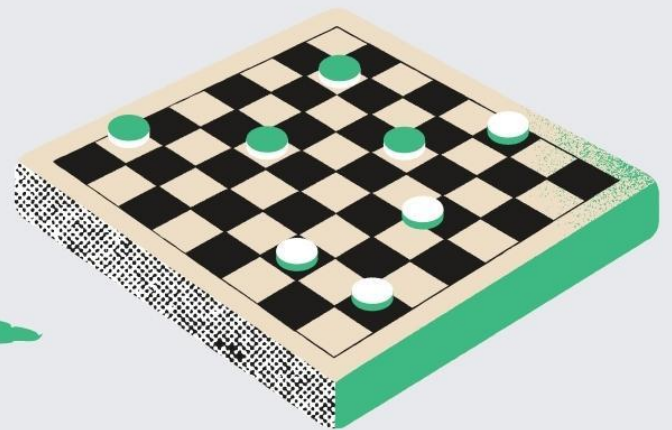
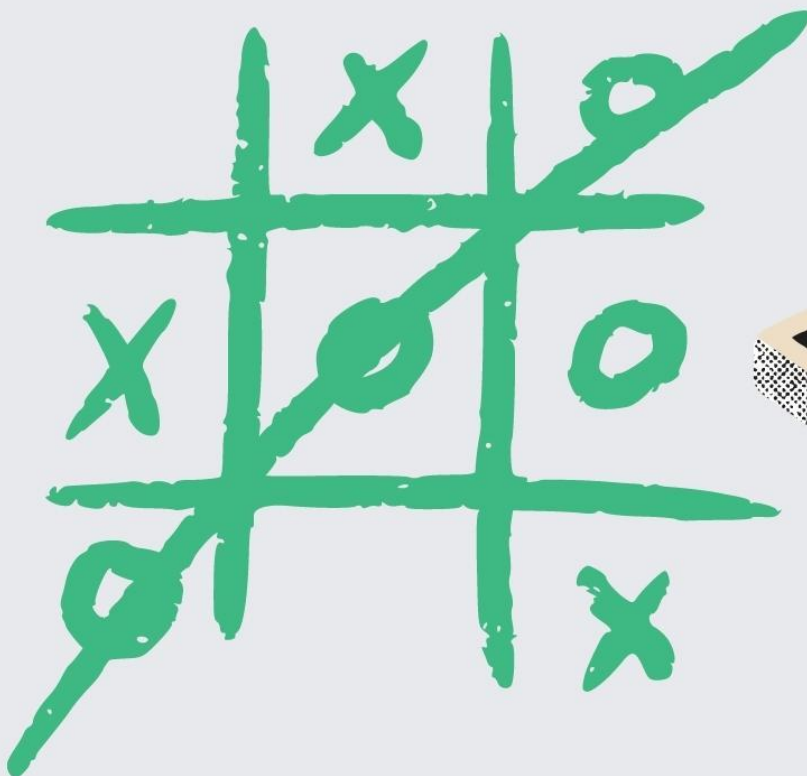





The CodER Physical Scenarios Handbook

Instruction for participants

Title: 3D Tic – Tac – Toe





3D Tic – Tac – Toe

Instruction guides for adventurers

1. Game description.

Carol Shaw is believed to be the first professional female video game designer. She first used a computer in high school, where she excelled at Maths and enjoyed playing text-based games.

After graduation, she started working in the video gaming industry and became one of the earliest female programmers. Carol loved her job and was continuously working on developing new games. After hours of testing and working, she developed the first ever *Video Checkers* and *3D Tic–Tac–Toe* in 1978, one of the first commercially -released games written by a woman. When the company's CEO learned this news, he immediately launched them without giving her any credit!

But you, as one of her favourite colleagues, should help her prove that all of the ideas and work were hers! Select proofs before the reporters and cameras arrive!


2. How to win/escape?

You brought your coding expert friends with you to help Carol Shaw regain access to the game. When Carol was working at the company had access to encryption in the company's system, where all of her work was stored. Unfortunately, after they stole her game idea, the company has forbidden her access. You have to follow the clues inside the CEO's office to unlock all the hidden encryptions and gather objects to prove that the first game developed was created by Carol.

3. How to find hints?

There are 4 challenges in the game, the escape room follows an open model of Escape Rooms, which means all information collected is beneficial for the final goal. Keep in mind that you should not stick to one item for a long time, you need to be fast and connect all the proofs. By solving each one of them, you will gain access to hidden objects in the room that you will be able to use to hack the encryptions and collect proofs for Carol. You will need to use all the elements (microcontrollers, computer, USB stick, notes, post-it and more that you will discover later). Also, you will need all five USB sticks around the room to find all the proofs.





4. Tips and tricks

Try to follow the storyline, do not rush through the riddles, and keep everything you will find since you may need it in the future. If you get stuck, ask the gamemaster to help you. Focus on each scene to make sure to find the necessary clue.



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