



# THE GOVERNOR'S PAPERS



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Escape  Stay



# Escape Stay

**Making vocational education and training  
a first option - not a second choice!**

**[www.escape2stay.eu](http://www.escape2stay.eu)**



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# THE GOVERNORS' PAPERS



The world's most powerful Governors have identified 5 qualified professionals to assist in the development of life on the new planet.

**Can you find the 5 professions and the required skills in 30 minutes?**

*This is one of five free escape rooms you can play with your students to make vocational education career paths attractive.*

In this escape room you will immerse in

## **VARIOUS VET SECTORS**

and cover the following related skills and typical tasks:

### **1. Social skills**

Communication, sharing of tasks, pooling of ideas, rapport, cooperation, empathy

### **2. Soft skills**

Communication, adaptability, leadership, teamwork, time management, organization, collaboration, creativity, problem-solving, decision-making, stress management, active listening...

### **3. Cognitive skills**

Attention to detail, concentration, critical ability and rational thinking. Quick decision making but always considered decisions, working under pressure, patience...



Find all of them here:  
[www.escape2stay.eu](http://www.escape2stay.eu)

After completing this escape room, your students will be able to:

- ✓ Work as part of a team.
- ✓ Follow the logic of an investigation.
- ✓ Solve different puzzles and tests using logical reasoning and working in teams.
- ✓ Know the skills related to 5 important professions.

## **RIDDLE OVERVIEW**

1. Open the Briefcase
2. Carmen, Nursery Assistant
3. Christine, IT Specialist
4. Hans, Mechanic
5. Malik, Electrician
6. Francesco, Cook
7. Final chart

## **CONTENTS OF THE BOOKLET**

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## INSTRUCTIONS FOR GAME MASTERS

This booklet will provide you with all necessary information to implement the escape room and link all needed materials.

As a Game Master, you will introduce the game setting and aim to your group of players. You will be available in case they need help and provide them with hints that will guide them to find the solutions of the riddles and ultimately reach the goal.

Sometimes the Game Master has to interfere without being asked to avoid players working too long in the wrong direction or to prevent them from settling on a wrong solution. But not too much! Watch out for your body language and where you look in the room to avoid unintentional hints.

Remind players that they can use a hint – sometimes they forget or pride prohibits them from asking. Read the room and be flexible with the hints. You do not have to use the exact hints that are provided in the instructions.

*To find out more about your role as a game master, please have a look at the*  
**Escape2Stay**  
**handbook**  
*and our complete*  
*guideline here:*

[www.escape2stay.eu](http://www.escape2stay.eu)



### GAME RULES

When introducing the Escape Room, make sure to:

- Define the playing area and let the players know if there are any objects that are off limits. If the room is very full of material, mark objects that are not part of the game with a coloured dot.
- Instruct them that they do not have to destroy/break any objects in the room. They will never need force to discover any clues.
- Some riddles instruct players to use a smartphone, so they are allowed to have one.
- Set the time limit to 30 minutes and make sure that the players have an opportunity to see the time passing by placing a clock or a countdown visibly in the room.



### TIME FRAME

|             |   |
|-------------|---|
| 120 minutes | Preparation before playing for the very first time including reading instructions, preparing materials and getting familiar with the game |
| 10 minutes  | Introduction of the escape game to players  |
| 30 minutes  | Estimated game time for one group   |
| 15 minutes  | Resetting the room after one play-through   |



## PREPARATION

To play the game you need a suitable space. For all the riddles it is very useful and necessary for the participants to have sticky notes, paper and pens. For this reason, they will be left in the Governors' briefcase.

When preparing the game, you can decide what information you put on the investigation board and what information you put in the briefcase. There is no set order for this game, it is totally dynamic and each game will be different from the previous one.



*You can find links to recommended items here:*

[www.escape2stay.eu/the-governors-papers](http://www.escape2stay.eu/the-governors-papers)



## ITEMS TO PREPARE

- **"Investigation board"**, this can be a cork board, a large piece of cardboard, a panel, or simply a space on the wall where the players can stick the clues they find.
- **Briefcase**, any briefcase or box that simulates a Governors' or businessmen's briefcase.
- **Box** that can be locked
- **1 numerical padlock**
- **1 letter combination padlock**
- **1 mirror**
- **Red filtered glasses** or a transparent sheet of red foil.
- **Sticky notes**
- **Voice Recording Button** (e.g. <https://amzn.to/3JlmxLq>)
- **1 envelope**
- **1 Brass fastener**
- **Printable materials** (some need to be assembled)

## PRINTABLE MATERIALS

- **Riddle 1:** Print or write the sticky note with the time of the Governors' meeting.
- **Riddle 2:** Print Carmen's photo and put it in the briefcase. Print the morse code alphabet card and pin it to the investigation board.
- **Riddle 3:** Print the QR code and cut it into four pieces. Place one piece on the investigation board and the other three pieces in the briefcase. Print Christine's photo and place it in the briefcase.
- **Riddle 4:** Print, cut and assemble the Caesar Cipher wheel. Print the card with the encrypted message. Put the card and the wheel in an envelope. Write on the envelope that the sender is Christoph. Print the photo. Put everything in the briefcase.
- **Riddle 5:** Print the CV and place it with the mirror in the briefcase.
- **Riddle 6:** Print Francesco's letter in colour. Put the red-filter glasses in the briefcase. Print Francesco's photo and put it in the briefcase.

*Find all materials you need here:*

[www.escape2stay.eu/the-governors-papers](http://www.escape2stay.eu/the-governors-papers)





- **Riddle 7:** Print the findings chart players have to fill throughout the game with the information they find. Put the button with the recorded message inside the box. Close the box with the letter combination padlock.  
*(!) Please, keep in mind that the letters included are different in each padlock of this type. If it is not possible to create the same combination as indicated in this game, you will have to insert another word. In this case, the findings chart's solution will have to be modified to be the same password as the one set as in the letter lock.*

## PREPARATION BEFORE FIRST PLAY-THROUGH

Estimated time: 120 minutes

- Reading instructions and getting familiar with the hints (45 minutes)
- Buy needed objects if necessary
- Printing of materials in colour (15 minutes)
- **Set the two padlocks:**
  - Write the numerical code as the Governors' meeting time on a sticky note (→ see riddle 1). Put the sticky note on the investigation board so that it is obvious to the players at the start of the game.
  - Set the letter combination padlock to the word you have decided to hide in the findings chart. (→ see riddle 7).
- **Record the winner's message** with the voice recording button. Put it in the box. Close the box with the letter combination padlock.
- Put the following items in the **briefcase**:
  - Carmen's photo (nursery assistant)
  - 3 pieces of the QR code
  - Christine's photo (IT specialist)
  - Envelope with the Caesar Cipher wheel and Hans' encrypted message
  - Malik's CV (electrician)
  - Mirror
  - Letter from Francesco (cook)
  - Red filtered glasses
  - Locked box (which contains the voice recording button)
- Put the following items on the **investigation board**:
  - Sticky note with the time of the Governors' meeting
  - Morse alphabet card and a brass fastener
  - 1 piece of the QR code
  - Hans's photo (mechanic) and his business card, Francesco's photo (cook) and Malik (electrician)
  - Findings chart
- Setting up the room for the first time (45 minutes)



Find all materials you need here:

[www.escape2stay.eu/the-governors-papers](http://www.escape2stay.eu/the-governors-papers)





## PREPARATION TIME TO RESET THE ROOM

*Estimated time: 15 minutes*

- Removing traces and notes from previous group/play-through and hiding new hints (15 minutes)



## STARTING THE GAME

It is recommended to estimate **50 minutes for a play-through**, of which you take 10 minutes to brief the players, 30 to let them play, and 10 for a quick de-briefing. Ideally, **you combine the game with a more intense career counselling session before or after the escape game.**



After generally introducing your plans and motive to play the game with your students, continue with these steps:

- First, build groups of max. 6 players per group.
- Second, introduce the setup and the rules of the escape game.
- Finally, give them the story introduction and start the timer.

