Escape

SCOUTING IRELAND
ADVENTURES BEGIN HERE

Escape is an activity whereby you (or your team) must escape from a secured castle.

The challenges are presented on paper but it is suggested that you make some items before you begin. This will enable you to enjoy the experience in a more practical way. There are also suggestions to do these exercises in miniature - however in a more organised real situation these would be life sized challenges (which need more preparation).

On the following pages are presented the castle escape map, and instruction on how to make the items you require.

If you have a large garden, you could place each challenge around this space and move between them, you could also place challenges in different rooms or sheds around your home.

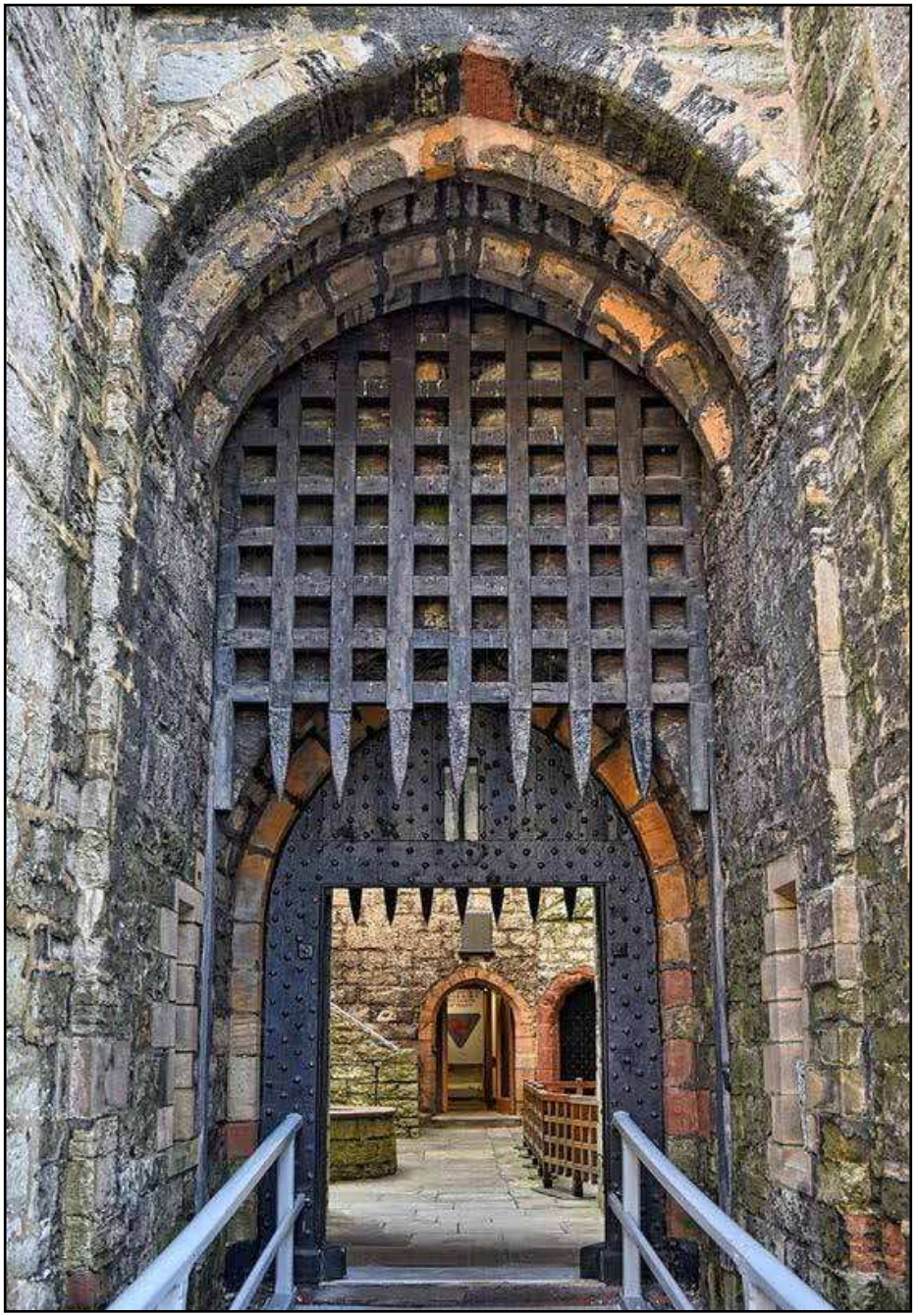
Perhaps other members of your family can also be involved. It will be helpful for parents to assist with one or two items particularly with the use of tools.

The answers to every challenge is provided on the last page of this resource however it is suggested you seek the solution before confirming the correct answer. Your parents or perhaps Section Leader might hold this answer sheet and confirm answers when requested. Some solutions are interlinked so keep an eye on all the challenge pages for some clues or helpful information. Parents or Section Leaders may provide clues if required.

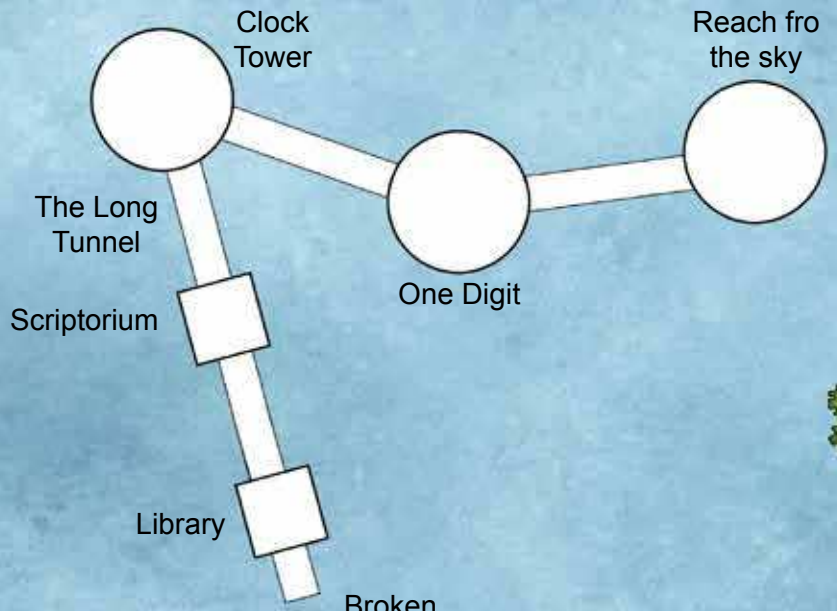
Escape is an ideal incident trail for a Section to be run in rough open ground where incidents and challenges can be spread out some distance apart and can add to the physical aspect of the activity. It can be complimented with rope swings, wall climbing and crawling obstacles. It also becomes a pure team activity with the solving of challenges becoming a group interaction process and sharing of solution ideas.

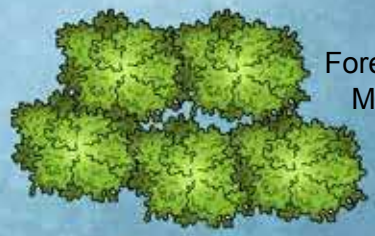
The success and increased enjoyment of ‘Escape’ is preparation. This means setting up the challenge locations/bases, making the items of equipment required, before you start the challenges.

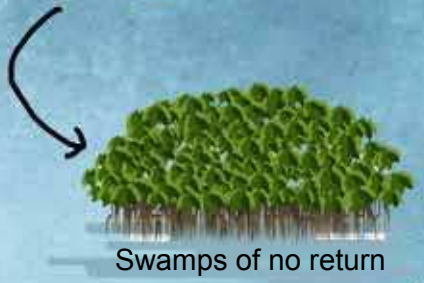
There is no time limit to the challenges but in a team based activity it would be required to prevent stalling during the activity. Parents or Section Leaders may provide clues if required to manage the activity process.

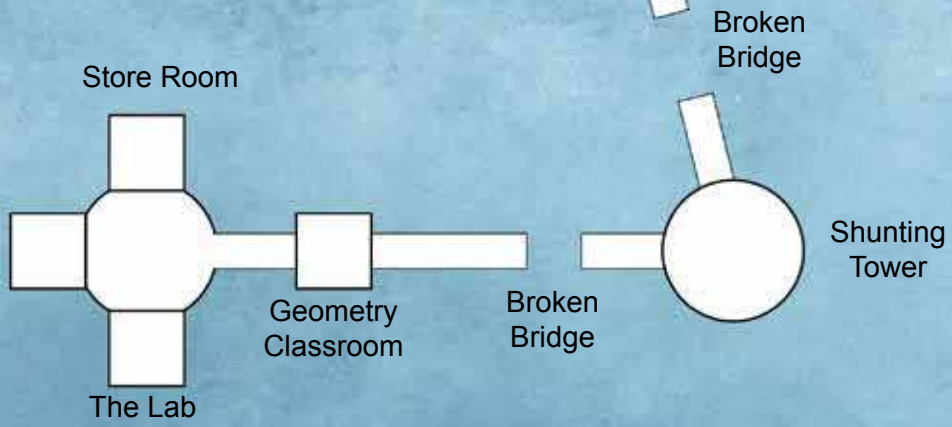


Location of challenges on map









This is a setup map and is not provided to participants. The participants receive 'The Map' page on page 10.

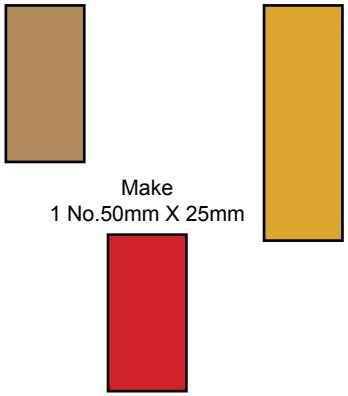
Challenge equipment to make/prepare

Box in room Challenge - equipment (store room)

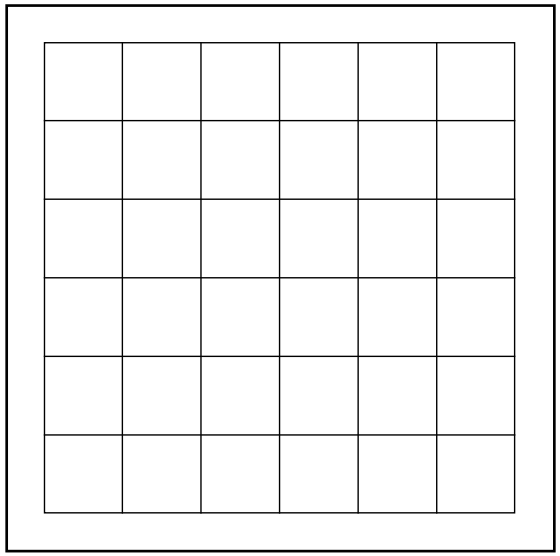
Make
3 No.50mm X 25mm

Make
4 No.75mm X 25mm

Make
1 No.50mm X 25mm

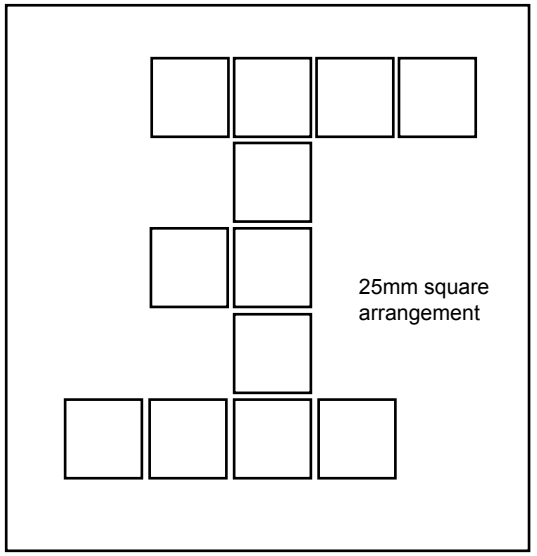


Create play board and box outlines on cardboard



25mm square grid

Shunting challenge - equipment - Shunting Tower



Create play board on cardboard

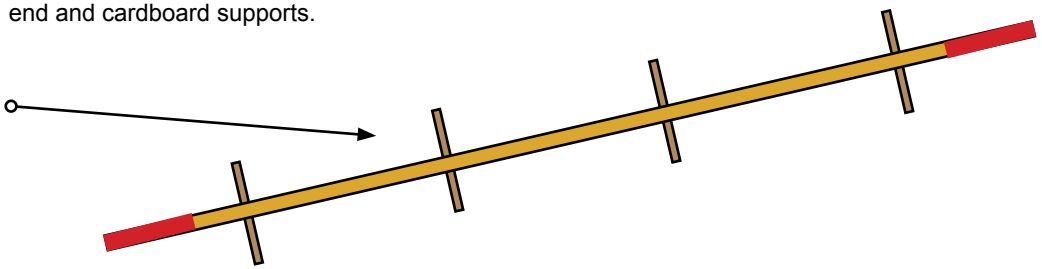
You will need 8 coloured counters or coins can also be used.

