

# The werewolf experiment

It takes 60-90 minutes to play an ESCAPE ROOM IN A BOX game. 2-8 players solve puzzles, crack codes, and find hidden clues in order to escape. Material needed for this game can be found at [EscapeRoomInABox.com](https://www.amazon.com/Escape-Room-Box-Werewolf-Experiment/dp/B0752PGG2K).

## Particularities

- There are a lot of printable materials, but if teachers want to test the game themselves the game is not free (it costs ~\$20 USD over Amazon).
- The game already has roles for each player defined, including the role of the Game Master. This game is very easy to use since it comes with pre-made tools, such as antidote jar, biohazard box, box with claw marks, pencil and pad. It creates a complete and immersive environment, accessible for each student. Whether students are searching for an antidote or an amulet, they will enjoy twisting their brains around puzzling problems and cunning clues. The good thing about this game is that it is replayable since it includes replacements for elements that are used up during the game and instructions for reconstructing the box. It also includes a «game master script» for the teacher so that they take charge of certain elements.
- It is time-limited and gameplay is confined to a box, so teachers would have to think about how it could be translated to a classroom setting.

## Why is it relevant to teach languages

It is very useful for language teaching because it evaluates the students' knowledge of English, both word meanings and spellings. Even if there is a student who is not fluent in English, there are some puzzles that don't require any English. Students could help each other and build up the team. But, we should not forget the fact that other students should be good at English in order to get to the clue and escape the room.

## Resource

ESCAPE ROOM IN A BOX The Werewolf Experiment, [Online]. Available at: <https://www.amazon.com/Escape-Room-Box-Werewolf-Experiment/dp/B0752PGG2K> (Last accessed: 01 March 2021)

