Escape the Lost Lab

Mission: the thief locked the mascot in the lost lab behind three timed locks. Crack the symbol cipher, the sequence tubes, and the logic vials, each lock reveals one part of the code. Assemble the full code, whisper it, open the box, free the mascot, together before time runs out. Character trait today: **Relationship Skills**.

1 · Lock 1: The Symbol Cipher (5–16 min) — decode the word, reveal PART 1

Key △=A, □=T, ○=O, ☆=M, ◇=R, ♡=E, ✕=C. Draw it on the board.

Word △ □ ○ ☆ = A-T-O-M. **PART 1 = ATOM.** 3-minute timer, say each letter aloud, agree before you whisper it.

Diff TK–2: just the four-symbol ATOM, read the key aloud, blank line per letter, no clock. 3–8: longer word ◇♡△✕□○◇ = REACTOR, then shift every letter +1 = SFBDUPS. Head-to-head, wrong guess is a 30-sec lockout, then teams build their own cipher for a rival.

2 · Lock 2: The Sequence Tubes (16–31 min) — find the next term, reveal PART 2

Tubes 3, 6, 9, 12, ? — rule: add 3 each time (the 3-times table). **Next = 15. PART 2 = 15.**

Move Say the rule out loud as a team ("it goes up by three") and agree before locking in a number. Visible timer.

Diff TK–2: 2, 4, 6, 8, ? count by twos, answer 10, coach taps each tube. 3–8: two-step rule 1, 3, 7, 15, ? (double then add 1) = 31, 45-second shot clock, then each team designs its own two-step sequence for a rival.

3 · Lock 3: The Logic Vials + Escape (31–45 min) — deduce PART 3, assemble the code

Vials LEFT, MIDDLE, RIGHT in RED, GREEN, BLUE. Clues: 1) RED on the left end. 2) GREEN immediately right of RED. 3) BLUE not in the middle. Solution RED, GREEN, BLUE. Key vial (middle) = **PART 3 = GREEN.**

Code PART 1 + PART 2 + PART 3 = **ATOM 15 GREEN.** First team to whisper the full code opens the box.

Diff TK–2: two vials, one clue, answer GREEN, coach points. 3–8: 4 vials (RED, GREEN, BLUE, YELLOW), clues (a) RED immediately left of GREEN, (b) YELLOW far left, (c) BLUE far right, (d) GREEN not next to YELLOW; solution YELLOW, RED, GREEN, BLUE; key vial 3 = GREEN, harder code REACTOR 31 GREEN. Sudden-death, one wrong whisper is out, a student verifier checks each clue.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the full code to the room ("ATOM, 15, GREEN!"), coach turns the key, mascot lifts out, big cheer. Name it a team win, no one cracked all three locks alone. Optional "thief's note" inside: "You worked as one team. I surrender!"

Award the **Relationship Skills** trait wristband to detectives who shared a clue, listened, or got the team to agree before locking in an answer ("I told my team what I saw", "we decided together").

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.