# Escape the Great and Spacious Building! <br> Questions? contact Bekah Chatterley: bekandan@gmail.com 

To begin: youth gather in foyer to await instructions. (set up iron rod after youth enter into cultural hall)

Instructions: Oh no! Somehow, you've landed in the Great and Spacious Building :( But fear not! Your parents, teachers, \& leaders have been in there before and know how to get out. They have put some things in the GSB to help you escape, if you have the desire to do so. To escape, you must complete your escape plan by finding things that will help you avoid staying trapped. (Show Escape Plan and how it should be filled out; Each solution looks like this: Advice, Number, ie. Ride a donkey 85; use the back side to take notes, write down codes, figure things out). When you have completed your escape plan, go to the exit and say the word that will ultimately allow you to leave the GSB and head for the Tree of Eternal Life. When you first go into the cultural hall, take a look around. There are several boxes with different types of locks. You will need to open all of them at some point to get to the solution. Notice where which locks are so that when you find a combination, you can go back to the lock that it opens. The clues do not need to be worked in order. If there are too many people trying to solve the same clue, try to work on a different one and come back to it. You may work alone or with up to 2 friends (no more!). Do not hesitate to ask for help (your time is limited! 45 minutes to solve, average 5 min per solution; some are harder to solve than others). Beware of distractions that will not get you closer to your goal. Please be respectful of the items in the GSB (some are borrowed, some are handmade, some are fragile, some are antiques). Nothing needs to be forced open or broken. Some would be very easy to break open to get at what is inside. Pretend that it can't be broken and solve the problem instead. Again, if it is tricky, ask for help. Please try to keep items where you found them (or return them if it is necessary to move them). Also, return the items to their original state and place so that those finding them after you can enjoy the experience of discovery. You can ask a leader to do this if you're worried about your time. There are several scripture problems to solve. If you have a reference, you'll likely need to look up the scripture; if you have a scripture, you may need to find the reference. You may use your phone if necessary to solve a problem or to search for scriptures, but please do not use anything else that you may have brought with you. If you don't have a phone, borrow one as needed. We have every confidence in you that you can do this! Questions?

Enter into Cultural Hall. Various things set up all over. Leaders throughout, one permanently by the exit door (password is said to her). Help when necessary, push in the right direction, encourage, but don't give blatant answers. Puzzles need to be returned to their original state so that it's ready for the next person. Leaders can do this for kids if they want. Kids should wander, looking for things to figure out. Their goal is to solve 8 challenges that each will end with them receiving a phrase and an number that they will record on their Escape Plan. The 8 challenges are:

Picture by each item, showing what it's original state should look like, 'something was here; it will return' tags; laminate all paper for durability and to discourage writing on them; everyone gets plan card and silver golf pencil (https:// smile.amazon.com/gp/ product/B00M5JZK3Q/ ref=oh aui detailpage 009 s01? ie=UTF8\&psc=1); iPad visible with countdown timer going.


All other exits "blocked" with a sign that says "this is not the exit to the GSB".

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Matching game: numbered tiles in a grid, match prophet/apostles' photos with their name, close and flip over to reveal combination to color-coded lock on tool box: 8452>>>open color coded lock, open box>>>Inside box: Follow the counsel of the Prophet and Apostles 18 Est. time: 3 minutes

4 color lock: https://smile.amazon.com/gp/product/B00DFBWPY0/ ref=oh_aui_detailpage_o09_s01?ie=UTF8\&psc=1
Puzzle grid is discontinued

grid boards with numbers 1-16 (backs manipulated to have combination numbers on them; prep 2-3 of these), template matching prophets/ apostles pictures to their names, colored lock, box that can have lock attached, answer taped inside

sheet music, piano, lots of stuffed animals, stuffed sheep with ribbon
puzzle drawer (similar to picture), "Feast upon the words of Christ," (eternal) Life Cereal box with cereal, other cereals, bowl, spoon, marked Book of Mormon inside LIFE


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Double-sided IKEA picture frame with the year's theme Ask on one side and reversed writing on the other. Solve by holding up to the mirror (scripture about prayer - they should eventually look up the reference; they'll need it later) >>> antique key on the back of mirror opens old lock box (this is an antique box from Germany that I actually really like and want not broken. Please help the youth be careful with it.) >>> Inside box are scriptures. Look up prayer scripture (they will need to find the reference on their own, can use their phones; **hard to find on scripture app, easy on Ids.org: Alma 37:37) >>> by scripture it says 'see Bible Dictionary, prayer >>> BD has phrase about blessings Heavenly Father is already willing to give us, contingent upon our asking, highlighted, with leader's phone number next to it: xxx-xxx-xxxx >>>they call the phone number (leader: Hello! l'm so happy to hear from you! It's been too long! How is it going? What can I do for you? etc.) and must ask for help or clue or answer. Leader says, "I was just waiting for you to ask me that! The solution is: Daily Prayer 18" Est. time: 8 min.