Ball Balance Challenge

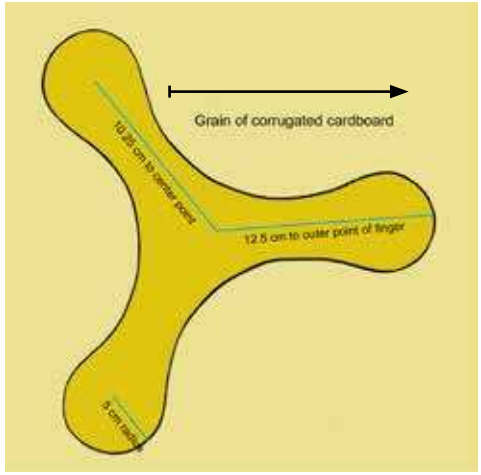
Small thin plank required with some start and end markings at each end and cardboard supports.

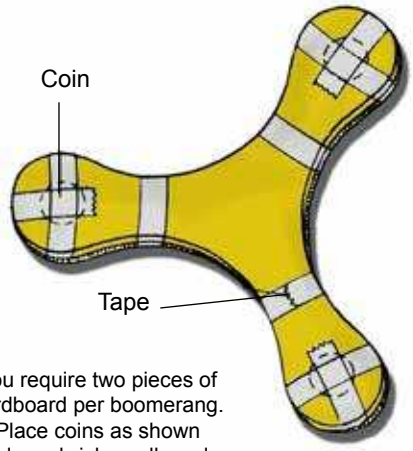
You will require a few marbles

Create 4 No. pieces of cardboard with slots to allow plank to stand on its edge.

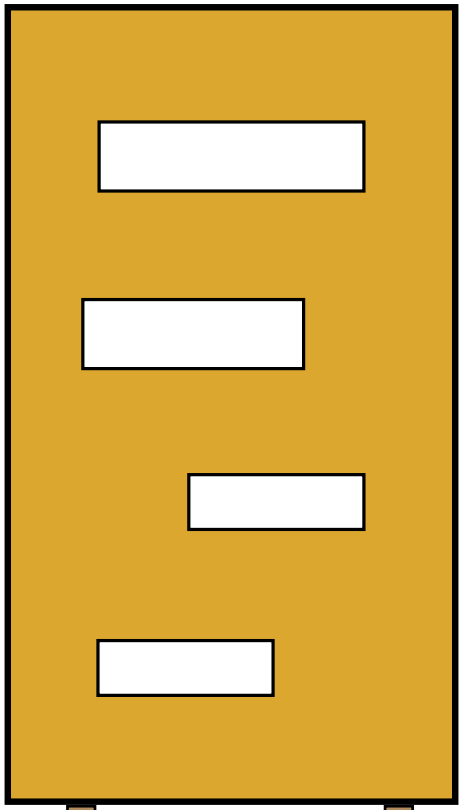


Drawbridge Challenge Equipment - Boomerangs and target board



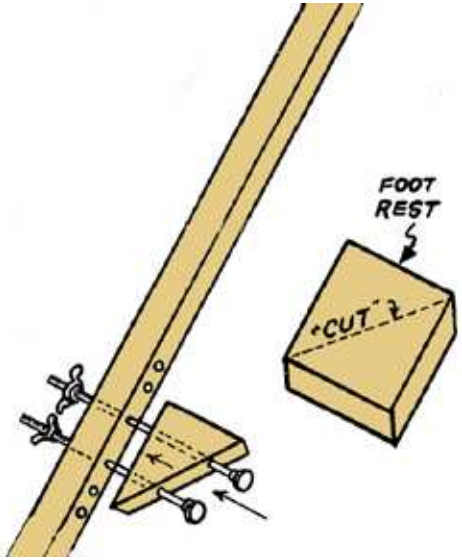


You require two pieces of cardboard per boomerang. Place coins as shown and sandwich cardboards shapes with tape



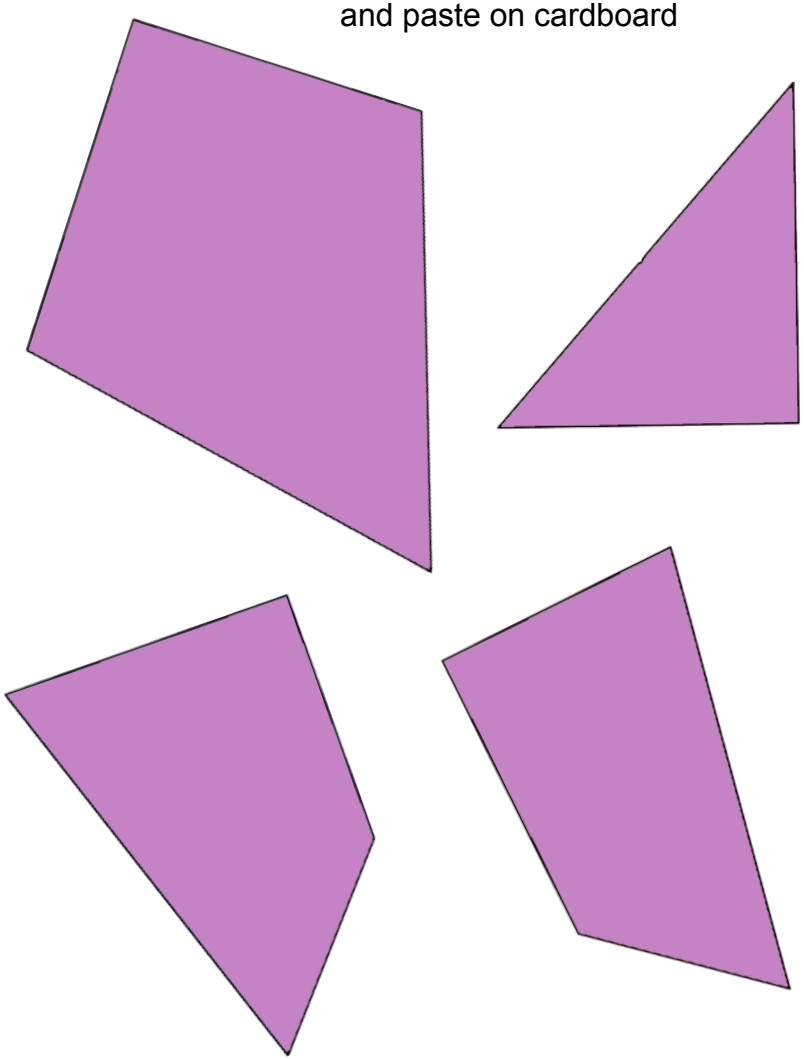
Target board made of cardboard with slots cut into it and supported on sticks.

Swamp Challenge equipment - Stilts



Shape Key Challenge

Print off and cut out shapes and paste on cardboard



Lazer Challenge setup

Fun mazes can be created in hallways or lane-ways. Use string, thread or crepe paper to provide the lazer beams.

This is best setup by a parent perhaps to create mystery and it becomes a surprise to the participant(s). Use masking tape (to protect paintwork) as it will need constant repair despite best efforts of participants.

Other items required

Bridge Challenge

Geodesic Dome Challenge

Small gums are required for building joints and a quantity of bamboo skewers or cocktail sticks.

Reach for the Sky Challenge

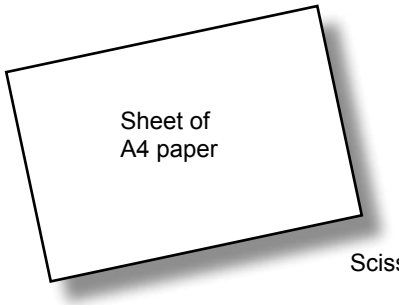
3 no. drinking cups

Tin of beans or heavy tin.

3 No. bamboo skewers

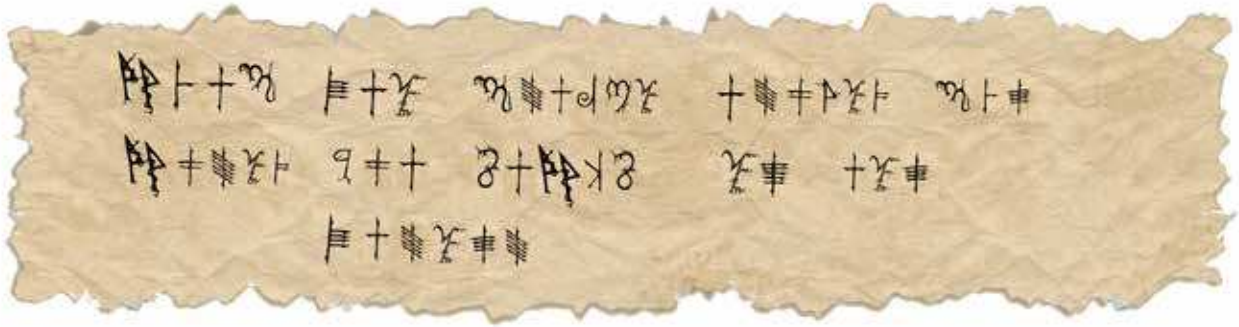
Balancing Challenge

Time warp challenge



Scissors

Coded Message

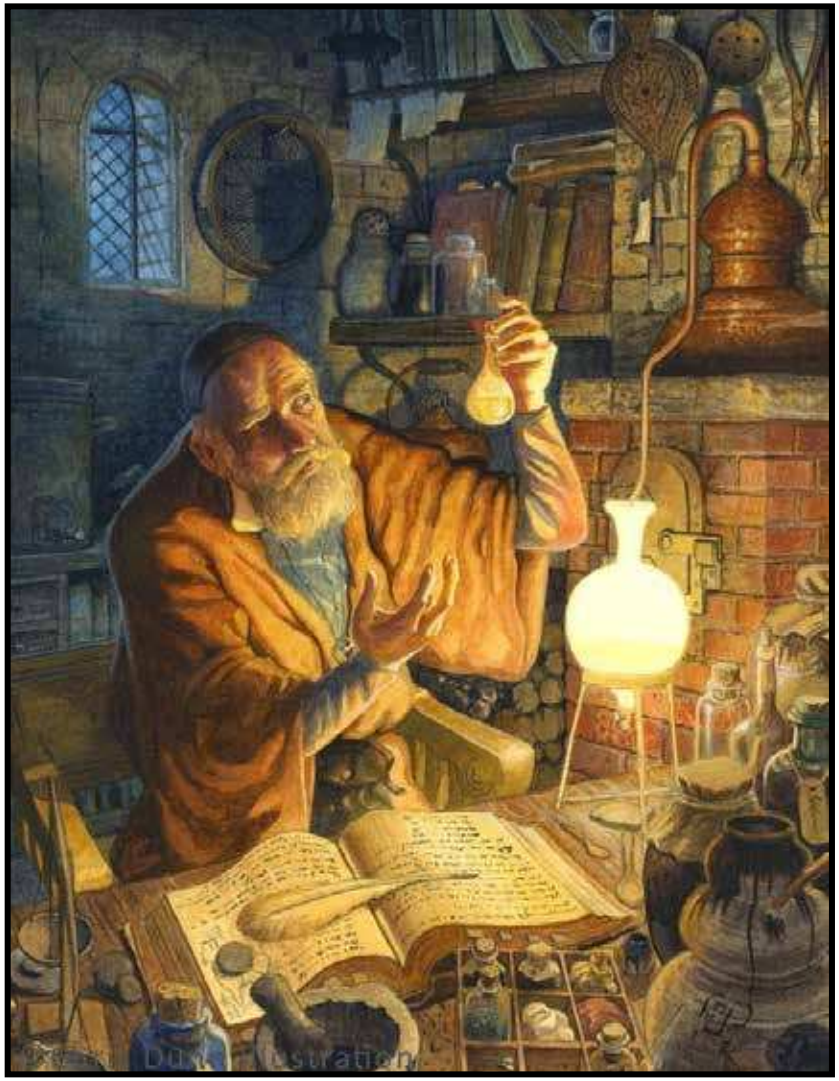


Coded Message - large size

Natural obstacles and
physical challenges.

