



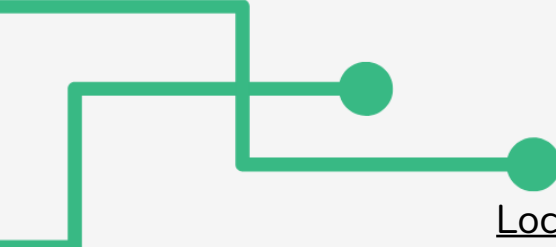
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The CodER Youth Organisation's Scenarios Handbook

**Title: Locked up in the
Psychiatric Ward**





Locked up in the psychiatric ward

Instruction guide

1. Introduction

Targeted audience

- i. Age: From 10 years old
- ii. Level: Beginner/ intermediate
- iii. Group size: 4-5 people
- iv. Type of target group: Young people who like tech

2. The ER scenario

a. Storyline

You are a psychiatric intern at the Ponpon Hospital. You have been working at the hospital for a few weeks now and tonight is your first night shift. After a tour of the standard rooms, you head to the isolation area to visit the patients receiving heavy care. You enter the first room with a security key and see the patient sleeping on the bed. You are reading the medical information sheet next to the bedside table when suddenly you hear a creaking sound followed by a loud slam of the door. You turn around and unfortunately, you can't see the patient, the security door is locked and the key is still in the lock. Panic on board! There is no network and the only way to open the door from the inside is by deciphering a complex security system installed to prevent patient escape. All the medical staff has been trained to open the door but unfortunately, you were not there that day. You must decipher the system as soon as possible to catch the patient before he leaves the hospital!

b. Objective of the game

You will have to discover the security system inside the isolation room and manage to unlock it in order to open the door before the patient leaves the hospital. You could be accused of complicity if the patient escapes because you did not take the necessary precautions.

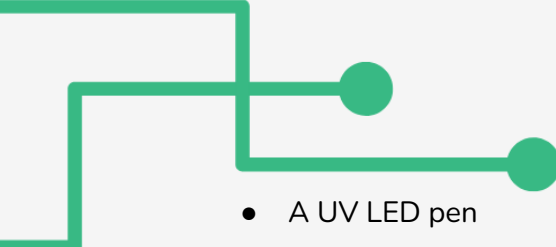
1. Creating the setting

a. Needed materials/ equipment for each table

You will need to have on the table:

- RFID reader/opener
- Light sensitive LDR box



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- A UV LED pen
 - Knock knock box
 - A notebook with the patient card
 - A television manual
 - A manual on different communication systems (including Morse code)
 - A USB power socket
 - A sheet of white paper
 - Anything you want to add for more immersion is welcome.

b. Setup of the table/ room

Present all the items on the table in front of the player. Each box must be locked and plugged in with three badges inside. The RFID reader must be turned off before each entry.

c. Installation and reset

Make sure nothing has been left behind or lost, then proceed with the cleanup. The table should return to its original shape. Put the labels back inside the boxes, close them and leave them plugged in. Put the paper clues, pens and a sheet of paper back in their original places.

d. To have in mind

Any missing or weak items can disrupt the game. You should have a spare kit in case something breaks so you can replace it.

2. The game

a. The game master

The Game Master will introduce the story to the players and have them sit at the table. He/she will explain the guidelines of the game, emphasizing the importance of not forcing the boxes open and paying attention to the items on the table. When the players are ready and understand the concept of the game, the game master will start the timer by plugging in the RFID reader. Participants can now look for clues on the table.

b. Hints

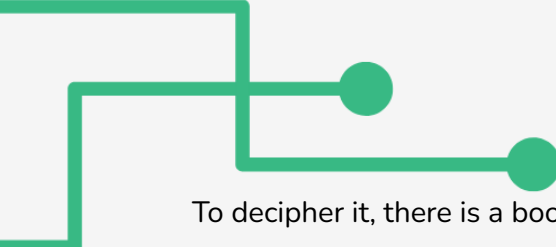
The clues are laid out on the table but at any time the game master can come and help without giving the answers directly of course.

c. Game stages

Challenge #1 Knock Knock

For the knock knock box, the clue is hidden on the patient card holder. Lines and dots are drawn. The player must understand that it is a Morse code.





To decipher it, there is a book about different communication systems. The Morse code is also explained. The message says "Tap Tap Stop Tap Tap Stop Tap Tap".

On the box, Knock knock is written "Tap = 1 tap, Stop = 1 silence".

Inside the box are 3 other RFID badges.

Challenge #2 Light-sensitive box

To open the LDR box, the player has to understand that you have to put the light in the right holes of the box and hide the light from the other holes. It is easier to open with two players.

The clue is hidden in the user's manual of the room TV. You will have to use the UV light to read a coded message saying "Day on 1 & 3, Night on 2 & 4".

Three RFID keys are inside with different numbers each.

Challenge #3 RFID opening

When the player has found the keys he can use them on the RFID reader which will show on the screen that the door has been opened.

If there is an error in the RFID keys, the screen will display a warning message that the door is permanently locked after three failed attempts.

When the player does not try to open the access, the screen displays the remaining time and the number of remaining attempts.

On the RFID reader is written the order of the badges to pass: Even > Odd > Multiple of 3 > 1000.

1. In case of success

The screen shows that the door has been opened and a small sound from the RFID reader signals the victory.

2. In case of failure

A small sound announces each error and on the third error, the screen displays "Final locking of the chamber in progress" and a more dramatic sound signals the last error.





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