

PEACE IN CHRIST ESCAPE GAME: INTRODUCTION

This activity is a church-themed version of a “live escape room” using teachings and resources of The Church of Jesus Christ of Latter-day Saints. The concept is simple: a group of people are placed in a room with a mission to accomplish and given about an hour to accomplish it. The room is full of hints, clues and puzzles that must be successfully solved in order to complete the mission before time runs out. It is a very good activity for youth groups, YSA groups, family activities, etc. It is enjoyable for all ages, but participants need to speak English to understand many of the clues and children and younger youth will benefit by having a participating adult or two in the room with them. It can be run out of a traditional church building and, for most groups, costs should be fairly minimal. **This specific activity DOES require some preparation and purchases before the activity can happen.** The opening part of the night will have the entire group together and consist of a 5 minute video. After this video, groups of 8-12 participants will be taken to individual classrooms throughout the building and the remaining activity (roughly 60 minutes) will take place inside of these classrooms. After finishing the game, the group can then go back to the central starting location for refreshments (if desired) and a spiritual thought. This puts the entire activity at around 70-75 minutes.

In addition to the participants inside of the room, you will also want to have one person in the room who can act as a facilitator (or gamemaster if you prefer). This individual will know the details of the room and can make sure things stay on track and don't get too out of hand. The best way to get these individuals ready to be facilitators is to let them play the game themselves beforehand.

Say, for example, that you were using this activity as part of a youth conference and you anticipated having 100 kids attend the conference. A week or two prior to the youth conference, you would set up a single classroom at the church and invite 10 leaders (adult leaders or youth leaders) that could commit to attending the youth conference event. You would then run the activity as detailed in the instructions included in this outline. This accomplishes multiple purposes: (1) it gives you a dry run of the activity so you know what to expect and can better be prepared for the larger activity, (2) it gives you 10 veterans that can act as your room facilitators, and (3) it gives you 10 people who have played the room and can exude excitement regarding the upcoming activity and hopefully increase the activity's attendance. Come the day of the actual activity, each of these 10 facilitators can be in a room, each room can have 10 participants giving you a way to accommodate your youth conference of 100 youth.

This activity can be prepared and executed by following these five steps:

- (1) Purchasing and gathering the necessary supplies
- (2) Pre-activity preparation
- (3) Setting up the activity the day of the event
- (4) Running the activity
- (5) Ending with a spiritual thought

The following instructions should help you pull off this activity for your particular ward, stake or group. Good luck with the activity and we hope that is a great experience for all involved!

STEP ONE: GETTING EVERYTHING

A. Items to Purchase

Item	Quantity Needed	Comments
3-digit combination lock	1 lock per room	These small locks are often used for luggage
Mini UV LED keychain light	1 light per room	Small and somewhat flat (size of a coin)
UV invisible ink markers	1 package*	These often come in a 3 pack or 4 pack
Retractable Ballpoint Pens	1 pen per room	See ** comment below.

* I would recommend getting a pack of 3-4 markers. That way in the off chance that one is dried up and not working, you'll have others as backup. One pack should also be enough to do the necessary prep for larger activities with multiple rooms.

** The purpose of the pen is to hide a clue inside. As such, we recommend getting a "click" pen that has a semi-transparent shaft (preferably blue) and can unscrew in the middle. This allows for easy access to hide the clue inside and still be seen without being blatantly obvious.

The above-mentioned items can be found on Amazon. If it's helpful, you can find some good options by going to <http://a.co/dstlkcP> If you are only doing one room, you could also search for smaller quantities than some of the options provided. Or you can just buy a package and share with your friends and other groups (recommended).

(It never hurts to have an extra item or two. So far we have had overall good luck with these items, but it might not hurt to have an extra.)

B. Items to Gather (likely found in the church library, or clerk's office)

- One green church hymnal per room
- One *For the Strength of Youth Guide* per room
- One Come Follow Me—For Individuals and Families manual per room (which book of scripture the manual is focused on is not important)
- One red colored pencil/scripture marking pencil (needed for prep, not in room)
- White crayon(s) (needed for prep, not in room)
- Red crayon(s) (needed for prep, not in room)
- Scissors (needed for prep, not in room)
- One piece of chalk and one eraser per room (or dry erase marker depending on what you have)
- Tape (needed for prep, not in room)
- 2 Bibles per room
- 2 Triple Combinations per room

- One garbage can per room
- 2 pencils per room
- 1 regular envelope per room
- 1 tithing envelopes per room
- 6 blank pieces of paper per room (4 for the garbage can, 2 for scratch paper on the table)

If physical copies of these booklets/materials are available, we recommend using physical items as it will be more engaging to find and search the hard copies. However, you can also use electronic copies (available at churchofjesuschrist.org or on the Gospel Library app) if that is a better fit for your activity.

