Golem: Escape Game
Evening Experience

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SUMMARY:	Work as a team to solve puzzles, find clues, and figure out codes to bring the golem to life and save camp! Discover the many ways this Jewish folklore is connected to our modern day world and perhaps even its implications for the future of haman kind. - *Submitted by Jonah Canner and Asya Gribov*
TOPIC(S):	Historic Jewish Figure Team building
LEARNING OBJECTIVE:	Participants will learn about the Jewish mythical creature, Golem. Participants will work together as a team to solve puzzles and codes. Participants will discuss how the story of the Golem connects to many modern day themes and pop culture, as well as the power of words, and and artificial intelligence.
AUDIENCE:	Teens, adults, 8-15 people
TIMING:	45- 60 minutes
APPENDICES:	None Document 1 - Story of Golem Document 2- Gmatria and Aleph Bet
MATERIALS NEEDED:	Detailed in the description.
SET-UP DETAILS:	The set-up is similar to an escape game and the room should be set up intentionally without any other things in it other than what is needed for the game.

Before the program:

Materials:
- Wind up Robot
- Deck of cards
- Balloon
- Scissors
- UV Flashlight
- Duct Tape
- Small bag
- pen
- Batteries for flashlight
- Brain Teaser wooden box
- Boxes (5)
- **Locks**
  - Two 3-digit combo {codes: 218 and 441}
  - Two 4-digit combo -{codes: 1425 and 7429}
  - Two word locks - {codes: MOON and SPELL}
  - 1 key lock
- **Documents/Printables**
  - 1. Map of Europe
  - 2. List of latitudes and longitudes
  - 3. Paper with hole
  - 4. Aleph Bet with Gmatria
  - 5. Mensches Periodic Table
  - 6. Labyrinth (x, compass symbol)
  - 7. NSWE Coordinates List
  - 8. 'Gmatria' clue - WHAT OPENS THIS?
  - 9. Abracadabra and hit clue
  - 10. Sophia Article
  - 11. Wordsearch and card quote (double sided)
  - 12. Books
    - Frankesntien
    - R. U. R.
    - Various Comic Books
    - The Golem

Prepare materials Checklist:

Print the following documents
- List of Latitudes and Longitudes
- Aleph Bet
- Mensches Periodic Table
- Labyrinth - two separate pages
- Abracadabra
- Making Mensches Periodic Table
- Gematria clue
- Map of Europe
- Wordsearch and Mankind...card - double sided
- Sophia article
- Frankenstein (staple to look like a book)
- R. U. R.(staple to look like a book)
- Various Comic Books (staple to look like a book)
- The Golem (staple to look like a book)

Cards
- the entire deck is not needed, only one whole suit.
- with a Sharlpie write the following letters on the following cards

Card	Letters		Card	Letters
10	PA		5	ON
9	IS		4	B
8	T		3	YK
7	HU		2	R
6	E		1	WO

Scissors
- On the blade of the scissors write MOON (this word doesn't matter. you can code the lock to any word that works or use a combination for a number lock)

Gmatria Clue.
- Print out and fold many times. Make 2 holes through which you can put a lock.
- Use a word lock with combination M-O-O-N

Paper with hole
- using any plane paper, line up with Map of Europe (print) and make a small hole where Prague lines up on the map. When the paper and the map are lined up, Prague should be revealed (seen through the hole.)

Map of Europe
- print
- line up with 'paper with hole' and cut off the lower right hand corner on both. (this is so that the players can know how to line up the paper with the map and won't put it upside down)
- cut up map into puzzle pieces

Balloon
- Blow up a balloon, do not tie. write equation: **51,947- 51,929 =** as small as possible. Deflate. Place into ziplock bag and cover in duct tape so that it cannot be opened without scissors.

Duct Tape Bag
- once balloon is sealed inside, mark "cut - - - - "

Wordsearch
- print word search and 'mankin… card' quote back to back
  (chose easy, medium, or difficult word search- print only 1)

Brain Teaser Wooden Box
- open by banging lightly on the short side.
- place word search and mankind..card print out inside.

Clue SPELL with invisible ink
- using invisible ink write the word SPELL somewhere in the room. (It can be high up that is unreachable, but visible when the UV light is shined on it.)
- Remove invisible ink pen from room.