- Laminated paper with grey "lock" on it - cover non-Sabbath activities with foil-covered blocks (they are just wrapped so that they are silver, nothing is hidden in them, no need to unwrap them) to mimic pattern for buttons on the lock on tool box >>> open lock ( 24560 depressed - must push the latch on the bottom to pop the lock; push numbers back out when finished): Inside is a cardboard cryptex with clue: Moses gave 10. Number 4 is key. Keep the Sabbath Day Holy: Cryptex - HOLY will open it; this is made of cardboard and could easily be torn open, but that wouldn't be fun >>> inside cryptex: Meaningful Sabbath observance 17 Est time: 4 min

Lock: https://smile.amazon.com/gp/product/B003B8ZQZM/ ref=oh aui detailpage 009 s01? ie=UTF8\&psc= Cardboard cryptex instructions: http://www.instructables.com/id/ Cardboard-Cryptex-Safe/
Contact bekandan@gmail.com for silhouette cutting file


Mirror, marked scriptures, reverse text scripture, large antique lock box and key, sign by mirror that says Please return this key pronto!

lock box, worksheet, foil covered quirkle blocks



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Children's song book marked "I Love to See the Temple" >>> on brown base of temple - combination 914>>> opens briefcase with combination, inside are 2 straps with letters on it, has scripture reference Numbers 21:6-9, Helaman 8:15 (they only need one of these; replace in the briefcase when through. May need to push buttons to latch the case.) >>>Find the staff (picture on the end depicts Moses with the snake on a staff), wind strap around staff so that the letters line up (easy if you put the hole on the strap onto the screw on the staff; wind according to the arrow on the staff): Temple: often and worthily 18 Est. time 8 min.
marked children's song book, temple figurine, combination briefcase, straps made from strips of masking tape, taped to itself ("there may be 2 identical straps in here; you only need 1. Do not remove it until you know what to do; replace it for others to find when you are through), staff of some sort


3 scriptures in a frame: 2 Ne 9:30, Mark 12:41-44, James 1:27, they should look them up on their phone (about riches, the parable of the widow's mite, pure religion $=$ visiting the widow) $\ggg$ Woman with a shawl around her shoulders and a sign on her that says 'widow' sitting in a rocking chair, has a purse with 'mites' (quarters) in it, she will give one to anyone who visits ("So nice to have a visitor! I usually have cookies, but l'm fresh out. I don't have much, but have this 'mite.' Thanks for coming!)>>>use the quarter in the gum ball machine>>>written on the gum ball: Be humble and don't heed the mockers 18 (can eat them if they want, non-toxic pen) Est. time: 5 min

gumball machine (purchased on craigslist for \$10), rocking chair, shawl, quarters (\$20? - these will come back to me) in a purse (my spanish drawstring one)


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Video game controller with "cheat code" on the back(^^vv< or whatever blue combination lock is; push lock closed to clear) >>> unlock blue directional lock box >>> has code to unlock iPad screen >>> Unlock iPad: screen says: Wise use of technology 5
Est. time: 6 min
directional lock: https://smile.amazon.com/Master-Lock-1500iD-Combination-Assorted/dp/B002TSN4SQ/ref=sr 1 1? s=hi\&ie=UTF8\&qid=1494392984\&sr=1-1\&keywords=directional+lock

red herrings (distractions) in the room: bowl of dominos, rubix cube, ping pong paddles and balls, rocker chair, pillows, stuffed animals, how to juggle, basketball, frisbee, tv playing Kung Fu Panda, etc.

Framed or tacked to wall "scripture reference" in the room says D\&C=17\&16
Codex wheels placed throughout the room, non-obvious (5-6)

Use Codex to decipher numbers ( $c=16, d=17$ ), then unscramble the letters. REDEEMER Go to exit door, the keeper will ask "What do you ultimately need in order to escape the Great and Spacious Building?" The correct password opens the door for them, they grab onto the "iron rod" and go across the hall to the YW room to the tree of life and receive their "white, sweet above all that is sweet, fruit" (vanilla yogurt with granola and fruit or pound cake with whipped cream and berries; had all the descriptions of the fruit from the scriptures on sticks in bottles on the table).

Small TV (library) with game controller, locking box, blue lock, iPad (take a picture of the phrase/number)



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5 minute debriefing: Ask "Where do you find yourself in Lehi's dream? Bookmarks
Holding on? Paying heed to the mockers? In the mist? In the Great and
Spacious Building? What are your personal temptations in the GSB?
Liken unto you.
You can do hard things.
Ask for help! Like at Hogwarts, help will always be give to those who ask for it.
Desire. You had to want to get out.
Hold to the rod (two hands! Firmly grasped!). You were always holding the rod (pencil), it led you to your Redeemer, would have been hard to do without it (the iron rod is the word of God)
Ultimately, the Redeemer is the one thing we need in order to be free.
Bookmarks with two quotes on it.

What's Keeping you from holding fast to the iron nod?
"SO NOW I ASK WHAT ARE YOUR INDIVIDUALLY TAILORED TEMPTATIONS THAT EMANATE FROM THIS GREAT AND SPACIOUS BUILDING? WHAT IS PULLING YOU INTO OR KEEPING YOU THERE? HOW GOOD IS YOUR GRIP ON THE IRON ROD? IF YOU ARE PARTAKING OF THE PRECIOUS FRUIT HOW WELL ARE YOU DEALING WITH THE FINGERS OF SCORN THAT ARE POINTED IN YOUR DIRECTION? VERY SIMPLY. WE MIGHT ASK. WHERE DO WE CURRENTLY FIND OURSELVES IN LECHIS DREAM? IF YOU FIND YOURSELF IN THAT GREAT AND SPACIOUS BUILDING TO ONE DEGREE OR ANOTHER, YOU MAY WANT TO DEVELOP AN ESCAPE PLAN.

My brothers and sisters, we are a covenant people. We willingly make and keep covenants, and the promised blessing is that we will receive "all that the] Father hath." As we continually hold fast to the nod by keeping our covenants. we will be strengthened to resist the temptations and perils of the world. We will be able to navigate this mortal life with all of its challenges until we actually reach the tree with
the fruit "most precious and most desirable above all other." Elder Kevin S. Hamilton

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Write numbers below
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$\qquad$ (your name here)

Write numbers below
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