C. Items to Gather (not found in the church)

- One dark suit jacket per room
- One necktie per room
- Two pennies/coins per room (value of coin is unimportant)
- One lockable backpack per room*

*Must have two zippers that come together so it can be locked. Laptop bags, briefcases or luggage items that can lock are also options that could work.

D. Items to Print

- Print the “Puzzles and Props” PDF that you can download from gospelactivities.com. You will need one printed copy per room.
- Print a copy of this document: Complete Instructions for Peace in Christ Escape Room
- Print a copy of “STEP THREE...” (of this document) for everyone that will be setting up a room
- Print a copy of “INSTRUCTIONS FOR THE ROOM FACILITATOR...” (of this document) for each facilitator/room
- Print a copy of “Game Map...” (of this document) for each facilitator/room
- Print a copy of “STEP FIVE...” for the leader wrapping up the activity with a spiritual thought

E. Items needed to run the room

- Something to watch the original video with (with the entire group in the first room)
 - Can be a laptop (for a smaller group) or a projector, TV, etc. for a larger group
 - Make sure that the volume is working and turned up loud enough for all to hear
- One smart phone (or equivalent technology) in each room to
 - Access one website in the room and play a video on that website
 - Send one email and watch a video embedded on a returning email
 - Make a phone call to a U.S. telephone number.
 - If you are playing this game from outside the United States, please see the troubleshooting section at the end of this document.

STEP TWO: PREPARING BEFORE THE ACTIVITY

Do this prep work **well in advance** of the activity.

- (1) Cut out all puzzle pieces (24 total)
- (2) Cut out all the words separately for Mark 10:21; be sure to leave "Mark 10:21" together
- (3) Cut out the three items on the "temple bookmark" page
- (4) Write "Missionaries 801-###-####" on the back of the temple bookmark.
- (5) Write "Missionaries ###-228-####" on the empty lines of a tithing envelope. (See picture C1)
 - (a) Place all of the Mark 10:21 pre-cut words in this envelope.
- (6) Write the words "they Shall bE as whiTe as snow" (see pictures A1-A3) on the SINS page in red colored pencil. Don't press too hard. The darker the words, the harder they are to cover.
 - (a) Then color in "SINS" completely with white crayon. Press VERY VERY hard and COMPLETELY color in fully to make sure that there is a very solid coat of white crayon wax on all the letters. This is very important to thoroughly coat the entire inner section of sins in a solid coat of white crayon wax. Do it too lightly and the puzzle won't work very well.
 - (i) We recommend testing out this clue on a small scrap of paper. Write a small message with the red colored pencil, color white all over the message with crayon, color red crayon all over the white crayon, then scratch off the red crayon with the coin. You'll quickly see the importance of a solid white layer of crayon.
 - (b) Then color in "SINS" completely with red crayon. You may need to color different directions and press a bit hard to ensure that the red crayon completely covers and disguises the letters in red pencil underneath.
 - (c) Scratch a small area of the red off with a penny to give a little bit of a hint that there is more than meets the eye.
- (7) Write the crossword puzzle prompts in the rectangles on the "happiness" quote page with black light marker (see pictures). Remember to use the black light marker (see picture B2) and not a pen (see picture B1).
 - (a) In the box with *A- Come Follow Me Introduction* write: "What is our goal?"
 - (b) In the box with *B- The Restoration of the Fullness of the Gospel of Jesus Christ* write "Joseph Smith trusted that God would _____ him."
 - (c) In the box with *C- The Living Christ* write: "God be thanked for the _____ gift of His divine Son."
 - (d) In the box with *D- For the Strength of Youth Guide* write: "To find joy in Christ you must keep your covenants and _____ to make more."
 - (e) In the box with *E- The Family: A Proclamation to the World* write: "The family is _____ to the Creator's plan."
- (8) Tie the tie while placing the small black light in the middle of the knot. The double windsor knot (instructions easy to find online) works especially well as it provides more of a secure pocket to hold the light without slipping out or being easily felt/detected without someone intentionally looking for it.
- (9) Unscrew the pen, roll the "age to be an elder" clue around the ink cartridge (see pictures D1-D2) and screw pen back together so clue is visible through the pen's exterior.
- (10) Set all 3-digit locks to the combination "1-2-9". Do this by turning dials to the pre-set combo of 0-0-0, press the small button with the tip of a pen and while holding the button in, turning the dials to 1-2-9. You can then release the button and double check that 1-2-9 is the new combo.

