lot of money. It can't be done just like that. A law has to be passed for it. Find out how laws are passed in the EU!</i></p> <p>Message 2 (arithmetic operation): <i>Message from the Crypto Security and Privacy Office: The next code is encrypted for security. To use it, you have to add 111! Happy decoding!</i></p>		Safe open Message 1 found Message 2 found	TN learn: Big things in the EU need a law and there is a certain procedure for that.

(4) Cloze "Legislation"

Procedure / Instruction	Material (preliminary)	Material (HQ)	Material HQ	To concern
<ul style="list-style-type: none"> - Participants find the cloze board "Legislation in the EU" in the room. - Participants also find the cloze word cards <ul style="list-style-type: none"> - Both parts of the task can already have been solved during the initial exploration or in the course of the game up to this point. The cloze board is therefore another entry point for parallel activities. In order to continue from the cloze, however, you need information that can only be obtained in the previous step (Cryptex). - Participants look for the correct ones (Parliament, Council, Commission, with number code 8-3-9) and put them in. - TN search where this code could fit 	<ul style="list-style-type: none"> - Word cards (on cardboard) with the names of real and fictitious EU institutions, with a number on the back or in one corner. - Cloze board - Poster "Institutions of the EU" (placed on the wall) (still improve on number of MEPs; still make own graphic) - In the Cryptex there was a 2nd slip of paper with "Instruction from the Data Protection Office: "Add to code from legislation 111." 		<ul style="list-style-type: none"> - Word cards on plywood - Cloze board plywood 	<p>Since the text board is freely accessible, busy participants will solve it as one of the first puzzles. This will give them the code 7-2-8 even without having done the geo-puzzle beforehand.</p> <p>To solve this, message 2 is placed in the cryptex with an instruction for an arithmetic operation.</p> <p>Alternative solution: The solution word cards are not free in the room but are either a) hidden in different places in the room or b) in one or more boxes with a combination lock for which the code must first be found.</p>
Duration	Texts	Result		Learning effect
5 minutes	<p>Word cards (back: number)</p> <ul style="list-style-type: none"> - Parliament (2) - Council of Ministers (8) - Commission (7) - Police Station (10) - Space Agency (16)b - Fisheries Department (9) - Armoury (6) - Broom closet (5) - Court of Justice (11) - Fire Station (4), - Galley (3) - Wine bar (1) - Whorehouse (12) - Court of Auditors (13) - Inquisition (14) - Bicycle workshop (15) 	<p>From the cloze: Code 7-2-8</p> <p>Further calculation according to the instructions of the Office for Data Protection (+111)</p> <p>7→ 8 2→ 3 8→ 9</p> <p>With the code 839 the next container can be opened. See next step.</p>		<p>TN learn:</p> <ul style="list-style-type: none"> - There are laws at EU level - They are decided by the Commission, the Parliament and the Council of Ministers - Further information on the core institutions of the EU is received when studying the posters

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(5) Container with code 839 - In it: instruction to find number of EU countries.

Procedure / Instruction	Material (preliminary)	Procurement	Material HQ	Notes
<ul style="list-style-type: none"> - TN have the code 728 from step 4 and the arithmetic operation $+111 \rightarrow 839$ - Participants find the box with 3 combination locks - Participants apply the code and use it to open the box - TN find the message inside 3 (For continuation see next step)	<ul style="list-style-type: none"> - Container (box), in it message 3 - Combination lock 3s with code 839 			The arithmetic operation $+100$ is necessary to achieve a three-digit code
Duration	Texts		Result	Learning effect
	<p>Message 3</p> <p><i>Hello Scientists!</i></p> <p><i>You have discovered that a legislative proposal in the EU must come from the Commission. Bravo!</i></p> <p><i>The Commission consists of Commissioners (a kind of high official). There are quite a few of them. Each member state has exactly one. Find out how many member countries the EU has!</i></p> <p><i>Add 100 to this number and you have the next code.</i></p>		Participants find out the number 27. Either through prior knowledge or by counting the countries marked as EU on the puzzle. Other research possibilities are also open to them (e.g. by mobile phone), or attentive reading of the wall posters or the accompanying booklet. With the calculation step $+100$ they arrive at the code 127.	Awareness of the number of member countries A bit of simple mathematics (forming the sum of the digits)

