Escape the Vault

Mission: the thief sealed the mascot behind three locks, and no one can open them alone. Crack three timed locks as a team, snap the parts into one code, whisper it, open the box, free the mascot. Character trait today: **Relationship Skills**. Full vault code: **7 TEAM 3**.

1 · Lock 1: The Number Lock (5–16 min) — solve as a team, whisper the number, Part 1 = 7

Puzzle A "Double a number, add 1, you get 15." → 15 minus 1 is 14, half of 14 is 7.

Puzzle B "Half of 20, minus 3." → 10 minus 3 is 7. **Puzzle C** "Days in a week?" → 7.

Run it Write one on the board, 90-sec timer, teams agree on one answer and whisper it. First correct crack reveals **Part 1 = 7**.

Diff TK–2: use "days in a week" or 7 claps, no timer. 3–8: multi-step "40 ÷ 8 × 3 – 8 = 7," head-to-head race, wrong whisper = 15-sec penalty, cracker writes a fresh number puzzle for a rival team and referees it.

2 · Lock 2: The Word Lock (16–31 min) — decode A=1 to Z=26, Part 2 = TEAM

Key A=1, B=2, C=3 … M=13 … T=20 … Z=26. Leave it in the corner of the board.

Cipher **20 - 5 - 1 - 13** → T-E-A-M → **TEAM.** Backup riddle (same answer): "captain, huddle, no one left out" → TEAM.

Run it 2-min timer, teams split the numbers and decode together. First correct whisper reveals **Part 2 = TEAM**.

Diff TK–2: decode 7-15 → GO as a class, point to each number. 3–8: mixed cipher, shift back 1 then reverse: **N B F U** → M A E T → TEAM; cracker designs their own shift-and-reverse lock for a rival.

3 · Lock 3: Pattern + Crack the Vault (31–45 min) — Part 3 = 3, full code = 7 TEAM 3

Pattern A "9, 7, 5, __, 1" (subtract 2 each time) → blank is 3. Backup: "sides on a triangle?" or 3 claps → 3.

Full code Part 1 + Part 2 + Part 3 = **7 TEAM 3**. Keep it on this sheet, not the board, once teams assemble. First team to whisper the whole code opens the box.

Diff TK–2: triangle or 3 claps, then say "7, TEAM, 3" together off the board. 3–8: two-step pattern "12, 10, 7, __" (gaps –2, –3, –4) → 3; run code assembly as sudden-death (one shot each, wrong whisper is out); an older student runs the timer and verifies each code against this sheet.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the full code "7, TEAM, 3" to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "Three locks and you still worked together to beat me. I surrender!"

Award the **Relationship Skills** trait wristband to detectives who listened to teammates, shared the lead, and split the locks up to solve faster ("I listened", "we split it up and solved it faster").

3–8 For older kids and the two middle schools, run the whole hour competitive: fixed teams, score every lock on the whiteboard, visible timer each round, crown a champion here. Games bank adds **Detective Mafia** (2–3 Culprits + a Detective, 5–7 min rounds) — the one middle schoolers ask to replay.

Detective's Oath (say together, magnifiers up): I am a detective. / My brain is my best tool. / I don't guess, I

reason. / I follow the clues to the truth.