Locks
Lock #1
- code SPELL

Lock #2
- code7-4-2- 9

Lock #3
- code 4-4-1

Lock #4
- code 2-1-8

Lock #5
- 1- 4- 2- 5

Lock #6
- code M-O-O-N

Lock #7
- key lock

<u>Boxes:</u>

Box #1
- use lock coded to S-P-E-L-L (this word doesn't matter. you can code the lock to any word that works or use a number lock)
- put in robot without the winder

Box # 2
- put in winder in box
- use lock coded to 7-4-2-9

Box # 3
- put in flashlight without batteries
- Use lock coded to 4-4-1

Box # 4
- put in batteries
- use lock coded 2-1-8
- on box write "L'Chaim"

Box # 5
- Place cards in the box
- Use lock coded 1-4-2-5

<u>Room Setup:</u>
- Scatter around room or hide:
  - puzzle pieces of map
  - paper with hole
  - locked up scissors
  - key
  - lock boxes
  - labyrinth directions
  - pen
- Hang up on walls:
  - Aleph Bet
  - mensches periodic table
  - Labyrinth

- Make a 'book shelf'
  - stack up 'books' that were printed
  - longitude/ latitude list
  - Sophia article

SESSION TIMELINE & OUTLINE:

Introduction

Greet participants outside the "escape space."

Skript:

Welcome!

Who is familiar with the story of the Golem?
This Jewish folklore from Europe has many versions and the details of what happened - or if anything ever did - is a mystery.

Here is one version of the story.

Story of the Golem (Document 1)

The Mahral Judah Loew Ben Bezalel was a holy man who lived in peace in the city in Europe. As time passed, the Mahral became more and more distressed by the way in which his people were treated.

The Jews were often accused of the most terrible acts, and always it was a Jew who was punished when any crime was committed. Whenever a Jewish man or woman was wrongly accused, the Maharal went to court to offer evidence and arguments, demonstrating the accused's innocence. But nothing The Maharal did or said mattered. The judges always pronounced guilt upon the Jews.

One night the Maharal prayed, "Lord, help me to stop this injustice." He placed some paper beneath his pillow and fell asleep. When he woke at dawn, he found this message on the paper:

Make a man who will help you. He will do everything you ask him to do, but you must destroy him once he has fulfilled your wish.

That night the Maharal went to the countryside beyond the city walls, and there by the river formed a figure of a man in the muddy clay. He wrote the secret name of God upon the man's forehead and prayed over his creation. As darkness fell, he went to sleep beside his

figure.

At dawn the man made of clay came to life. The Maharal placed his hand on the creature's forehead. "You are the Golem," he said, and together they returned to the city. Not long afterward, a wealthy baron who lived nearby reported his stepdaughter missing. "She has been killed by the Jews," the baron charged. "You must punish them.

The officials arrested four Jewish leaders and brought them to trial. The judge listened as the baron brought his evidence. "My wife has left her castle to my beautiful stepdaughter, but the Jews want to own the castle and so they have killed our child."

The accused men protested. "We have no wish to own the castle," they argued. "We did not harm the child. We would never harm a child."

"Guilty!" the judge declared. "You are sentenced to death."

But just as the judge pronounced his verdict, the doors to the court flew open, and the Golem strode in. The people gasped, for they had never seen such a huge, strange-looking creature, but their gasps turned to sighs of relief as they saw what the Golem carried.

"It's the child!" somebody cried, and sure enough, the Golem held the child in his huge arms. When she saw the baron, her stepfather, she began to weep. "Father, why did you lock me in

the cellar?"

With an anguished heart, the baron admitted that his greed and desire for the castle had led him to commit this awful crime.

The judge ordered the Jews freed, and the Maharal thanked God for sending the Golem to the people's rescue.

"Now," the Maharal said, "I must destroy the Golem, for he has done his work."

The Maharal knelt over the sleeping creature, but when he looked upon the name of God written on the Golem's forehead, his heart grew soft. "No, not yet. He is big and strong, and his heart is pure," he said to himself.

And so the Golem stayed, helping with the daily chores. Sadly, he seemed to be unable to stay out of trouble. When he filled the water tanks, he did not know when to stop, and he flooded the fields. He woke in the middle of the night and wandered through the streets. When people saw him, they ran, for he did not behave like an ordinary man, and never stopped growing. When he came upon a table of food, he ate everything in sight, including the plates and glasses.

