

Missing characters! – An adventure game in the footsteps of authors and illustrators from Pirkanmaa

The Finnish Book Institute

Link to the game: <https://www.pukstaavi.fi/kirjanjahistoriankoti/>

It takes about 30-45 min. to play the game.

Instructions

What the escape room game is about?

The player must find the missing characters who set out to find the mythical door to the world of stories and fairy tales but never returned. The characters left behind some clues that need to be solved.

The player will visit eight authors/illustrators in different towns in the Pirkanmaa region, while solving puzzles marked with a lock symbol. The authors and illustrators will give hints on how to move forward in the game. When the player opens a lock, a pair of letters or numbers will be revealed. Together, these letters and numbers form the password to the last lock in the game.

You don't have to worry about upper and lower cases when entering the password.

In addition to the puzzles, the pages introducing the authors and illustrators also have a segment called Book of Friends, which you can use after the game to get to know the authors and illustrators better. The game also includes lists of reading suggestions, containing children's books from authors from Pirkanmaa. These aren't needed in the actual game.

Before the game

You can play the escape game alone or in groups of max. 3 people. Playing is easiest when using a computer, but it can also be played on tablets or smartphones. You'll need a pen and paper.

Divide into groups and grab your computers, pens and papers. Read the instructions together before opening the game (can be found at the beginning of and below the game). The game can be challenging, so remember to stress the importance of reading the instructions and other texts found in the game!

Instructions:

- Expand the game to full screen (button at bottom right)
- Read the instructions carefully. You don't need Google to play the game!
- The game includes green and pink buttons – to play the game, you only need the pink buttons
- Take notes on paper when you perform the tasks
- You'll advance in the game by opening the pink locks (they need a password or a code comprising of letters or numbers)
- Write down the letters or numbers you find behind the locks!
- If you get stuck, you can find hints behind the ? button.

The instructor should read the instructions, hints and answers below, so that they can help groups that are stuck in a puzzle.

Task 1 Kirsi Kunnas, Ylöjärvi

The task is about writing "old-school" text messages. How were they written? -> The first number represents the right button on the cellphone, and the second number tells how many times you "push" that button. -> The answer is the word *poem*.

The lost character: The sentimental hedgehog

Password: poem

Write down: ON

Tips (behind ?-button in the game)

1. How were text messages written before smartphones?
2. Look at the numbers and letters in the buttons of the phone. How are they related to the puzzle?

Task 2 F. E. Sillanpää, Hämeenkyrö

Use the letter and the list of books to find out when *The Maid Silja (Nuorena nukkunut)* was published -> number code for the lock

The lost character: Silja Salmelus

Password: 1931

Write down: OM

Tips:

1. Search the room. What is said about the character Silja? The number code to the lock must be somehow related to her!
2. Study the letter to see which book Silja is from. Then study the list of books. When was the novel published?

Task 3 Rudolf Koivu, Sastamala

Find out when Rudolf Koivu's *Tulta hakemassa* fairytale was published -> put the jigsaw puzzle together -> the publication year is revealed when the puzzle is arranged -> number code for the lock

The lost character: Girl from the fairy tale

Password: 1914

Write down: AT

Tips:

1. Put the picture of the missing fairytale character back together.
2. Take a close look at the finished picture. Is there something hidden in the picture?

Task 4 Mauri Kunnas, Sastamala

Find out the sleepwalker's route -> The map of Pawchester holds four clues. They are hidden in the picture -> the clues tell how many steps has Mr. Clutterbuck walked and in what direction -> look at the alphabet grid and compare the clues to it -> One step is one move forward on the alphabet grid -> note that some of the letters are bolded -> the bolded letters which are among the sleepwalker's route are the code for the lock

The lost character: Mr. Clutterbuck

Password: AFJFD

Write down: OP

Tips

1. Study the map of Pawchester using your mouse or finger, if you're playing on a tablet. The map holds four clues!
2. Compare the clues to the alphabet grid Mr. Clutterbuck left for you. One step is one move forward on the alphabet grid.
3. Pay attention to the bold alphabets on the grid. How many of them are on Mr. Clutterbuck's route?

Task 5 Aino Havukainen ja Sami Toivonen, Sastamala

There is a hidden Morse code in the Pipertäjä machine -> read from up to down -> a four-letter name forms -> the name is the password

The lost character: Tatu ja Patu

Password: Jori

Write down: OE

Tips:

1. Study the Pipertäjä machine. Can you see any strange markings?
2. Compare the markings to the note left by Tatu and Patu. What message has been left in the Pipertäjä machine?

Task 6 Väinö Linna, Urjala

First, players must find the right numbers using the map of Urjala and the old photos -> Look carefully through the old photographs: there are colourful symbols to mark the right numbers -> When the numbers are put together, they form coordinates for a certain Finnish town -> The right coordinates are: 61. 6333, 23. 2000 -> Look at the list of different towns: which has the right coordinates? The answer is the town where Väinö Linna wrote *Under the North Star* trilogy.

The lost character: Vilho Koskela

Password: Hämeenkyrö

Write down: IA

Tips:

1. Study the pictures of places from Väinö Linna's childhood carefully. Compare the pictures to the map.
2. What town do the coordinates you've found refer to?

Task 7 Jalmari Finne, Kangasala

Family Kiljunen has left a video note with human-shaped letters -> The letters of the video form a password -> You can find the explanations of the letters behind the button introducing the family.

Password: adventure

Tips:

1. Take a close look at the video left by the family. Do the positions of the characters resemble any letters?
2. Compare the animated characters to the pictures of the family, which you can find behind the button introducing the family.

Location of the secret door: Ruovesi

➔ password: ONOMATOPOEIA

After the game

It is a good idea to talk about the game and go through all the tasks, especially if someone didn't solve all the mysteries!

For example: Did you enjoy playing? How were the tasks, easy or difficult? Cooperation with team mates? What does onomatopoeia mean?



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