(6) Box with code 127: Warning from Interpol about false commissioners

Procedure / Instruction	Material (preliminary)	Procurement	Material (HQ)	Still consider
<ul style="list-style-type: none"> - TN have the code 127 from the previous step (= 27 countries plus add 100) - Participants find the box with this code (i.e. they try the code on different boxes in the room; there can also be some "blind" boxes there (rivet boxes, with completely different code or rivet boxes with message "Nah, not this one. Keep looking). - TN open the correct box - TN find the Interpol message in it (see "Texts") 	<ul style="list-style-type: none"> - Box with code 127 - Message 4 (Alarm from Interpol) 			
Duration	Texts	Note	Result	Learning effect
	<p>Message 4</p> <p><i>Attention. Alert from Interpol. Three false commissioners have sneaked in. Find the three fake ones. If you have them, it will give you the clue to which real commissioner you urgently need to get to.</i></p> <p><i>contact us.</i></p> <p><i>Tell him that you have a solution to the asteroid problem and that you need a lot of money from the EU very, very quickly.</i></p>		<p>TN set out to find out how they can find out the commissioners.</p>	<p>First experience that there is something like an EU Commission.</p>

(7) Finding the wrong EU Commissioners

Procedure / Instruction	Material (test)	Material (HQ)	Publication	Still to consider
<ul style="list-style-type: none"> - TN find the wall poster and search it for clues - TN find three nonsensical police stations. Several clues lead them equally to the goal: <ul style="list-style-type: none"> 1) Countries of origin of the three fake commissioners do not belong to the EU 2) The departmental designations are recognisably absurd 3) The birth dates of the commissioners are from the 19th century or even earlier - Participants realise that all police stations have a letter code (DE, IT, FR). - Participants combine the letters of the wrong commissariats (EN, IS, KR) to form the word "crises" and can thus deduce that the commissioner is to be called for crisis situations. - The participants recognise that all the commissioners have house telephone numbers (five digits). They have also already discovered the "top secret telephone list" while exploring the room. On this list, mobile phone numbers are also noted in addition to the house phone numbers. (The number of the crisis commissioner is the number of the game leader or the staff member playing the commissioner). 	<ul style="list-style-type: none"> - Poster with business cards of 27 real and 3 fake commissioners, each with <ul style="list-style-type: none"> - Name, - Country of origin - Department - Birthday ⁵ - Room number (three digits) - House telephone numbers (five digits) - Country abbreviations consisting of two capital letters (we use the country abbreviations, with variations where necessary). The false commissioners have the abbreviations KR, IS and EN. - Placed on the wall: Printed list of "Top Secret Telephone Numbers of the EU Commission". On this list, mobile phone numbers are assigned to the house phone numbers, whereby only the one of the crisis commissioner is assigned to a real connection, namely that of the game leader, who plays the commissioner when calling. - A telephone in the room from which calls can be made. Or you can bet that at least one player has a mobile phone with him. 	(Same)	<ul style="list-style-type: none"> - Poster template PDF (fully populated with commissioners), for use "as is". - Poster Blank PDF (poster template without printed commissioner cards) - Commissioner card template to replace when changing office (.docx or other format editable by anyone) - Word template for the "secret phone list" so that other game leaders can enter their working phone number (at the KRISEN commissioner's home phone 44952). 	Very difficult level, requires a lot of skill in solving puzzles. Also patience in searching the business cards of 30 commissioners.

