

MYSTERY ROOM (SHABBAT-FRIENDLY)

(RELATED TO CHANUKAH, ALTHOUGH CAN EASILY ADJUSTED TO ANY OTHER THEME!)

Goal: Group Bonding, Reminder of Holiday ideas

Presentation: The NCSYers are the first Jews to re-enter the Beit Hamikdash after it's been ransacked by the Greeks. They're looking for a jug of pure, untouched oil that they can use to light the Menorah.

SUPPLIES NEEDED:

1. 2 combination locks
2. 2 key locks (with keys)
3. Simple puzzle (specifically one that is not flimsy, and can hold its connections when flipped over. Ex. Amazing Savings 63-piece Shabbat Puzzle, can be even simpler)
4. 1 box or container that can be locked— for potato
5. 1 box, container, or 2 plastic cups that can be locked. (Plastic cups work by cutting two holes on both sides of the cup, towards the top- tie together one side of the cups, and the other side will be locked by the key lock.) – for 3D glasses
6. Box, container, or closet that can be locked—for 1 plastic plate
7. 3-D glasses
8. Markers (for setup only, before Shabbat)
9. Paper
10. Bulletin Board (or corkboard)
11. Yarn/string
12. Thumbtacks
13. Bananagrams, or similar letter-tiles
14. Stickers- 3 groups of at least 20 matching stickers- even better if themed! (# of stickers to be determined based on your code- see below.)
15. 2 potatoes and assorted vegetables – (optional- one potato boiled slightly, so that you can sneak a key inside without making it obvious)
16. A “jug” filled with apple juice (Ex. plastic bottle, container, jar)
17. 4 Clear plastic plates (extra just in case!)
18. A box that can be locked (for the “jug”)

SETUP AND PUZZLES:

This Mystery Room includes four locks, including many challenges, to solve in order to find the jug.

(Note: Most of this setup must be done before Shabbat.)

- Random shtick can be placed around the room to make it more complex, although it's important not to overdo this- solving these games is more difficult than it looks! On the table, the random vegetables should be placed in a bowl, including one of the potatoes.
- **SIMPLE PUZZLE:** After arranging the puzzle, flip the puzzle over and write across all the pieces: "Key to life: Never Grate Hairy _____ IN ISRAEL." (Bold/Underline "Key", "N", "G", and "H".) Break up the pieces and put them back in the box, place on a main table.

This is meant to be the first thing they see and do when they walk in, although it will not ruin the experience if they don't get to this first. They will likely notice that there is writing on the pieces, and they are expected to put it together to figure out the message. N-G-H references Neis Gadol Haya; the blank space starts with a P (referenced by "in Israel"), and context supplies Potatoes— later, they will see the potatoes and will find a key inside.

- **BANANAGRAMS TILES** should have **stickers** placed on the backs of the letters for the following words (or alternative words, more likely- see note below), with each group having its own distinct sticker to match its corresponding letters:
 - Chanuka (8)
 - Purim Jokes (36)
 - Be Excited (18)

WHAT WORDS TO SPELL: *This is based on the code for **combination lock #1**. The main point of this is to get groups of letters. We used these words to help create the specific numbers of our code, where the two-word groups were used for our two-digit numbers; switch it up based on your specific lock combination. For this part, teens will notice that some of the tiles have stickers on the backs, and that these tiles should be grouped into three groups (the other tiles are irrelevant). They will need to unscramble the tiles in order to know the correct order that they need to run the string on, across the thumbtacks, which will ultimately form the shape of the 3 numbers needed for combination lock #1. (Our code was 8-36-18, and that was spelled out on the thumbtacks + string- see below.)*

- These same three groups of **STICKERS** should be placed on the **BULLETIN BOARD**, such that there are three distinct spots on the bulletin board, each with their own sticker identity. For each spot, set up thumbtacks (with **YARN** hanging over one of the thumbtacks) in order to create the shape of the three numbers for your first combination lock. You will write out each of the letters in the word (corresponding to that sticker-group) - one letter next to each thumbtack- in the order that the string is required to follow in order for the correct number to be formulated.
- Cut a **POTATO** in half, stick one of the **KEYS** from the key locks inside, and stick the halves back together. It should be inside the **CONTAINER #1** opened by the first combination lock.
- Put a pair of blue/red **3-D GLASSES** inside **CONTAINER #2** (locked with a key that can be unlocked by the key inside the potato). On a piece of **PAPER**, using only one of the two colors (red or blue), write: "Look Under Foosball" (Wherever the next key is hidden). **DO NOT** write the words/letters fully— instead, use spaced-out dots or dashes to make up the letters. Then, color on top (scribble!) with non-similar

colors to camouflage the message. It should look like a random mess of colors until you put on the 3-D glasses, at which point the message will be legible.

- **KEY LOCK #2** should be used to lock a **CLOSET/CONTAINER** in which the 4th plate (of the Roman Numeral setup- see next step) is placed.
- **LAST CODE:** In Roman Numerals, write the combination for **COMBINATION LOCK #2** on a piece of paper. Put a clear plastic plate on top of the paper and trace random parts of the numerals. Place another plate on top, and trace a few more parts. Do the same with 2 more plates. When all 4 plates are stacked and oriented correctly, they will have the combination to Combination Lock #2. Hide 3 around the room, possibly using them as stands for other props. The last plate should be placed in the container/closet locked by **KEY LOCK #2**.
- The last combination lock should be used to lock a case or box that contains the **JUG** of apple juice.

SUMMARY OF LOCKS:

COMBINATION LOCK #1: Solved by the bananagrams and yarn challenges, this lock is placed on Container #1 that contains the potato with Key #1 inside.

KEY LOCK #1: The key is inside the potato (from Combination Lock #1), and they need to figure out the "Potato" reference from the Simple Puzzle in order to figure out that the key is inside (the less obvious, the better). Key Lock #1 is placed on Container #2, that holds the 3D glasses.

KEY LOCK #2: This key is found in the location (i.e. "Look Under Foosball") that they figured out with looking through the 3D glasses at the scribbled paper. This lock is used to lock a closet or location that contains the final plate with parts of the Roman Numerals, in order to unlock the final Combination Lock #2.

COMBINATION LOCK #2: Solved by finding all of the plates (including the one that is locked behind Key Lock #2), and deciphering the Roman Numeral clues, this lock opens the final chest that contains the Jug of "oil"!