- (11) Download the intro video on a laptop that can then be played directly (or plugged into a TV or projector for larger groups) at the beginning of the activity. This video is available on gospelactivities.com and can be found at gospelactivities.com/peaceinchrist/introduction.

STEP THREE: SETTING UP THE ROOMS FOR THE ACTIVITY

If running multiple rooms, we recommend that prior to set-up, you put together a single box for each room. This box will have all the necessary props and puzzles for that room. The room can then be systematically set up following these instructions. (You might also consider having the room facilitator set up the room that they will be in.)

- ☐ Make sure the garbage in the room is empty of all trash. Then crumple up 4 blank sheets of paper and put them in the garbage can. Then crumple up the "I rhyme with the friend of frank and gold" riddle (which will be half a sheet) and place in the garbage with the other sheets.
- ☐ Put a table in the middle of the room with one chair on one side.
- ☐ Put the suit jacket on the back of the chair.
- ☐ Set out 2-3 more chairs around the room.
- ☐ Put the following items on the table:
 - ☐ One Triple Combination, open faced on the table
 - ☐ One Bible
 - ☐ Two pencils
 - ☐ Two pennies
 - ☐ 2 pieces of blank scratch paper
 - ☐ The pre-tied tie (with the black light flashlight safely hidden inside the knot)
- ☐ Make sure your backpack/lockable bag is completely empty, then put the following items inside and lock it:
 - ☐ For the Strength of Youth Guide
 - ☐ Crossword Puzzle Prompts (written in black light marker)
 - ☐ Pen with hidden message (age to be an Elder ...) scrolled up inside
 - ☐ The Family: A Proclamation to the World
- ☐ Lock the backpack with the 3-digit lock (be sure to spin dial) and place bag inside of room
- ☐ Slip the temple bookmark into the bible.
- ☐ Put the tithing envelope (full of cut out words) in inside pocket of the suit jacket.
- ☐ Write Missionaries ###-###-0864 in the top left corner of the blackboard with chalk (small enough that it will completely be hidden behind The Living Christ)
 - ☐ Hang (or pin) The Living Christ in the top left corner of the blackboard to cover up this writing
- ☐ Draw on the chalkboard 11 horizontal lines/dashes (each one to represent a letter in the final word/clue)
 - ☐ If your ward plays hangman, draw a hangman with a circle for a head and a line for a body. (See picture E1.) If not, this step and writing the "M" and "U" is not necessary.
 - ☐ Write the letters "M" and "U" next to the hangman game.
- ☐ Hang (or pin) the pre-prepared "SINS" paper in the top right corner of the blackboard
- ☐ Place the following anywhere around the room:

- ☐ The 2nd Bible
- ☐ The 2nd Triple Combination
- ☐ Come Follow Me—For Individuals and Families
- ☐ Green Hymnbook
- ☐ The Crossword Puzzle
- ☐ The Restoration of the Fullness of the Gospel of Jesus Christ
- ☐ Take the 24 puzzle pieces and hide them around the room. Hiding places can be a bit difficult, but not impossible. For example:
 - ☐ Tuck a couple up high by the light fixture
 - ☐ Tuck a couple on the underside of the table or the chairs
 - ☐ Maybe toss one in the garbage can
 - ☐ (The purpose is to make them work a little bit to find them and make it fun, but not to discourage them because it's too difficult.)
- ☐ "Sign" the letter from the priesthood leader. Be sure to sign the name of the leader who is going to be the hostage that everyone is trying to rescue.
 - ☐ Place this letter in an envelope.
 - ☐ Immediately before the game is supposed to start, slide this letter partially under the door or slide it into the door by the door knob. (If you set this up too early, it might attract attention and draw unwanted attention to it and/or the room.)