⁵ Needed as an (additional) signaller for false commissioners. The wrong ones are given a recognisably wrong year of birth: from the 1800s. This allows players to identify the wrong commissioners even if thinking about plausible portfolios and EU member and non-member countries is too demanding.

Alternative game structure: - They will find out the phone number to call when they open the container coded with the commissioner's room number.	Alternative game structure - Container with combination lock (three-digit code, corresponding to three-digit room numbers of the commissioners).			
Duration:	Texts	Result	Comments	Learning effect
		<ul style="list-style-type: none"> - The false commissioners have KR, IS, EN as letter code, combined gives the "crises". - Conclusion drawn by the players: "The Commissioner for CRISES is the Commissioner we should call." - Using the house telephone number (5 digits) with the help of the secret telephone list, the participants find the number of the commissioner to call (= number of the game leader's telephone). 		<ul style="list-style-type: none"> - Participants get an impression of the number of commissioners and see examples of their areas of expertise Skills required <ul style="list-style-type: none"> - Estimating the age of persons - Read numbers - Scanning tables -Reading tabular information

(8) Call to the Commissioner for Crisis Situations: Instruction to assemble parliamentarians

Procedure / Instruction	Material (preliminary)	Procurement	Material (HQ)	Still consider
<ul style="list-style-type: none"> - Participants find the telephone number of the crisis management commissioner on the poster with all the commissioners' offices. - A person (staff member) is sitting by the phone ready to take the call. <ul style="list-style-type: none"> - Alternatively: an answering machine is discussed accordingly. - The group has to present to the Commissioner what the issue is (the keywords asteroid, umbrella, funding should come up). - In case of need, the game leader still gives the hint that individual words are important in the commissioner's arrangement and that one can also call the number several times to hear the text. 	<ul style="list-style-type: none"> - Telephone (working) lying somewhere in the room as one of the props for the participants. <ul style="list-style-type: none"> - Specially purchased mobile phone for seniors (with large buttons, which makes it easier to use; it should also have a hands-free facility/speaker so that everyone can listen in). - Alternatives: a) There is a landline phone in the room anyway. b) Mobile phone of one of the facilitators. - For the number of the commissioner, the name entry "Commissioner for Crises" should also be set in the address book of the telephone. - Second telephone (not accessible for participants) <ul style="list-style-type: none"> - Can be landline phone somewhere in the house or a mobile phone of a game leader - The number of this telephone must be listed on the "Top Secret Telephone List of the EU Commission". - An answering machine text is stored for this telephone (see message 5 below). - If necessary: No answering machine, but the game leader in the next room speaks the text (message 5) when the team calls there. 		(Ditto)	


Duration:	Texts		Result	Learning effect
	<p>Message 5</p> <p>Commissioner on the phone says: <i>(Should be voicemail for professional version!)</i></p> <p><i>Thank you for this important advice!</i> <i>The Commission is immediately preparing a European legislative initiative. But the Commission cannot do anything alone. We also need the Parliament! Esteemed scientists, please help Parliament to assemble as soon as possible.</i> <i>And at its official seat!</i> <i>And make sure that all voices are given their weight in parliament.</i></p> <p><i>If you want to hear this message again, it is best to call again.</i></p>		<p>TN understood the instruction to assemble the parliamentarians.</p> <p>They have understood that somehow it is also about this happening in the right place (the seat of the Parliament) and that a weight plays a role.</p>	<p>Understand that the Parliament has the decisive voice here and that it consists of 700 parliamentarians from all member states.</p>

(9) Find out: Where does Parliament meet?

