To set-up the game...

Start by going to www.coltwildercaveescape.weebly.com

Review the video on the home page and then follow the link +61 to see the first clue.

The Contact link is just a message to students that are not going to be able to ask questions and will have to think for themselves.

You will need six colored cards for clues 2 through 6. Write each clue on each colored card.

Each team of five students will work together to solve the clues. Each time they solve a clue and they will receive the next clue on their colored card (like in Amazing Race).

Before starting the game, you will need to hide copies of the readings for clue 1, clue 4, and clue 5, available at www.coltwilderbreakouts.weebly.com

You will also need 6 copies of the transformational geometry grid for clue

You will also need copies of clock faces with four different numbers circled with the invisible pen.

To begin the game…

Give students this website address. There they will find the opening video and clue one (hidden as the link +61). Say good luck and let them go.

Clue 1

Luckily, you have what you need to get started in this room right now. Somewhere in this room you will find a manuscript of Colt's first adventure, Scarab (or at least a piece of it). Find the movie quote in the chapter titled Surf's Up.

Determine the movie and the year the movie was originally released. Now find out how many movies were in the series and the year the last one was released. Add the last two digits of that year together. Now, choose three digits that can be added together to get the sum of those digits.

Use the three digits you have chosen to open the lock on the small box at the front of the room.

Once the box is open, take out only the card that matches your team's color then have the building security guard (your teacher) relock the box.

Answer:

The movie is Back to the Future, released in 1985

There are three movies in the series with the last one released in 1990

9+0=9   The three digits added together to make 9 are 3+3+3 (the lock code)

Clue 2

Next clue on colored cards

Now that you know a little bit about Colt (and his best friend, Summer), it's time to get a move-on. Colt's time is running out.

A large room full of knowledge also holds four special faces. Find the faces and an object that will brighten the cave, then discover the four digits that will remove the first obstacle in Colt's way. The residents of the town of Katherine, Australia are all prepared to help you get Colt out of the cave.

Be sure to write the digits down so that you don't forget. All obstacles must be removed at the same time so you will need to solve all of the clues.

Show the digits to the Time Keeper (librarian or your teacher) and receive your next clue.

Answer:

The clues should be hidden in the library. If this is not possible, simply change the clue so that the clocks are hidden in the classroom.

Students will find four paper clocks, each with a single digit circled with the invisible pen.

Clock 1 has the number 1 circled

Clock 2 has the number 9 circled

Clock 3 has the number 8 circled

Clock 4 has the number 5 circled

The four-digit lock code is 1985

Clue 3

Using the map provided by the Time Keeper, find the directions for removing the next obstacle. On the map, Colt is represented by the green triangle. Use your knowledge of transformational geometry (transformations) to move Colt to the cave entrance, marked by the red triangle.

Use your transformational movements to determine the combination of the directional lock. Show your transformations on the map then show the map to Katherine Gorge park ranger (your teacher) once Colt is matched up with the cave entrance. The ranger will give you the next clue. Hint: You will need to move left first.

Answer:

There could be several different options for the transformations that get to the final triangle.

An ideal solution would be:

Translation 8 spaces left

Reflection over the X-axis

Translation 7 spaces right

The directional lock should open using the code:

left – down - right

Clue 4

Find a copy and read the chapter Myth & Legend from Colt Wilder's adventure, Scarab. List the names of five characters that appear in the chapter. Some of the characters have a short stay by some water in Egypt. Use the name of that body of water along with the alphabet code below to help you determine the three digits needed to remove the next obstacle keeping Colt trapped in the cave.

A1 - B2 - C3 - D4 - E5 - F6 - G7 - H8 - I9 - J10 - K11 - L12 - M13 - N14 - O15 - P16 - Q17 - R18 - S19 - T20 - U21 - V 22 - W23 - X24 - Y25 - Z26

Write the corresponding number for each letter (hint: there are two words). Taking each word individually, add the digits together to come up with two numbers. Use three different digits, in order, from those numbers to determine the three digit code needed.

Show your digits to the park ranger (your teacher) to get the next clue.

Answer:

RED SEA

1854 1951

With the digits added together the two numbers are 18 and 16.

Using three different digits in order, the code becomes 186

Clue 5

In Colt Wilder's Deep Six adventure, the settings take place in the countries of Italy, Canada, and Equador. Find a copy and read the chapter Island Trade. A grand location will lead you to the key word.

Check in with the park ranger (your teacher) for the final clue.

Answer:

QUITO

Clue 6

The cave in Katherine Gorge was said to hold a valuable treasure. Colt's desire for gold is what got him trapped in the first place. The story goes that Captain Cook brought Blackbeard's gold from North America all the way to the Australian continent. When the Great Barrier Reef tore a hole in the bottom of his ship, Captain Cook found his way with the treasure, into the Katherine Gorge. The treasure was said to be worth $1,000,000 in the mid-1800s. If you consider inflation since 1840, the value would be multiplied by 26.334. Determine the value of the treasure today. Then divide it evenly between your group members.

Show your answer to the Katherine Gorge park ranger (your teacher) to get the final key to freeing Colt from the cave.

Use everything you have found to unlock each of the locks on the treasure box, and provide your team with treasures of unspeakable value as well as freeing Colt from an awful fate.

Answer:

$1000000 x 26.334 = $26,334,000

Divide the answer by the number of students in the group

Divided by 5 the answer is $5,266,800