In the larger room (cultural hall, relief society room, etc.) where the activity is supposed to begin, set up the T.V. or projector. Make sure to plug in the laptop and test both the video and the sound to make sure that EVERYTHING is working correctly. Remember that the volume in an empty room won't be as loud as the volume in a room filled with energetic people.

Coach the person conducting to make sure they know what to announce and when. Instructions for conducting are included in the instructions of STEP FOUR.

STEP FOUR: RUNNING THE ACTIVITY

- (1) As everyone assembles for the activity, consider dividing them into groups beforehand. You can give each one a colored sticker, or write a room number on their hand, sit at a table or in a circle, etc. The activity will flow better if groups are already set before the video is shown.
- (2) Have one adult (or youth leader) who is acting as the room facilitator assigned to each room. This person will be there to help run the room and provide support.
- (3) Whoever is conducting should recognize the leaders (the Stake Presidency, the Bishopric, etc.) who are in attendance. They should also specify that “We were expecting Brother (or Pres., Bishop, etc.) _____ to be here as well, but he must be running a bit late. Hopefully he will be joining us shortly.) You can be as casual or as suspicious as you want, but it helps to draw attention to the fact that someone is missing.
- (4) When the time comes for the “game” part of your activity, announce that you are going to watch a short video as a spiritual thought, after which we will have an activity. Play the movie.
- (5) At the end of the video, whoever is conducting should announce that they have just received word that they (the couple in the video) have Brother/Pres./Bishop _____. It sounded like he was mentioning to look in his office?!? Let’s go see if we can save him...
- (6) At this point have all of the room facilitators stand at the edges of the room and direct the people in their group to come towards them and gather together. For larger groups, you might want to have each room facilitator have the room number written on a piece of paper they can hold up (or color for their team, etc.) The goal is to get your team gathered before you go to your room.
- (7) Lead the groups to their designated rooms. The letter should be very visible, such as tucked into the door and sticking out. Have the group read the letter out loud before anyone enters the room. The letter will explain to everyone what they are trying to accomplish.
- (8) Now is where the fun begins. After finishing the letter, let the groups enter the room and start figuring things out.
 - (a) For activities with multiple groups/rooms, consider having one or two leaders walking around and poking their heads into the classrooms to gauge the progress of each group. Some groups will be quicker than others. If it is apparent that some groups are progressing significantly slower than others, this leader can whisper to the room facilitator to be a little bit generous in giving some hints and/or guidance.

INSTRUCTIONS FOR THE ROOM FACILITATOR/GAMEMASTER INSIDE OF THE ROOM

(This hard copy should be given to the person that will be inside of each room. This person's role is mostly to observe and only intervene if they deem it necessary. Let them review these guidelines ahead of time. They can also have the room's flowchart for reference if they need it.)

- (b) If you are asked for help, don't offer it too freely, unless the group clearly needs the assistance. You are there to make sure the activity is the best it can be, not to make it too easy. Remember, under most circumstances, they have about an hour to figure everything out. Try to let them figure it out for themselves. The victory will be much more satisfying if they felt like they earned it and didn't need too much help. Use good judgment.
- (c) When they write out the 25 words on the 24 puzzle pieces, casually check that the words they wrote down are correct. If a word is incorrect, tell them which word(s) is wrong. Hint: When the 25 words are read aloud in the right order, they sound like instructions.
- (d) After they have solved most of the puzzles in the room and are starting to get the majority of the 11 spaces filled with letters, if they have some of the letters wrong (after making their best educated guess) perhaps you could confirm which letters are correct and which need some work. Don't do this too early, however, as it might take away their needing to really figure it out on their own.
- (e) Once they have all 11 spaces filled out (CPHERAICSET) you may need to remind them that they are looking for a three-word security phrase.
- (f) If they get stumped on figuring out what the three-word security phrase is, and they've been working on it for a decent amount of time, you might consider:
 - (i) Suggesting they watch the video on their phone again. This would let them see that the two words (good and luck) are zipped together and make no sense, but then are clearly understood when taken apart. **cPhErAiCsEt** → "Peace in Christ"
 - (ii) Pretend that you just got a text from the hostage leader with the scripture reference: Alma 34:6. If after reading it and thinking about it they are still stuck, perhaps suggest that the hostage leader wanted to emphasize the phrase: "the word is in Christ."
- (g) Remind them, if necessary, that they need to email the three-word security phrase (in the subject line of the email) to the email address that they've discovered. After emailing it, they should get a response within 60 seconds that contains the final video of the hostage exchange for the reward. Watch this video inside of the room.
- (h) Exit the room! You guys made it! (Be sure to pump up your group and congratulate them.) If you have multiple groups playing, your group can go back to the central location to wait for the other groups to finish.