Procedure / Instruction	Material (test)	Material (HQ)	Publication	Still consider
<ul style="list-style-type: none"> - TN know from the previous step that they have to find out the official seat of the parliament. - A more or less easy-to-find key is placed somewhere in the room. Separated from it is a cash box. (The key can also have a "parliament" tag). <ul style="list-style-type: none"> - Note: As the key is freely discoverable, this step of the game also provides a second entry point, which helps the group suitability of the game. - Participants have probably already found the key at the beginning during the general exploration of the room, as well as the matching cash box. If they did not, they now have to search until they find it. - The inscription "Door to Parliament" on the key gives a further (but actually redundant) indication that the key belongs to this game level. 	<ul style="list-style-type: none"> - Cash box with key (or padlock with key) - Key inscribed with "Door to the Parliament" - In the cash box, three cardboard cards: <ul style="list-style-type: none"> - Picture: Castle - Image: Road - Font: - e (minus e) - We need to add something here so that solving this puzzle becomes compulsory for the course of the game. <p>Alternative for other languages</p> <p>For other languages Letter cards STRASBOURG</p> <p>Variant:</p> <p>Both sets of cards can also be in the money box; then two sub-teams can try to solve the puzzle in parallel.</p> <p>Supplementary (optional):</p> <ul style="list-style-type: none"> - Newspaper texts where the EU Parliament and Strasbourg are mentioned are placed in the room. - Poster of the EU Parliament building in Strasbourg with corresponding caption. - A city map of Strasbourg, where the Parliament and perhaps the old town can be seen - this will then also make it easier to match the Strasbourg city photo. 		<ul style="list-style-type: none"> - PDF Rebus cards - PDF Letter Cards STRASBOURG - 	
Duration:	Texts	Note/Variants	Result	Learning effect
5 min [?]		<ul style="list-style-type: none"> - Of course, the participants can also simply know the solution "Strasbourg" already. Then they 	"Strasbourg" as the solution to the Rebus riddle	Visualisation of where the EU Parliament has its headquarters.

		<p>can continue without solving the rebus.</p> <ul style="list-style-type: none"> - There can also be other objects hanging in the room that (also) give away the solution, e.g. <ul style="list-style-type: none"> - Newspaper reports mentioning the EU Parliament (and its seat) (the EU Parl. in SB, the UN in NY, the Swiss Federal Council in Bern...) - There is already a poster in the room with a photo of the EU Parliament, and the word Strasbourg is written underneath. 		
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(10) Parliamentarians assemble (and weigh)

Procedure / Instruction	Material (preliminary)	Procurement	Material (HQ)	Still consider
<ul style="list-style-type: none"> - Participants know from the last but one step (10) that they have to gather parliamentarians (transfer performance: collect the figures), only those from actual EU countries. - The participants have to think of using the cardboard cylinder (bowl) to assemble the parliamentarians. The cardboard cylinder is decorated as the EU Parliament (Strasbourg). - The participants have to come to the conclusion that the scales are helpful for "weighing" the MPs. (Simpler game version: The scales and the bowl are already together, so this thinking step is not necessary). - The group has to come up with placing the bowl and scales in the <u>correct city</u> and weighing the figures there. You get the clue for the correct city from the picture puzzle (or letter card anagram). - Insert here a necessary info from the casket "Parliament" (with key, and rebus inside), which makes the opening of the casket compulsory. - From the weight of all meeples together (in our case 765 grams) and the number of the Strasbourg table (in our case: +5000) we get a combination of numbers: 765 ("take only the hundreds) + 5000 = 5700 <p>Different degrees of severity</p> <ul style="list-style-type: none"> - Level 1 (light): Only genuine EU countries are laid out and provided with meeples. (765 meeples)⁶ - Level 2 (medium): As a further country, the non-EU country UK is provided with meeples. The 	<ul style="list-style-type: none"> - Map sheets of the countries (PDF) are distributed in the room. The map sheets are provided with information on the country's population in millions and the number of EU parliamentarians. - There are as many pieces (meeples, see below) on each of the cards as there are MEPs in the country. (In the case of non-EU countries: as many MPs as would correspond to the population size if the country were an EU member). Ideally, these "deputies" would also be in the colours of the respective EU parliamentary groups (factions), but setting this up is very time-consuming. Therefore, we start with a colourful mix of game pieces without regard to political groups/party colours. - Approx. 800 meeples (play figures, stalk stones) from the toy trade in various colours. We use meeples 24 mm high, 12 mm foot diameter (standard size). Something bigger would probably be even better. Alternatively, you can use wooden cubes or similar. These are much easier to handle (you don't have to set them up individually), but meeples are much better visually due to their human resemblance and thus contribute to the learning effect. - A key is placed somewhere in the room 	<p>Designs (PDF)</p> <ul style="list-style-type: none"> - Designs for the map sheets de EU countries (plus three non-EU countries). - Design for the cardboard cylinder "EU Parliament" - Designs for the table decoration "European Cities" (Rome, Brussels, London, Paris, Budapest, Berlin, Strasbourg) - Designs for table numbers "5000", "4000", etc. <p>Material (for sale)</p> <ul style="list-style-type: none"> - Kitchen scales, electronic, tareable - 800 (or 1000) meeples (wooden game pieces) 	<ul style="list-style-type: none"> - Country maps mounted on sturdy cardboard or plywood and varnished - Sturdy cardboard cylinder (EU Parliament) - Kitchen scales, electronic, tareable - 800 (or 1000) meeples (wooden game pieces) <p>Possibility for further puzzle step: Still include if necessary: Additional step that the countries must first be recognised by their shape. The puzzle from step 1 can serve as a reference. Once the countries have been identified, they have to be labelled (name cards are available somewhere in the</p>	

