

#discover

#ecology

#game

#housing

ESCAPE GAME: ENIGMA BOTANICA – 60 MINUTES TO FIND THE PLANT THAT WILL SAVE YOU

Structure : Tela Botanica

Difficulté : facile



Tela Botanica has developed an educational escape game* focused on botany, designed to offer a simple way to explore this science—or introduce others to it—in a fun and engaging manner. The puzzles cover a variety of topics, including flower anatomy, classification by family, modes of reproduction, ecology and habitats, dichotomous keys, and ethnobotany.

The Scenario

The players are descendants of a family of French botanists: the De Jussieu family. They have gathered today in the former study of Antoine De Jussieu, an 18th-century physician and botanist known, among other things, for experimenting with the effects of certain plants against fevers. The room is filled with dusty treasures, but the study is set to be destroyed along with the building in 60 minutes!

While searching the room, they come across a letter dated January 3, 1715, from a friend of their ancestor, Anna Maria Sibylla Merian, who was an explorer. In her letter, she explains that she has contracted “malaria,” a

disease transmitted by mosquito bites. The tribe she is with treats her with a plant that seems to have a positive effect. She therefore sends all the information about this plant to her friend Antoine De Jussieu and asks him to conduct research and analyses on this plant and its compounds.

Apparently, the players' ancestor (Antoine De Jussieu) didn't have time to research this plant, because malaria is still rampant today, claiming 1 million lives worldwide every year! You must search the cabinet to find the name of this plant before it's too late! Millions of lives are at stake!

Liens

<https://www.tela-botanica.org/ressources/ressources-ludiques/escape-game-enigma-botanica/>