ESCAPE Your Local Library

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Norfolk County Council

Norfolk Libraries

The Norfolk and Norwich Millennium Library, Norwich

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INTERNATIONAL GAMES WEEK

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Games Designed by Alastair Aitchison:

- **Design Your Escape Room Puzzles**: a workshop for teens and families
- **Escape the Witch's Tower:** an interactive story adventure game
- **PuzzleQuest:** a real-life adventure game
- **The Daily Enigma:** a collection of daily paper-based puzzles for the Norwich Gaming Festival

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ESCAPE
The Children's Library

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Our Offer

MillenniumLibrary millenniumlibrary @MillenniumLib

ESCAPE THE CHILDREN'S LIBRARY

HAVE A SPECIAL PARTY IN THE CHILDREN'S LIBRARY SOLVING PUZZLES, GATHERING CLUES AND USING YOUR IMAGINATION TO FIND THE KEY. CHALLENGE YOURSELF AND DISCOVER THE LIBRARY OUT OF HOURS! ESCAPE THE CHILDREN'S LIBRARY IS SUITABLE FOR AGES 9-14.

Pricing: fixed price of £80 for 6-8 guests.
Additional guests £10 each (up to 12 max).

10% discount for smaller groups (fewer than 6 guests).

A non-refundable £50 booking fee to be paid on booking; difference to be settled on the day of the party.

BOOK A PARTY WITH US AND ENJOY 20% OFF YOUR BILL AT PIZZA EXPRESS

For more information and to book,
please email millennium.lib@norfolk.gov.uk

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When & Where & How

- **Children's Library**, inside Millennium Library
- **Saturday 5.30-6.30 pm** (Children's Library closes at 5, the rest of the library closes at 7 pm)
- The game is led by **two library assistants**
- Half-an-hour before the start of the game, library assistants **clean the space**, **add props** and **hide clues**
- **Public PCs** are programmed to **shut down later** and the **self-service machines are left on**
- The Game Masters **intervene** whenever the children are stuck on a puzzle and **moderate** the children's participation

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The Two Rules

- ✓No running.
- ✓No fidgeting.

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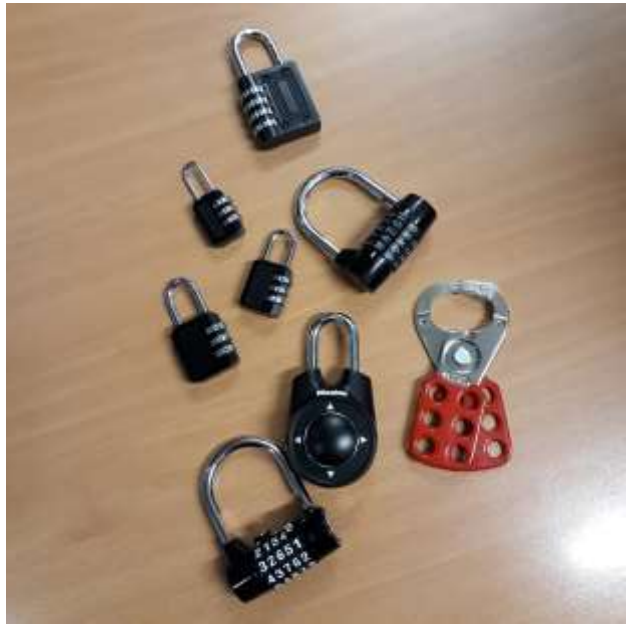
Elements of the Game

Total budget:
£30

props & interaction with the library environment



Assorted padlocks: 6-digit, 4-digit, word combination, directional padlock, etc.
Safety Hasp: red thingy

Giant StoryCube®
locked by safety hasp
& six padlocks

Library Environment:
Self-service machines, bookshelves, walls, posters, windows, computers, tables, etc.

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Puzzles

- **Books**
- The **Dewey Decimal System**
- **BBC Micro:bits**
- **Boardgames**
- The **self-service machines**
- The **staff phone**
- The **public computers**
- The **environment itself**: shelves, walls, ceiling, windows, etc.

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Unexpected Outcomes

Not all children are library users, **therefore** they learn from their peers things we take for granted:

What you can borrow with a library card, how the Dewey System works…

Or simply how to issue a book and what you can do in the library.