⁶ Status 2022

<p>participants then have to realise that this would be a mistake before putting the UK meeples into the bowl (parliament). If the mistake has already happened, they have to find out how many false MPs are in the bowl (the number of MPs per country is written on the country cards) and remove them again by counting them. (854 meeples)</p> <p>- Level 3 (heavy): Several non-EU countries are equipped with parliamentary meeples. Designs for Switzerland, Ukraine, Turkey, UK are prepared. This requires a total of 300 additional meeples.</p>	<p>(e.g. plastic mixing bowl from the kitchen). The bowl is decorated as the "EU Parliament" using the decoration templates.</p> <p>Alternative: Make a cylinder (open at the top) out of strong cardboard. See pdf for template.</p> <p>- A scale is placed somewhere in the room (electronic, min. 1 gram sensitivity; max. weight 2 kilos is usually sufficient, but also depends on the total weight of the meeples).</p> <p>Placement of the bowl and the scales: More demanding game variant: separate placement; easier game variant: bowl and scales are already together, e.g. the scales in the bowl.</p> <p>- Table decoration "European capitals": In the room, several tables are decorated as various European capitals (Rome, Brussels, Paris, London Berlin, Vienna, Prague, Strasbourg), e.g. with travel souvenirs, model houses, 3D puzzles of famous buildings etc. Each table also receives a slip of paper with a number (+1000, +2000 etc according to the design "table numbers". Important: The table "Strasbourg" receives the slip "+5000". On each of the number slips there is a smaller note: "And only take the hundreds".</p>		<p>room, by inserting the cards into existing recesses in the country plates (all recesses are the same size). Only if the combination is correct, e.g. on the backs, does a new code appear that opens up a further step. (This could be a branching: It is not enough to gather the parliamentarians and weigh them - you can only get further if you also find out the code from the correct naming of the country contours...).</p> <p>[This strand, however, has not yet been taken further].</p>	
Duration:	Texts		Result	Learning effect
	<p>Table number:</p> <p>+5000 .. . and use only the hundreds. Leave out the tens and ones.</p> <p>+4000 ... and use only the hundreds. Leave out the</p>		<p>The participants now have the number combination (from the weight of the meeples and the number on the Strasbourg table): 5700</p> <p>This opens another container (combination lock).</p>	<p>Participants learn about the (large) number of parliamentarians in parliament and how large and small countries are weighted.</p> <p>Optional: If the colours of the meeples match the political group colours in the EU Parliament, the</p>

	tens and ones. (ditto with +7000, +800, +1000, +2000)			participants also learn something about the distribution of political directions in the EU Parliament. However, this requires considerable effort in the preparation of the game.
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(11) Container with code 5700: Request for testing