The game will be played in **two game zones**:

**1) The Governors' briefcase.**

**2) The Governors' investigation board/panel.**

The players will have to gather information and make sense of the clues they find in the briefcase and then arrange them on the investigation panel to discover who the 5 professionals who are going to travel to the new planet are.

The game, therefore, does not have an established order, it will develop according to the logic of the investigation followed by the participants. The riddles do not have a fixed order of development, the clues will be scattered randomly around the briefcase and the board (unless the description of the riddle indicates a specific place for a specific clue).



## INTRO OF "THE GOVERNORS' PAPERS"

A new planet on which human life is possible has been found. The world's most powerful Governors have identified 5 qualified professionals to assist in the development of life on the new planet.

As the operation was underway and the 5 professionals were being recruited, the Governors have realised that someone has manipulated and encrypted all their documents and clues! They need your help to decipher the information and give it back to the Governors.

We only have the Governors' briefcase, a notepad and the board where they were documenting all the information. Inside the briefcase is all the information we need to complete the mission... but all the information has been mixed!

You have half an hour to complete the mission: **discover the identity of the 5 professionals who will be sent to the new planet.**

*Watch the intro video  
here:*

[www.escape2stay.eu/  
the-governors-papers](http://www.escape2stay.eu/the-governors-papers)







## RIDDLE OVERVIEW & HINTS

### Riddle 1: Open the Briefcase

#### Description

The participants find the Governors' briefcase and the investigation board panel in the room.

To start the game, they need the clue on the board to open the Governors' briefcase, which is locked with a 4-digit numerical lock.

The clue is the Governors' meeting time, which is pinned on a post-it to the investigation board.

Note on the board that reads:

*Next Governors' meeting: Tuesday 8 April at 23:40*

The number is actually the numbering that opens the briefcase (2340).

**The goal is reached when players figured out the code for the numerical lock and opened the briefcase.**

#### Hints for Game Master

- The Game Master has to remind the participants that EVERYTHING on the panel can help them.
- The Game Master can help participants to focus on what they are looking for, what they need to continue in the game: a number, a word, a specific piece of information... In this case they need a number to open the briefcase.

**NOTE: You can choose the code for the briefcase freely.**

It is not relevant for any other riddles. If you have a 3-digit padlock, set the time for the Governors' meeting before noon (e.g. 9:45).

#### Materials needed

- Briefcase filled with clues (see → Preparation)
- 4-digit numerical lock set to the code **2340**
- Investigation board
- Post-it note:





## Riddle 2: Carmen, Nursery Assistant

### Description

Participants have to decipher the skills of the nursery assistant, which are written in morse code on the photo.

Participants have to match the encoded message with the code alphabet to decipher the message. They have to use logic, be thorough and patient to do so.

**The goal is reached when players have deciphered the message and written them in the findings chart.**

### Solution:

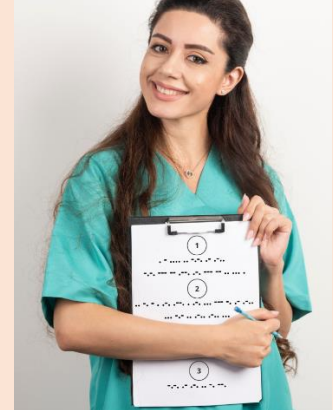
- ✓ Ethical compromise
- ✓ Caring
- ✓ Interpersonal skills

### Hints for Game Master

- The Game Master can remind the participants that ALL elements of the game can help them.
- The Game Master should know how the Morse code alphabet works.
- The Game Master can guide the participants, telling them that they must be patient to solve this test.

### Materials needed

- Photo of Carmen



- Morse code alphabet card

|         |         |         |         |
|---------|---------|---------|---------|
| A ···   | J ····· | S ···   | 2 ····· |
| B ····· | K ····· | T ···   | 3 ····· |
| C ····· | L ····· | U ···   | 4 ····· |
| D ····· | M ···   | V ···   | 5 ····· |
| E ·     | N ···   | W ····· | 6 ····· |
| F ····· | O ···   | X ····· | 7 ····· |
| G ····· | P ····· | Y ····· | 8 ····· |
| H ····· | Q ····· | Z ····· | 9 ····· |
| I ···   | R ···   | 0 ····· |         |

This may help you... Carmen, nursery assistant. Spain



### Riddle 3: Christine, IT Specialist

#### Description

Participants have to complete a jigsaw puzzle with pieces of a QR they will find in the briefcase and in the investigation board.

Then they have to scan the QR which takes them to the professional blog of Christine and find the information they need.

**The goal is reached when players have read the online blog to know the skills of an IT specialist and write all the information found on the findings chart.**

#### Solution:

- ✓ Logical thinking
- ✓ Innovation
- ✓ Updating and continuous learning

#### Hints for Game Master

- The Game Master has to make sure that the participants have all the pieces of the QR.

#### Materials needed

- QR code jigsaw puzzle



- Photo of Christine (misleading item)



- Smartphone with internet access and QR reader/scanner



## Riddle 4: Hans, Mechanic

### Description

Hans has sent the Governors an envelope, in this envelope he sends them the wheel to decrypt his message in Caesar cipher.

In addition, the Governors have a business card and a photo of him.

**The goal is reached when players have deciphered the message and introduce all Hans' information in the findings chart.**

### Solution:

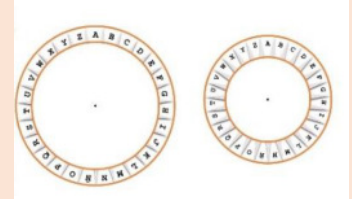
- ✓ Manual dexterity
- ✓ Accuracy
- ✓ Organizational skills

### Hints for Game Master

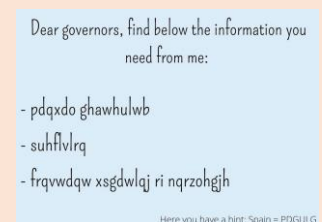
- The Game Master has to remind the participants that they have to write down and save all the data they find and believe to be valuable.

### Materials needed

- Caesar Cipher Wheel



- Letter and card with message



- Business card (misleading item)



- Photo of Hans (misleading item)







## Riddle 5: Malik, Electrician

### Description

Participants will find the CV of an electrician. In that CV they can find all the information they need about the electrician.

The skills are written backwards, and participants will have to decrypt them using a mirror.