You are a time traveller and through some misfortune you and your team have been captured and placed in a secure Castle location.

Over time you have befriended a kind Professor who has retired from time - travelling, but remains in the castle experimenting and writing books. During your stay you have helped him with his work and now he wishes to reward you by aiding your escape.



" You have been loyal and trusted captives in this time zone and have helped me with many experiments that have expanded our knowledge of magic and time travel. Now, with the King and his men away on a mission, the reduced security provides an opportunity to escape.

Many have tried to escape but have failed. Over time I have been able to gather information from these failed attempts to created a map. I have also collected some special equipment that I now want you to have, to aid your escape.

Once you escape the confines of the castle you must travel to the 'Watch Tower' located in the swamp. This is a special place and it contains the means to travel backward and forwards in time, and ultimately you can return home to your desired time zone.

To get your brain cells working begin your quest at my lab be completing the experiment maze then follow the map to freedom. Once outside the confines of the castle you should connect with my dear friend who lives in a domed shelter near the lakeside who will help you to the ultimate goal - the time warp location in the Watch Tower.

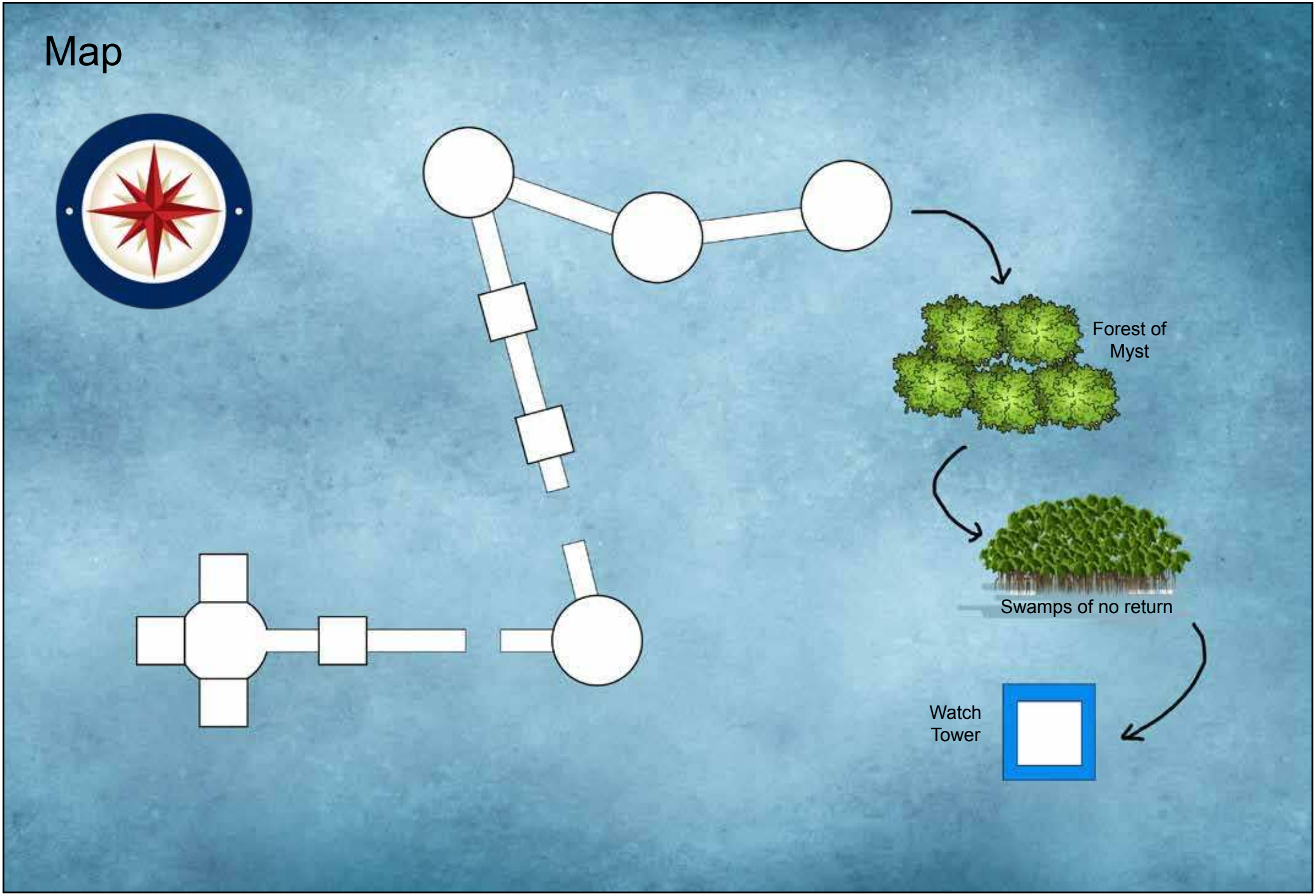
It is not an easy escape and many have failed in the past due to impatience. You will need to complete many challenges and puzzles that require brain power and clever thinking.

I know you have the capability to escape and have displayed your intelligence,dexterity and capabilities to me many times.

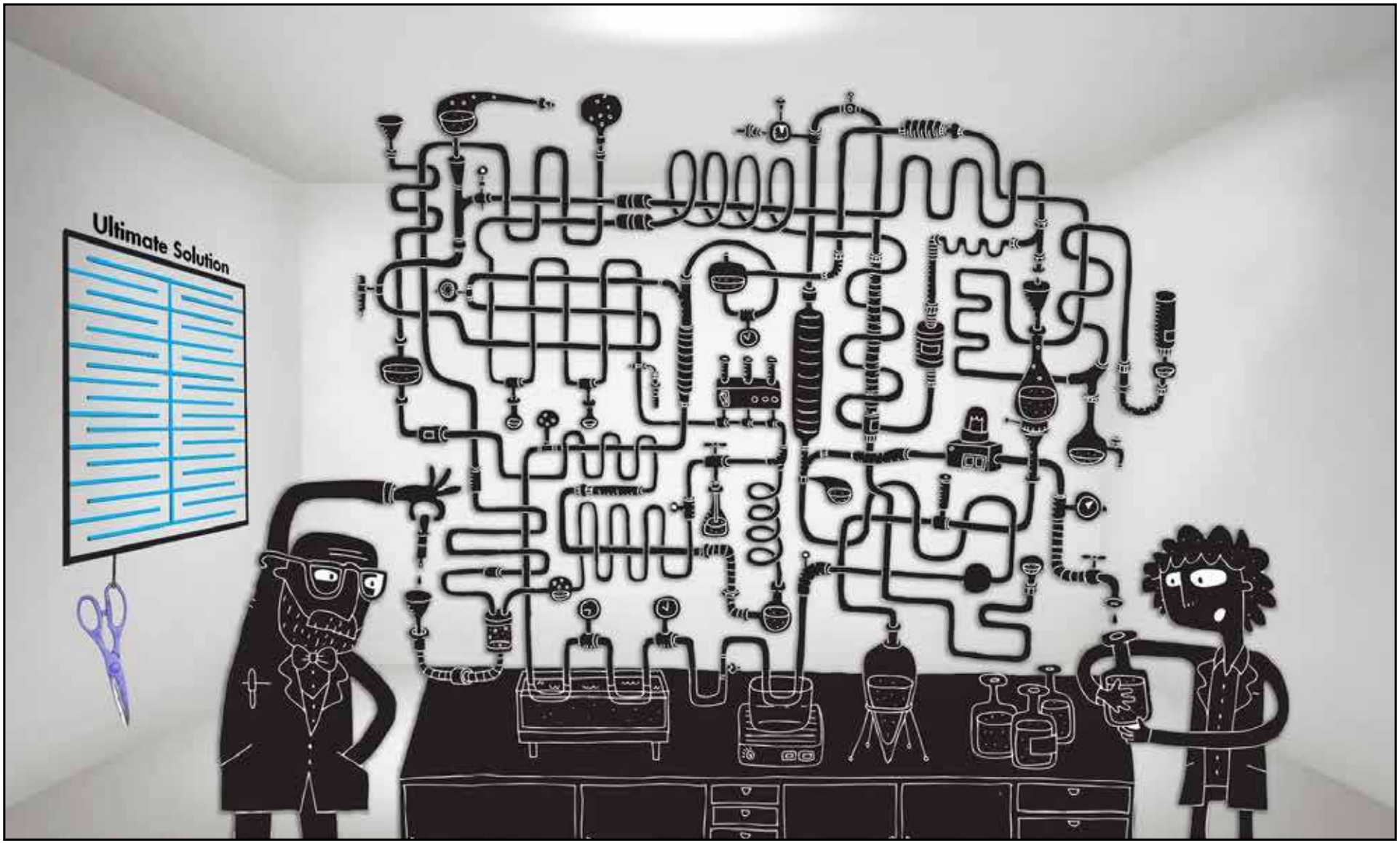
Use the equipment wisely to complete the challenges you encounter and I know you will succeed"

Good luck - the Professor.

