

Escape vroom

Problem No. 1: Divisions I, II, III & IV

Introduction

Modern escape rooms were inspired by “point-and-click” style video games that first appeared in the 1980’s. In 2006-2007 Takao Kato created the first real life escape game that led to escape rooms we know today where teammates work together to solve various clues. All the while OM teams were building all types of creative vehicles. Now your team is going to find itself stuck in a room where solving clues is the only way to escape. To find some of the clues you’re going to need the help of your vehicle friends. They will do the work and your team will do the thinking. Good luck! We will see you on the outside.

A. The Problem

Odyssey teams take their problem-solving skills inside a box as they create a performance that includes one or more team-created vehicles that will help a group of characters escape an unusual room. The vehicle will travel to areas within the room and complete tasks. Each time it completes a task it will release a “clue” that the group will use in the next area to release the next clue, and so on. When the vehicle performs the final task, it will reveal a final clue that allows the group to escape the room and they discover the mystery behind the room!

The **Creative Emphases** of the problem are on the performance, the vehicle’s propulsion systems, how the tasks are completed, how the clues are solved, and the mystery room concept.

The **Spirit of the Problem** is for the team to perform an original solution about characters trying to escape an unusual room. The team will run one or more team-made vehicles with multiple propulsion systems that complete four tasks selected from a list. Once a task is successfully completed, a clue will be revealed. The clues will lead the characters to another clue and eventually out of the room. After the vehicle completes a task that reveals the final clue, the characters escape the room and discover the mystery behind the room.

B. Limitations *(Italicized words/terms are defined in the 2021-2022 Odyssey of the Mind Program Guide.)*

1. **General Rules:** Read the *2021-22 Odyssey of the Mind Program Guide*. This manual is updated each year and includes important rules for solving the Odyssey of the Mind problems and forms required for competition. This problem cannot be solved without referring to the Program Rules section of the guide.
2. **Problem Clarifications:** The *Odyssey of the Mind Program Guide* explains the types of questions that will be clarified and how to submit them. Problem clarifications can be submitted and accessed at www.odysseyofthemind.com/clarifications. The deadline for submission is February 15, 2022. CCI may find it necessary to issue clarifications after that date, so continue to check for them after February 15 and before each competition.
3. The **time limit** for this problem is 8 minutes. This starts when the Timekeeper says, “Team Begin,” and includes setup, Style, and the presentation of the solution. Time ends when the team finishes or the Timekeeper says, “Time,” whichever comes first.
4. The **cost limit** for this problem is \$145 (U.S.). The combined value of all materials used during the presentation of the solution, including Style, cannot exceed this amount. The Odyssey of the Mind Program Guide explains the cost limit and lists items that are exempt from cost.
5. The team will create an original performance that includes:

- a. A group of characters trying to escape an unusual room.
 - b. One or more original vehicles that travel in the room.
 - c. Four required tasks completed by the vehicle.
 - d. Four required clues that lead the characters out of the room.
 - e. A mystery behind the room.
 - f. Five Style elements including two that are chosen by the team listed in F. Style.
6. The Characters:
- a. will be portrayed in the performance as trying to escape an unusual room. The room can be anything the team wishes.
 - b. There must be a minimum of three characters that are trying to escape from the room .One must be portrayed by a team member in costume that reveals the mystery behind the room. Other characters may be portrayed any way the team wishes but must meet the requirements of being a character.
7. The vehicle(s):
- a. must be an original creation of the team. To be considered original, the way a vehicle travels and/or the way it is propelled must be a result of the team's ideas and work. Vehicles may include *commercially-produced* parts.
 - b. must individually fit within an 18" x 18" square oriented in the way it will travel.
 - c. must complete four required tasks that reveal clues to help the characters escape the room.
 - d. must use two different propulsions systems. Each propulsion system must complete at least one task for score.
 - e. cannot be electronically pre-programmed or remote-controlled.
 - f. in Divisions 2/3/4 must be *self-contained*. Vehicles are not allowed to use any external power sources such as ramps or external fans. However, team members are allowed to store energy on the vehicle prior to the start of a task. They may use tools external to the vehicle to store the energy.
 - g. in Division I, does not have to be self-contained, but it cannot use *direct human power*.
 - h. must be safe and not cause harm or damage to the competition site, the judges, the team, or the audience.
8. The four required tasks completed by the vehicle:
- a. must start with the vehicle completely behind the Release line, then cross completely over the Release line, complete the task and continue across the Clue line.
 - b. must include one task that is team-created.
 - c. must include three selected from the following list. Teams will solve #1 or #2 depending on their division. For the other two tasks, teams may choose a task above their division, but not below. The tasks are:
 1. travel in a circle (divisions I & II) – vehicle begins and ends at approximately the same location during a run. Some portion of the vehicle must cross over the Clue line before returning to the original location.
 2. travel upside down (division III) – after crossing the Release line, the vehicle flips over and continues to travel across the Clue line.
 3. drag something (all divisions) – an item that is touching the floor will be pulled across the Release line and continues until the vehicle crosses the Clue line. The item cannot have wheels, it must rest on the floor for the entire task. It cannot cause damage to the competition site.
 4. pick up and transport something (all divisions) - after crossing the Release line, the vehicle picks up and transports an object crossing over some portion of the taped Clue line.
 5. speed bumps (all divisions) – after crossing the Release line, vehicle will travel over a raised surface that is a minimum of 2" high and no wider than 4" where it is crossed then continues past the Clue line. Speed bumps are supplied by the team.