Procedure / Instruction	Material (preliminary)	Procurement	Material (HQ)	Still consider
<ul style="list-style-type: none"> - TN have number combination from the weight of the parliamentarians, 5700 - You find the container and open it - Inside you will find a written message (see text, message 6) -. In the container you will also find a ball shooter and ball - An umbrella hung in the room from the beginning as well as a water ball with an earth print. 	<ul style="list-style-type: none"> - Container and combination lock (code 5700) - Table tennis ball - Ball slingshot (for sale) - Message 6 (test prompt) <p>Additional decorative element: a globe (also in the box) to be protected with the umbrella. Inexpensive: water ball with earth globe print.</p> <ul style="list-style-type: none"> - Alternative: The globe poster from the print utensil collection can also be used: One participant stands in front of it with the umbrella. 		(Ditto)	What appropriate design should the container have?
Duration:	Texts		Result	Learning effect
	<p><i>Message 6:</i></p> <p><i>Congratulations!</i></p> <p><i>You have successfully contributed to the fact that the people's representatives are now fully assembled in parliament and can vote. But you also have to convince the parliament <u>that your umbrella works.</u></i></p>		-	

(12) Umbrella and Ball Shot Game / Asteroid Defence Test

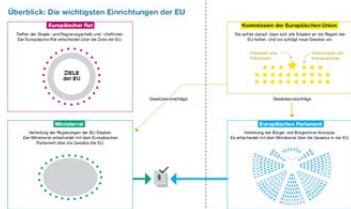
Procedure / Instruction	Material (preliminary)	Material (HQ)	Procure	Still consider
<p>Test the asteroid screen:</p> <ul style="list-style-type: none"> - Participants deduce from the previous instruction (message 6) that they should now use the ball shooting device (ping-pong ball catapult) and umbrella found in the box to show that the umbrella works; i.e. open the umbrella, hold it protectively in front of the earth and shoot at it. Success = when a ball has hit the umbrella and the umbrella has protected the globe. (Game leader acts as referee). - If the participants do the test correctly, they will then (in the next step) receive a call from the Commissioner for Crisis Management. 	<ul style="list-style-type: none"> - Ball catapult (toy), placed somewhere in the room - Ping pong ball (from previous level) - Umbrella (also placed openly in the room) - Earth ball (water ball, printed, or a geographical globe) - Telephone (e.g. mobile phone) for the participants, as well as a telephone for the game leader (both for the next step). 	<p>Later version: Electrical contact to the telephone when a hit is scored.</p> <p>Thoughts:</p> <p>A box made of a wooden frame, standing vertically, with plexiglass, in which the earth is to be hung, and you shoot into a hole, the ball is prevented from flying through by the earth, falls into a collection tube at the bottom, then passes a Hall sensor, and that triggers something.</p>	<ul style="list-style-type: none"> - Put a note in the umbrella that gives another necessary hint when it is opened? (However, according to the current form of the game, the "result" is that the commissioner calls... so the note is superfluous. 	<p>Find better criteria for more clearly delineating success/failure of the exercise.</p> <p>Suggestion:</p> <p>Tipping over figures that reveal a code when they are successfully tipped over. (But how could you make it so that the participants don't just knock the figures over?)</p> <p>If electromechanical anyway:</p>
Duration:	Texts	Notes	Result	Learning effect
		<p>Advantage over facilitator present in the room: Depending on the social situation, there are participants who directly address the facilitator in 1:1 communication with questions, etc. (thus also breaking up the game situation). This is prevented by the physical absence of the facilitator, who only calls on his own initiative via intercom or video conference.</p>	<p>If the test of the asteroid defence is successful: telephone rings and the Commissioner for Crisis Management answers with a message to the scientists (for text see next step)</p> <p>The call is made by the moderator, who follows the matter through a crack in the door (or video).</p>	

