

The Missionary's Clean Water Conundrum

IN PERSON escape room

Items Needed

Break out box, clues PDFs, Dr. Zaul's photos, 4 or 6 lock hasp, 3 and 4 number locks, direction lock and 5 letter lock.

Intro Video <https://youtu.be/P5mbVVDDD74>

Optional but helpful: flashlight, magnifying glass, refrigerator (with locked box inside), "serum" (vials, test tubes or jars with colored water/syrup)

Setup Instructions: (note options at the end to make the set more realistic)

1. Run off player materials.
2. Place the following where players can access them: diary/medical log, letter on yellow legal pad (this can also be handed to players if leader is playing the role of the Haitian assistant), Graphics of "doses" (one placed in medical log, the other paper clipped to letter)
3. Post the Dr. Zaul scripture graphics, map of Haiti (chose between the two. One increases the difficulty because it has more locations to sort through) and graphic of maritime signal chart.
4. Hang the 5 flags that spell out "Jesus" over the refrigerator or locked box.
5. Run off or have available teacher/leader directions and answer keys.
6. Decide if you will hand out hints as the Haitian assistant OR leader (and if so, how players can earn or access them) OR cut the hints apart and lock in boxes, cabinets, etc. that are locked with keyed locks. Then hide the keys (and possibly the containers) for players to find. The first method lets you give the right clue at the right time; the second method gives people good at seeking but maybe less skilled at puzzling to contribute.
7. Place the "we did it" and "winners" signs (these are so players who succeed in opening the box can take photos with these signs), in the with EITHER the graphic of the serum OR real test tube, vial or container of colored water or syrup labeled "serum". (optional: add prize(s) to the box).
8. Add 4 or 6 lock hasp and lock with 3 and 4 number locks, direction lock and 5 letter lock. (optional: lock with an additional two regular locks to increase rigor and hide the keys to these locks in playing area.)

9. OPTIONAL: Place flashlight and magnifying glass in the playing space or to increase difficulty, place in another box, lock with regular lock and hide key to lock in the room. Players may be able to see the camouflaged, small scripture references on the photos in Dr. Zaul's office/lab with these. Otherwise players must locate the scriptures to discover the chapter and verse.

10. Introduce the scenario to the players using the video or reading the Story..

11. Start the timer set to a minimum of 45 minutes to a maximum of 60 minutes. You may want to use an online timer and project it so players can track the time. I use timers at <https://www.online-stopwatch.com/classroom-timers/>

12. After allotted time (or sooner if players break in sooner) use reflection questions.

OPTIONS & SUGGESTIONS for Atmosphere

The activity can be also made more "real" by

1. having someone copy the medical log into a real diary and the letter onto actual legal paper in cursive or by printing (a doctors' handwriting can be messy).

2. Using as many real items as you can procure.

3. Several options are included in the directions to control the rigor of the activity.

The larger the group, the more rigor and more locks should probably be used.

Especially in mixed age or ability groups, have keys and boxes to find gives younger or less puzzling-inclined players a role.

If you wish to make the room look like a medical clinic, try using some of the following as part of the décor:

1) Medical supplies such as Band-Aids, mask, gloves, tongue depressors, bandages, Q-tips, cotton balls

2) Medical/lab equipment such as microscope, slides, thermometer, blood pressure cuff, stethoscope, clipboard with forms (see .PDF for possibilities), eye chart (see .PDF), scale, two meter sticks stacked for height, tweezers.

3) Red cross flag, lab coats

4) For a tropical feel adding woven mats, etc. can be fun.

5) Using an outdoor area, tent, shelter, etc. in the heat adds a tactile realism