



Gamebook

It is the year 1943. Mr. Neumann has probably no idea that he is holding something which is going to change all our lives. The first computer was created. It started helping us. At first just with some calculations, but soon with absolutely everything. The more comfortable mankind got, the more power computers had. Slowly and inconspicuously, they started to decide through various applications how we are to exercise, what we are to eat, what will be our partners for life. Then one day we found out that mankind are not the masters of the world.

Now it is the year 2050 and computers rule the world. They make decisions about everything for us; those who disobey or meet wrong people are punished. They cannot get their dream, well-paid, jobs, their children are not accepted at good schools, and are not allowed to travel.

But you have not given up yet.

You wake up in your underground concrete bunker. It is the only place where the signals still cannot reach, a place where you are safe, your home. But today is going to be different.

After ten years you have spent in hiding, you get up to the surface and put up a fight for Earth armed just with your clever mind. You have to find the Machine. The Machine controls all smaller devices. It is the one calculating algorithms and determines lives of all people in the world. If you are able to get to it unnoticed and switch it off, mankind will get their freedom back. You know that it is located somewhere in SC Vida, but which exhibit is it disguised for? You have to find out.

A tablet application is going to be your guide. In every checkpoint you will find a QR code and when you scan it, another question appears.

Your journey starts now and pray that it ends with victory, since you are the last hope of mankind for freedom.



Erasmus+

