

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! - <i>Submitted by Jonah Canner and Asya Gribov</i>
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.
AUDIENCE:	Teens, adults, 8-15 people
TIMING:	45- 60 minutes
APPENDICES:	None
MATERIALS NEEDED:	Detailed in the description.
SET-UP DETAILS:	A small room that closes. 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.

SESSION TIMELINE & OUTLINE:

Game:

Participants will have 45 minutes to find clues, solve puzzles, and figure out the codes to unlock a box and retrieve the key that will wake up the Golem.

Objective:

There's no escape now! Only the quickest and the cleverest can bring The Golem to life in time to save camp! Work with your team to solve puzzles, crack codes, and decipher clues to awaken The Golem. Are you up to the challenge?

There are three groups. The cleverest and quickest one will awake The Golem and harness his powers for good!

I'll be here the whole time and you can ask me questions, but you will need the secret password.

Materials:

- Golem (wind up robot and key)
- PRINT OUTS 1-7
- Clear sheet with X on it
- Books:
 - Frankenstein
 - R. U. R.
 - Various Comic Books
 - Random books
- Deck of cards
- Black light flashlight
- Black light ink
- Balloon
- 7 boxes that lock
- 8 locks
 - 2- 3 digit
 - 2 - 5 letter
 - 2 key
 - 2 4 digit
- Brain teaser wooden box.

Before the game, prep:

Prior to participants arriving, the room should be set up with all the materials and game objects inside.

Deck of cards: on each card write a letter, cards 1, 4, 4, 3, 7, 8 should have H U B R I S

Balloon: Write "Reflect and Breathe" on the balloon. Put the balloon in a ziplock bag tape it so one

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cannot get it out without scissors. Label: Do not rip. Be Careful for you might ruin it all.

Scissors: On the inside of the blade, using a sharpie, write the combination code: 7392.

Lock scissors with lock. On the outside of the blade draw 4 symbols: star, circle, square, heart.

Magic Eye: Print Magic Eye Posters and cut out in shapes: star, circle, square, heart.

Wooden Box Puzzle: Place the word search inside and lock. It opens when spun.

Mirror: Write 18 on the mirror. [Here is how](#).

Lock/Box #1 - Place cards inside. Code: Left over letters in word search.

Cryptex/Lock/Box #2- Lock the key for the batteries here.

Key Lock/Box #3 - Lock batteries for the flashlight. Code HUBRIS

Lock/Box #4- Punch through PRINT OUT 3. Code written on inside of scissors.

Code Lock/Box #5 - Lock golem in a box with 5 letter code

Code Lock/Box #6- Lock the wind up key inside. Code 218

Key Lock/Box #7- Place mirror inside.

Lock #8 - Close scissors. Code

Set up:

- scatter the map puzzle pieces around
- put books in a visible place on a shelf
- Put locked boxes around the room
- hang up on the walls
 - Hubris Poster
 - Longitude and Latitude Info
 - Gmatria Poster
- Hide key A somewhere in the room

How to solve the escape challenge:

(In reverse order)

Open lock #5 with Golem inside

Use letters to open lock #5

Use black light flashlight to read 5 letter code on **xxxxx**

Add batteries.

Find black light flashlight and note about pardes inside the flashlight. [PRINT OUT 5]

Use code 4.4.1 to open lock #5.

Use gmatria poster [PRINT OUT 4] to find A. M. T= equals to 441.

Read information about 1st, middle, and last letter of aleph bet. [PRINT OUT 3]

Using the code from inside the scissors open lock #4.

To get batteries:

Use key to open lock # 3 with batteries.



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Open lock # 2 with key using the code HUBRIS

Looking at the letters on the cards, use the numbers of the latitude to arrange the letters to spell H U B R I S

Use the left-over letters in the word search to unlock lock #1.

Find all the answers on the word search using the books provided. The left over letters spell the answer to lock #1.

In order to open the box, you must spin it and say ABRACADABRA.

To figure out the longitude and latitude numbers:

Look up Prague's coordinates. [PRINT OUT 2]

Using the clear sheet, align cut off edges on map of Europe and reveal X over Prague.

Put the puzzle pieces together to reveal a map of Europe. [PRINT OUT 1]

Open lock #6 with Wind up key inside:

Use code 218 to open lock #6

To get the number 2:

Using the labyrinth, move along the given coordinates to reveal the number 2.

Find the coordinates for the labyrinth printed outside the room. [PRINT OUT 6]

To get the number 18:

Breathe on the mirror to reveal the number eighteen.

Use key A to open lock #7

Take out the balloon and blow it up to reveal a message: "Reflect and Breathe".

Use the scissors to cut the tape remove the balloon carefully.

To get the scissors:

Use the shape code on the scissors to put the numbers from the magic eye in order.

Unlock lock #8.

Use the shaped magic eye posters [PRINT OUT 7] to reveal four numbers.

Resources/ Info:

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>

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/>

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

<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>

Background Information:

Golem

In Jewish folklore, a golem (גולם) is an animated anthropomorphic being that is magically created entirely from inanimate matter (specifically clay or mud). <https://en.wikipedia.org/wiki/Golem>

A golem is a clay creature that has been magically brought to life. The name comes from the Hebrew word "golem," which means something incomplete or unfinished, like an embryo.

The Talmud relates a tale of rabbis who grew hungry while on a journey—so they created a calf out of earth and ate it for dinner. The kabbalists (Jewish mystics) determined that the rabbis did this magical act by means of permuting language, primarily utilizing the formulas set forth in the Sefer Yetzirah, or Book of Creation. Just as God speaks and creates, in the Genesis story, so too can the mystic. (The word *Abracadabra*, incidentally, derives from avra k'davra, Aramaic for "I create as I speak.") Thus, under the rarest of circumstances, a human being may imbue lifeless matter with that intangible, but essential spark of life: the soul.

The kabbalists saw the creation of a golem as a kind of alchemical task, the accomplishment of which proved the adept's skill and knowledge of Kabbalah (Jewish mysticism). In popular legend, however, the golem became a kind of folk hero. Tales of mystical rabbis creating life from dust abounded, particularly in the Early Modern period, and inspired such tales as Frankenstein and "The Sorcerer's Apprentice." Sometimes the golem saves the Jewish community from persecution or death, enacting the kind of heroism or revenge unavailable to powerless Jews. Often, however, Jewish folktales about the golem tell what happens when things go awry — when the power of life-force goes astray, often with tragic results.

The classic narrative of the golem tells of how Rabbi Judah Loew of Prague (known as the Maharal; 1525-1609) creates a golem to defend the Jewish community from anti-Semitic attacks. But eventually, the golem grows fearsome and violent, and Rabbi Loew is forced to destroy it. (Legend tells that the golem remains in the attic of the Altneushul in Prague, ready to be reactivated if needed; this legend reappeared in Michael Chabon's *The Amazing Adventures of Kavalier & Clay*). Likewise in Paul Wegener's expressionist film *The Golem* (1920), the golem is a brutish creature whose powers are all-too-easily turned to destructive ends.



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This is, of course, a perfect encapsulation of the same anxiety that underlies so much of the mystical speculation about demons, dybbuks, ghosts, and golems: The power of life is so strong, that it brings both promise and terror.

<https://www.myjewishlearning.com/article/golem/>

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>