Finally, the people begged the Maharal to destroy him.

The Maharal knew he must obey God's command. That night he gave the Golem wine to drink. Once he had taken a sip, the Golem could not stop drinking. He drank barrel after barrel until, at last, he collapsed and fell asleep. With a damp cloth, the Maharal erased the letters from his forehead. Then he bent over the creature and prayed, promising never again to disobey the Lord's word, and the Golem turned to dust.

But the Maharal knew that one day the Golem might be called upon again to help his people.

And perhaps that day is today…

About the game:

You are here to awaken the Golem. Once he is brought to life, follow him as he leads you out of the room.

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Who has played escape games before?

- The game is challenging. Try different options, and don't give up easily.
- It's a game. You are not locked in the room.
- Do not break anything, or use force to open anything.
- Work together. Communicate within your group. This will help you. A LOT.
- There are a variety of puzzles
  - word search
  - combination locks
  - riddles
  - trick boxes

You have 45 minutes to awaken the Golem.

There is no one starting point. You can start anywhere, with anything that you find in the room.

I will be right here. If you need help, use the magic word, to be discovered, and ask me a thoughtful questions.

Game:

Participants will have 45 minutes to find clues, solve puzzles, and figure out the codes to unlock a bock and retrieve the key that will wake up the Golem. After the game is finished participants will be guided through a debrief discussion of the team building experience and of the content.

Map of Challenge:

Item	Open with / use to open	Reveal
Puzzle pieces	Put together puzzle pieces	Map of Europe
Map of Europe Paper with Hole	Line up paper with hole and map of Europe	Prague
List of Latitudes and Longitudes	Find Prague on the Latitude and Longitude list.	1425
Box # 5	use code 1425	Cards
Wordsearch and books, mensches chart, etc.	Find all the words in the wordsearch by looking them up in the books and papers around the room	H.U.B.R.I.S

Cards Wordsearch Mankind quote	Find the cards that spell out HUBRIS	7429
Box #2	use code 7429 to open	winder
	find in room	key
scissors	key Lock #7	MOON
Lock around paper	MOON	Gematria clue
Opened Scissors	use scissors to cut open duct tape bag	balloon
Balloon	blow up balloon to read equations. solve equation.	18
Aleph Bet Gematria Clue	Add up the values of aleph, mem, and tav.	441
Box #3	use 441	flashlight
Abracadabra Clue	use to open brain teaser box hit the base of the box on a hard surface. Use abracadabra to ask for help if necessary.	Word Search Mankind quote
Labyrinth	Use directions paper and pen to draw and follow the coordinates from x to x	2
Box # 4 2 from labyrinth 18 from balloon	use 2 and 18 to open	batteries
flashlight batteries	use flashlight to find secret message written somewhere in room	SPELL

Box #1 found code in UV	use SPELL	Robot/ Golem

Teamwork Debrief:
Give participants time to reflect and jot down personal notes to facilitate conversation.

Think about the experience and share how you worked as a group, what you learned, how you learned it, and if and why it matters?

Questions:

- Describe your experience – what happened?
- Why were you successful (or not)?
- What was your favorite part of the game? What did you find to be the most satisfying?

- What was your least favorite?? What did you find to be most stressful?
- How did you, as an individual, contribute to the team?
- How did the group utilize each individual's strengths or interests?
- Did you discover anything about yourself during the activity?
- Where you surprised by any of your actions?
- Was there a time you felt like the team was working exceptionally well together?
- Was there a time you felt like things were a little too unorganized?
- What do you think caused these different situations?
- What would you do different next time?
- Describe how another member of the team exhibited collaboration? (Or did something impressive)

Jewish Themes:
Loshon Hara- the Power of Words (twitter, internet)
Ethics of Artificial Intelligence
How Jews see power, strength, defence, etc.

Reflecting on Jewish Content/ Golem Story:
What if anything did you learn about the Golem?
Retell the story of Golem.
What does the Golem have to do with modern times?
How can the questions or lessons of this story be applied to modern times? Are they still relevant?
What are some Jewish guiding principles in approach to moral dilemmas in future technologies, such as artificial intelligence, robotics?
What do our faith practices teach us about the power of word to create or destroy?