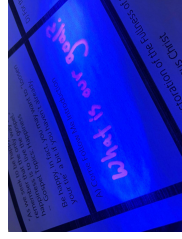
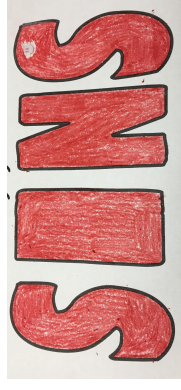
STEP FIVE: WRAPPING UP THE ACTIVITY, SPIRITUAL THOUGHT

1. If you have treats at the end of the activity, have the leader (who was held hostage) come into the room, hopefully to a warm welcome!
2. By the end of the activity the participants will have been introduced to the theme "Peace in Christ" multiple times, but mostly in a somewhat trivial and game-playing way. This presents the opportunity, if desired, to bring it all together at the end and provide a spiritual thought that makes all of the build up worth it. Hopefully by the end of the night they can remember the focus of Peace in Christ. Hopefully it will have been a fun and memorable activity, but ideally it will also end with them feeling something that they will remember as well.
3. You might consider the hostage leader being the one to give the spiritual thought as they will already have the spotlight. Some groups might rather the thought coming from a leader who was participating in the rooms. Showing this leader the videos beforehand might help give them context for their thoughts.
4. The following info might be helpful for a leader (either who participated in the rooms or not) as they consider thoughts to share at the close of the activity:
 - a. The final puzzle is seeing that every other letter in CIPHERAICSET spells PEACE (in) CHRIST. This is the theme of the room.
 - b. One song that was referenced in the room was "Where Can I Turn for Peace" -- hymn 129 coincidentally :)
 - i. That is a good question. Can you think of turning anywhere for peace besides the Savior. Where else could you turn? Sometimes other sources can help us for a stint, but the ultimate answer to where we can and should turn for peace is the Savior, Jesus Christ.
 - c. In a crossword puzzle they come up with the words, Matchless, Prepare, Conversion, Central, and Direct. You could ask everyone to consider what each of these words have to do with finding peace in Christ.
 - d. There IS peace in Christ. In this game the word "peace" was embedded and interlocked in the word "Christ". Like two hands interlocking fingers (also referenced in one of the videos) peace and Christ are a packaged deal. You cannot have one without the other. If you invite Christ into your life, you are inviting peace in your life. If you are wanting greater peace, then you need to draw closer to the Savior.
 - i. We can find this peace as we search the scriptures which testify of Christ.
 - ii. We can find this peace as we think about the Savior's atonement as we thoughtfully partake of the sacrament each week.
 - iii. We can find this peace as we attend the temple which is literally the house of the Lord.
 1. "Your worship in the temple and your service there for your ancestors will bless you with increased personal revelation AND PEACE and will fortify your commitment to stay on the covenant path." President Nelson (Press conference announcing him as the new President of the Church.)
 - iv. We can find this peace as we pray to our Father in Heaven and ask for His help as we seek to become more like His Son and follow His perfect example for us.
 - e. As we find Christ, we will find peace. As we invite our friends and family to find Christ, they too can find peace.
 - f. If we want to find greater peace in life, any of us, we need to come unto Christ. He is the Prince of Peace and He alone can bring the peace to our souls that we are looking for.
 - g. The game also references that the gospel offers great "riches". You could open up a discussion of what riches the world offers/values and what riches the Lord has in store for the obedient and for those who faithfully serve Him.