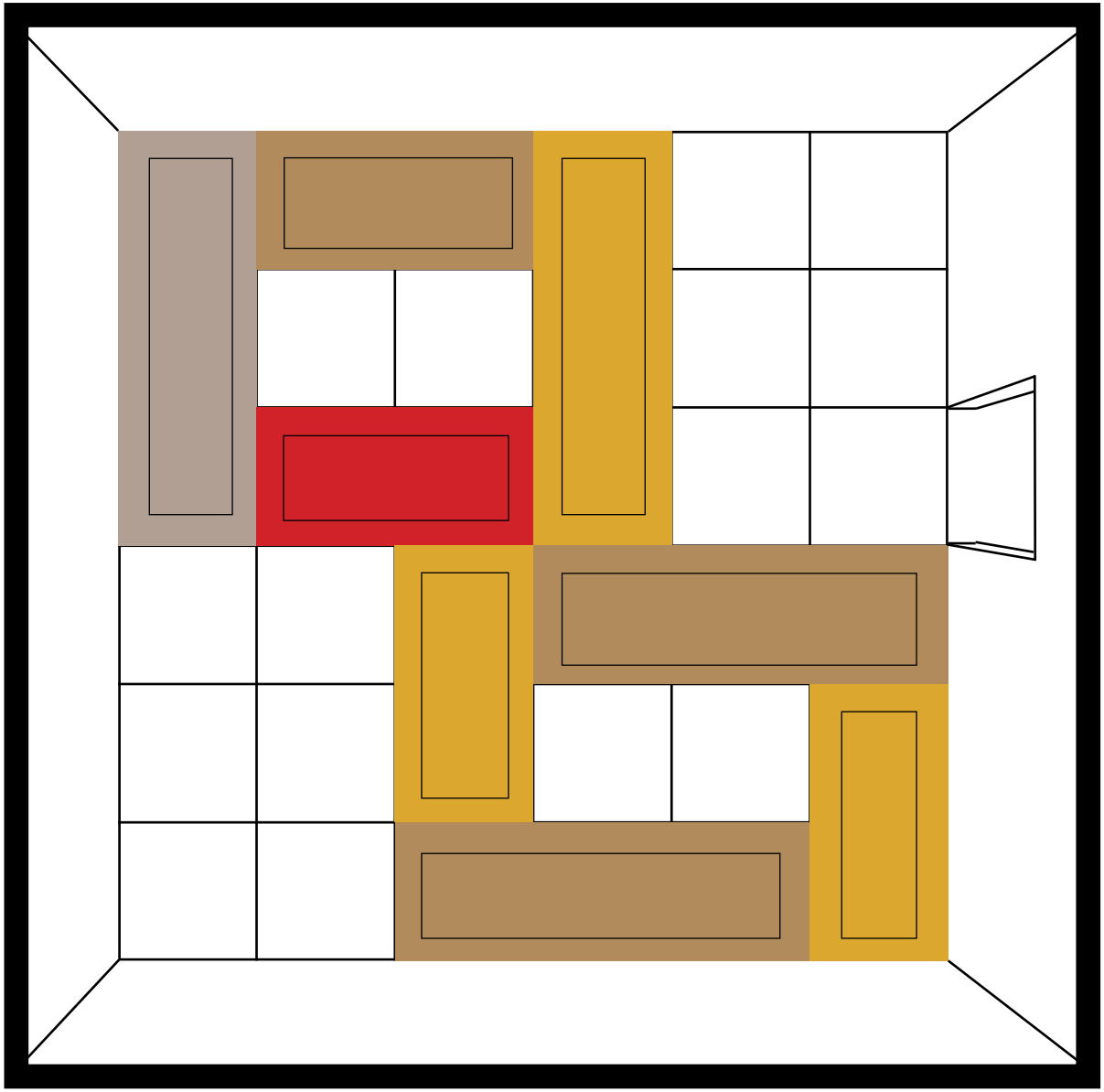
Map

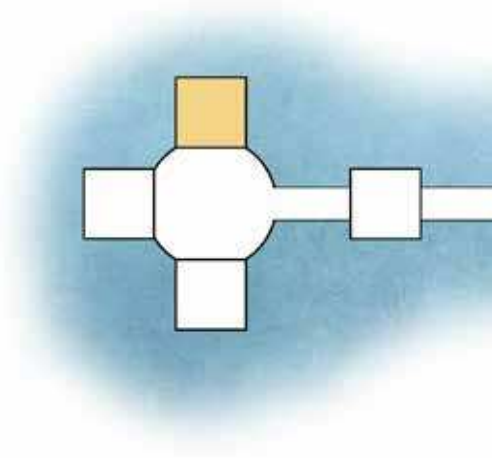


The Professor's Lab

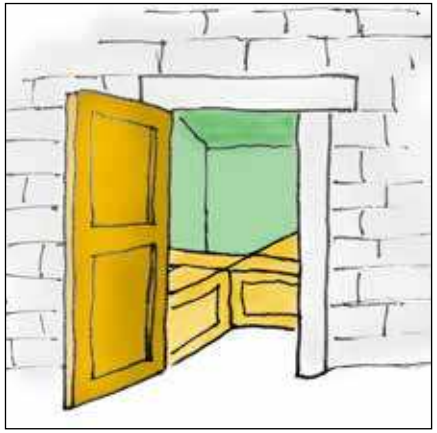


Store Room

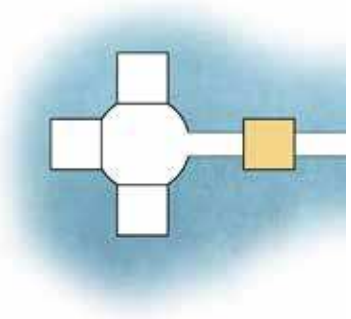




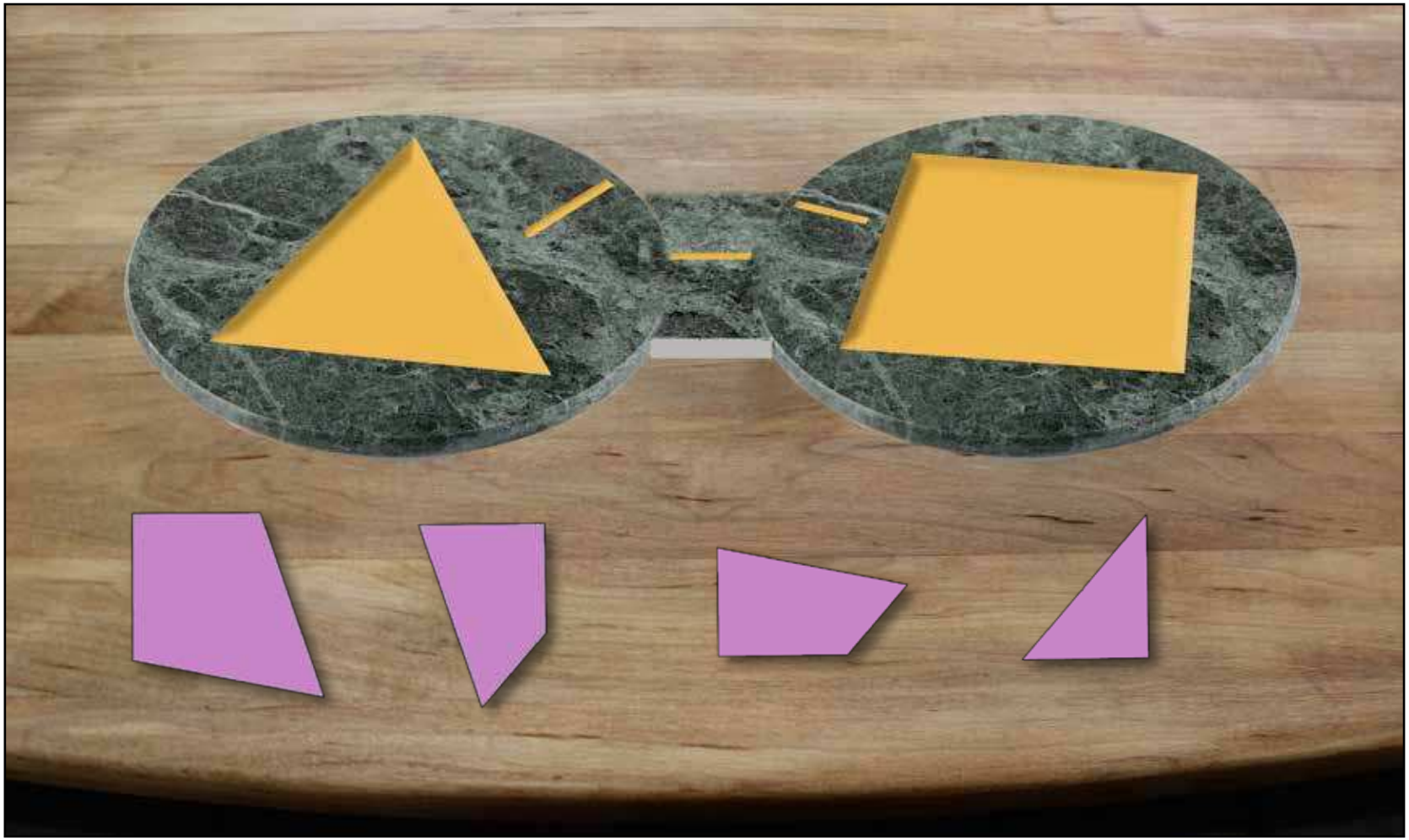
The red box contains valuable equipment that you will need to escape. The box has been stored with a number of heavy wooden boxes in a storeroom. The boxes are two heavy to lift out so you must move the boxes backwards and forwards on the grid to enable your box to be pushed out the door of the storeroom.



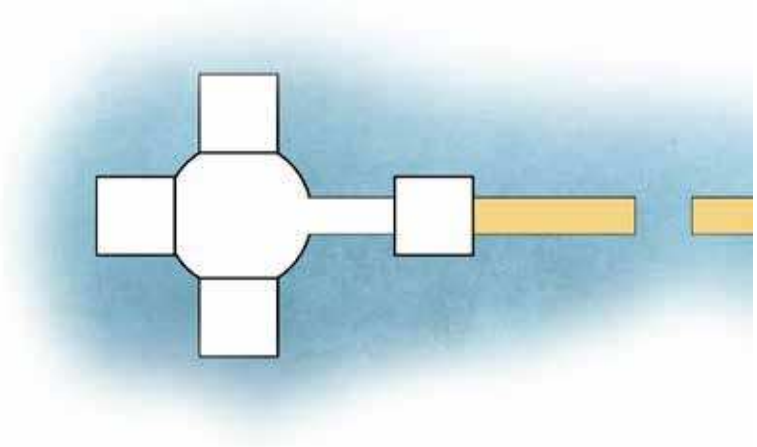
Geometry classroom



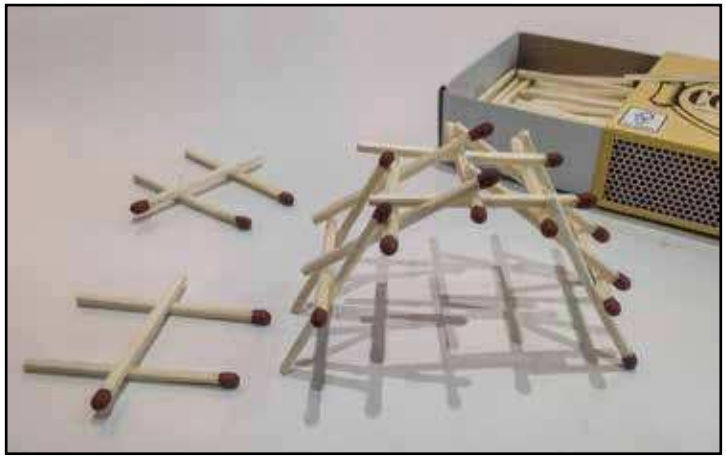
To pass through this area you must firstly demonstrate your knowledge of geometry. First make a triangle with the piece provide and then using the same pieces make a square.
The tutor will then allow you to go from the classroom.



