

Lottie Moon

ESCAPE ROOM INSTRUCTIONS

Created by First Baptist Church - Plant City, Plant City, Florida

Watch the [Lottie Moon Escape Room Video](#) for inspiration and to see how FBC - Plant City creatively brought awareness and encouraged support of the Lottie Moon Christmas Offering®.

GENERAL OVERVIEW:

- Two rooms with a total of 50 minutes to escape (can easily be adapted for a single room/ shorter time frame)
- One room will focus on Lottie's life; the other room will focus on her legacy.
- Each room has multiple "puzzles" that need to be solved in order to make the final escape. These "puzzles" include activities such as:
 - searching for items hidden in the room
 - unlocking keyed locks
 - finding combinations to open number locks
 - placing things in correct locations to trigger electric locks, etc.
- In most scenarios, the puzzles must be solved in a particular order. Teams will find parts of multiple puzzles as they go, but as each puzzle is solved, they will receive something they need in order to solve the next puzzle.
- Consider placing "do not touch" stickers (a circular symbol of a hand with a slash through it) on items that teams should not touch. This can be used on items that are purely for decoration or items that should not be removed from their location in the room.
- The rooms and puzzles are designed to be challenging but also varied enough that people of all ages will have fun and be able to contribute. The recommended starting age is 5 years old, but everyone under middle school age must be accompanied by an adult.
- After you get the rooms ready, plan to send multiple teams through as "test groups" so that you can make the necessary adjustments. These adjustments could include adding more "do not touch" stickers, covering/removing random markings on items that were being falsely interpreted as clues, and adding to our list of rules/helpful hints. Test groups can also help you determine what your baseline should be for setting a time limit. You don't want every team to automatically make it through, but you do want the time to be attainable.

ROOM 1 - LOTTIE'S HOUSE

Décor: Bed, nightstand, small dresser, kitchen table, bookshelf, chair, coatrack, artificial plants, etc.

Aspects of Lottie's life to be communicated through the room:

- Where she lived/served
- Her cookies
- Her letter-writing
- Her reason for going

The Process/Puzzles:

- Before entering the room/starting the clock, teams will learn the rules and read a short bio of her life.



- Teams will take this biography into the room with them. (A sample of the bio and rules is included at the end of this document. For the sake of our puzzles, it was necessary that the following information be included in the bio: She was born in Virginia, moved to Kentucky, moved to Georgia, went to a port city in eastern China, and then moved farther inland in China.)
- After teams enter the room, start the clock.

Puzzle #1—Scavenger Hunt

- Teams will begin by searching the room for items they believe may be pertinent to solving puzzles in the room. They will find things without any idea of how or if they may use them later. The types of items they will need to find will be outlined in the explanation of the rest of the puzzles.

Puzzle #2—Map

To prep for this puzzle:

- Have a world map hanging on the wall that simply looks like décor. On it, use a blacklight ink pen to draw random Chinese numbers (the symbols) on the different parts of the map that represent where Lottie lived—Virginia, Kentucky, Georgia, and China (Tengchow and P'ingtu). These numbers, when put in sequential order of where Lottie lived, will unlock a 5-digit combination lock somewhere in the room.
- As teams search the room, they will find two important things for this puzzle:
 - A blacklight flashlight (hidden in the corner of a bookshelf behind books)
 - A piece of paper with both Chinese numbers and their corresponding English numbers (crumpled up in a trash can with other crumpled blank pieces of paper)
- When they shine the flashlight on the map, they will find Chinese symbols and realize that they need to use the piece of paper they found as a cipher.
- Once they have figured out the five numbers on the map, they will look back at the biography they read, put the numbers in order, and figure out that the numbers correspond to a 5-digit lock they have already seen in the room.
- When they open the lock, they will find the missing items for Puzzle #4.