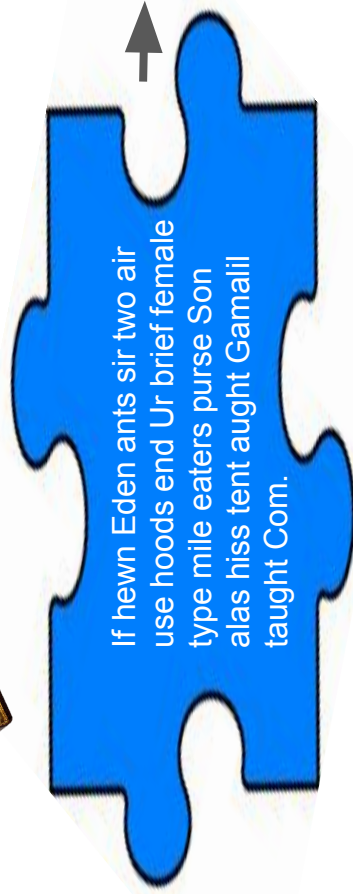
TROUBLESHOOTING

1. In the event that any of the electronic pieces are not working/not loading etc., please note the following:
 - a. When the phone number 801-228-0864 (the missionaries) is called, it will take them directly to an answering machine. This machine tells them that the missionaries are unavailable, but that if they are having a difficult day to listen to the following hymn. The hymn playing in the message is Where Can I Turn for Peace (hymn 129). The message is only the music, however, so no lyrics are being sung. The participants need to recognize the tune and figure out which hymn it is to get the code to the lock 1-2-9. If the voice message isn't working for any reason, you might need to verbally give this clue (hum the tune) to the group playing the game.
 - i. If you are running this room from outside of the United States, you will either need to make arrangements to call this number via Skype (or other international calling service) or you can verbally give this clue and hum the tune or figure out another workaround.
 - b. Once they go to myleaderisbeingheldhostageandweneedtogethimbackasap.com and type in the password (7735) then a video should play. If this video doesn't play (for whatever reason):
 - i. Try a different phone, a phone on wifi or on a different data plan.
 - ii. If that doesn't work, go to gospelactivities.com/peaceinchrist/application to play the video or go to the Gospel Activities youtube channel: <https://www.youtube.com/channel/UCjVL-7uiAVk3L-PPi98vUsQ/videos>. You'll need to watch the Peace in Christ Application Video. (Remember that the church's firewall blocks youtube.com so you'll need to be sure you're not on the church's wifi to access this video.)
 - c. Once the group has correctly sent the final email with the phrase "Peace in Christ" to myleaderspersonalassistant@gmail.com they should get an autoreply within 60 seconds. If that autoreply fails to come through you can try the steps mentioned above, go to gospelactivities.com/peaceinchrist/conclusion or find this final video on the Gospel Activities youtube channel: <https://www.youtube.com/channel/UCjVL-7uiAVk3L-PPi98vUsQ/videos>. The video you'll need to watch is the Peace in Christ Conclusion. (Remember that the church's firewall blocks youtube.com so you'll need to be sure you're not on the church's wifi to access this video.)
 - d. As long as you download the intro video to your laptop, you shouldn't have any trouble playing that video on the day of your activity. The introduction video can be downloaded from gospelactivities.com. You can click on the "Peace in Christ Activity" and follow the prompts until it gives you the option to download the video.

Have a great activity and good luck! If you have any thoughts or feedback, please reply to the email you receive after playing the game or contact us at team@gospelactivities.com.



Hidden
Message



If hewn Eden ants sir two air
use hoods end Ur brief female
type mile eaters purse Son
alas hiss tent aught Gamail
taught Com.

SELL



7735
(Website
Password)



