

ESCAPE THE EXPERIMENT

ANSWER KEY

Escape the Experiment is a dynamic, interactive activity intended to educate young people (grades 7–12) about the dangers of vaping.

Players will likely have questions about the puzzles throughout the game but before giving them detailed answers, the following prompts may help to get them back on track:

- Read the story/puzzle instructions again.
- Check **all** of the lab books for clues!

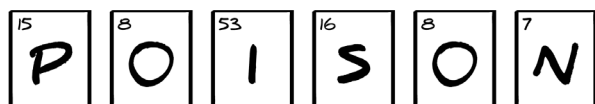
Challenge One: The Chem Lab Word Jumble

In this challenge players need to unscramble the list of words to find Dr. Mizer's hidden whiteboard message.



Frightening Message: **POISON**

To translate **POISON** into the numerical passcode, players need to look in the lab books to find the Symbols P, O, I, S, O, and N, and use the atomic number (found in the top left corner) to turn the word **POISON** into the 9 digit number code and unlock the door.



PASSCODE: 15, 8, 53, 16, 8, 7

Challenge Two: The Bio Lab Brain Puzzle

In this challenge players will need to arrange puzzle pieces to assemble a picture of the human brain. As a visual aid in completing the puzzle, the 6 words that are written on the brain can also be found in Dr. Mizer's lab books.

*Note: the shaded letters in each word on the brain are actually clues for the next puzzle.

Shaded letters: C, N, T, O, I, E, N

Challenge Three: The Computer Lab Password Solver

Players will have to answer the question “What is the addictive property in e-liquid?” to gain access to Dr. Mizer’s personal computer. If students do not already know that “nicotine” is the addictive property, they need to refer to the brain puzzle they assembled in Challenge Two and rearrange the shaded letters to form the word NICOTINE.

C N T O I E N → N I C O T I N E









Challenge Four: Code Breaker

Step One: Cut out the 6 sets of symbols

Step Two: Look through each lab book to identify 6 symbols that have a corresponding letter.

S =  C =  L =  Y =  W =  B = 

Step Three: Players must align the sets of symbols with the keyboard buttons based on the letter symbol combination found in the lab books.

Q  W  E  R  T  Y  U  I  O  P 
A  S  D  F  G  H  J  K  L 
Z  X  C  V  B  N  M 

Step Four: Players decode the email to reveal Dr. Mizer’s research findings:

- The industry targets youth with candy and fruit flavoured e-liquid. Don’t be tricked.
- Vaping has health risks. The long-term effects are unknown.
- Most e-liquids contain nicotine which is highly addictive.
- Nicotine can alter the teenage brain and affect memory and concentration.
- If you vape you may be more likely to start smoking cigarettes.

Once your players have confirmed they have correctly de-coded the messages, congratulate them on escaping the experiment!