Puzzle #3—Jigsaw Puzzle

To prep for this puzzle:

- Turn a kids' cardboard puzzle from the store into Lottie Moon's cookie recipe. Paint the puzzle beige to look like old paper. (You need to paint the frame and each piece separately so that they don't get glued together with paint.) Then, use a permanent marker to write out a very basic version of her cookie recipe: flour, sugar, eggs, cream, and butter. (You can get creative on design here!)
- After you have painted and written the recipe, choose 7–8 key pieces to remove from the puzzle. Choose to remove pieces that are necessary for them to find in order to successfully read the recipe. After you have removed those pieces, use hot glue to permanently attach all of the remaining pieces to the puzzle board.
- As teams search the room, they will find the partially completed jigsaw puzzle and begin looking for the missing pieces. Hide pieces creatively—in a coat pocket, among the branches of a plant, under the corner of a tablecloth, in a jewelry box, etc.
- Once they have found all of the puzzle pieces (or figured out what the recipe says while still missing some pieces), they will know which ingredients are necessary to make Lottie's cookies.


Puzzle #4—Cookie Ingredients

To prep for this puzzle:

- This one is a little tricky, and you will need someone who has some electrical knowledge. The idea is that people will need to find cookie ingredients throughout the room and put them in the right locations on a cutting board in order to trigger a door or a box opening. You will need to purchase an electric door latch (they're cheap and options vary depending on what you want locked) and have it wired to a wooden cutting board sitting on the kitchen table. You will use metal attached to the cutting board, as well as metal adhered to the bottom of each of your ingredients, to create an electrical current. When the ingredients are placed in the correct places on the board, the current will be completed and a door (or box) will open.
- You will need 5 containers with different shapes/sizes to put the cookie ingredients in. For example, 3 different glass jars for sugar, flour, and cream, one butter dish, and a small container for wooden eggs.
- Fill the jars with the ingredients and glue the lids in place, paint a small wooden stick to look like butter and glue it onto the butter dish, and hot glue some wooden eggs together inside a container. Label the outside of each ingredient with its contents. (It's also fun to have some decoy ingredients in the room that are not actually used in the cookies like salt, cocoa powder, and honey.)
- Next, buy a wooden cutting board, place the ingredients on the board however you want and trace the shape of the ingredients onto the board with a permanent marker. Ask your person with electrical knowledge to drill a hole in the middle of each shape and attach a metal bolt (or anything else metal) within the outline of each shape on the cutting board, hot glue thin pieces of metal (such as different size washers) to the bottom of the ingredient containers, and then wire it to make the latch work. (MAKE SURE YOU DON'T PUT METAL ON THE BOTTOM OF THE DECOY INGREDIENTS!!)
- Throughout the room, teams will find the fake ingredients as well as three of the real ingredients. The final two real ingredients will be hidden in whatever basket, box, or bag you sealed with the 5-digit combination lock. Once they have decoded the map from Puzzle #2 and opened the lock, they will have all of the ingredients they need to complete this puzzle.
- Teams will need to figure out which of the ingredients they actually need (using the jigsaw puzzle recipe), place them in the correct places on the cutting board (using the outlines on the cutting board), and wait to see what happens. *Depending on what you are having the electrical latch open, you may need to write a note telling them "shh ... listen" so that they are able to hear the clicks as the door or box lid is released.*

Puzzle #5—Lottie's Letters

To prep for this puzzle:

- Print out 5 of Lottie Moon's letters, or excerpts from her letters, and circle different letters/numbers within the text which can be unscrambled to reveal a hidden message. We chose notes which would allow us to circle the following characters on each paper: Letter 1 (M, A), Letter 2 (T, T, H), Letter 3 (E, W), Letter 4 (2, 8, colon), and Letter 5 (1, 9).
 - Obviously, our goal was to use the letters to direct people to the Great Commission, Matthew 28:19, but any other message can be hidden by circling different letters. (We used red ink to make the circles more obvious.)
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- Some teams were able to automatically unscramble these letters and realize they were a Bible verse; other teams needed a little bit of help putting letters in order. Make sure you do not actually write “letter 1” on the letter. You don’t want it to be too easy for them to know what order to put the letters in. Here was our solution:
 - Buy a cheap wall calendar and make some alterations to it. Pay attention to the dates on each of Lottie’s letters. (Make sure the letters you give them have the date printed on them.) You will have a variety of months, days, and years represented by each of the letters. Hypothetically, let’s say the dates of your letters are as follows:
 - Letter 1 - August 7, 1881
 - Letter 2 - January 9, 1893
 - Letter 3 - November 17, 1901
 - Letter 4 - February 26, 1896
 - Letter 5 - March 3, 1881
 - As you flip through the calendar, you will need to cover up the current year on each page and replace it with the years that correspond to your dates. For example, the January page will need to be labeled as January 1893, rather than January 2024. Make sure the months and years used on your letters are correctly represented on the calendar, and then randomly assign years to the other months of the calendar.
 - After you have changed the years on the calendar, you need to give them specific information to help them unscramble the letters. Because Letter #1 had the letters “M” and “A” circled on it, we want to make sure the team can figure out that the note dating August 7, 1881, needs to be put first in sequential order. Therefore, on the calendar, turn to August 7 and write a large red “1” on that particular day. Similarly, write a large “2” on January 9, a “3” on November 17, etc.
- Take a Bible, turn to Matthew 28:19, write a number code in the margin next to that verse which will be used to open another combination lock in the room. We used a 3-digit code which corresponded to a fake book with a combination lock inside the front cover. (After several teams had gone through the room, we realized we needed to put a do-not-touch sticker on the front of the Bible in order to ensure that teams didn’t flip through the Bible, find the code, and bypass 80 percent of the puzzles in the room!)
- After teams have found the letters in a box, noticed that each letter has different things circled, and unscrambled—either with or without the help of the calendar, they will realize that the secret code is Matthew 28:19. Someone on the team will then realize that they have seen a Bible in the room. (If you have put a do-not-touch sticker on the Bible, you will need to tell them they are now allowed to touch the Bible.) They will flip to Matthew 28:19, find the code, and open the last remaining combination lock to reveal a keycard.

Puzzle #6—The Keycard

To prep for this puzzle:

- Purchase an RFID card reader from Amazon and hook it up to the back of your door or other means of escape. (We chose to have a fake door in the form of a bookshelf on wheels.)
- Draw a moon (for Lottie Moon) on the keycard and another moon on a small sheet of paper. Tape the piece of paper with a moon over the spot where they will need to hold the keycard in order to activate the card reader.
- Teams will see the moon on the keycard and remember that they have seen the moon somewhere else in the room. When they hold the card up to the other moon, the door (or bookshelf) will open, granting them access to the second room.

ROOM 2 - IMB OFFICE

Décor: Desk, desk chair, bookshelf, filing cabinet, storage cabinet that can be locked, lamp, large whiteboard, suitcases, artificial plants, etc.

Aspects of Lottie Moon's legacy to be communicated through the room:

- Current IMB stats
- Work among unreached people groups
- Our church's current M partners

The Process/Puzzles:

- The puzzles in this room are a little bit more flexible in terms of which order they need to be completed. There are a few puzzles that will not be able to be solved until teams have received the clues from another puzzle, but several will be able to be accomplished simultaneously.

Puzzle #1—Scavenger Hunt

To prep for this puzzle:

- Teams will once again begin by searching the room for anything they think may be important. Unlike the first room, however, many of the things they will find will be immediately useful as they solve several puzzles at once.
- Here is a broad overview of the room and some of the things they will find/see immediately. (These will be described in more detail in the puzzles.)
 - A large rolling whiteboard covered with a world map, pictures of unreached people groups, and magnets attached by string to some of the pictures
 - Color-coded folders which include a profile of different unreached people groups (the pictures in the folders correspond to the pictures of unreached people groups surrounding the map)
 - Four globes with colored stickers on the bases
 - A drawer with a device to plug multiple Ethernet cords into
 - A desk with shapes taped onto it
 - Random names of families and locations scattered around the room
- As teams notice all of these different things, they will have to figure out which things they can use immediately and which things they will need to wait on. For this reason, they may get halfway through several puzzles before realizing they are still missing one piece.
- It's also fun to buy cheap suitcase locks and hide some keys throughout the room. The kids, in particular, have fun unlocking the locks to find something hidden inside. Ideas of what you can lock up will be provided in the puzzle descriptions.

