

Game Template

All good games have a story and a logical progression. Take a look at some of the games in the [Breakout EDU game store for inspiration](#). 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:

You and your coworkers run a small startup company racing to launch the next great app. You've worked for years on your idea and created everything from the ground up. Today is launch day but there's a problem. You were so worried about your competitors stealing your idea that you didn't store it in the cloud – you locked it up – old school. In your pure exhaustion and caffeine clouded judgement you locked it away with multiple locks. But now you can't remember the combinations. Thankfully, you left yourself (and your coworkers) clues to help you get your app launched on time. You'll need all that business knowledge... The first clue has been left for you where you leave all your work each day to get graded by the boss.

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.

	<p>Puzzle 1:</p> <p>To start the game the teacher will give each group the letter to read to their groups. The first clue is the key to the first lock box will be found in the place where they leave their work to be graded by the boss (where they turn in their assignments). They will find keys to open the keyed lock to get to the first clue.</p> <p>Combo: Keyed lock</p>	<p>Puzzle 2:</p> <p>The key retrieved in puzzle 1 will unlock the small lockbox with the keyed lock attached where students will find the newspaper clipping and the UV light. The clipping will refer to the economic benefits of marketing and open the directional lock with the code:</p> <p>Combo: Down, Up, Right</p>	<p>Puzzle 3:</p> <p>After opening the directional in its locked box, students will find a copy of a text message conversation where they will need to figure out discretionary income to retrieve the 3 digit lock combination.</p> <p>Combo: 266</p>
<p>Puzzle 4:</p> <p>When they open the three digit combo lock students will find an envelope with a fake receipt and a QR code. They must enter the password into the Google Form in order to get their next clue. The google form will tell them "The door holds your next clue." Hide the envelopes with the Puzzle Worksheet and the SWOT clues somewhere by the door.</p> <p>Password for Google Form: GOODS</p>	<p>Puzzle 5:</p> <p>Students will solve the puzzle worksheet and get the code MONEY to open the word lock on the hasp. They can solve puzzle 5 or six in any order.</p>	<p>Puzzle 6:</p> <p>Place SWOT Analysis WS in a large envelope along with the four SWOT items they must classify. In invisible ink on the back of each card write the code 1, 3, 4, 5 on each card in the order that they go on the board. The phrase on the board gives them further clues that there is something they cannot see on the cards. They received the flashlight in Puzzle 1 and will use it now to solve the final puzzle and break out of the box. When they open the final Large box they will find the USB drive...they should take this to the computer so they can print their "We escaped" signs!</p>	<p>Puzzle 7:</p>

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	I will be running this Breakout with two teams of 10 and they will be competing against each other. You could run this in smaller groups or with the whole class.
1	Print all provided documents. For the 5 th puzzle decide if you want to provide the scrambled answers to the words or not. Both options in the worksheet have been provided. Only print the one you will use. If you have a high/low group you might print the harder version for your higher group.
2	In the small lockbox place the UV light and the newspaper clipping. Attach the keyed lock to the lockbox. Place the key to the lock box in the place students are required to put papers to be submitted to the teacher.
3	Place the printed text message conversation in a lockable box with the directional lock attached OR simply leave the clue out for students and put the directional lock on the hasp.
4	Place the fake receipt and the QR code in a lockable box with the 3 digit lock attached.
5	Place the scrambled word worksheet in a folder and hide by a door.
6	Cut out the SWOT clue cards and label them according to the instruction sheet with the invisible ink pen. Place the cards and the SWOT Board in a large envelope and hide by a door.
7	Place the four digit lock and the word lock on the large lock box with the hasp. Place the USB drive inside with the files to print "We escaped!" OR with a song to celebrate!
8	
9	
10	

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Items used in the game: Remember, the goal is for the games to not require additional hardware other than the kit items. We don't want teachers to have to spend extra money to play the game. Standard items that you'd expect them to have access to is fine (paperclips, scissors, etc.). Place an X next to the item that your game requires. *If you do create a game with extra items, consider writing an "alternative ending" that can be done with just the kit items.*

X	ITEM
X	Breakout EDU Box (Large Lock Box)
X	Directional Lock (speed dial)
X	Five Digit Letter Lock
X	UV / Black Light Flashlight
X	Invisible Ink Pen
X	Small Locked Box with Three-Number Combo
X	Number PadLock
X	Key Lock
X	Flash Drive
X	Computer or Tablet with a QR code reader
X	Two lockable boxes (optional)