(13) Phone rings: Call from the Commissioner for Crisis Situations

Procedure / Instruction	Material (preliminary)	Procurement	Material (HQ)	Still consider
<ul style="list-style-type: none"> - Phone rings. The participants have to realise that they are answering the call. - The Commissioner for Crisis Management speaks. He reads out the text (see field "Texts"). - The game leader plays the commissioner, typically from the observation station in the next room. - There is a box in the room (possibly labelled "Council of Ministers"; for the contents of the Smurfs, see the next step in the game) that must be opened and explored now at the latest. However, it can also have been opened and explored before. 	<ul style="list-style-type: none"> - A phone in the room. <ul style="list-style-type: none"> - It must be possible to call this telephone from outside. - Ideally a desk phone (landline or similar), preferably a bulky model. If necessary, a mobile phone provided by the game leader. - If it's a mobile phone: <ul style="list-style-type: none"> - It must not have a lock code set. You must be able to use it freely. In addition, it is good to have entered the address book entry "Commissioner for Crisis Management" for the number of the "Commissioner". - Good is a senior citizen's phone with large buttons, easy operation and clear "volume" button - Install the SIM card you have available 	<ul style="list-style-type: none"> - Senior telephone 	(Ditto)	
Duration:	Texts		Result	Learning effect
	<p>Commissioner's speaking note on his call:</p> <p><i>This is the Commissioner for Crisis Management. Thank you very much, scientists. You did a very good job with the parliament. The majority of the parliamentarians are convinced by your asteroid umbrella! But we are still not there. Do you remember how a law comes into being in the EU? One institution still has to</i></p>		<p>As a result, the participants should remember that apart from the Commission and the Parliament, the Council of Ministers also plays a role. They then turn to the box "Council of Ministers" (Smurfs). To open it, they need the code 1995 from the list of other institutions and the call from the Commissioner,</p>	<p>There is also the Council of Ministers</p>

	<p><i>be involved.</i></p> <p><i>Explore the other EU institutions!</i></p> <p><i>Watch out! You then have to add the sum of its digits to the code!</i></p>		<p>who tells them the last arithmetic operation (1995 plus $1+9+9+5 = 2019$).</p>	
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(14) Opening the 2019 number code box (Ministers/Smurfs)

Procedure / Instruction	Material (single)	Procurement	Material (HQ)	Still consider
<p>The group found in the room:</p> <ul style="list-style-type: none"> - EU Council tablecloth with 30 seat markers (flags of EU member states, some free seats). <ul style="list-style-type: none"> - In a beautiful finish of blue fabric with yellow stars or felt, the blanket can be an important decorative element in the room - A box with contents 27 figures (e.g. Smurfs) <ul style="list-style-type: none"> - The 27 Smurfs in the box have a cardboard base with a country flag (bottom) and two letters (top). - The letters will later form two sets (standing on top of each other). - The Smurfs box opens with the number code 2019 (this is the result of the code 1995 from the institutional puzzle plus the arithmetic operation according to the instructions in the commissar call (add the sum of the digits)). - Once the Smurfs are taken out of the box, the participants realise that the flags on the Smurfs and on the tablecloth match. The participants place the Smurfs on the council table (blanket). - The TN realise that the Smurfs now form a sentence: "The Council of Ministers agrees / € 5446 million". 	<ul style="list-style-type: none"> - Posters on EU institutions:  - Tablecloth "Council of Ministers" <ul style="list-style-type: none"> - Printout of the template (PDF) on paper. According to the template, the ceiling has 31 seat markers marked with national flags - We ourselves use a tablecloth made of blue felt with yellow stars and cardboard cards with country flags attached to it. - Casket with number code 2019. Must be large enough for the 27 Smurfs on their base plates. Labelling of the casket. - 27 Smurfs mounted on base plates (cardboard or plywood), which in turn are glued with the corresponding base designs (see print template, PDF). 	<p>Notes on procurement:</p> <ul style="list-style-type: none"> - Smurfs" play figures can often be found second-hand as a "bundle" in the second-hand goods trade. - Cheaper solution: You can cut out your own play figures from cardboard or plywood and provide them with a base. - Instead of game pieces, wooden building blocks, knothole dowels or other uniform objects can also be used, which you can stick the labels on. - In the simplest version, cardboard cards pasted with the base designs (on both sides) are sufficient. - Conference badges (made of transparent plastic) or halved ones are very suitable as base plates. Printed cards can be inserted here. [Photo example] 	<p>Ditto, only made of more solid materials</p> <p>Publication:</p> <ul style="list-style-type: none"> - Graphic model of the tablecloth with the place markers (flags) for imitators. - Template for base cards (country flags and letters) - Template for place cards (country flag, and numbering so that the order is correct when setting up). 	
Duration:	Texts		Result	Learning effect
			<ul style="list-style-type: none"> - The solution (2019) opens the combination lock of the Smurfs box - The correctly placed smurfs result in a solution 	<p>Every country, no matter how small, how big, has a representative sitting there"! Andeers than in parliament, where the weights were very</p>