**The goal is reached when players discover the skills and include them in the findings chart.**

### Solution:

- ✓ Problem solving
- ✓ Ability to work individually
- ✓ Interpretation of technical drawings

### Hints for Game Master

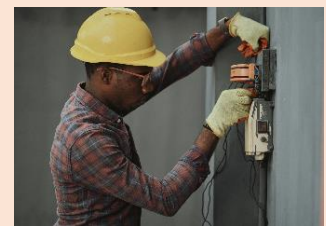
- The Game Master has to be attentive and remind the participants that they have to fill the findings chart so there is information in the CV that it is not that important for them.
- The Game Master may need to remind the participants that all the elements in the room may be useful to solve the riddles.

### Materials needed

- CV



- Photo of Malik (misleading item)



- Mirror



## Riddle 6: Francesco, Cook

### Description

Participants will have to put on the glasses with red lenses to decipher the message hidden in a cypher letter sent by the cook.

By placing the red filter glasses over the coloured letters, the hidden message can be seen.

**The goal is reached when players have deciphered the hidden message and put Francesco information in the findings chart.**

### Solution:

- ✓ Creativity and imagination
- ✓ Quick decision-making
- ✓ Ability to work under pressure

### Hints for Game Master

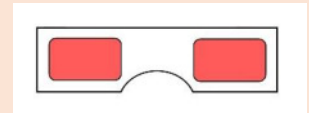
- The Game Master has to remind them that to decipher a riddle they may need more than one element.

### Materials needed

- Coded letter



- Red filtered glasses



- Photo of Francesco





## Riddle 7: Final Chart

### Description

To solve this riddle participants must have solved all the previous games (in no particular order).

When they have completed the table with all the information they have discovered, they will find a hidden word in the table "Findings chart".

The hidden word is the combination that opens the letters combination lock that closes the box that the participants will have found in the briefcase.

Inside the box they will find a push button, when activated, a recording will play to announce victory.

In the prepared materials the hidden word that opens the lock is BRAVO, but it can be modified with any other word or combination of letters. In some cases this word will vary and a different word will need to be set depending on the available padlock as each padlock has a random combination of letters that may not allow the BRAVO word to be set.

**The riddle is done when players complete the table and discover the word that allows them to open the box and activate the button. At that point, the game ends and the timer stops.**

### Hints for Game Master

- Players need to realise that they need a word because it is a lock coded by letters, not numbers.
- It is important that players understand that they need to have achieved all the riddles to complete the findings chart with all the information.
- The final hint appears when the full game is achieved.

### Materials needed

- Findings chart

| NAME | PROFESSION |     |     |     |
|------|------------|-----|-----|-----|
| ...  | ...        | ... | ... | ... |
| ...  | ...        | ... | ... | ... |
| ...  | ...        | ... | ... | ... |
| ...  | ...        | ... | ... | ... |
| ...  | ...        | ... | ... | ... |

- Box
- 1 letter combination padlock
- Voice recording button with the recorded winner's message



## DEBRIEFING

On completion, meet the students and give them feedback about how they performed. Explain what worked well, if and where they surprised you, where they performed better than the average or expected and where team and individual efforts were good and fruitful. Also mention what did not work so well and where improvements in the group and the individual actions could have helped solve the riddles easier.

If they completed the game in the 30 minutes timeframe, congratulate them on their success. If they needed longer, still mention the finalisation positively and explain what caused the delay.

In the debriefing of the game, the Game Master will ask several questions that will encourage a discussion about the information young people have and the information they are missing regarding VET and the professional families:

- Did you know all these professions?
- Did you know that VET offers so many options in our country?
- Which skills list do you most relate to?

Finally, the Game Master will remind the participants that this is one more option to take into account. To conclude the activity, different promotional and information leaflets will be given. The idea is to present VET as a valid higher education option. That is to say, not to introduce university OR vocational training but university AND vocational training as valid options.





## WALK-THROUGH

### PREPARATION

- 1) Change the letter combination padlock password using the instructions provided. We will set it with the password BRAVO.



- 2) Record the final message on the voice recording button. Insert the recording button into the box and close it with the letter lock.
  - FINAL MESSAGE: Congratulations! You have completed the mission. Thank you!





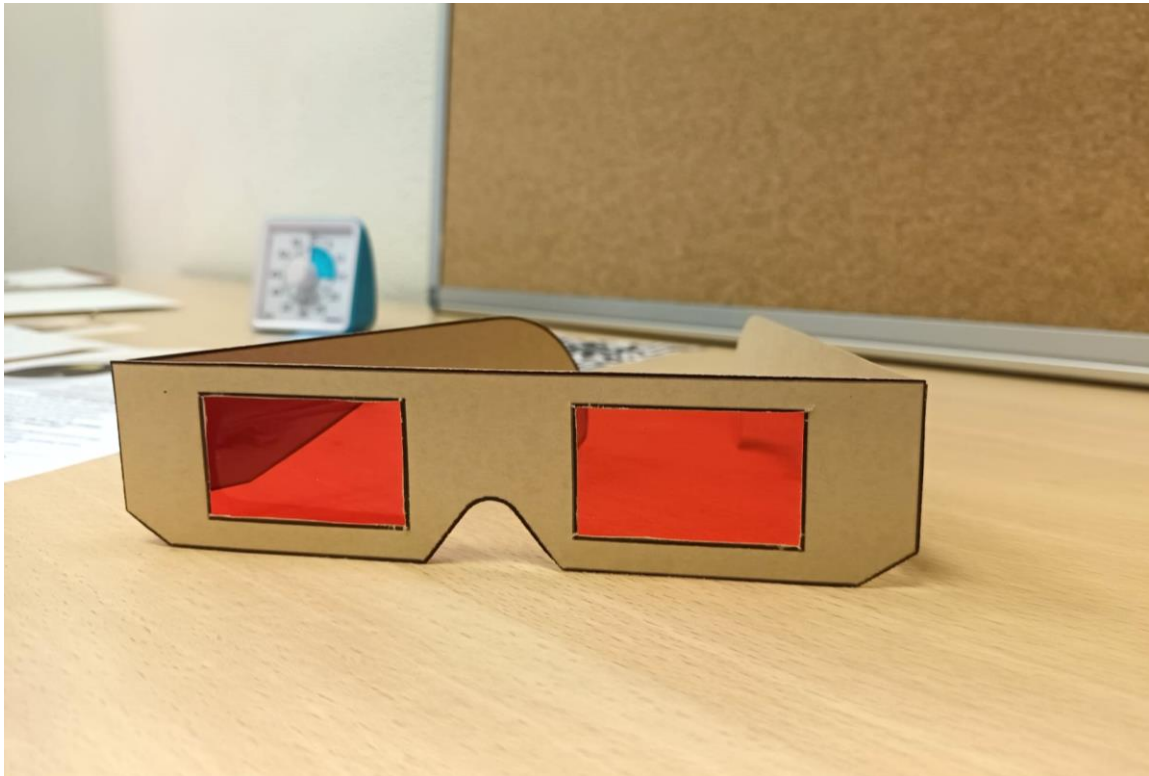
- 3) Set the timer with the half hour available to complete the game.



