

Escape with the Grade



A Women's Suffrage Escape room

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Introduction Video



Description and Target Audience

The players must find a way out of the classroom by completing puzzles based on the Women's Suffrage Movement. Players will complete puzzles to help them answer the questions for their pop quiz!

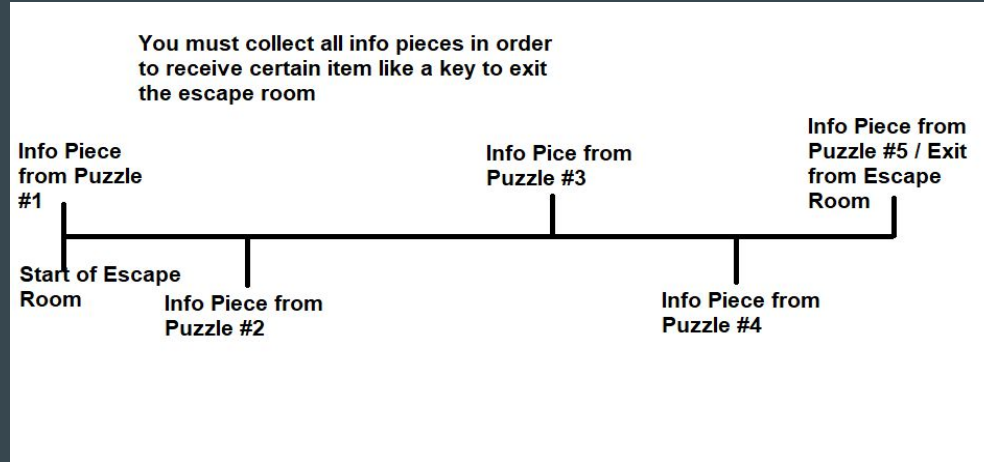
Target Audience:
High school students and older
Individuals interested in learning about history

Summary

It's the night before your big history test, you've spent all week studying for it and you still don't feel 100% ready. You can't quite seem to remember everything when quizzing yourself on the Women's Suffrage chapter. It's almost midnight so you decide to get some sleep. You hope you remember everything when it's time for the test...

You wake up to find yourself in your history classroom! There's no one to be found, the classroom door is locked and you must complete all the puzzles in order get out. Good Luck!

Flow of Gameplay



Rules

Time Limit: 30 min!!

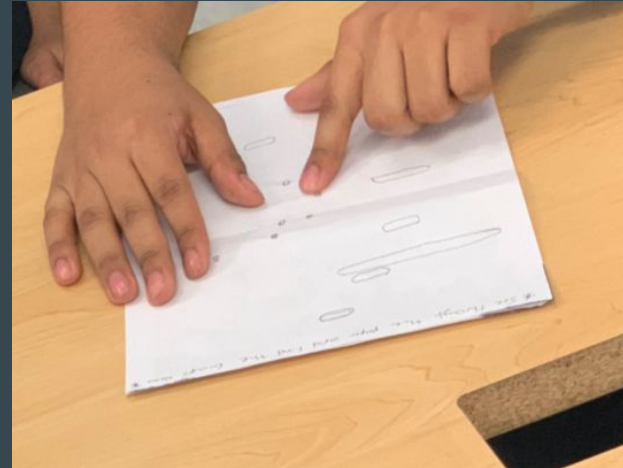
1. Things to keep in mind:
 - a. Don't destroy any props in attempt to complete the puzzle
 - b. Talk to moderator for any additional help

Puzzles

Players will be given an answer sheet to write down all their answers and if they need it they will also be given extra paper to use.

Name: _____	Date: _____
<h2>History Quiz</h2>	
1. Question 1	
2. Question 2	
3. Question 3	
4. Question 4	
5. Question 5	

1.

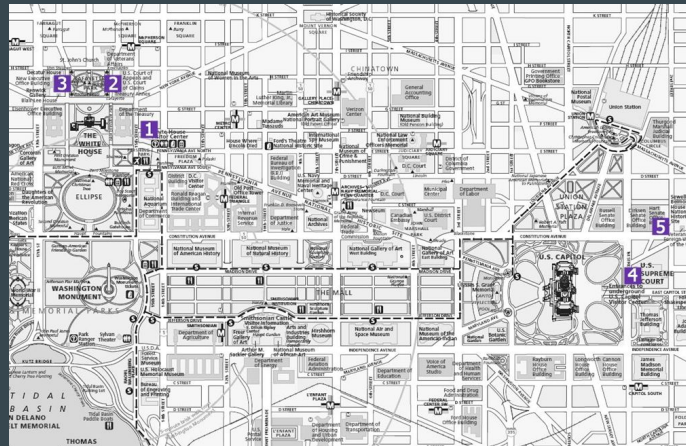


Using the circles on a piece of paper clues can be used to get to puzzle 2.

