OFFICER SCRIPT
(European Theater Escape Room)

1. Confirm you have a German-English dictionary (such as the one available at the iWiRe website), a card with International Morse Code, and the Enigma app on your Internet device. If necessary, you also may need the Scenario on your device.

2. Find your Group. Introduce yourself as their commanding officer. When Event Leader tells groups to head to their Escape Room, take your group outside of your Escape Room door.

3. If the Leader has NOT played the opening Scenario yet, play the Scenario.

4. Before entering the Room, the Officer reminds the Group of what is needed by saying: "So, we're in a tight spot. One, we don't know where we are. Two, we don't know where the Germans are. And three, we don't know how to get from where we are to our rendez-vous point - a town called Namur - without running into German tanks - their panzers. We need to figure all that out. But in the meantime, let's get out of the cold and into this small stone house. It has to be warmer than staying out here.

5. Enter room. After turning on light, Officer says: "**Wow. I thought this place was empty. Maybe we can find something in this place that tells us: i) where we are; ii) where the Germans are; and iii) how to get to Namur so we can meet up with the Allied army.**"

SUPPLEMENTAL INSTRUCTIONS:
- When the Enigma message is found, Officer says: **"Wait - just before I left, the Army gave me an Enigma prototype machine. It's top secret and I don't know if it works . . . but it might. Let's try it!"** (Use Enigma app on phone.)
- After German patrol message is translated: "**We have to hurry – the German troops are probably out on a sweep – we have to know where to go and get out of here in [_x_] minutes!"** (x equals the time left until the group has to head to Video Room)
- After map puzzle pieces are found and put together, use the Enigma message to figure out which X on the map is the group's current location.
- Use map and knowledge that Germans are heading due west toward Dinant to chart route to Namur that avoids panzers.
- Once you have route, congratulate the team, OR, if team runs out of time, say: **"Good enough - let's grab the calendar with the Enigma codes and get out of here before the Germans come back."**
- Exit room and return to Video Room by specified time.