



## **“My Diversity, Our Strength” Escape Box**

### **Scenario Documents**

#### **Scenario ID**

**Scenario Title:** My Diversity – Escape Box: Recovering the lost memory

**Genre:** Educational Escape Game

**Target Audience:** Young people aged 16–26, groups of 4–5 players

**Duration:** 45 minute game + 15 minute debriefing

#### **Core Theme:**

A young woman has lost her memory. She knows she left clues inside a locked box system. To rediscover who she is, players must follow the path of STEM, Science, Technology, Engineering, Mathematics, and ultimately the MEMORY box.

Through puzzles inspired by historical women scientists and STEM concepts, players uncover her identity: a scientist driven by creativity, curiosity, and innovation.

#### **Primary learning goal:**

Spark curiosity and enthusiasm, particularly among girls, for STEM subjects through playful exploration.



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### **Room Requirements:**

- One table with enough space for the main box and teamwork.
- Seating for 4–5 players.



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## Scenario Components and Setup

To prepare the game boxes, you need to print the material found in this [folder](#). For each box, there will be coverings that need to be cut out and glued onto the box itself, and sheets with puzzles that need to be placed inside the box.

Once you have printed all the material and glued the various parts to the box, continue preparing the game as described below.

### Main box (dimension: 40\*30\*24 cm)

- 8 different stickers on wood with magnet
- 1 post it "Follow the STEM!"

### Box S (dimension: 20\*15\*10 cm)

- 1 sheet of cardboard
- 1 post it
- 3 sheets A4 with maze design
- 1 erasable board marker
- 1 lock set to **7386**



### **Box T (dimension: 20\*15\*10 cm)**

- 1 erasable board
- 1 red erasable board marker
- 1 sheet of cardboard
- 1 lock with letters set to **UACGU**

### **Box E (dimension: 20\*15\*10 cm)**

- 1 mirror slightly smaller than the inner sides of the box
- 1 transparent plexiglass cut to size to cover the bottom of the box
- material to fix the plexiglass to the inside bottom of the box
- 1 felt-tip pen for writing on plexiglass
- 1 sheet of cardboard
- 1 cipher on cardboard (somewhat thick/strong paper)
- 1 lock with letters set to **ADALO**

### **Box M (dimension: 20\*15\*10 cm)**

- 1 post it
- 2 diary pages on thick paper/cardboard
- 1 frame 15x15 with transparent film
- 2 sheets of 12x12 cm paper (one with letters, one with numbers)
- 1 calculator
- 1 lock set to **9214**





### **MEMORY Box (dimension: 24\*11\*7 cm)**

- 1 small box
- 2 sheets of thick paper
- 1 lock set to **2100**

For more information on how to set up the various boxes and on the flow of the game, please refer to the game design document





## Narrative & Gameplay Roadmap

1. **Main Box** → Riddle: Identify DNA sticker → Code 7386 → Open Box S
2. **Box S** → DNA to mRNA maze puzzle → Code UACGU → Open Box T
3. **Box T** → Bernoulli sequence puzzle forming ADA + LO → Code ADALO → Open Box E
4. **Box E** → Wireless signal cipher + mirror → Code 9214 → Open Box M
5. **Box M** → Mathematicians puzzle + equation → Code 2100 → Open MEMORY Box
6. **MEMORY Box** → Final note reveals protagonist is a scientist.



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## Scenario Game Master's Role

### 1. Role overview:

The Game Master ensures smooth game flow, thematic immersion, and learning reinforcement.

### 2. Before the game:

- Prepare all materials and check locks.
- Introduce players to the narrative: "You have lost your memory..."

### 3. During the game:

- Monitor progression and teamwork.
- Provide subtle narrative hints if players are stuck.
- Maintain engagement and pacing.

### 4. After the game (see the debriefing and call to action document [here](#)):

- Discuss what players learned.
- Reinforce the message that STEM belongs to everyone.
- Highlight the scientists featured in the puzzles.

