

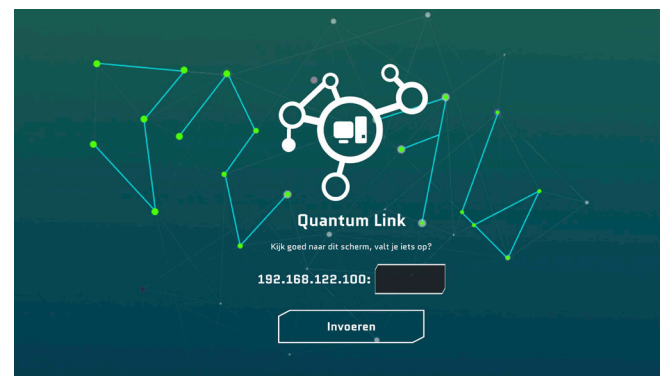
# epos

## Answers Epos EU value game

This document contains all the answers for the Epos EU value game.

### Start of the game

After the first chat with Vox, players must enter a code to video call with Vox.  
The code is 3276.



### Puzzle round 1

During the puzzle rounds, players must enter the correct answers to proceed. To always help players along, hints appear at timed intervals. After 10 minutes in the puzzle, they can also choose to skip it.

Before the 10 minutes are up, the puzzle can be skipped by entering the so-called 'skip code'. Players can do this via the Settings menu.

## Game: Arletta Kohl

Correct answer:

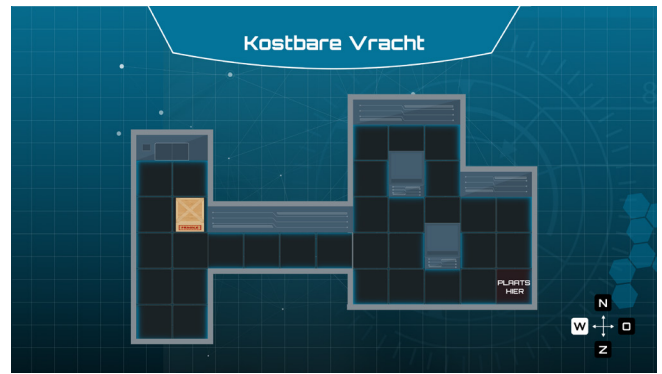
Push the radio to the bottom right corner.

Skipcode:

5241

Game description:

Push the radio together to the bottom right position. The players must work together because each player can only move the robot in one direction.



## Game: Françoise Erasmus

Correct answer:

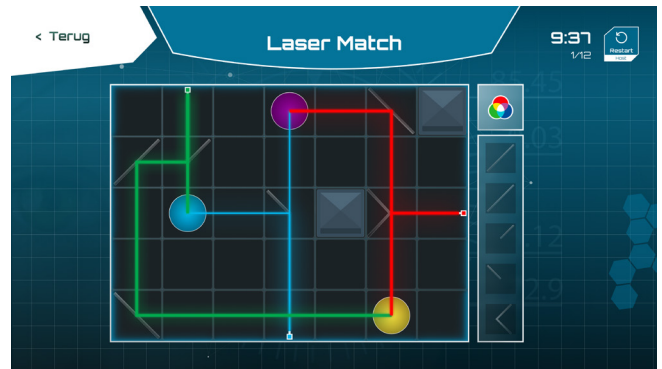
See image

Skipcode:

7102

Game description:

Place the mirrors in such a way that the lasers point to the correct targets. To give the targets the correct color (the color of the ring), the colors of the lasers will need to be combined according to the rules of additive color mixing.



## Game: Vincent Vestager

Correct answer:

3120134

Skipcode:

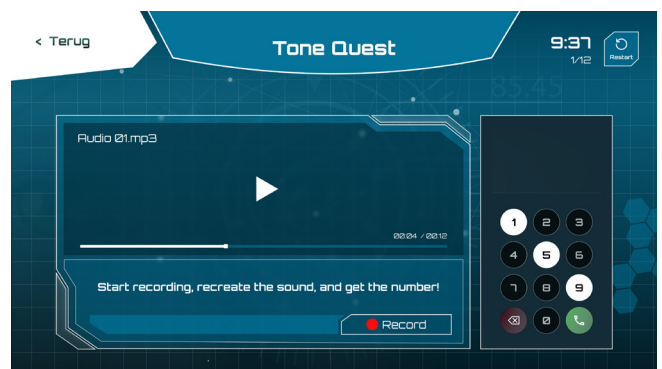
3562

Game description:

Listen to the ringtone.

