Game Template

All good games have a story and a logical progression. Take a look at some of the games in the <u>Breakout EDU game store for inspiration</u>. You can use different curriculum topics, favorite movies, or books for inspiration as well!

Story Overview

This is the story that the game facilitator will read to the players before they start the game:

The United States Economy is under attack - You are it's only hope. Work as a team to find a solution to bring our economy back and bring prosperity to the US once again.

Game Flow Template

Each game should have a series of puzzles, clues or mysteries that the players are trying to solve. Most games have 5 to 10 puzzles. For each challenge, you need to consider how the players may logically solve the puzzle. Briefly describe each puzzle and how they will figure out how to solve it.

Example	Puzzle 1:	Puzzle 2:	Puzzle 3:
Students will start by being handed a QR Code -	The first puzzle is a worksheet with a supply and Demand graph that they must complete and	In the lock box is a piece of paper with the following written on it. I will also have a UV light.	The next lock box will be a letter lock with (Foot) being the code.
This code will take them to the first puzzle located in a google	correctly answer for Equilibrium price which will be the code to		When Students open this lock



doc.



the first lock box.

\$30.50 First Lock box Code = 305

Adam smith is know as what?

His ideology is know as what

If you know your opposites you can break the code.

If you need a hint go into the light.

on the paper in invisible ink will a drawing on an invisible hand and a foot.

they will find an envelope That was intercepted by the CIA

Another country was sending Code to try and shut down our economy. Students must break the morse code to get the next clue.

The Message will say -

What stage of the business Cycle am I in if the following is happening?

- Unemployment is extremely high
- Deflation is happening
- People stop purchasing products
- GDP is in a major decline

Once you have your answer - Hand it to the answer of the following -

If our classroom was a communist country who would be the dictator?

Answer - Depressions



			International Morse Code 1. The length of a dot is one unit. 2. A dash is three units. 3. The space between parts of the same letter is one unit. 4. The space between letters is three units. 5. The space between words is seven units. A B V V T F Z M 3 N 4 9 7 8 9 9 1
Puzzle 4:	Puzzle 5:	Puzzle 6:	Puzzle 7
Once students have this answer correct they will be given a clue from me. Be careful to FOLLOW DIRECTIONS.	The solution is: Up, Down, Up, Down The Final puzzle is located in the lock box	The Correct Answer is 21 - There will be envelopes with many different numbers students have to rework until it is complete.	The team with the shortest time wins. :
They will be given the following worksheet. https://docs.google.com/a/moffa	Economic Systems: https://docs.google.com/docume nt/d/1CcFfDvh0WZeKKebq2SZxM EDTarfPn79py8BwumP9UpA/edit	Choose your answer envelope correctly.	



tsd.org/presentation/d/1orclTL3y A88ayHbNwCkBsrUVuqSytldb2fX wiBJG5Bo/edit?usp=sharing Slide #5		In the number label envelops are the following papers - 23 =You are way to Capitalist Loose 2 min sec. 22= Try Again 21= Correct depending on the time 20 = Try Again 19 = Go Back to Class loose 1 min 18 = The Socialist System Wants you to give them 2 mins	
Puzzle 8:	Puzzle 9:	Puzzle 10:	Puzzle: 11:
Puzzle 12:	Puzzle 13:	Puzzle 14:	Puzzle 15:



Kit Items

Most Breakout games are created with the items in the kit and a few easy-to-find. Here are the items in the kit.

Breakout Box: The large Breakout box is great to hide or lock things inside. You can place any lock on the box. **Hasp:** This clamp can be placed over any lock latch and it allows you to add multiple locks to the same lock.

Slide Lock: This is a lock that can be opened with a series of moves (up-down-left-right). The combination can be adjusted.

Four Digit Lock: A standard lock that is opened with four digits in the correct order. The combination can be adjusted.

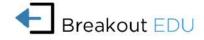








Setup Instructions: Describe what the facilitator needs to do to setup the game. You can test your instructions by having someone else try to setup your game. You'll quickly figure out how they need to be improved.



STEPS	
1	
2	
3	
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Happy Game Designing!



