



The search of truth

Scenario Description and Roadmap

Context of the story

Players are journalists of a large investigative journalism firm. There was shocking news: one employee was murdered. One specific person is suspected: the janitor working in the firm in the morning.

After discussing, the players feel something's wrong and decide to investigate. They are in touch with a policeman who says he is willing to help them but needs some proof and elements.

They decide to talk to their director about their suspicions, but he mysteriously gets mad and locks them into a room, so they don't search further. The players' objective is to find proof that their suspicions are not unfounded, to find a way to contact the policeman to get support and to escape the room.



Global explanation

Phase A:

Players are locked in a room by their director to stop searching for more evidence.

They will have to find and unlock a computer to access three articles written by journalists from the firm on the murder case. This will allow them to have more information on the story. Unfortunately, the three articles give different versions. They must find which one is correct.

To find out, they will have to search for more evidence: the disciplinary report and the emails between the director and a potential murderer. These two documents will prove they need to ask for more support from the policeman.

Phase B:

Players must contact the policeman. For that, they need to find the Walkie Talkie in the room and use it to communicate with the policeman. He will be able to advise them. Once the players find the evidence and validate it with the policeman, they have to find an escape.

Phase C:

Players can go out through the back door, which is locked by a four-number padlock. A note next to the padlock with a hint will orient them. Once they unlock the door, they must escape with the proof.



Roadmap

During this escape room, phases A and B can be done simultaneously.

Phase A – Searching for elements

Step A.1 – Find the computer

Players need to find a key hidden in the room. The key opens a drawer in the desk where the computer is stored.

Step A.2 – Unlock the computer

To access the computer, players need to unlock it, thanks to a password. A sticky note on the computer says, “M.C.B.” Players must click “forgotten password” to see a clue saying “birthday.” They have to search the employees’ files stored in the room. They must find the correct file to find the birthday and use it as a password to unlock the computer.

Solution: The correct file is the one of Mary C. Bratton, for “M.C.B.”. The birthday is October 11, 1985. The computer’s password is “11101985”

Step A.3 – Find information

Players need to find three elements:

- a) Three articles from three different media (in the computer)

They have to read each article, verify the author and date, and compare it to the other elements they find to choose the correct one.

Solution: the correct one is the one written by Mary C. Bratton.



- b) Communication between one employee and the director (spread in the room)

Players find several emails spread throughout the room. They have to put them in chronological order and analyse them. One email is a conversation between an employee and the director. This allows players to understand that these two are the culprits and to find out which article is correct.

- c) One disciplinary report cut into several pieces to put back together (spread in the room)

Players must find all four pieces and put them together to read the disciplinary report. It contains elements that help readers understand the story and find the correct article.

With all these three elements, the players have enough proof to provide the policeman so he can pursue a new lead with his team.

Phase B – Contact the policeman

Step B.1 – Find the communication tool

Players must find the Walkie-Talkie hidden in the room, enabling them to contact the policeman (game master).

The policeman asks for proof. Without any proof, he cannot help the players.

Step B.2 – Communicate with the policeman

The players must explain the proof to the policeman. Once they have everything (the emails, the report and the correct article) and the policeman confirms it is



accurate, he will advise them to escape as soon as possible with the proof.

Phase C – Escape the room

Step C.1 – Unlock the back door

The back door is locked with a four-number padlock. Next is a note: “Journalism in search of truth.”

Solution: The players must find which of the three articles is correct.

The code is “0002” (for the 2nd article).

Step C.2 – Escape with the proof

The players need to go out of the room with the proof: if they forget them, they will lose the game! Proof is the emails and the report (all pieces).



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