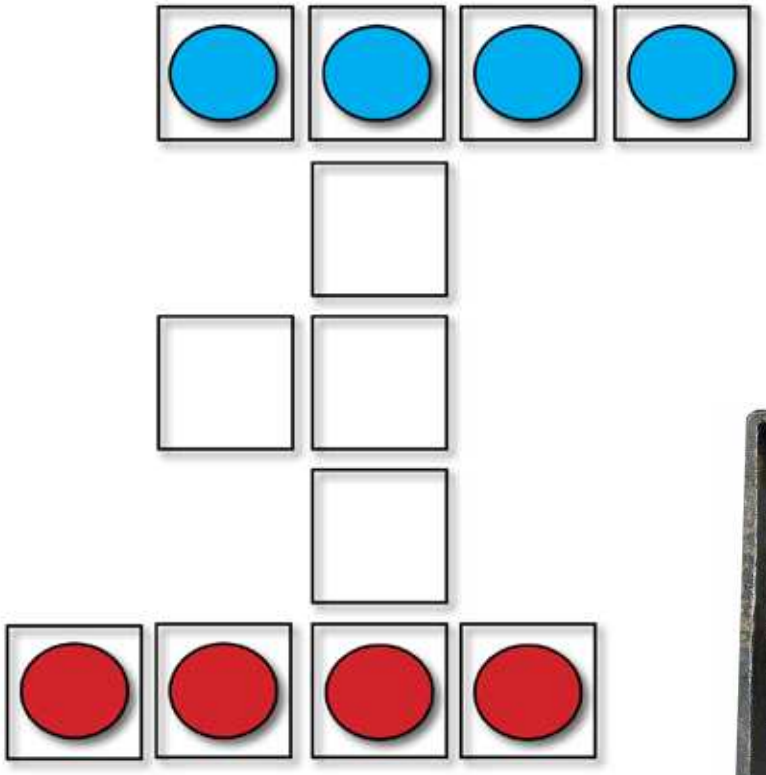
Collapsed Bridge

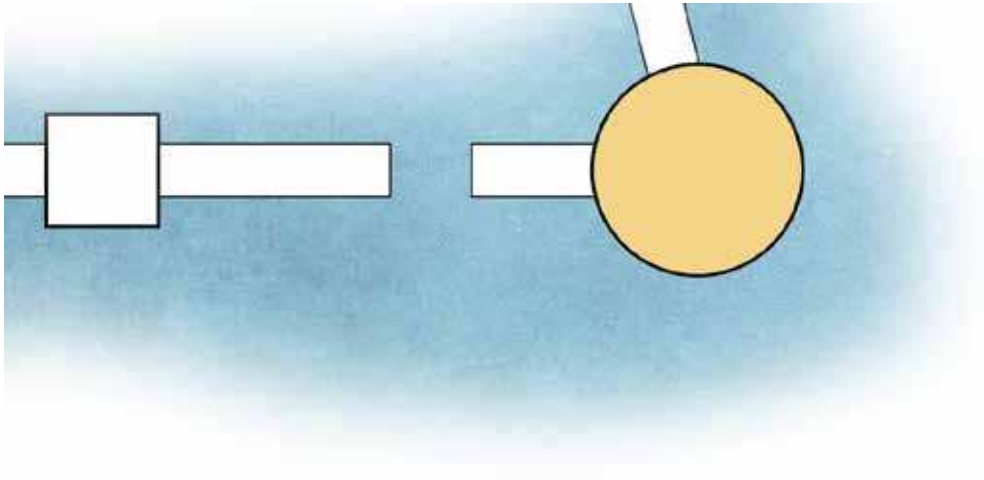


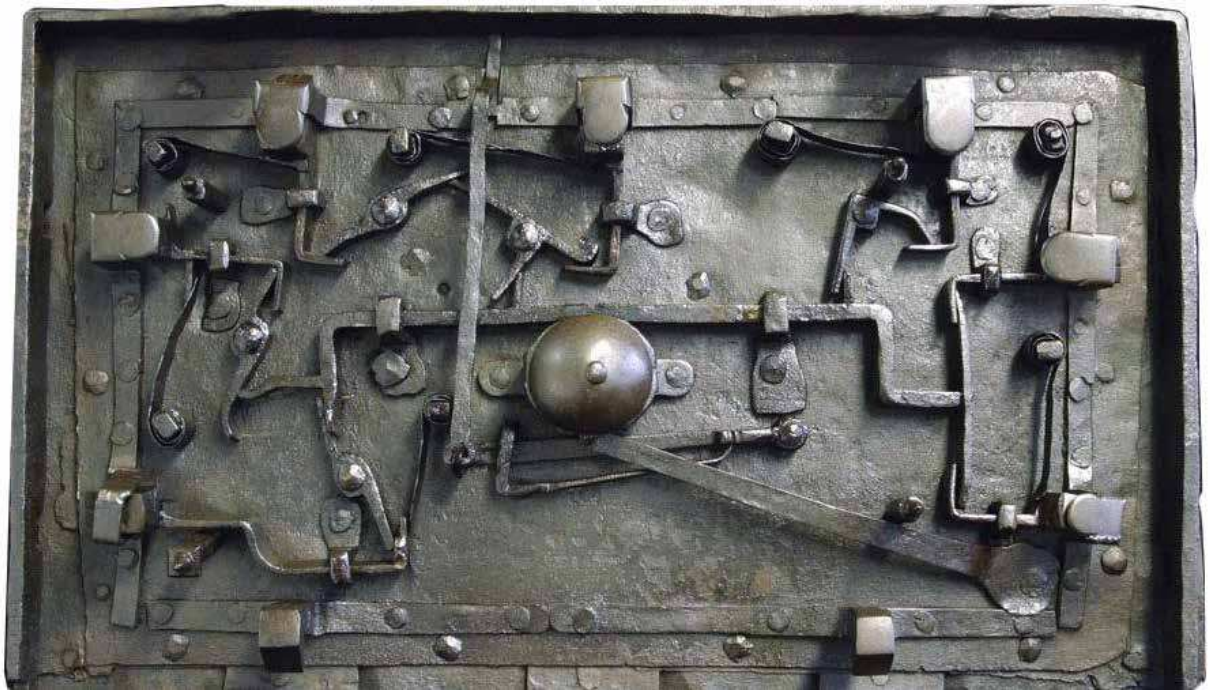
A collapsed bridge blocks your way to freedom. Nearby you have found some poles but no ropes or nails - can you create a friction pole bridge and get over the obstacle.



Shunting tower







To open the door and progress to freedom you need to solve the challenge presented by the shunt lock. Using the shunting device move the blue counters to the red positions and the red to the blue positions. Counters cannot jump over each other and must move by passing each other via the shunting squares. What is the minimum number of moves required.

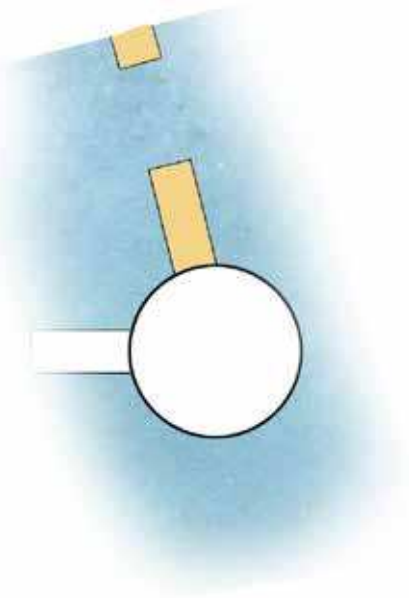
Balance bridge

The doorway ahead can be released using acid to melt the locking mechanism.

The acid can be transported if it is kept in a neutral state, with no disturbance, by the metal balancing device.

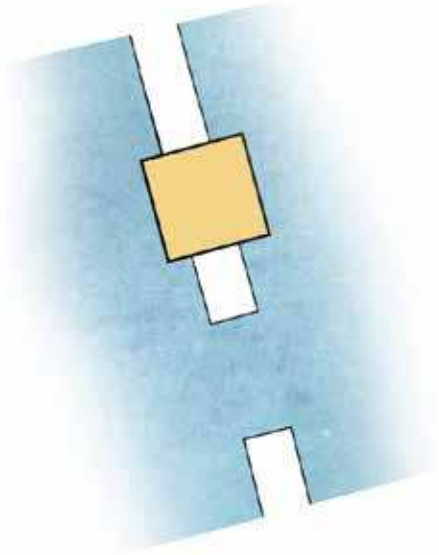
Create the balance device as shown using the fork, spoon, stick and glass.

Now transport it from A to B over the obstacle course without it falling to the ground and exploding.

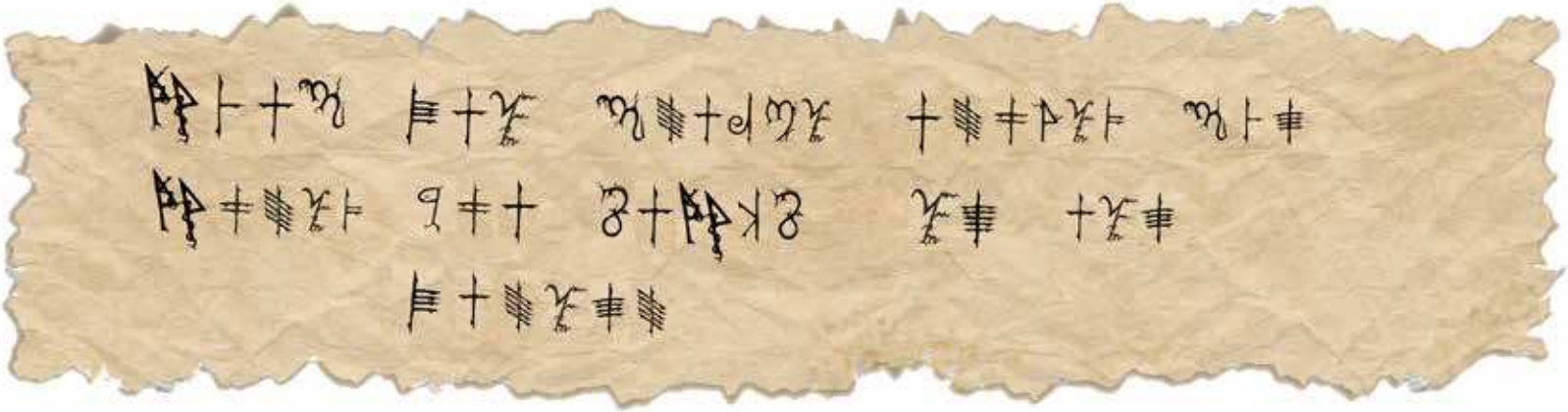


Another balance challenge to try

Library

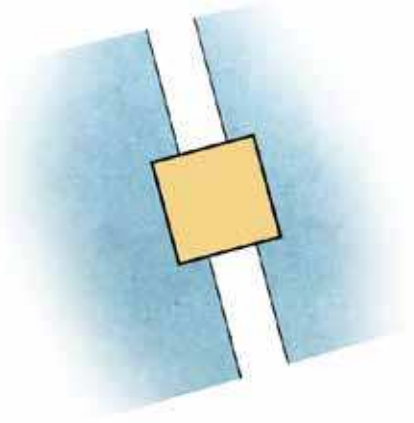


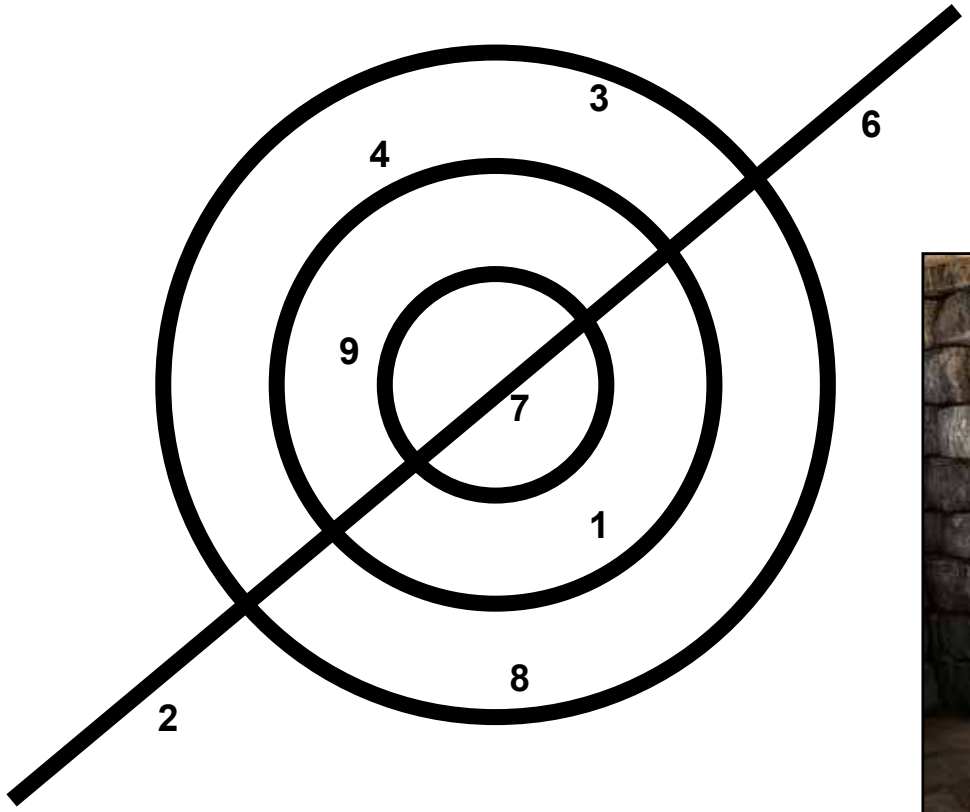
Crack the coded message and riddle to reveal the password to exit library and move on to next location.