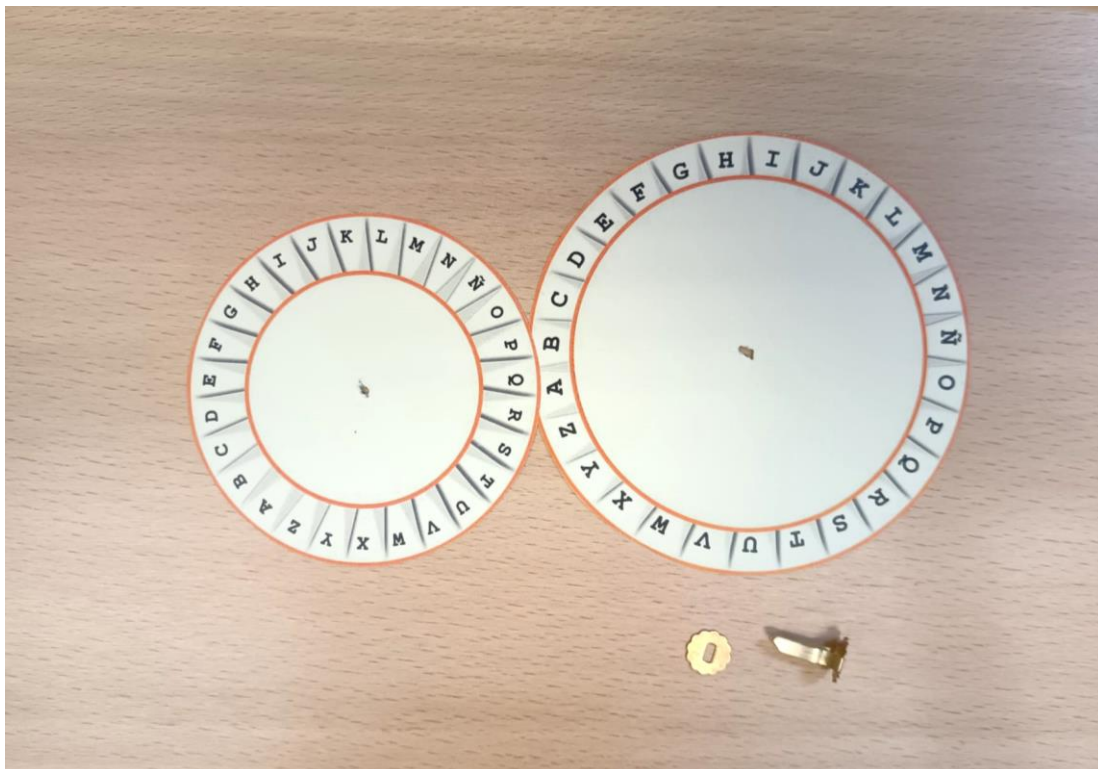




4) Create the red- filtered glasses with red foil.



5) Assemble the Caesar cipher wheel with the help of a brass fastener.





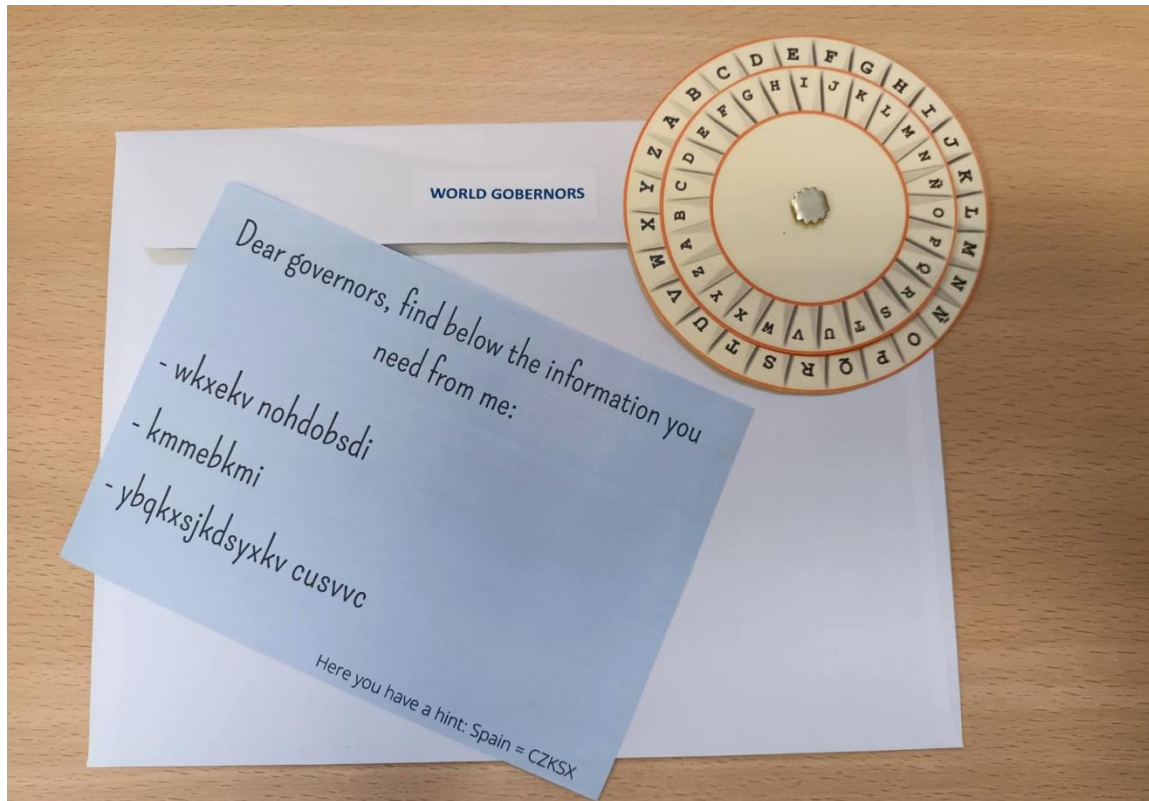
6) Cut the QR code into 4 pieces.







- 7) Put the Caesar cipher wheel and the encoded letter in an envelope with Hans' name on the return address.



- 8) Check out that the professional skills of Malik's CV are correctly readable with the mirror.





9) Include each game element in its corresponding place as detailed in the following table:

| INVESTIGATION BOARD   | BRIEFCASE   |
|---|---|
| <ul style="list-style-type: none"> <li>✓ Sticky note that indicates the meeting time</li> <li>✓ Morse alphabet</li> <li>✓ 1 piece of the QR code</li> <li>✓ Hans' photo (Mechanic) and his business card, Francesco's (Cook) and Malik's (Electrician)</li> <li>✓ Findings chart</li> </ul> | <ul style="list-style-type: none"> <li>✓ Carmen's photo (Nursery assistant)</li> <li>✓ 3 pieces of the QR Code</li> <li>✓ Christine's photo (IT Specialist)</li> <li>✓ Envelope with the encrypted message from Hans and the Cesar cipher wheel</li> <li>✓ Malik (Electrician)'s CV</li> <li>✓ Mirror</li> <li>✓ Brass fastener</li> <li>✓ Francesco's letter (Cook)</li> <li>✓ Red filtered glasses</li> <li>✓ Box (that contains the voice recording button)</li> </ul> |







10) Set the numerical padlock with the time of the governors' meeting and close the briefcase.