Puzzles

2. Taking the clue giving the starting point from puzzle 1, the map below will have a path in invisible ink to get the answer for puzzle 2 and will also give the phrase needed to access the next puzzle.

The other maps give more information on certain locations



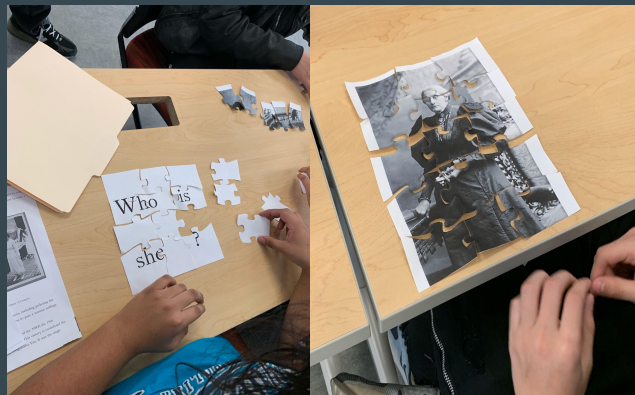
Puzzles

3.

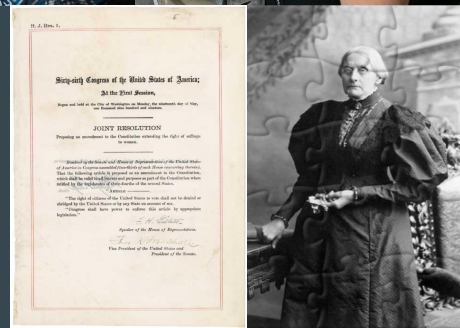


Using the clue found during puzzle 2 will give you the timestamp for the phrase needed to access puzzle 4

4.



The last puzzle will be putting the picture puzzles together of Susan B. Anthony and the 19th Amendment appeal.

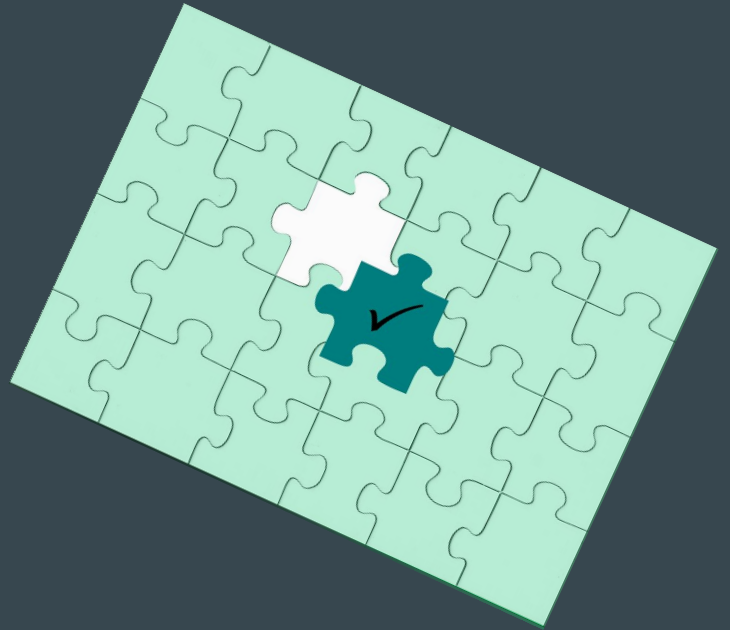


Puzzles

5. The 5th puzzle of our game was invisible text that leads to a hidden compartment in the box that holds the jigsaw.

Win Ending!

- The Winning end or good ending is when the team completes all puzzles and gets A on their test.



Alternate Endings

- The alternate endings consist of the you the student getting a grade depending on the amount of puzzles that are solved within 30mins.
- A = All puzzles completed
- B = 3 Puzzles completed
- C = 2 Puzzles completed
- D = 1 Puzzles completed
- F = 0 Puzzles completed