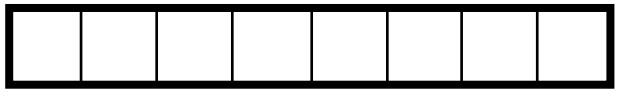


Scriptorium

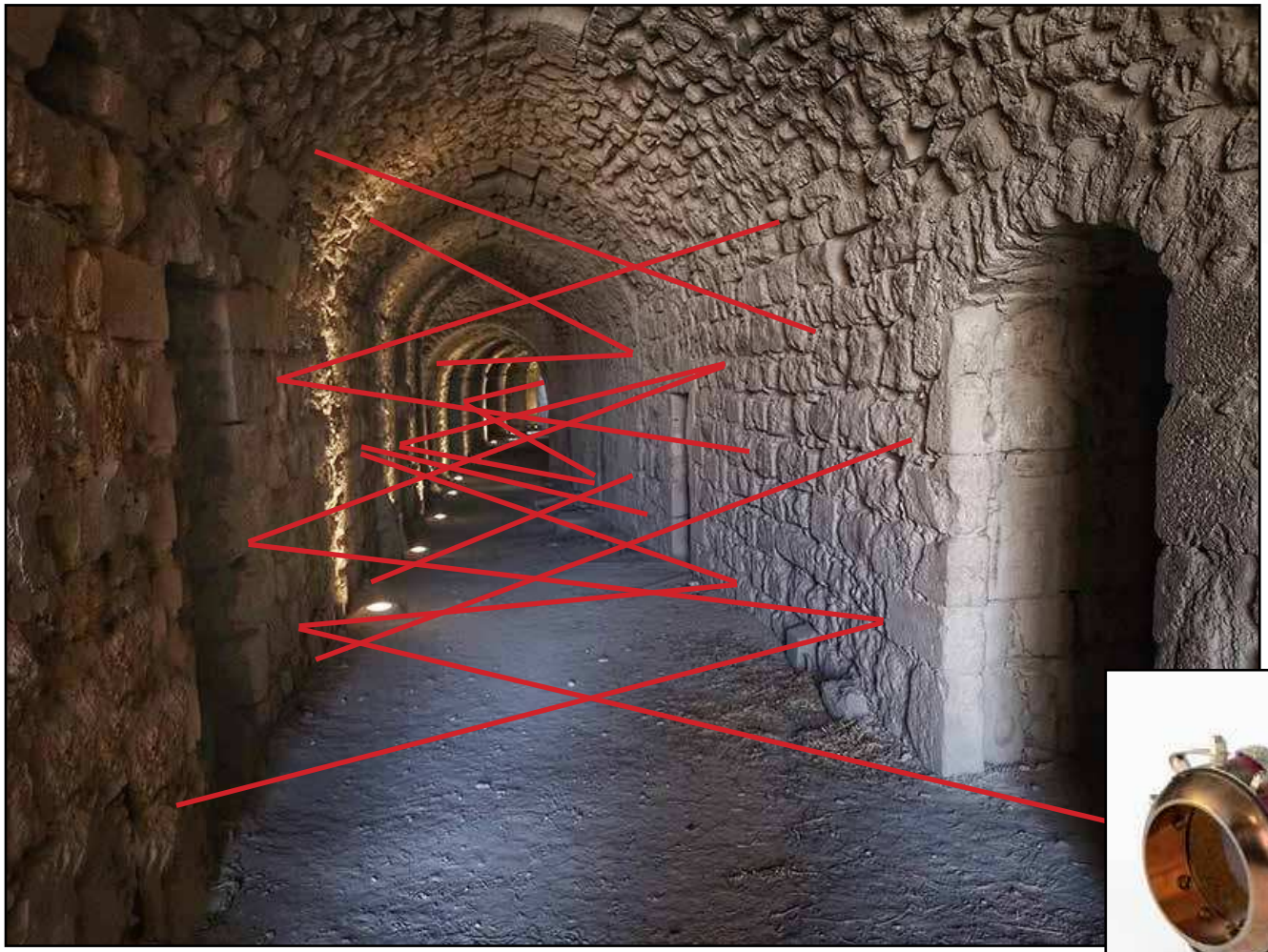
Scriptorium lock - to discover the sequence of numbers to release the lock you must draw the symbol in one move without lifting the pencil from the sheet of paper. As you pass each point on the correct route note the numbers in turn and place in sequence box.

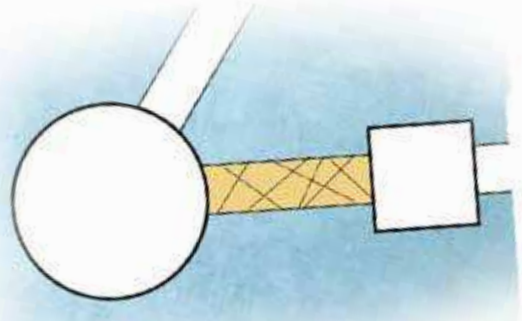






The long tunnel



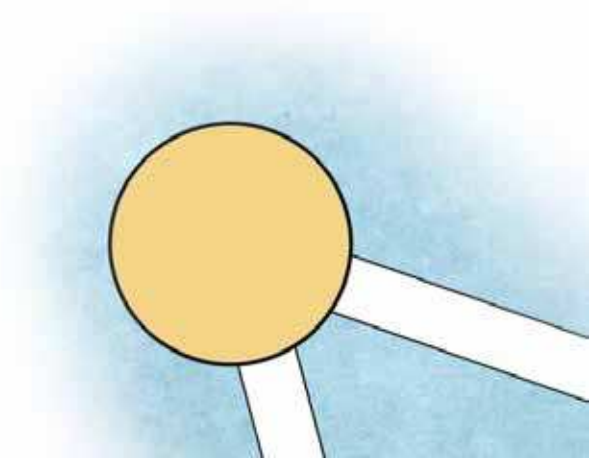


Your route to freedom is blocked by a lazer wall. Using your special googles provided by the Professor you can see the invisible rays. Moving carefully and slowly, stepping over and crawling under the rays. It should be possible to reach the end of the tunnel undetected.

If you trip the alarm you will have failed and need to start again.

Clock Tower

Time lock



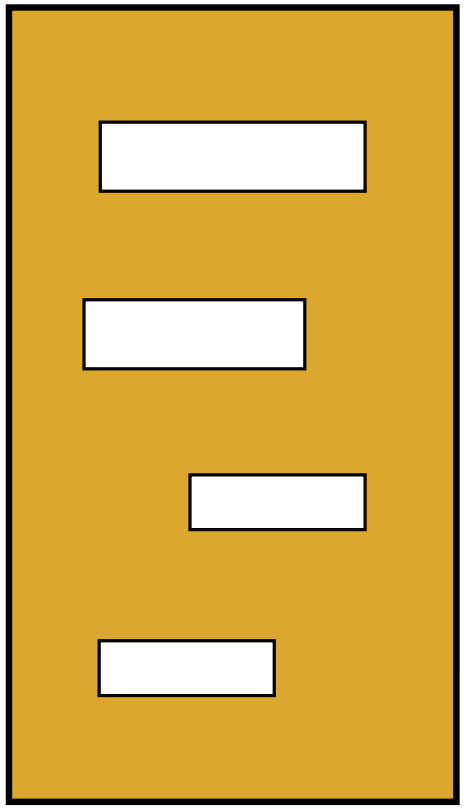
The room lock is controlled by a timer clock. There are three large weights that control the mechanism. You can override the timer by using a combination of weights. You have 10 smaller weights that if combined together in groups will provide the correct weight.

Each clock weight tube can carry a maximum of 250 gm - but you only have three tubes to place the weights in and the total weight of all the smaller weights is 750 gm.

The weights are:- 150 gm,130gm,110gm,100gm, 90gm, 80gm, 40gm, 20gm, 20gm, 10gm.

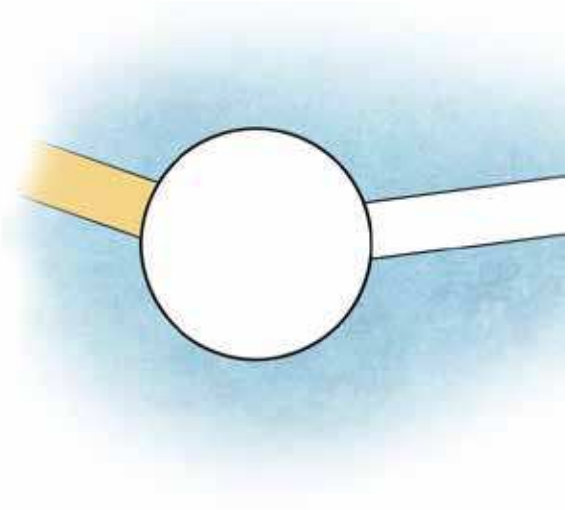
What is the best combination of weights to release the room lock

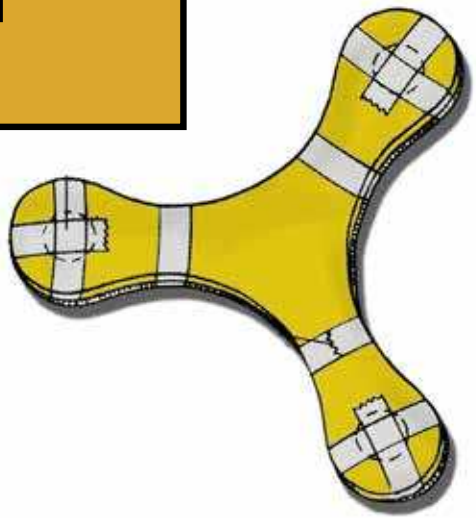
The Drawbridge



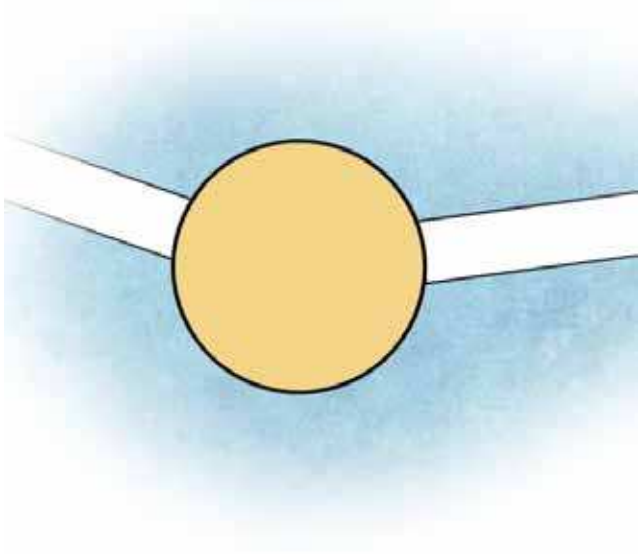
Your escape is blocked by a raised drawbridge. However, it is not pulled to its final resting place and you can see the raising mechanism through the gap.