Birthday girl showing her friends how to send an email from a public PC (friends not looking while she is signing in)

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- ✓ A game for adult participants
- ✓ Aiming to entertain but also to use research skills
- ✓ Local Studies
- ✓ Authentic documents and books

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The Heritage Centre

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1994: The Norwich Central Library Fire

The old library burning down due to an electrical fault at 7.23 am of 1st August 1994

Rescuing and mending books damaged by fire, smoke and water

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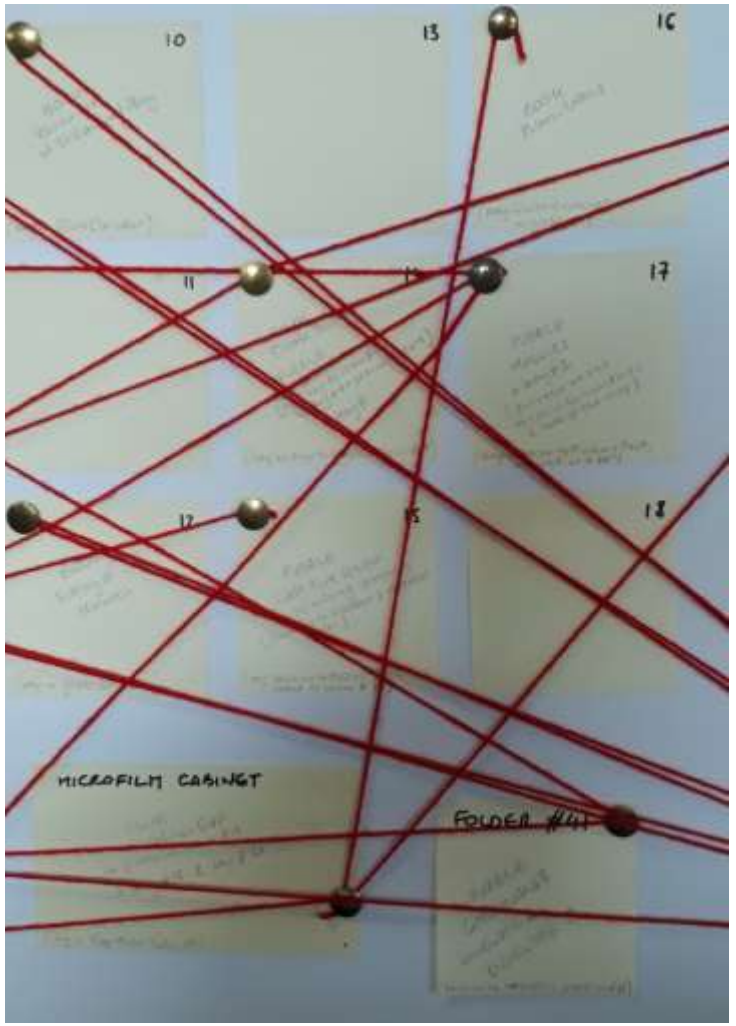
The Lockers



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1 PUZZLE #2 Magnetic Gives number of folder 41 Message #2 Key behind Quilt	4 BOOK *Merchants Marks* Message #5 + key #5 Key chained #25	7 BOOK *Portrait of an Unknown Victorian* Message #11 Key in locker #24	10 BOOK *Chronicles of St Edmund Bury* Key in Glass Corr	13	16	19 BOOK *History of Norfolk 1674* Key in locker #21	21 PUZZLE #7 Scrabble matches untagged keys #9, #14 & #19 to right locker CLUE *Fantastic Beasts* Message #7 Key in microfilm c.	23
2 BOOK *History of Norwich* (Browne) + key #8 + mosaics key Key in locker #17	5 BOOK *Reminiscence of a Musician…* Key in locker #4	8 BOOK *Excursions through Norfolk* Key in locker #2	11	14 BOOK *Castle Meadow* + key to chain #26 Key in locker #21	17 PUZZLE #6 Mosaics instructs to look at the map + key #2 Key chained #27	20	22	24 PUZZLE #9 Leonardo Box Contains key to escape from Business Library door + key #7 Message #10 Key in locker #12
3 PUZZLE #4 Poster Captions opens padlocks tied to chain #25 = key #4 & #15 Message #4 Key chained #27	6 BOOK *Trifles of a Tourist* Key in Glass Corr	9 BOOK *Norfolk Tales and Memories* Key in locker #21	12 BOOK *History of Norwich* + key #24 Key in Glass Corr	15 PUZZLE #5 EdP Fire Articles gives clues to Scrabble and Leonardo puzzles Message #6 Key chained #26	18 BOOK *Paston Letters* Key in microfilm c.			

