Valentines Day Escape Room Schemata

Participants will be given two large boxes and two smaller boxes. Inside the larger boxes are more clues and boxes. However, the two large boxes are locked. There are two stages. First is opening the first box. They will end up with ta code to open the second big box. The two smaller boxes also have things inside them. One box has the blacklight flashlight. The other box is the final clue and is filled with candy and a congratulations note. It should be made clear that this is the final box.

Step 1 – Map

In addition to the four boxes, the participants will also get a map. It is basically a city grid map with symbols on it. The players must find the clues glued to the bottom of one of the big boxes.

The clues are just directions. At each stop there is a symbol. The symbols will be used to open of the large boxes. The order of the symbols is based on the story told through the clues.

Step 2 – Calendar Colors

When they open the box, they will see a calendar and some boxes. If they shake the calendar, a card will fall out with instructions on how to open the first box. On the calendar, there are special days written in various colors. Trainees will use the cards to find the correct special days. The color of the special days will allow the players to open the next lock.

Step 3 – Spelling Mistakes

When the players open this box, they will find some information about the history of Valentine’s Day. Upon closer examination, they will discover that there are some errors in the writing. They must find the errors and write down the correct letters. The errors will spell a word. There are three passages. The final code is 7-9-9.

Step 4 – Explain the Holiday

Inside this box there are Korean holidays written on pieces of paper. Since there is a mix of KTs (Korean teachers) and NTs (native language teachers), this activity forces interaction. The KTs will have to explain these holidays to the NTs. Then, the NTs will choose one of the holidays that they like the best and explain to the instructor how they would celebrate that Korean holiday. If the instructor is satisfied, they will give the players a key.

Step 5 - Blacklight Korean Days

The key opens the small box with the blacklight in it. The players can use this blacklight on the calendar or the Korean holiday cards. If they look at the calendar, they will find that there are letters written on certain days (that are only visible in blacklight). If they move the blacklight over the pictures on the calendar, there are instructions pointing them to check out the Korean holiday cards. On the backs of the Korean holiday cards, there are ordinals written showing the correct order of the holidays. Once the players have the order set, they can use the blacklight to find the letter written on those days. It will spell out FLOWER. They can use this word to open the cryptex.

Step 6 – Cryptex

Inside the cryptex, there is a key that opens another box.

Step 7 – Oration

Inside this box, there are two passages with missing words. There is also a box around certain letters in the missing words. Players must listen to the passages to find the missing words. There are QR codes with the oration. One QR code is hidden inside the lid of the big box and the other QR code is hidden in a smaller box. The letters in the boxes will spell CUPID. Players can use this code to open the second big box.

Step 8 – New box

Inside the second large box there are a few more boxes, a 20x20 grid paper, a box of “chocolates” and some additional information for future ciphers. The 20x20 grid will be used for the next clue.

Step 9 – Pixel Art

If the players are clever, they will notice that the numbers (on the 20x20 grid) look similar to the ones written on the outside of the first large box. If they color in those squares, it will produce a pixel art of an ARROW. This is the code to open the next box.

Step 10 – Playing Cards

Inside this box, there is a box of cards. When the playing cards are removed, the players will see a name, Elizabeth of York. If they search for her name and “playing cards” they will find out that she is the queen of hearts. The players need to find this card in the deck and use the blacklight on it. In blacklight ink it says, “Super Mario Day.” They will need to find Super Mario Day (March 10th) on the calendar. The date, 3.10, is the code to open the next box.

Step 11 – Box of Chocolates

Inside this box there are instructions to solve the next clue. However, some of the words are written in a PigPen cipher. They can use the information inside the large box to decipher the clues. This section practices prepositions of place. The clues explain which chocolate is first, second, third, etc. Players must use this information along with the chocolate chart in the box of ‘chocolates’ to find the next code, 4853.

Step 12 – Valentines Day Card

Inside this box, there is a Valentine’s Day card. But not everything is as it seems. This is actually the last clue. This section uses homophones to make a code. The word “for” is actually “four.” So, when they read the poem written on the card, they can find these hidden homophones. The code, for (4) – won (1) – won (1) – too (2), will open the final box.

Step 13 – Final Prize

Inside this final box is the grand prize. Congratulations players, you have won the game.