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Wildly Different

Play Outside the Cubicle™

Jewel Heist

JEWEL HEIST

This clue-based game is designed for players to work together in teams from their home offices as they solve a mystery. Team communication is key and facilitated through your preferred video chat or conference call platform. No need to download an app – simply head to our Jewel Heist webpage to view the information needed to solve the crime!

The Premise

An international crime organization has stolen some valuable jewels from a very famous museum. The museum's name is being withheld for security (and publicity!) reasons. We have reason to believe that the stolen jewels are currently stashed away in a non-descript shipping container. We have narrowed it down to eight potential containers, but we don't know at which port each container is currently stored – they could be anywhere around the world! We need your help to figure out which ports may be hiding which containers. Then, we still have the problem of figuring out which one contains the stolen jewels. Will you help us?

Preparing for the Event

Preparations are easy! If this is hosted on our Zoom platform, simply invite your colleagues to join – we'll set them up on random teams and they're off and solving! If on your own platform, you may need to set up pre-assigned teams, depending on the platform you select. From there, invite our Game Master to join your web chat and schedule a video or conference call platform for each team to collaborate.

Playing the Game

The website features pieces of information in three different sections named after jewels. It is advantageous for teams to assign each section to a different person on the team. Players must communicate well and piece together the information to solve the clues. If players try to tackle clues on their own, they are destined for failure, so collaboration is key! There are eight clues that reveal locations and shipping container numbers, plus one final clue that will require teams to utilize the information they have gathered on the previous clues to find the jewels.

Sample Clues

Ruby



Diamond



Sapphire



The #4 can be clearly seen on the crate shown to the player assigned to view the Ruby section of the website. That player also sees and "up" arrow. When team members communicate what they each are seeing and visualize the crate together, they understand that the image would form a grid of letters. When the letters are read "up" instead of across, they spell out "Port in Barcelona Spain." Now they have matched up the container code associated with the number 4 and a location.

How Does the Game End?

Once teams sort out all the container numbers and port locations, they solve one final clue that utilizes this information to reveal the location of the missing jewels. Teams simply complete the form fields on the Final Clue page to communicate the solution to the Game Master. The game can be played just for fun and team bonding, or you can provide prizes. This could be awarded to the first team to respond with the correct information, or enter all who solve the mystery into a prize drawing. If you wish, your group can meet back up in a video conference when time is up to see which team or teams solved the mystery and hear a quick explanation of how they cracked the case.