			saying that also contains the code 5466.	different. The table has more seats, for former or also future members.
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(15) Assemble the Council of Ministers.

Procedure / Instruction	Material (preliminary)	Procurement	Material (HQ)	Still consider
<ul style="list-style-type: none"> - The scientists have opened the box of the Council of Ministers, and inside they found the box with the Smurfs, and they have already opened it. - They find out that they have to put the Smurfs flag to flag on the tablecloth. This brings them the solution saying "The Council of Ministers agrees. 5466 million euros", and thus the number code 5466. 	<ul style="list-style-type: none"> - Treasure chest (casket), with lock Combi 5466 - Our Variant: Casket 5466 contains a key. This fits into the huge money box that contains the chocolate talers at the end. <p>Variant:</p> <ul style="list-style-type: none"> - The numerical code opens a blind on the wall which, when unrolled, shows a hooray poster / a picture with a paradisiacal life on earth. 	<ul style="list-style-type: none"> - Video clip for the successful completion: Earth sphere, green and blue, flies from left to right through space to celebratory music (Ode to Joy), around the earth a firework of joy 		
Duration:	Texts		Result	Learning effect
	<p>Message when the Smurfs are standing properly:</p> <p>Single row solution: THE COUNCIL AGREES. 5466 million euros!</p> <p>Double row solution: THE COUNCIL OF MINISTERS AGREES FIVE SIX MILLION €</p>		<p>TN receive the code 5466 by correctly placing the smurfs from the spell of the Council of Ministers.</p>	<p>Haptic experience of the existence and consistency of the Council of Ministers with its 27 Länder representatives.</p>

(16) Open cash box for key for cash box, open cash box

Procedure / Instruction	Material (preliminary)	Procurement	Material (HQ)	Still consider
<ul style="list-style-type: none"> - TN now have the code 5466 (from the Council of Ministers' million-euro statement). This allows you to open the box with combination lock 5466. - In the casket you will find the key for the large heavy cash box. - In the large heavy cash box you will find a stack of money or alternatively chocolate thalers or even just chocolates as a reward. - Further inside the cash box is a message from the people of the world: "Thank you for saving us". 				
Duration:	Texts		Result	Learning effect
	<p>Message in the money box:</p> <p>Hooray!</p> <p>The asteroid shield has been decided!</p> <p>Thank you, scientists, for taking the trouble to find out how the EU works and to get it to bring about funding and legislation in a joint effort of all countries.</p> <p>The world is saved!</p> <p>This is thanks to you alone!</p> <p>As a reward, you can enjoy the chocolates!</p>			