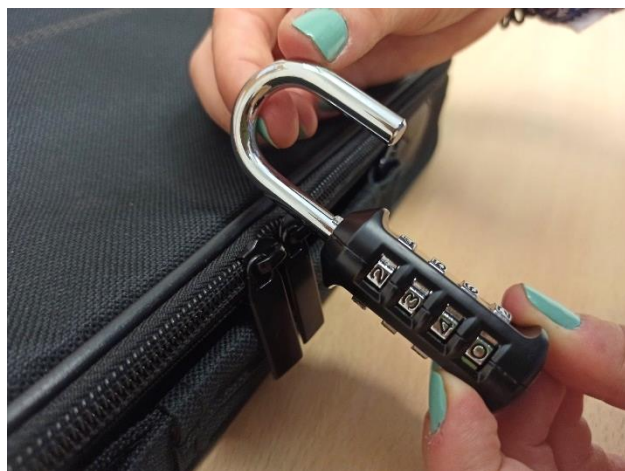
## GAME DEVELOPMENT

Once everything is ready participants can start the game. This is the first image that the participants will see when they enter the game room.



We will explain how each of the riddles are developed. Remember that the order of the riddles does not affect when reaching the final solution.

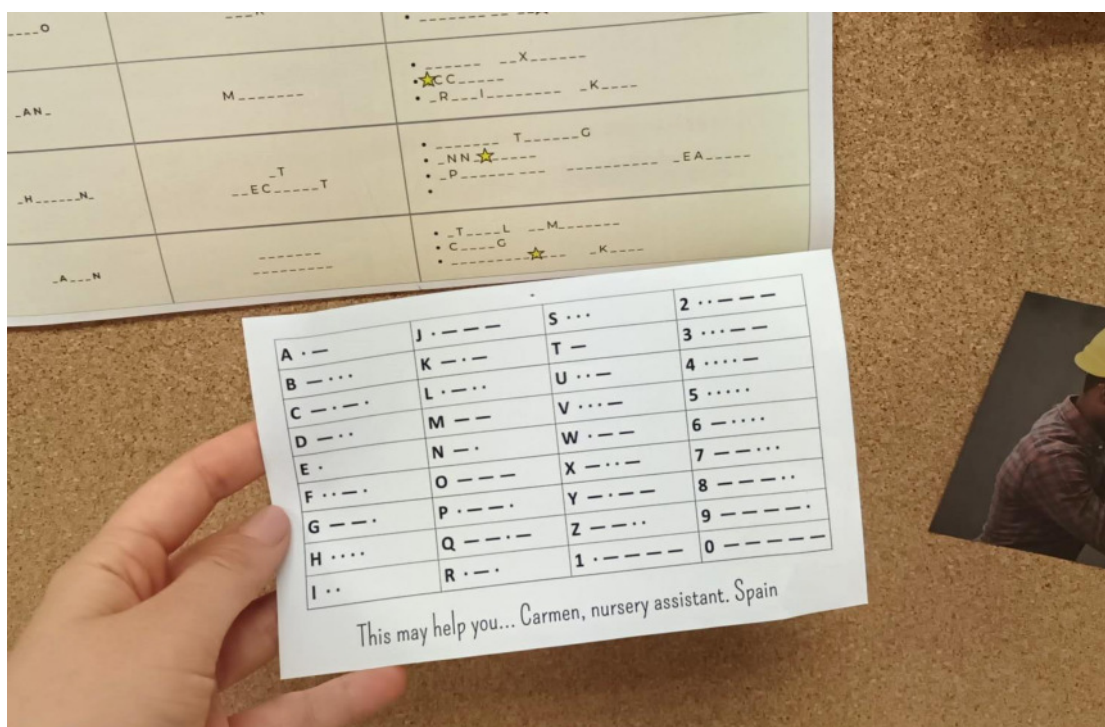
**Riddle 1:** The sticky note on the investigation board indicates the date and time of the next governors' meeting. The numbers of this time are the ones that open the numerical lock on the briefcase.



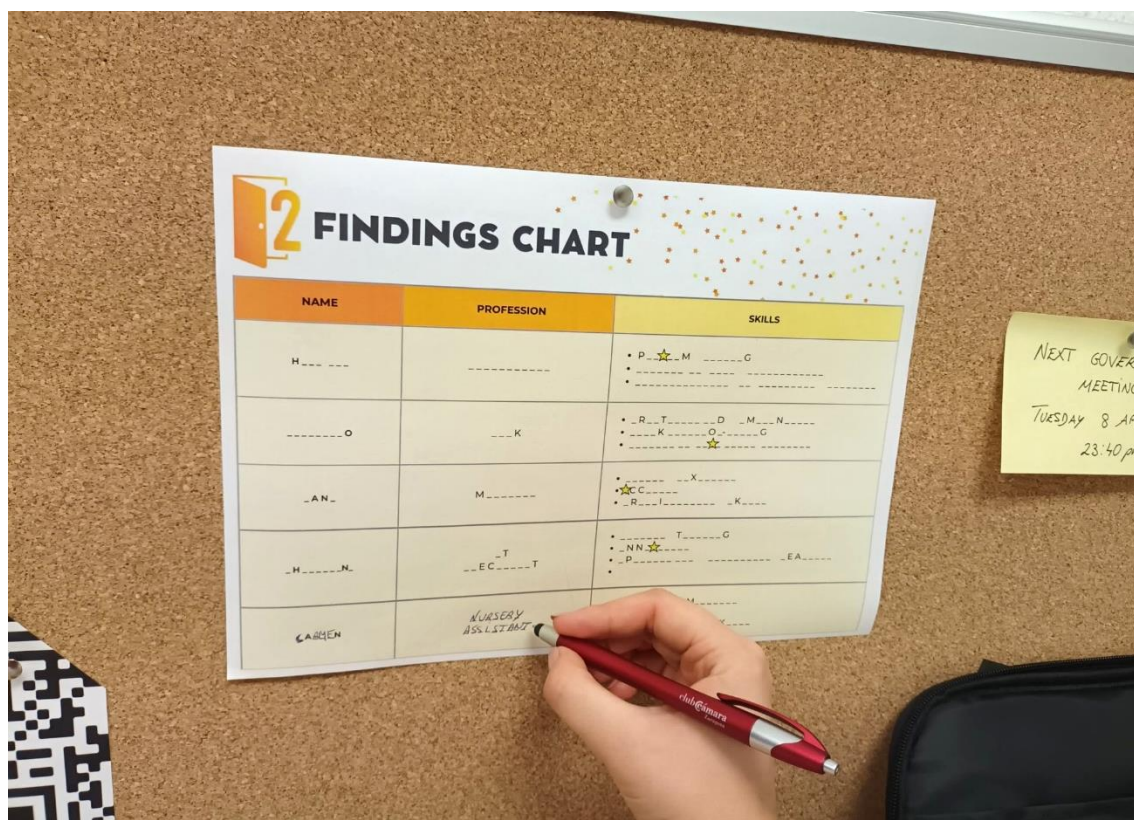




**Riddle 2:** In the briefcase there is a picture of a girl holding a board with an encrypted message. The board includes the Morse code alphabet, with which to decipher the words written on the board. These words are three skills that a nursery assistant should have. We will include all the information in the findings chart.

