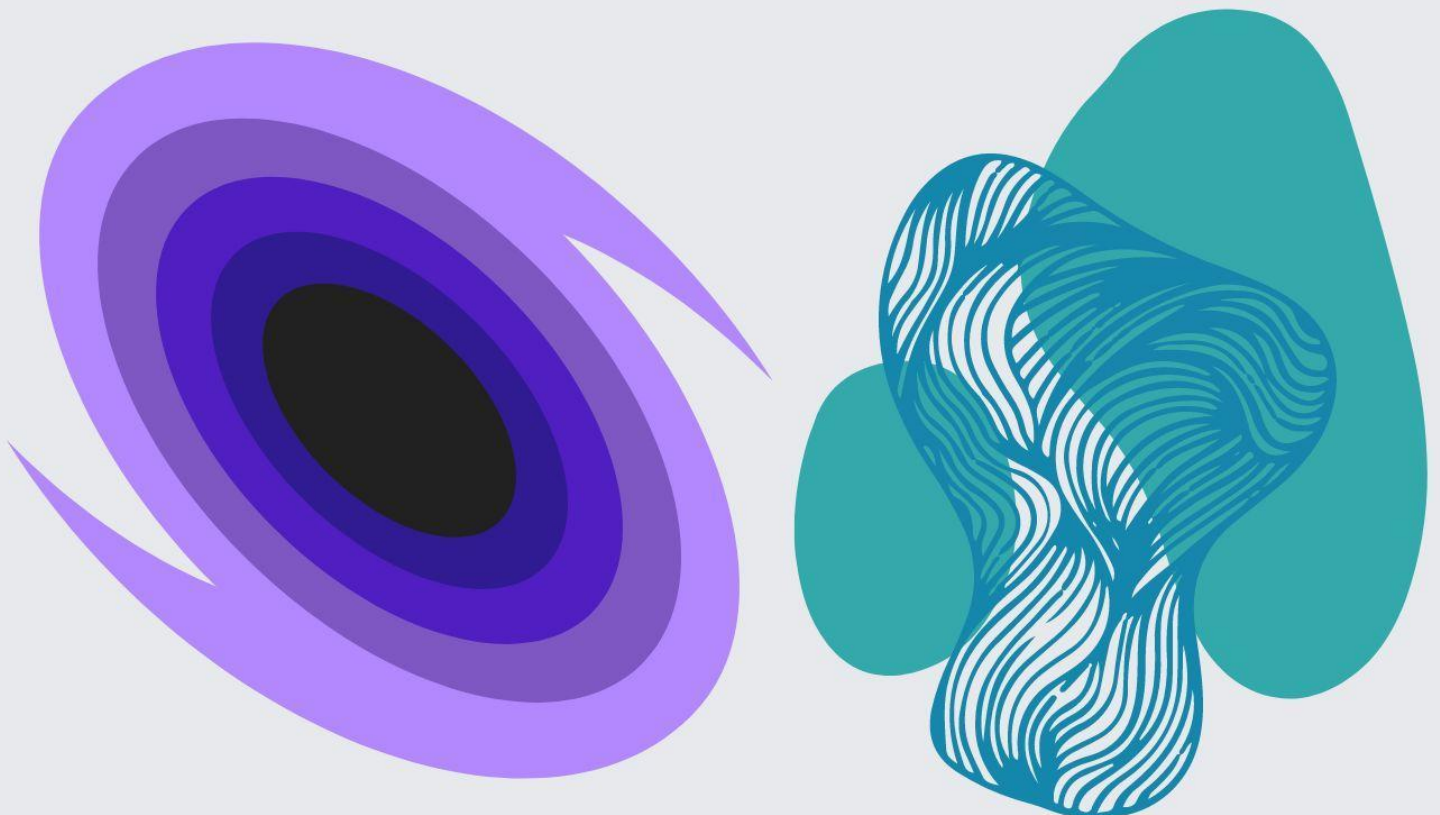




The CodER Scenarios Handbook

Instruction for participants

**Title: Stop a Black-hole
catastrophe in the Adriatic sea**





STOP A BLACK-HOLE CATASTROPHE IN THE ADRIATIC SEA

Instruction guide for adventurers

1. Game description

Institute Ruđer Bošković in Croatia is the biggest public STEM institute in the country while it retains its international recognition for being the leading and most competitive public institution participating in local and international research projects in the EU. Their scientists in the physics laboratory have found a way to use a chemical reaction investigated by Croatian scientists in the 1960-s that activates a time-traveling device designed by Croatian scientist Nikola Tesla in the early 20th century. However, once they activated the device they somehow also created a black hole in the Adriatic Sea that is slowly reaching the Croatian coast. The only way to stop the catastrophe is to crack the computer code that allows the staff to control the time machine. Specifically, the code will allow the scientists to travel to 1967 and reach scientist Vjera Marjanović-Krajovan who was at the time researching a chemical compound crucial for controlling Tesla's time machine. She might have a way to turn off the time machine and stop the black hole from reaching the coast.

2. How to win/escape?

When the scientists activated the time machine you were with a group of young coders that were visiting the institute with their professor and you were automatically locked in the observatory room that is controlling the machine. As soon as the machine was activated the whole building went into lockdown and scientists were just able to give last-minute clues and hints to you before the black hole caused the communications to shut down. You have to follow the clues inside the observatory and gather five hidden objects in order to stop the catastrophe.

3. How to find hints?

There are 4 challenges in the game. By solving each one of them you will gather 5 hidden objects in the room that you will be able to use to hack the time machine and save the planet.

4. Tips and tricks

Follow the game storyline and do not rush through the scenes.

Each scene contains one or few of the following buttons:

- BACK – to go back to the previous step
- NEXT – to continue to next scene
- RESET – to reset the game and start again
- An object you have to find – to continue the game

Focus on each scene to make sure to find the necessary clue.

In case you spend too much time on the scene a game master will appear and give you a hint to help you understand what you are looking for.

Good luck!





Co-funded by
the European Union

The #CodER project is co-financed by the ERASMUS+ programme of the European Union and is implemented from December 2021 to November 2023. This publication reflects the views of the authors and the European Commission cannot be held responsible for any use which may be made of the information contained therein

Project Number: 2021-1-FR02-KA220-YOU-000028696