Extension Activities:

Debate Topics:

- Do the benefits of Artificial Intelligence outweigh the dangers?
- If it were possible, should a Golem be created to defend Israel

PJ Our Way Book Connection:

Jordan and the Dreadful Golem by Karen Goldman

Resources and additional Info:

Story of the Golem
https://www.uexpress.com/tell-me-a-story/1997/10/5/the-golem-a-jewish-tale

Article: Sophia, Golem, AI
https://medium.com/@brainbar/from-frankenstein-to-sophia-or-what-a-200-year-old-novel-teaches-us-about-robotics-and-our-future-d7cae1ca074d

Article: AI and Spirituality
https://sociable.co/technology/ai-spirituality-soulless-golem/

Word Search Creator
http://puzzlemaker.discoveryeducation.com/WordSearchWithMessageSetupForm.html

Magic Eye Creator:
http://peeinears.github.io/MagicEye.js/

Golem:
https://www.myjewishlearning.com/article/interpretations-of-the-golem/

Article: What it Takes to be Human

The Golem: Talmudic Legend of a Clay Beast Created to Protect the Jews
http://www.ancient-origins.net/myths-legends-asia/golem-talmudic-legend-clay-beast-created-protect-jews-003067

Video about the Golem
https://www.youtube.com/watch?v=kEfgYHz7Rbc

Hard Times Give New Life to Prague's Golem, New York Times Article
https://www.nytimes.com/2009/05/11/world/europe/11golem.html

The Golem: Universal and Particular
http://www.jewishideasdaily.com/718/features/the-golem-universal-and-particular/

Robotics and Artificial Intelligence: Jewish Ethical Perspectives
https://link.springer.com/chapter/10.1007/978-3-211-33303-7_2

What Artificial Intelligence Can Teach Us About Ourselves
https://www.myjewishlearning.com/rabbis-without-borders/what-artifical-intelligence-can-teach-us-about-ourselves/

To be human
https://www.jmberlin.de/en/topic-golem

Golem Alpha
https://www.commentarymagazine.com/articles/the-golem-of-prague-the-golem-of-rehovoth/

The Legend of Golem
http://www.yivoencyclopedia.org/article.aspx/Golem_Legend

Quote Reference:
" Mankind has always been fascinated with the creation of life and taken huge risks to solve its mystery. But there is a minor problem: creating living beings is thought to be a privilege of the gods, and by imitating them you're playing the hubris card."
https://medium.com/@brainbar/from-frankenstein-to-sophia-or-what-a-200-year-old-novel-teaches-us-about-robotics-and-our-future-d7cae1ca074d

Amazon Links for Suggested Materials

Retro Wind Up Robot:
https://www.amazon.com/gp/product/B00616B97K/ref=oh_aui_detailpage_o09_s00?ie=UTF8&psc=1

https://www.amazon.com/gp/product/B00EYMZJ5Q/ref=oh_aui_detailpage_o00_s00?ie=UTF8&psc=1

Black Light Flashlight:
https://www.amazon.com/gp/product/B01MZ0D414/ref=oh_aui_detailpage_o07_s01?ie=UTF8&psc=1

UV light Marker
https://www.amazon.com/Sharpie-Invisible-Ink-Marking-Marker/dp/B000UH0MZG/ref=sr_1_cc_5?s=aps&ie=UTF8&qid=1526703876&sr=1-5-catcorr&keywords=blacklight+pen

4 Digit Combo Lock:
https://www.amazon.com/gp/product/B06XDKHDDP/ref=oh_aui_detailpage_o08_s00?ie=UTF8&psc=1

4 digit combo lock and small box
https://www.amazon.com/gp/product/B00HR01VJA/ref=oh_aui_detailpage_o00_s00?ie=UTF8&psc=1

5 Letter COmbo Lock
https://www.amazon.com/gp/product/B000U5N2P0/ref=oh_aui_detailpage_o09_s01?ie=UTF8&psc=1

Puzzle Box Brain Teaser
https://www.amazon.com/gp/product/B01NCWW4SP/ref=oh_aui_detailpage_o00_s01?ie=UTF8&psc=1