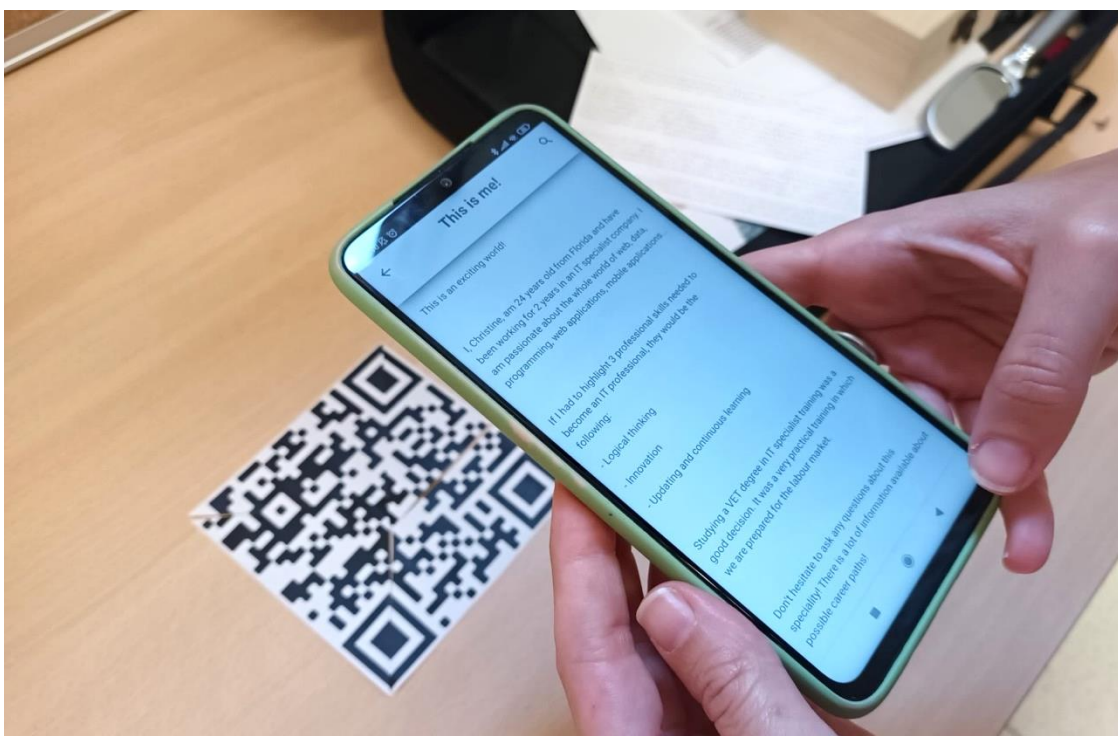
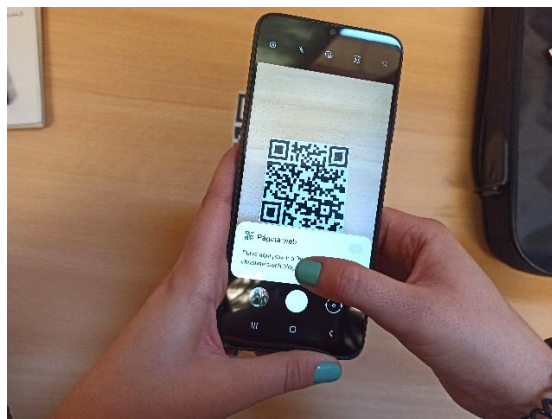


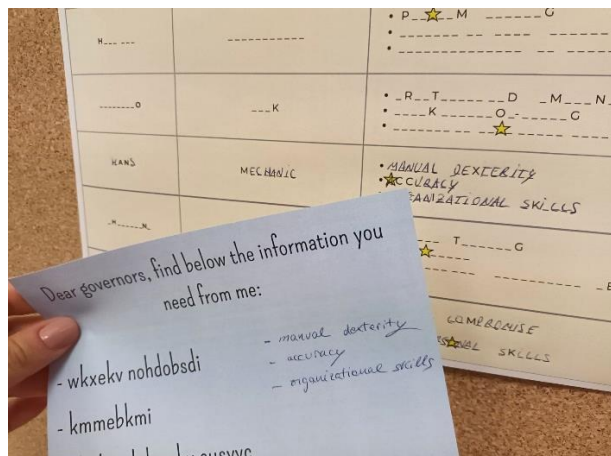
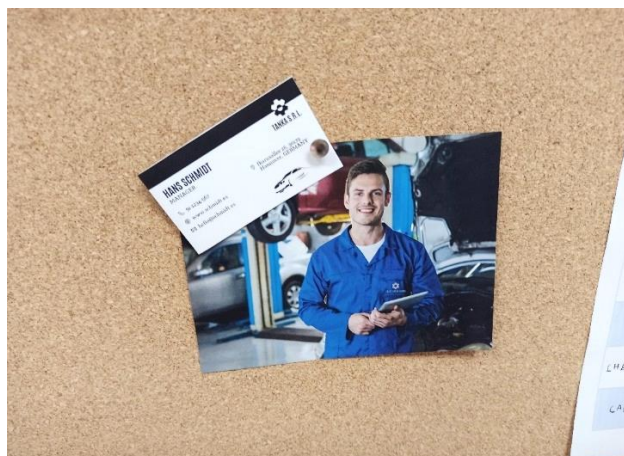






A photograph of a corkboard. On the left, a QR code is partially visible, with a small metal fastener holding a piece of paper over its top-left corner. To the right of the QR code is a document with a table. The table has two columns: 'NAME' and 'PROFESSION'. It contains five rows of data, including names like 'H...', '...', 'A.H.', 'H...', and 'LAREN', and professions like '...', '...', '...', '...', and 'LAREN'. The document also features a small star icon and some handwritten notes.