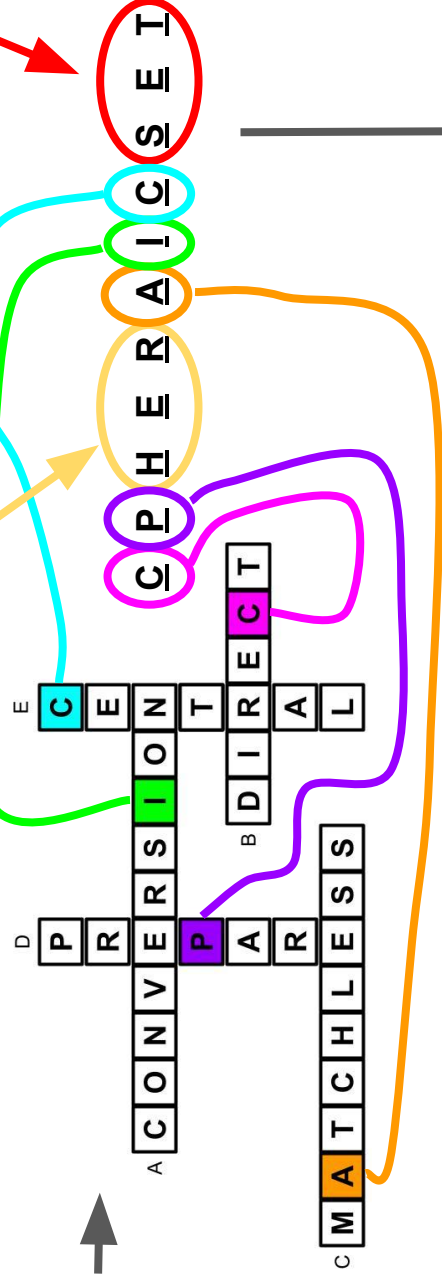
"Good Luck" Clue
(Every Other Letter)

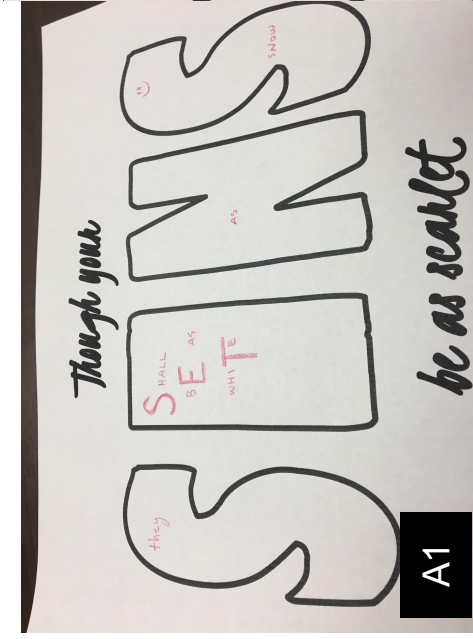
c^ph^ea^ce^t
CHRIST

If you need an answer to where you
should send your brief email type:
myleaderspersonalassistant@gmail.com