FIRST PUZZLE	CHAINS	FOLDER #41	MAP DRAWER	MICROFILM CABIN	GLASS CORRIDOR
PUZZLE #1 Charter gives location of key to #1 Message #1	#28 Keys to #4 and #15 #26 Releases lanyard with key to glass c. #27 Keys to #3 and #17	Message #3 PUZZLE #3 Envelope A *Times* Envelope B *FindMyPast* solutions open padlocks at chain #27 (= key #3 & #17)	CLUE Norfolk Map + key to microfilm cabinet	CLUE EdP microfilm + key #18 & #21	PUZZLE #8 Architecture book with key gives location of keys #6, #10, #12 Message #8 Message #9

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CARROLL LEVIS
TOP TOWNS TALENT
REVLON £1000 AWARD
Volkswagen

Puzzles

- **Access FindMyPast** on the public PCs
- Match the **family history data** with a **boundary map**
- Look for the **missing bits of this article** using a **microfilm** and **microfilm reader**
- **Find the author** of a newspaper article accessing the Times Digital Archive
- **Literally look around the library** as **elements of the wall decorations** were part of the game

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Wall Decorations

Aspects of the Game

Themed around the **1994 Norwich Central Library Fire**; throughout the course of the game other local characters and stories come up

Non-Linear: different strands of puzzles happening at the same time

Open to the general public: participants don't know each other

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- *Castle Meadow*
- *Chronicles of St Edmund Bury*
- *Excursions through Norfolk*
- *History of Norfolk 1674*
- *History of Norwich (Browne)*
- *History of Norwich*
- *Merchants Marks*
- *Norfolk Tales and Memories*
- *The Paston Letters*
- *Portrait of an Unknown Victorian*
- *Reminiscence of a Musician*
- *Trifles of a Tourist*

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Choices, Choices

Choose the *right* 5 books, following a set of criteria

vs

Choose *any* 5 books, justifying the choice

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Positive Feedback

Exploring Research Skills: researching Family History, browsing on digital archives, reading microfilms, interpreting maps, etc.

Learning about the **1994 Norwich Central Library Fire**

Handling **authentic document** and **books**

Using a microfilm reader to read the Eastern Daily Press from 2nd August 1994

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Criticism

- Game advertised for **adults and young people aged 16 or over**;
- **Booking managed externally** on the Heritage Open Days website (not monitored)
- Family booked for **9, 11 and 14 year-old children**
- Children tried to **cheat and run ahead**
- Some of the participants were **not happy** about the children's behaviour

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The Game Masters

- **Interacted** with the participants
- Showed participants **how to use the Heritage Centre resources and services**
- **Encouraged communication** and teamwork within a team of total strangers
- **Provided hints** when possible

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What we have LEARNED

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Escape the Children's Library

- Small budget
- **Non-themed** game
- Puzzle use **what is available** in the children's library
- Mostly **linear**
- **Game Masters lead the game** and moderate so that each child contributes to the escape

Not all children are familiar with the library environment

Children like to **show their peers** what they know

Children also like to **fidget**: stricter guidance is needed

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Strangers **worked together** to escape and to rescue the books

Purpose of the game: not only entertain but also gain **new skills** and **knowledge**

Conversation on **Local Studies** and **book preservation** (library and archival science)

Escape the Heritage Centre

- Yet again, small budget
- **Themed** game (1994 Fire)
- Puzzle use **what is available** at the Heritage Centre, but also make use of **resources and books** that are **not usually accessible** to the public (preserved in the archives)
- **Non-linear**; highly collaborative
- Structured around the concept of **rescuing** and **preserving** books

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Your Turn

Get in touch
with your local library
and design your own
Escape The Library Game!

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Thank You.

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