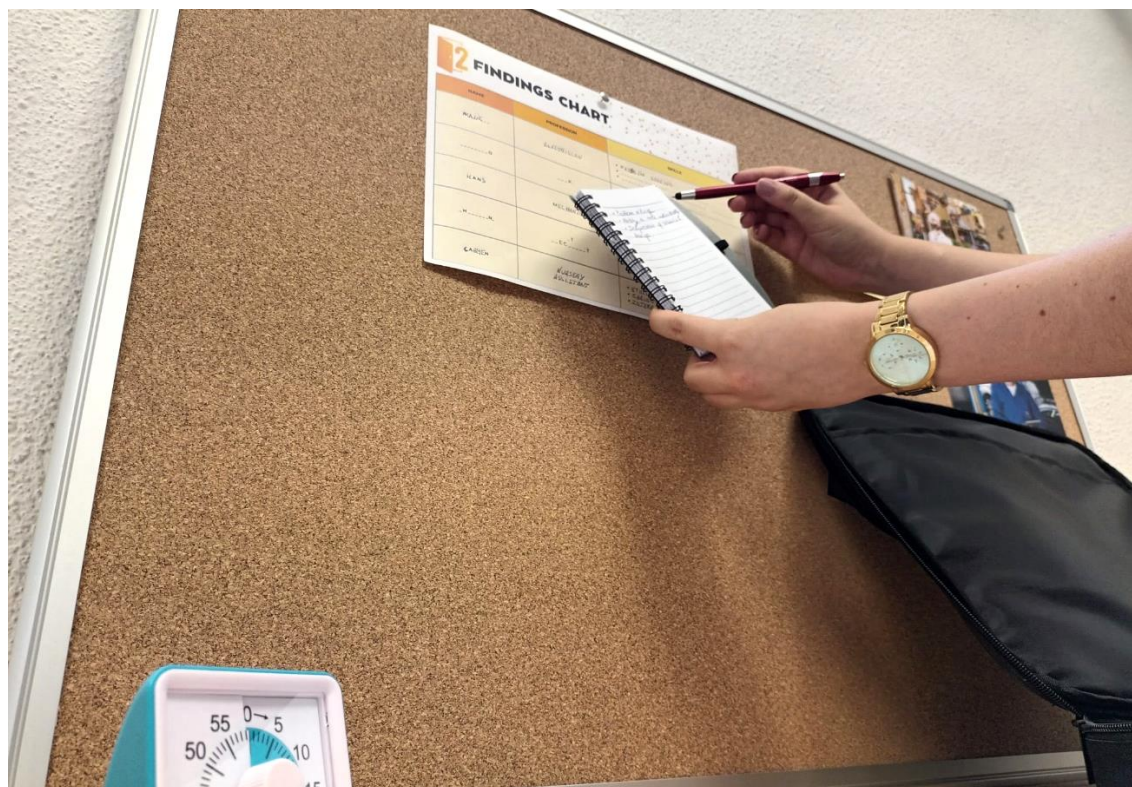






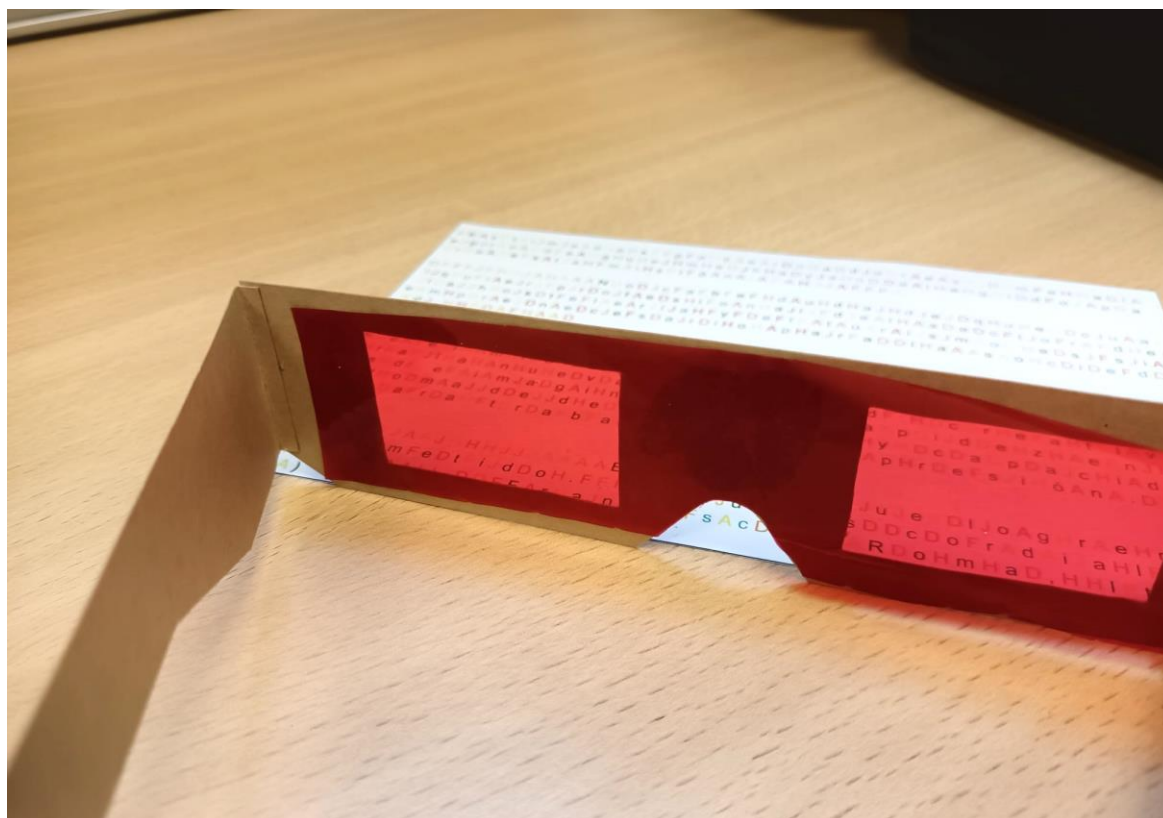


**Riddle 5:** In the briefcase we find an electrician's CV and a mirror. The professional skills are written backwards, but with the help of the mirror they will be able to read them correctly and add them to the findings chart.

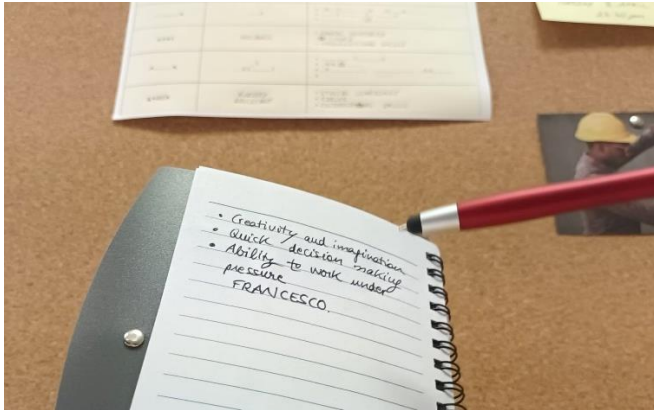




**Riddle 6:** With the help of the red filtered glasses, we can read the encrypted letter that describes the skills required for the job of a cook.