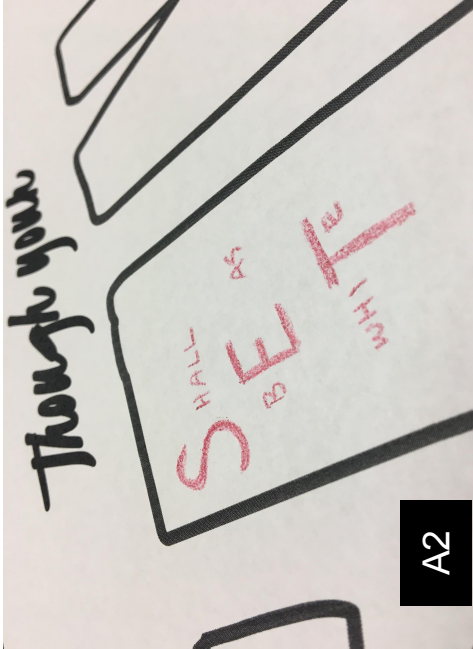


Game Map for Facilitator/GameMaster





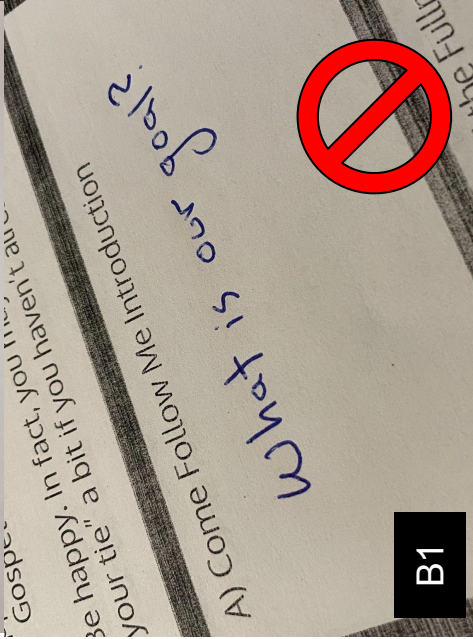
A1



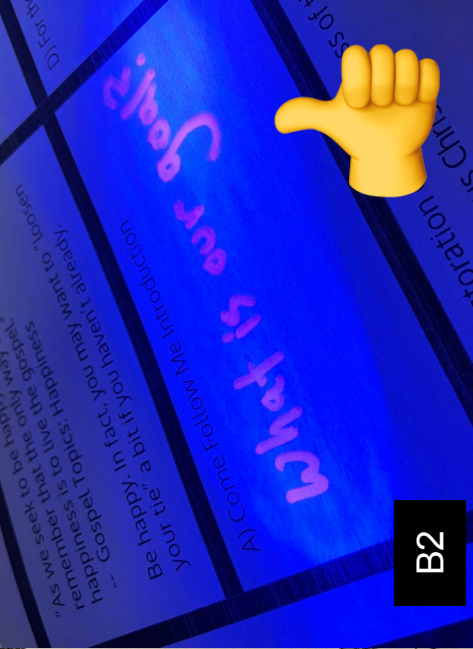
A2



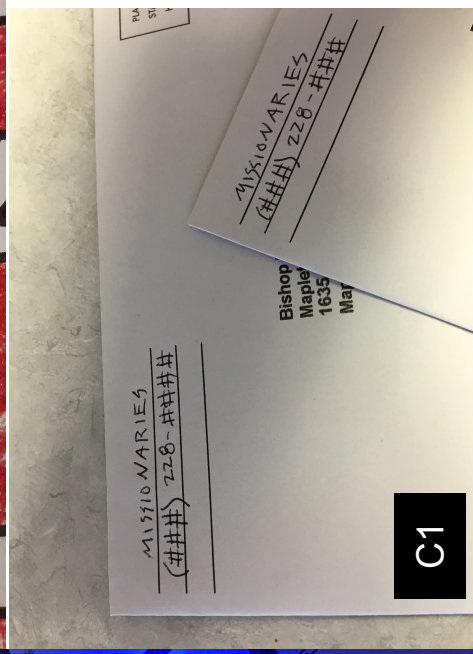
A3



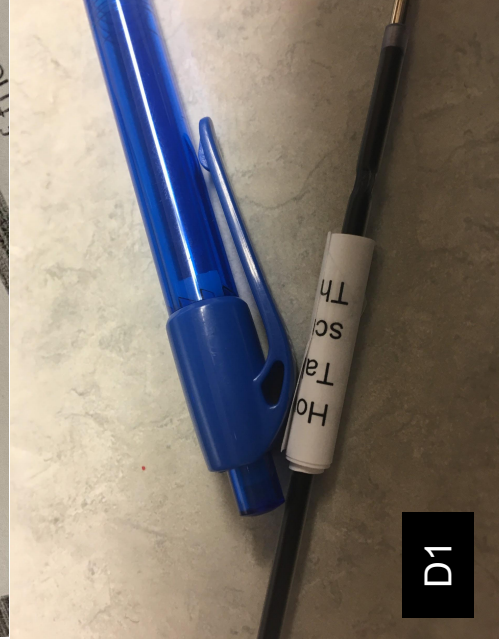
B1



B2



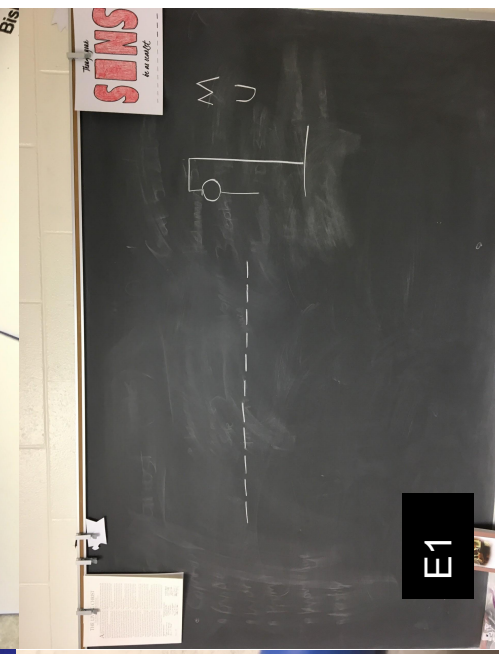
C1



D1



D2



E1