Match the numbers with the ringtone and place them in the correct order.

Each player can only listen to a few digits. So the players will have to work together to figure out the complete code.



## Rooms

After completing the three mini-games, players are transported to the future, where they must complete research tasks by finishing sentences. The players begin in a single room where they are introduced to Vox. There, they must complete the following sentence by filling in the bolded words:

- Equality and **cooperation** take care of a **strong and peaceful Europe**

After completing this, Vox gives the players the code to continue: 5020

Next, the players must enter five new rooms and answer the questions posed by the person in each room. Once they complete the sentences in a room, that person provides a part of the code needed to open the final door.

### **Room 1.**

Person: Elena Vos

Sentences:

- Censorship leads to **suppression of freedom** and **concentration of power in leaders**.
- Without freedom of speech, society falls into **fear** and **autocracy**.

### **Room 2.**

Person: Noah Meijer

Sentences:

- Ongoing division leads to **political escalation** and **undermining of unity**.
- Without a shared vision, the EU loses **strength** and **cohesion**.

### **Room 3.**

Person: Lina Martinez

Sentences:

- Economic inequality leads to **instability** and **unrest**.
- Not cooperating on climate change causes **damage to ecosystems** and **irreversible consequences**.
- Political division leads to **paralyzed EU cooperation** and **weakened decision-making**.

### **Room 4.**

Person: Tarek El-Karim

Sentences:

- Corruption leads to **unfair distribution** and **undermining of society**.
- Not standing up to corruption causes **distrust in government** and **growth of corruption**.

### **Room 5.**

Person: Katja Novak

Sentences:

- An environmental disaster leads to **forced shelter** and **self-sufficient living**.
- Without international climate cooperation, the world falls into **disasters** and **catastrophes**.

### **Doorcode**

After completing all the sentences, the players can find the door code. The code is: 96185

## Puzzle round 2

De tweede puzzelronde werkt hetzelfde als de eerste puzzelronde.

### Game: Jermaine Veil

Correct answer:

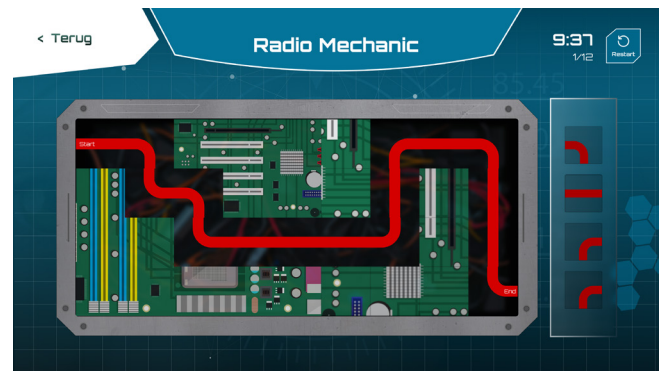
See image

Skipcode:

2901

Game description:

The players must connect the wires together. They need to collaborate because each player only has a few parts of the complete wire.



### Game: Bram Mansholt

Correct answer:

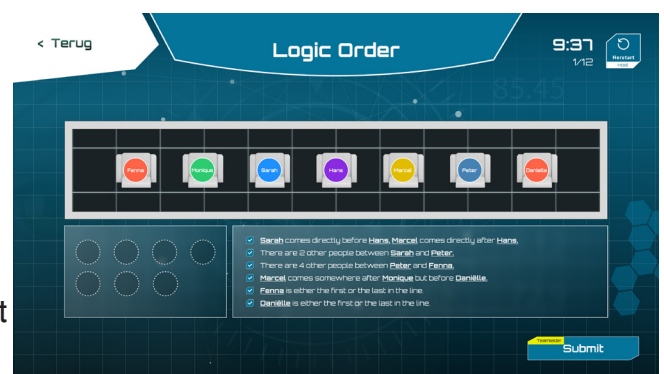
Daniëlle, Peter, Marcel, Hans, Sarah, Monique, Fenna

Skipcode:

8351

Game description:

The players must place the 7 people in the correct seats. They do this by following the rules shown on the screen.



### Game: Inda Tusk

Correct answer:

When all robots have reached the endpoint, the game is completed.

Skipcode:

7938

Game description:

Each player must move their own robot through the maze to the endpoint. However, the players themselves cannot see the walls of the maze. One teammate does not have a robot and only sees the walls. This player must clearly communicate to the teammates where they need to go.