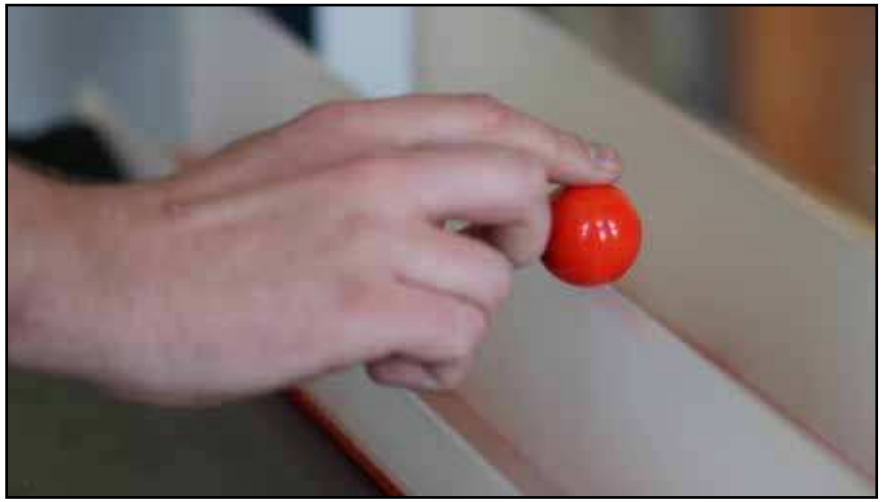
Using the spinning device provided by the Professor fly the spinner through the various slots to release the bridge mechanism and lower the bridge.



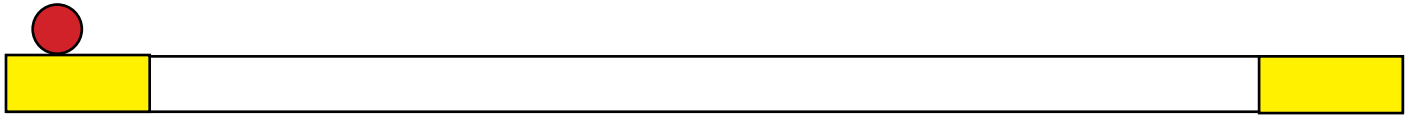


One Digit



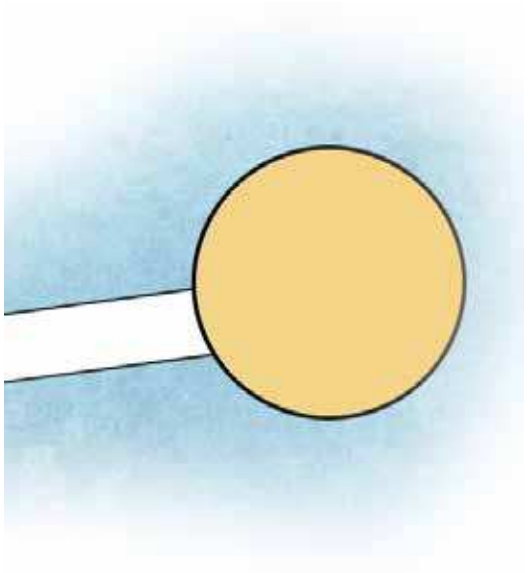


Before you is a long wooden plank and a number of marbles in a container. You have to move each marble along the edge of the wooden plank using just one finger from one end to the other. If you lose control and the marble falls off you must start again from the beginning. The transfer of the weight of the marbles will open the lock.

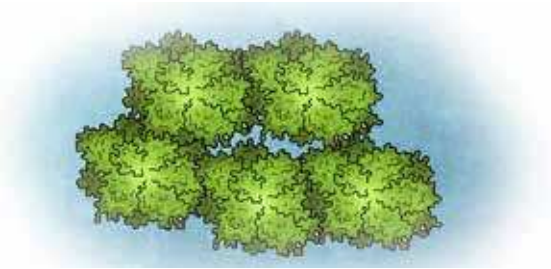


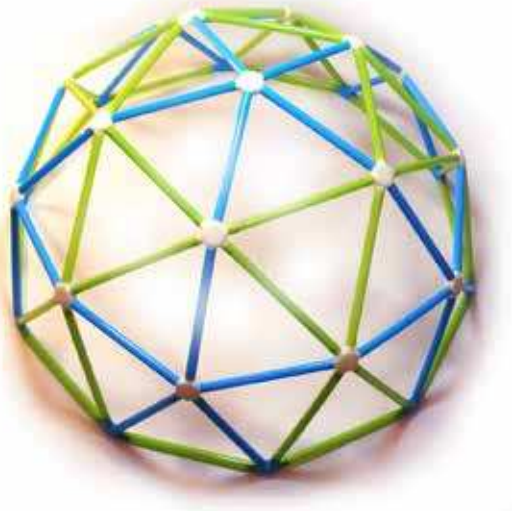
Reach for the Sky

You arrive in a room with a hole in the ceiling and a possible escape route. Under the holes there are three flowerpots but by standing on top of them you cannot reach the hole. In the corner of the room are three poles and a barrel. Is it possible to escape the room using these items and the flower pots to enable you to reach the escape hole.



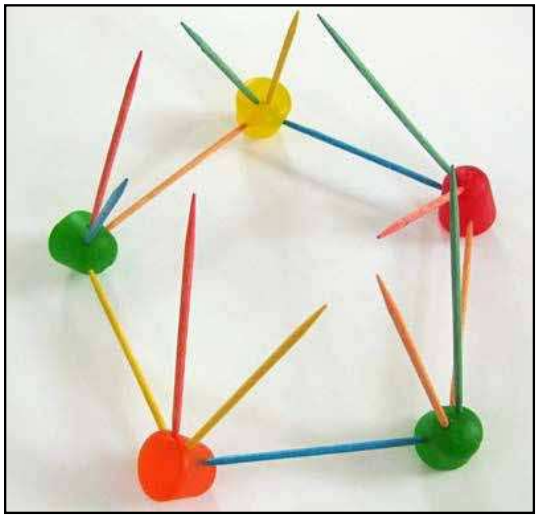
Forest of Myst





After your escape from the castle you head across country to meet a friend of the Professor. He lives in a self supporting dome shelter.

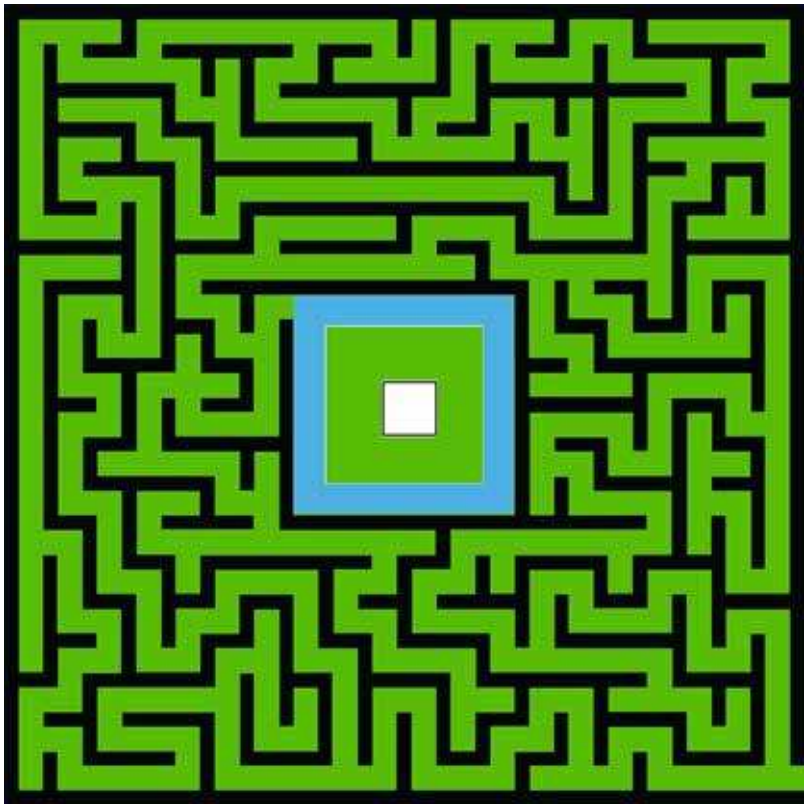
Can you create the framework that he used to make his shelter.



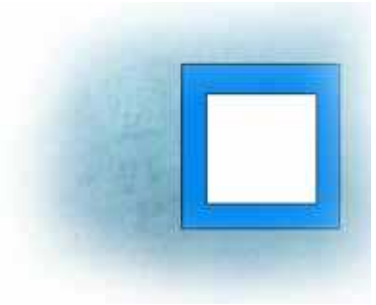
Swamp of no return

While free of the castle you are not free of the country and must get to the swamp to reach the watch tower.

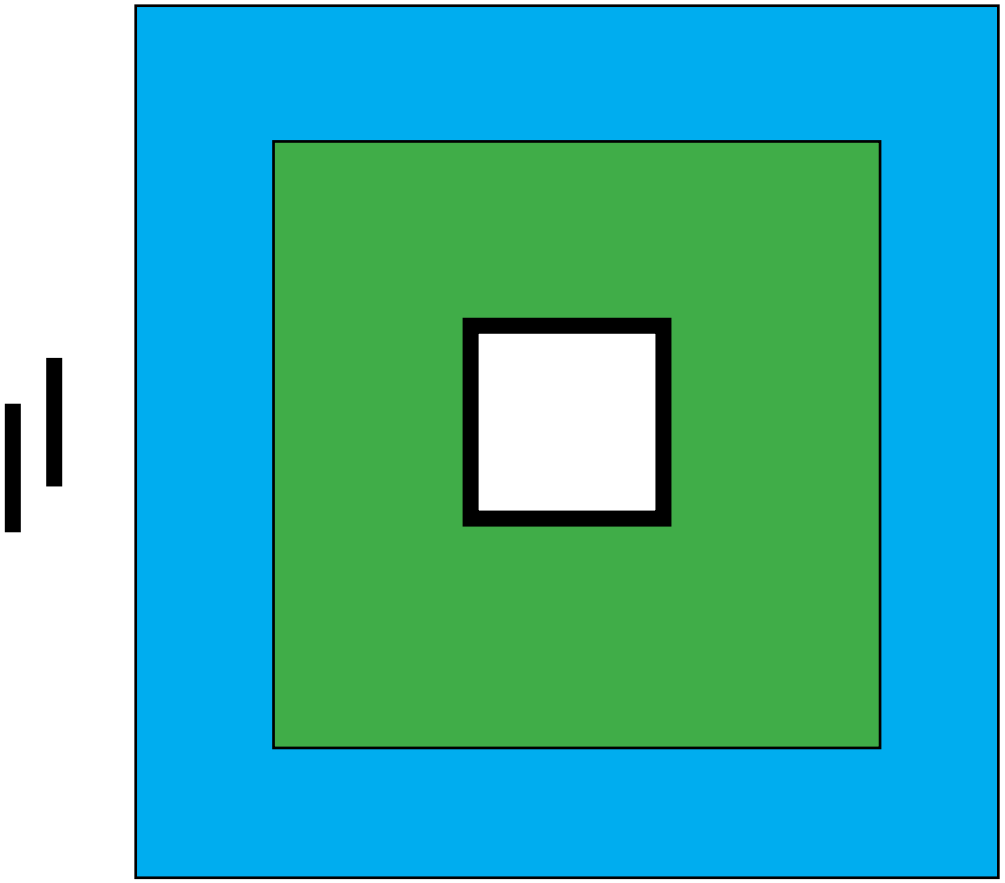
Master the equipment (stilts) given to you by the Professor’s friend and complete the maze journey to the Watch tower location.