- d. can be completed in any order; however, a task must be completed before the corresponding clue is revealed and the next run begins. Team can make as many attempts to successfully complete a task as it wishes, and the highest score out of all the attempts will be awarded. Teams can ask a judge if the task was successful.
9. Operating the vehicle:
 - a. When time begins the vehicle(s) and any decorations on it must be located completely behind the taped Release Line (see Figure A); and all team members and props must be in the Staging Area.
 - b. Teams will start a run to attempt to complete its first task. Once it crosses completely over the Start Line, the vehicle can complete the task anywhere within the Task Area. After completing the task, it will travel past the Clue Line. Once any part of the vehicle crosses the Clue Line the run is considered successful, and a clue can be revealed. The clue can be revealed in any way. If a run is not successful, the team must try again. If the attempted run fails 3 times, the team may stop attempts at that run and act as though the clue was revealed or to continue making attempts. This will continue until all four required tasks are completed and the corresponding clue revealed.
 - c. The vehicle may be moved by team members only to make repairs. After repairs are made, the vehicle must be returned to the Release Line and the task can be attempted again. If a team member directly touches the vehicle in any way during an attempt the attempt is over and the vehicle must be returned back behind the Release line for another attempt.
 - d. Nothing is allowed to be placed on the course to guide or help propel the vehicle(s).
 10. The clues:
 - a. will be solved by the characters in the performance.
 - b. can be revealed in any way, but there must be four that are revealed once a required task is completed. Teams can have more than four, but only four are used for scoring.
 - c. must lead the characters to another clue, until the fourth and final clue, which allows the characters to escape the room once it is solved.
 - d. can be anything the team wishes but must be visually and/or audibly noticeable to the judges and audience.
 11. The mystery behind the room can be anything the team wishes but must be presented in the performance after the character's escape the room. The performance will provide the explanation any way the team wishes.
 12. The team should present the Staging Area Judge with four copies of the Team's Required List Form found in the forms section of the Members Area at www.odysseyofthemind.com/members or four copies of a list on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list can be hand-printed or computer-generated. It is for reference only. The list must include:
 - a. the team's membership name and number, the problem and division.
 - b. a brief description of the room and why it is considered unusual in the performance.
 - c. a brief description of the two propulsion systems.
 - d. list the four required tasks selected by the team, in the order they will occur, and which propulsion system will be used for each one.
 - e. a brief description of the required character that reveals the mystery behind the room.
 - f. a brief description of four required clues in the order they occur.
 - g. a brief description of the mystery behind the room.
 - h. the signal the team will use to indicate it has finished presenting its solution.

C. Site, Setup and Competition

1. The competition area will be a minimum of 24' x 20' (9.1mx 6.1m). The vehicle(s) will be measured individually during check-in to see that they meet the 18' x 18" size limitation.
2. The site will have a taped Start line and a taped Clue line. The task area is between the two lines (see Figure A).
3. A three-prong electrical outlet will be available. Teams should bring their own extension cords and adapters, if needed.
4. Team members must report to the competition site with all their props and paperwork at least 15 minutes before they are scheduled to compete.
5. At the end of the 8-minute competition period, the Timekeeper will call time and all activity must stop. The team may end before the 8 minutes, but it must signal the judges when it is finished.
6. Teams should bring cleaning supplies to clean up any mess. Should a team take an unreasonable amount of time to clean the site, or leave a mess, the judges will assess an Unsportsmanlike Conduct penalty. Others not on the team's roster can help the team clear the site and remove the team's props. The competition area must be left undamaged, and clean and dry for the next team.

