ESCAPE GAME

Bonnie is missing!

Game instructions



ATTENTION: Read the instructions first, before you take a closer look at the puzzle cards.

The backstory

You've gone to summer camp, like every year. But something is different from the last few years. Bonnie, the camp director, is missing. Slowly you start to panic, because without Bonnie you can't get into the camp, and you don't want to spend two weeks sleeping outside the camp in the middle of the woods. You set off to look for Bonnie ...

Have fun playing!
Janis and Andy from the Pulse team

Game materials

8 puzzle cards

1 camp map

1 set of instructions

What else you need

You'll also need pens and paper for the puzzles and a phone with a QR code scanner and internet access. You'll also need a stopwatch or something similar to keep time.

Getting ready

Download the puzzle cards, but don't look at them yet.

The puzzle cards and the camp map come in two versions: dark for screens and color printing, and light (the file with "print-light" in its name) for printing with less ink.

Game board

There's no game board in this game. At the start, you have these instructions and the camp map.

During the game you'll get puzzle cards. You'll always be told when to take a card. When that happens, open the matching file.

There are QR codes at the back of this booklet. Only open them with your phone when the time comes. You'll find more about this in the chapter "How to play."

How to play

Your goal is to find Bonnie together as fast as you can and bring her back to camp. But you'll only manage that if you solve a series of puzzles together.

Work through the puzzles one after another. In each puzzle you'll discover a camp map number. But that doesn't mean the number will lead you to the right place.

Example: Your camp map number is 001.
This number isn't on the camp map, so it's not right.

Example: Your camp map number is 002.
This number is on the camp map. Next to it you'll see another number: it tells you which QR code to check. Either your answer is right and the story continues, or you're wrong and need to keep puzzling.

ATTENTION: You have to solve the puzzles in the order given. Only take a puzzle card when you're told to.

Need help?

If you get stuck, the game can help you. There are three QR codes for each puzzle.

The “Hint 1” QR code gives you a first clue for that puzzle.
The “Hint 2” QR code gives you another, more specific tip.
The “Solution” QR code shows you how to solve the puzzle and gives you the right camp map number.

Share solution QR codes with the group if you get stuck. For each QR code you use, make a tally mark on a sheet of paper so you can work out your points at the end.

End of the game

The game ends when you’ve solved the last puzzle and found Bonnie, the camp director. A QR code will tell you.

Scoring

Solving all the puzzles is a great achievement! Congratulations, well done. If you also want to know how well you did, check the table.

	No QR codes	1-3 QR codes	4-5 QR codes	More than 5 QR codes
Under 60 min.	100 points	90 points	80 points	70 points
Under 65 min.	90 points	80 points	70 points	60 points
Under 70 min.	80 points	70 points	60 points	50 points

Starting the game

What are you waiting for? Start the stopwatch now!
Begin with this QR code:



Solution QR codes



1



2



3



4



5



6



7



8



9



10



11



12



13



14



15



16



17



18



19



20



21



22



23



24



25



26



27



28

Help QR codes

Puzzle card 1:



Hint 1



Hint 2



Solution

Puzzle card 2:



Hint 1



Hint 2



Solution

Puzzle card 3:



Hint 1



Hint 2



Solution

Puzzle card 4:



Hint 1



Hint 2



Solution

Puzzle card 5:



Hint 1



Hint 2



Solution

Puzzle card 6:



Hint 1



Hint 2



Solution

Puzzle card 7:



Hint 1



Hint 2



Solution

Puzzle card 8:



Hint 1



Hint 2



Solution

Want more?

You'll find more group games, outdoor games, icebreakers, screen games, escape games, murder mystery dinners and more at **thepulse.org/en**.

Tell us how the game went for your group: **thepulse.org/en/contact**

A game by Janis Jaspers with support from Andy Fronius.

Free for your work with young people. What you may do with this material: Terms of use (thepulse.org/en/terms/).