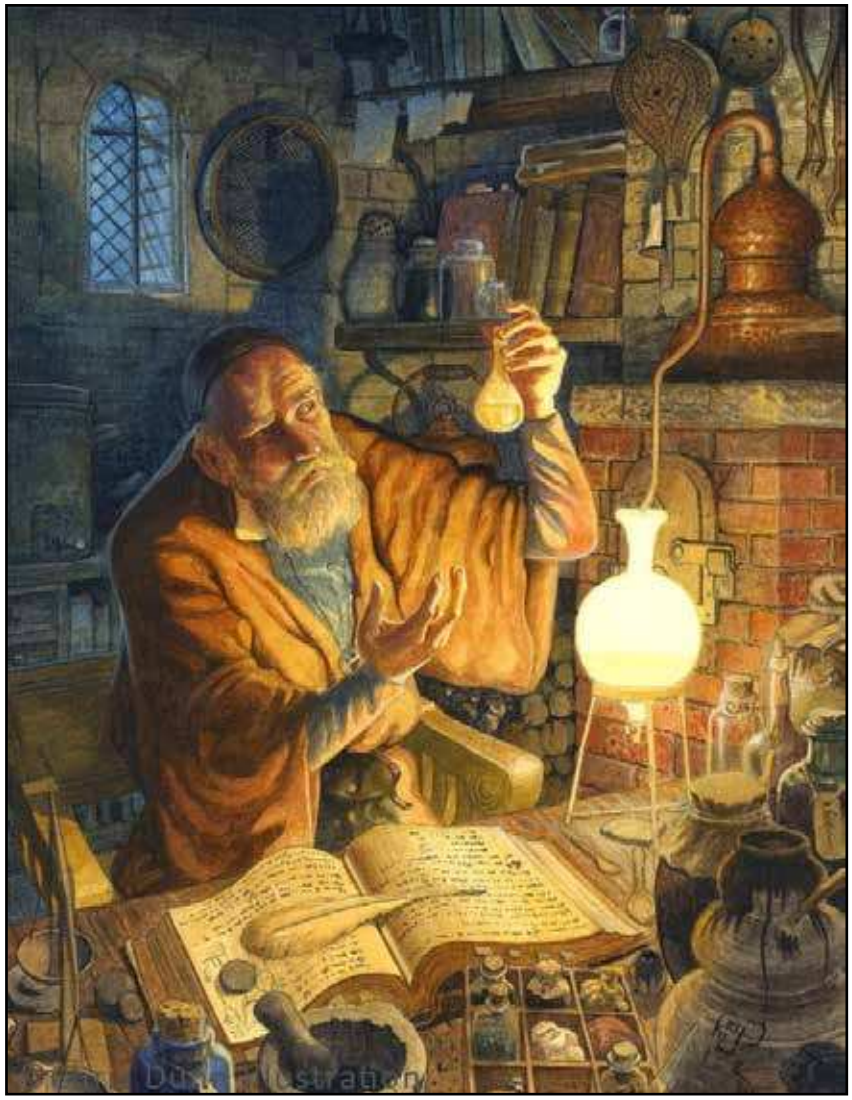
The Watch Tower



The watch tower is protected by a wide moat containing man eating piranha fish. There are no bridges all that can be found are two planks on the bank but they are two short to reach the other bank. Can you use the two planks to bridge your way to the watch town island



Time warp to freedom



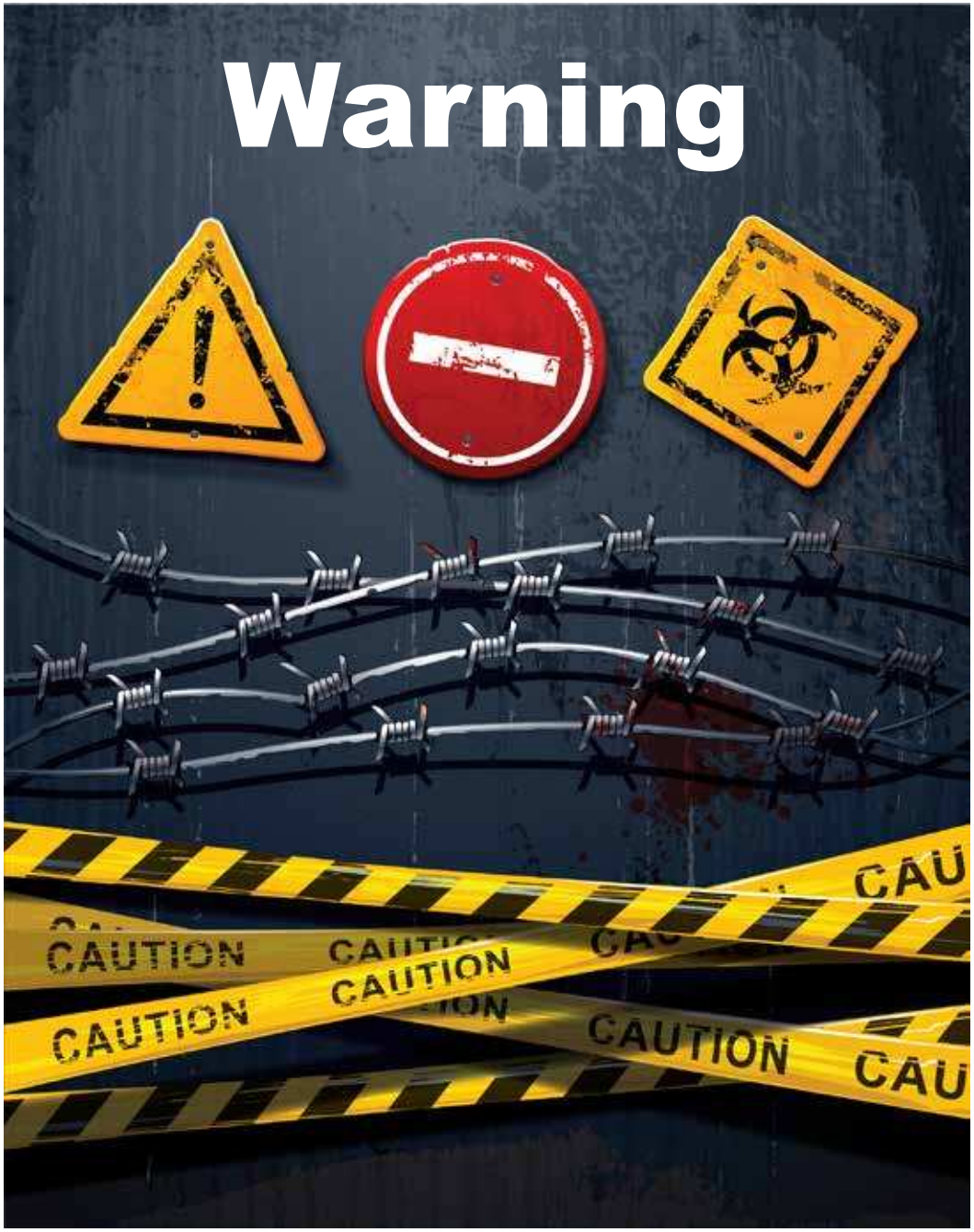
From the onset of this escape adventure the Professor has told you about the special properties of items that exist in the Watch Tower.

The Watch Tower is a time machine. To travel back and forward in time you do so by cutting the special paper provided so that you can pass through it. You write the location and time zone you wish to be at that location on the paper. Then cut it in the magical way so that you can pass through it to your desired location and time zone.

The paper must remain intact and fully pass over your body without breaking.

If you can complete this final task it will transport you to your home at whatever time you choose.

Enjoy your freedom!!.



Answers & Solutions

Warning

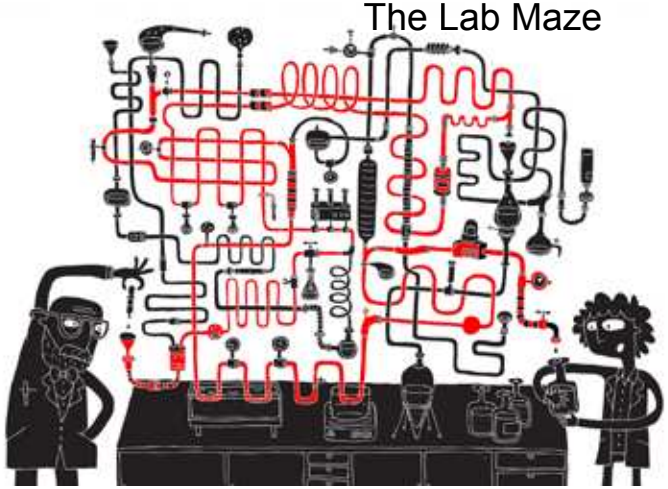
The next page contains the answers and solutions to the various challenges.

If you look at the answers before attempting the challenges and don't try to solve them by deduction, skill and applied intelligence then you fool nobody bar yourself.

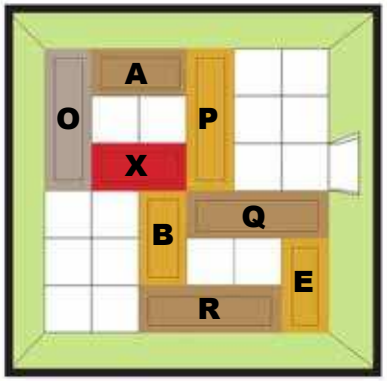
If you have tried all reasonable ways to overcome the challenge then ask a parent or Section Leader to provide you with a clue to the answer as a first step.

When you have tried your best and just want to know the answers to discover how to solve the challenge then proceed to the next page.

The Lab Maze



Store Room



U = Up D = Down
R = Right, L= Left

OD3	XL1	BU2	QL1
EU3	RR1	QR1	BD3
XR1	OU3	QL3	PD1
AR3	PU1	QR3	OD3
XL1	BU4	XR1	OU3
QL3	ED2	RL3	PD3
XR5			

The shape room

Coded Message

The code can be worked out by looking at the code wheel. It draws from two different code symbols - the other line and the next inner line.

The code translates to a riddle.

What can travel around the world but stays in one corner?

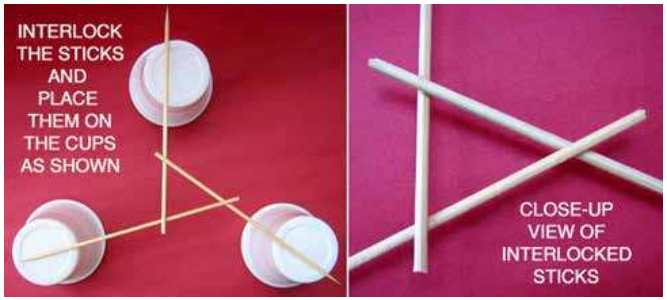
Answer - a stamp.

Scriptorium

There are a number of possible sequence of numbers and these change depending on the first circle you choose to draw.

27941386
28314976
21497836

Reach for the Sky



Time Warp paper

The cutting solution of the paper is shown on the wall in the The Lab in the first challenge - this could be a clue.
The paper needs to be cut as shown. This is best done by folding the paper in half then cutting the lines as shown from each side. Lastly cut out the middle along the fold. Carefully open out the paper circle and pass over your head and body.

Clock Tower

There are ten possible ways of combining the weights

{Tube 1},	{Tube 2},	{Tube 3}
{15,10},	{13,8,4},	{11,9,2,2,1}
{15,10},	{13,11,1},	{9,8,4,2,2}
{15,10},	{11,8,4,2},	{13,9,2,1}
{15,10},	{11,9,4,1},	{13,8,2,2}
{11,10,4},	{15,8,2},	{13,9,2,1}
{11,10,4},	{15,9,1},	{13,8,2,2}
{13,8,4},	{15,9,1},	{11,10,2,2}
{13,10,2},	{15,8,2},	{11,9,4,1}
{13,10,2},	{15,9,1},	{11,8,4,2}
{13,11,1},	{15,8,2},	{10,9,4,2}

Watch Tower

Place planks in a T shape at th cor-ner of the moat to bridge the water.