Puzzle #2—Globes

To prep for this puzzle:

- Buy a combination lock that has 4 digits but also 4 different colors. These usually have each row of numbers being either red, yellow, green, or blue.
- Buy (or borrow) 4 different desktop globes and place them throughout the room. Somewhere on each globe, place any number (1–9) of a single color of stickers. For example, one globe may have 4 red stickers, another may have 2 blue stickers, etc. Just make sure that each color/number of stickers can be found on the lock you bought.
- When the team has found the stickers on all 4 globes, they will eventually realize that those numbers correspond to a combination lock somewhere in the room.
- This lock will give them access to 2 short Ethernet cords.



Puzzle #3—Desk Items

To prep for this puzzle:

- Buy a blacklight lightbulb that can go in a lamp that sits on the desk. (Make sure this lamp is turned off when teams enter the room.)
- Choose 5 different items that would typically be found on a desk such as an old laptop, stapler, calculator, ruler, and tape dispenser. Make sure all of the items have at least a slightly different shape. (A calculator is good to include here because it will be used again later.)
- Using a blacklight marker, write a single-digit number on each of the desk items. These numbers will be used to open a 5-digit combination lock.
- Turn on the blacklight lamp and place all of the items on the desk in a position where the numbers can be seen from the light of the lamp. It may be a good idea to have a partially linear organization of the items so that teams can read the numbers left to right and come up with the correct combination for the lock.
- Use blue tape to create an outline of each item on the desk so that teams will know where to place each item and what shape they are searching for. Scatter the desk items around the room.
- As teams search for different things in the room, they will begin to find these desk items. Eventually, someone will think to turn on the lamp, and they will realize they need to find things with blacklight writing on them. Once they find all 5 items, they will receive the code, open the lock, and find 2 folders with people group profiles.

Puzzle #4—Ethernet Cords/Missionaries

To prep for this puzzle:

- This is another one where you need someone with electrical knowledge. You will once again need an electronic door latch. This time, we put it on the top drawer of a filing cabinet and attached it to a panel with ports for Ethernet cables. There were a total of 12 places to plug the cables, so we had teams find 6 different short Ethernet cables. They had to plug them into the correct places on the panel in order to cause the electric lock to release and the drawer to open.
- Hide Ethernet cords around the room—again, be creative here. Lock things inside suitcases; hide them in a fake tree; we even bought a working clock on Amazon to hide things inside.
- On the Ethernet panel, in random order, label each of the first 6 spots with the names of missionary families. Label the last 6 spots with the locations where those 6 families currently serve (again in random order so as to not make it too easy).
- Leave clues around the room with family names/locations. For example, fill out a luggage tag with the family's info, have a small map hanging with a couple sticky notes with names and locations, glue some Scrabble tiles in order on a shelf, etc.
- Once teams find all of the names/locations and Ethernet cords, they will be able to open the filing cabinet and receive a set of cards with coordinates on them.



Puzzle #5—The Map/Unreached People Groups

To prep for this puzzle:

- This puzzle requires the most prep and is the most frustrating for teams, but it is also the most fun! You will probably have team members stare at the map, trying to figure it out long before they have all of the information they need.
- The goal of this puzzle is to have a large map, surrounded by picture frames representing different UPGs. Each frame will have a string with an attached magnet coming from it. You want to stretch the strings and position the magnets in such a way that a hidden code can be found once they have all of the strings in the right places. (We chose for our number code to be “147.” This was the easiest code for us since all of the numbers could be formed from straight lines. We used a black sharpie to color the parts of the string that teams needed to focus on in order to find the code.)
- First, you will need a large map with marked latitude and longitude that you can attach to a large rolling whiteboard or other magnetic surface.
- Next, create UPG profiles for as many UPGs as you want to highlight/are needed to form your code and glue them in one side of a manila folder. Make sure the “location” section on the profile is left blank.
- Choose 8 different color markers and color the tab of each manila folder a different color. Hide these folders around the room—between books, in suitcases, in a drawer, etc.
- Next, print out the pictures of the people groups and put them in small picture frames—4x6 or 5x7. (We created 8 UPG profiles but used 11 pictures so there would be some decoys.)
- Tape the map to the whiteboard and decide what code you want to use/where you want the strings to be placed. Location matters on this so that the proper code is revealed once all magnets are in place.
- Once you decide which code you want to use and where the strings need to be, you can decide where you want each picture placed and attach the strings to the corresponding frames.
- After you have the strings attached and all the frames in place, stretch the strings to their correct locations and use a black sharpie to color the portions of the string which are used to actually form the code.
- Lastly, you need to make your coordinate cards. Find the latitude and longitude of each of your magnets and write each pair of coordinates on an index card. Color the edge of each index card to match the color of the UPG folder that corresponds with that particular string/magnet. This way, they will know that the string attached to the picture from the blue folder should go to the coordinates on the blue card.
- Once the team has found all of the folders, correctly positioned the magnets, and discovered the code, they will use the digits to open a locked money box.