D. Scoring

1. Overall creativity of the performance4 to 15 points
2. Overall quality of the presentation4 to 15 points
3. The vehicle(s)10 to 45 points
 - a. Creativity of the propulsion systems.....6 to 30 points
 - (1) Propulsion System #1 2 to 10 points
 - (2) Propulsion System #2 2 to 10 points
 - (3) The difference between
the two required propulsion systems.....2 to 10 points
 - b. Functional engineering (design and operation, excluding propulsion)4 to 15 points
4. Four Required tasks completed by the vehicle10 to 65 points
 - a. Team-created task4 to 20 points
 - (1)..Creativity2 to 10 points
 - (2)..Risk taking2 to 10 points
 - b. Required Task 1 from the list.....2 to 15 points
 - (1) Successfully completed0 or 5 points
 - (2) Creativity in how vehicle completes it2 to 10 points
 - c. Required Task 2 from the list2 to 15 points
 - (1) Successfully completed.....0 or 5 points
 - (2) Creativity in how vehicle completes it.....2 to 10 points
 - d. Required Task 3 from the list2 to 15 points
 - (1) Successfully completed.....0 or 5 points
 - (2) Creativity in how vehicle completes it.....2 to 10 points
5. Final task releases the clue that allows the characters to escape the room0 or 5 points
6. The four clues2 to 15 points

- a. ...Each clue leads to another clue or is the final clue0 or 5 points
- b. ...How well they are integrated in the performance2 to 10 points
- 7. The characters trying to escape the room4 to 25 points
 - a. ...Creativity of how they solve the clues2 to 15 points
 - b. ...Effectiveness in the performance2 to 10 points
- 8. The Escape vrOOM 2 to 15 points
 - a. Mystery behind the room is revealed
by the required character after escaping the room.....0 or 5 points
 - b. Creativity of the concept (originality, unexpectedness, etc.)2 to 10 points

Maximum possible: 200 points

E. Penalties (Deducted from percentaged scores)

- 1. Spirit of the Problem violation (each offense).....-1 to -30 points
- 2. Unsportsmanlike conduct (each offense).....-1 to -30 points
- 3. Missing membership sign or wrong team/problem/division.....-1 to - 5 points
- 4. Outside Assistance (each offense).....-1 to -25 points
- 5. Over cost limit.....-1 to -30 points

Teams that don't present a scored element of the problem (see D. Scoring) will not receive a penalty; they will receive a zero score for that category.

F. Style (*Elaboration of the problem solution; use four copies of the Style Form from the Odyssey of the Mind Program Guide.*)

- 1. Artistic quality of a tangible clue1 to 10 points
- 2. Creativity of a decoration in the Escape vrOOM (concept, use of materials, originality, etc.).....1 to 10 points
- 3. (Free choice of team).....1 to 10 points
- 4. (Free choice of team).....1 to 10 points
- 5. Overall effect of the four Style elements in the performance.....1 to 10 points

Maximum possible: 50 points

G. Tournament Director Will Provide

- 1. A 24' x 20' (9.1mx 6.1m) course (larger, if possible) with taped Release Line and Clue Line.
- 2. A 3-prong electrical outlet.
- 3. A judging team and materials necessary to judge this problem.

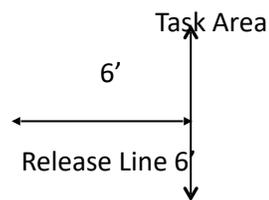
NOTE: *Contact your local Tournament Director for site specifications, such as actual dimensions, floor surface, etc. Do not submit a clarification request for this information.*

H. The Team Must Provide

- 1. Four copies of its Style Form, one Cost Form, one Outside Assistance Form, and all team-specific clarifications.

2. Four copies of the list described in B12. This list is to assist the judges. If the team fails to provide the list, there will be no penalty; however, it benefits the team to have the lists because without them the judges might miss a scored aspect of the performance.
3. Any necessary extension cords or outlet adapters.
4. Cleanup materials as needed.
5. Speed bump if that is a selected task. It must be a minimum of 2" high and not wider than 4" where it is crossed.

Clue Line 6'



Preferred audience seating

Problem by Dr. S. Samuel Mickus and Samuel W. Mickus. Problem concept by Dr. James Mourey Jr.

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