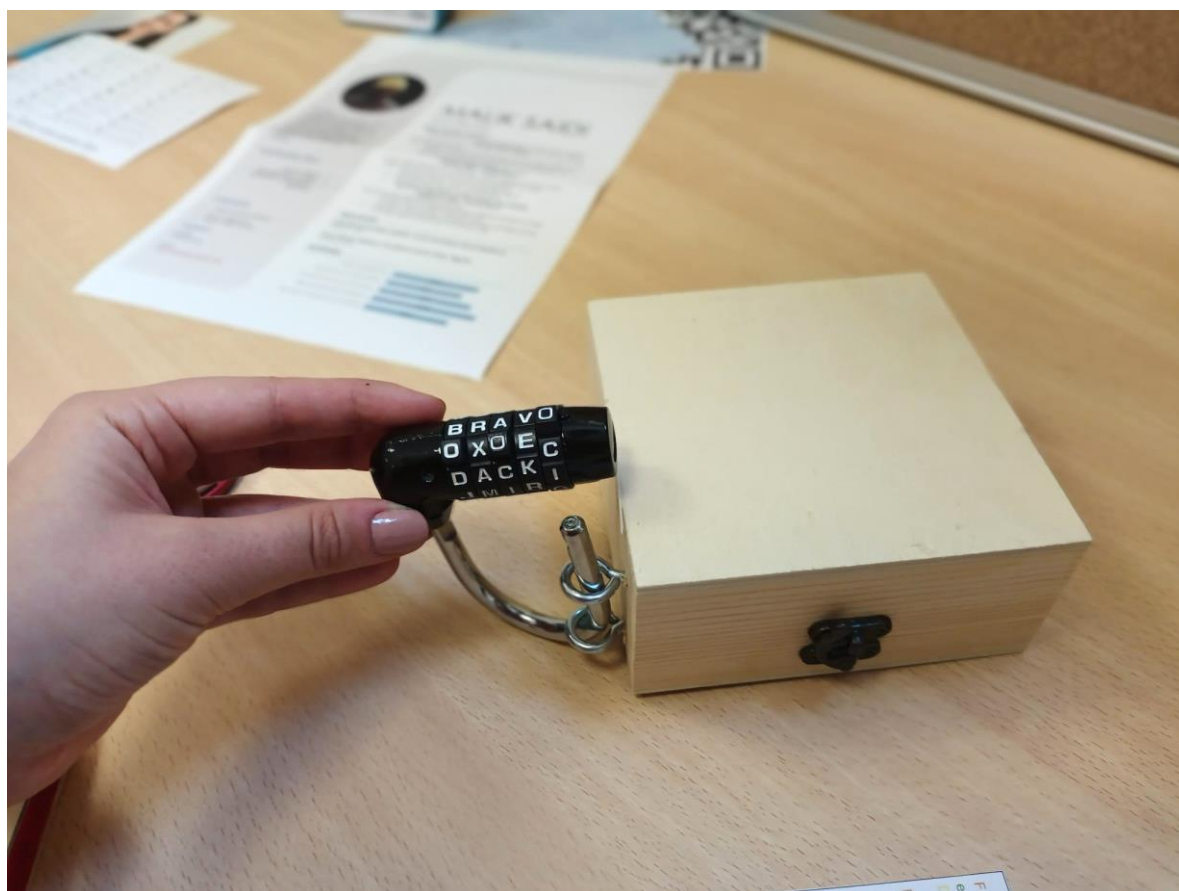
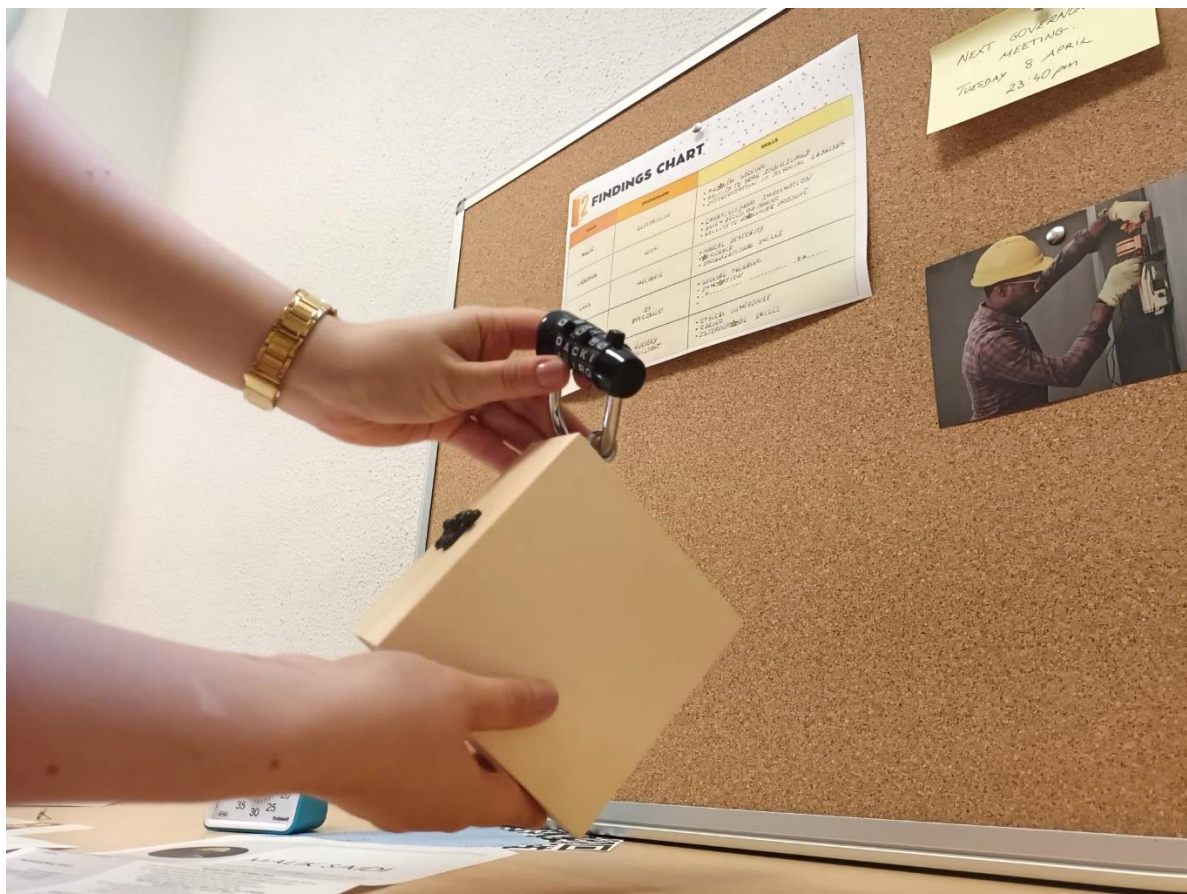






**Riddle 7:** Once we have compiled all the information found in the game on the findings chart, we can see that some letters are inside stars. These letters form the word BRAVO, which is the key that opens the box with the letter combination padlock. When we open it, we find a voice recording button, which, when pressed, congratulates us and thanks us for the great work we have done.

| 2 FINDINGS CHART |                   |   |
|------------------|-------------------|---|
| NAME             | PROFESSION        | SKILLS  |
| MALIK            | ELECTRICIAN       | <ul style="list-style-type: none"> <li>• PROBLEM SOLVING</li> <li>• ABILITY TO WORK INDIVIDUALLY</li> <li>• INTERPRETATION OF TECHNICAL DRAWINGS</li> </ul> |
| FRANCESCO        | COOK              | <ul style="list-style-type: none"> <li>• CREATIVITY AND IMAGINATION</li> <li>• QUICK DECISION-MAKING</li> <li>• ABILITY TO WORK UNDER PRESSURE</li> </ul>   |
| HANS             | MECHANIC          | <ul style="list-style-type: none"> <li>• MANUAL DEXTERITY</li> <li>• ACCURACY</li> <li>• ORGANIZATIONAL SKILLS</li> </ul>                                   |
| CHRISTINE        | IT SPECIALIST     | <ul style="list-style-type: none"> <li>• LOGICAL THINKING</li> <li>• INNOVATION</li> <li>• UPDATING AND CONTINUOUS LEARNING</li> </ul>                      |
| CARMEN           | NURSERY ASSISTANT | <ul style="list-style-type: none"> <li>• ETHICAL COMPROMISE</li> <li>• CARING</li> <li>• INTERPERSONAL SKILLS</li> </ul>                                    |







**CONGRATULATIONS, YOU HAVE COMPLETED THE GAME ON TIME!**



# Escape Stay



IHK-Projektgesellschaft mbH  
OSTBRANDENBURG



[www.escape2stay.eu](http://www.escape2stay.eu)



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