Puzzle #6—The Final Escape/IMB Stats

To prep for this puzzle:

- Buy or borrow a money box with a combination lock.
- Put random money in the money tray (foreign currencies are fun).
- Buy an electric door lock with a keypad.
- Create a poster or sign to go somewhere in the room (as a decoration) that looks something like this:

IMB Annual Statistical Report Stats (Reporting on 2023 Data):

879,798 people heard the gospel
116,992 people were baptized
12,618 trained in church planting
1,036 unique people groups engaged
= _____

Under the money tray in your box, place a sheet of paper that looks like this:

$$\begin{array}{r} \text{_____} \\ + \\ \text{_____} \\ - \\ \text{_____} \\ \times \\ \text{_____} \\ = \text{_____} \end{array}$$

- Teams will need to find this sheet of paper hidden under the money, recognize that it has nothing to do with adding up the money in the money box, and then remember that they have seen something else with the equal sign in the room.
- Once they have put the numbers into the equation and used the calculator to solve the math problem, the answer will give them the final code to type into the door keypad and escape the room.





Lottie Moon Biography

Lottie Moon was born on December 12, 1840, in Virginia. Growing up, she did not believe in God, but when she got to college, she recognized her need for Jesus to be her Savior. She became a Christian and started growing in her relationship with God. She decided to become a teacher and moved to, first, Kentucky and then to Georgia to work with children and talk to them about her love for God. In 1872, Lottie's sister, Edmonia, was appointed as a missionary. A year later, at the age of 32, Lottie decided to join her sister in China. Many people did not understand why a wealthy, educated young woman would want to leave her life in America, but Lottie was certain God wanted her to go. She loved the Chinese people even though she had never met them.

When Lottie first arrived, she lived in a city on the coast of eastern China. She taught in a local school and spent her free time traveling to remote villages. After she had been there for many years, she decided to move further into China so that she could spend all of her time telling people in small villages about Jesus. When she first got to the villages, many people did not trust her since she was a foreigner. One way she made friends was by making cookies and sharing them with her neighbors. Over time, people began to love and trust Lottie. She shared about Jesus with them and many of them decided to become Christians. Even though she was able to tell a lot of people about God, she knew she needed more people to come and help her. She wrote letters to churches in America to tell them about the great need in China and to challenge them to send more people and to give generously so that more people could go.

Lottie Moon lived in China for 39 years. When she was 72 years old, she became sick and was not able to continue ministering to the people of China. Now, every year at Christmas, we remember Lottie Moon and the challenge she gave Southern Baptists to send more missionaries overseas. We collect an offering called the Lottie Moon Christmas Offering® to make it possible for more missionaries to go overseas and tell people about the good news of Jesus.

As you enter this escape room, see if you can find all of the clues and solve all of the puzzles about Lottie Moon's life and what missionaries have been doing all around the world through the offering we collect every Christmas!

The Lottie Moon Christmas Offering® is a registered trademark of Woman's Missionary Union (WMU).



- 1. Your goal is to escape the room!**
 2. You can ask for clues at any time.
 3. Place phones and other belongings in the basket inside the room.
 4. Make sure you look everywhere in the room.
 5. Each lock and key will only be used once.
 6. You will never need to climb on anything.
 7. All items and puzzles are within reach.
 8. If you see the "do not touch" sign on something, please do not touch it.
 9. No hanging items will need to be removed from the walls.
 10. Nothing in the room requires you to use force; please be gentle with all items.
 11. Please do not share any secrets or puzzles from the room with those who have not done the escape room yet!
 - 12. Have fun!**
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