



# The Hound of the Baskervilles



## Scenario Conception and room setup



### Items' index

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#### Phase A

- the corpse silhouette and dog footprints
- the warning letter from Lady Stapleton
- a drawer with 4-digit lock

#### Phase B

- a blanket with holes
- a mirror
- a wall with letters
- a box with a letter lock

#### Phase C

- the anonymous letter
- a dictionary with the secret message
- the door with a letter lock

**Phase D**

- the family tree
- the five portraits (first room)
- a drawer with a letter lock

**Phase E**

- the photo of Stapleton teaching the class
- a big dog collar
- a black light torch
- a drawer with the name Jack written inside
- the door with a letter lock

**Additional decor elements (optional)**

- LED candles and lanterns
- If there are problems finding two rooms (one next to the other), the teacher can use only one room and divide it using separators.



## Detailed conception

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### I1 – The Silhouette/Paw Prints

#### Material requirement

- Chalk/White tape
- Cardboard

#### Explanations

Use the chalk or tape to draw/mark the silhouette of the body on the floor. With the cardboard you can cut out the paw prints of the hound to place around/near the body.

### I2 – Lady Stapleton's Letter

#### Material requirement

- A letter (preferably handwritten or using similar font)

#### Explanations

Prepare an authentic-looking warning letter from Lady Stapleton. Use the following text.

"You are in grave danger, leave Baskerville Hall! As you value your life, keep away from the moor. Lady Stapleton"





### **I3 – Lady Stapleton’s Portrait**

#### **Material requirements**

- A framed picture of a woman in the style of the period (1902).

#### **Explanations**

Write the number 6547 on the back of the picture and the name “Lady Stapleton” and place it in the cupboard.

### **I4 – A Drawer + Objects**

#### **Material requirements**

- A drawer or a box
- a mirror wrapped in a blanket.

#### **Explanations**

Place the blanket and the mirror inside the drawer for the players to find when they open it.

### **I5 – The Blanket**

#### **Material requirements**

- A large blanket

#### **Explanations**

Cut five holes out of the blanket so that when placed on the wall the holes reveal the letters spelling “HOUND”



## **I6 – The Mirror**

### **Material requirement**

- A mirror

### **Explanations**

This will be used later on in the game to enable the players to read the letter in the box

## **I7 – Wall of letters**

### **Material requirement**

- A large wall or screen,
- 2 nails (one on each side of the wall or screen to hang the blanket)

### **Explanations**

Write or paste letters in a random manner across the wall in such a way that when the blanket is hung on it the holes reveal letters which spell “H-O-U-N-D”

## **I8 – Box + 5-letter combination lock**

### **Material requirement**

- A small box
- A 5-letter combination padlock

### **Explanations**

Place the letter to be used in the next step into the box and lock it with the 5 letter clue “HOUND”



## I9 – The anonymous letter and instructions for the secret message

### Material requirement

- A letter and instructions

### Explanations

Write the following message from right to left,

“The murderer is a teacher who forgot something important in this room.”

Underneath write the instructions,

“Add two to me if you want to read the message. K = M”

For students with SLDs, make sure that the letter is easily legible, choose a sans serif font and make the text large enough to be easily read. Take a look at the chapter about inclusion [in the guide](#) (chapter2).

## I10 – The dictionary

### Material requirement

- A dictionary with the letters “KSPBCP” on the cover.

### Explanations

Print the letters on the cover with coloured ink or using letter stickers.



### I11 – Family tree

#### Material requirement

- A family tree showing the different members of the Baskerville family with an empty spot.

#### Explanations

Write the number 2356 under the empty spot and place the family tree on the wall in the second room.

### I12 – The card with 5 squares

#### Material requirement

- A card with five squares

#### Explanations

Print out a piece of card with 5 squares. One of the squares should be coloured red. Place the card on the empty spot of the family tree.

### I13 – 5 portraits

#### Material requirement

- 5 pictures of Baskerville family members (people in period style - 1902)

#### Explanations

Place the pictures on the wall in the same way as shown in the diagram on page 20.

**I14 – Drawer + 4-letter combination lock****Material requirement**

- A drawer or a box and a 4-letter combination lock.

**Explanations**

Program the lock to open with the introduction of the word “TALE”. Write inside the drawer the word “JACK” with black ink.

**I15 – Photo of Mr. Stapleton teaching a class****Material requirement**

- An old photo of a man teaching a class (you can find an example in the section “references”)

**Explanations**

Place the photo inside the drawer.

**I16 – Black light torch****Material requirement**

- A black light torch.

**Explanations**

Place the torch inside the drawer.





## 117 – Big dog collar

### Material requirement

- A big dog collar with the name "Stapleton" on it.

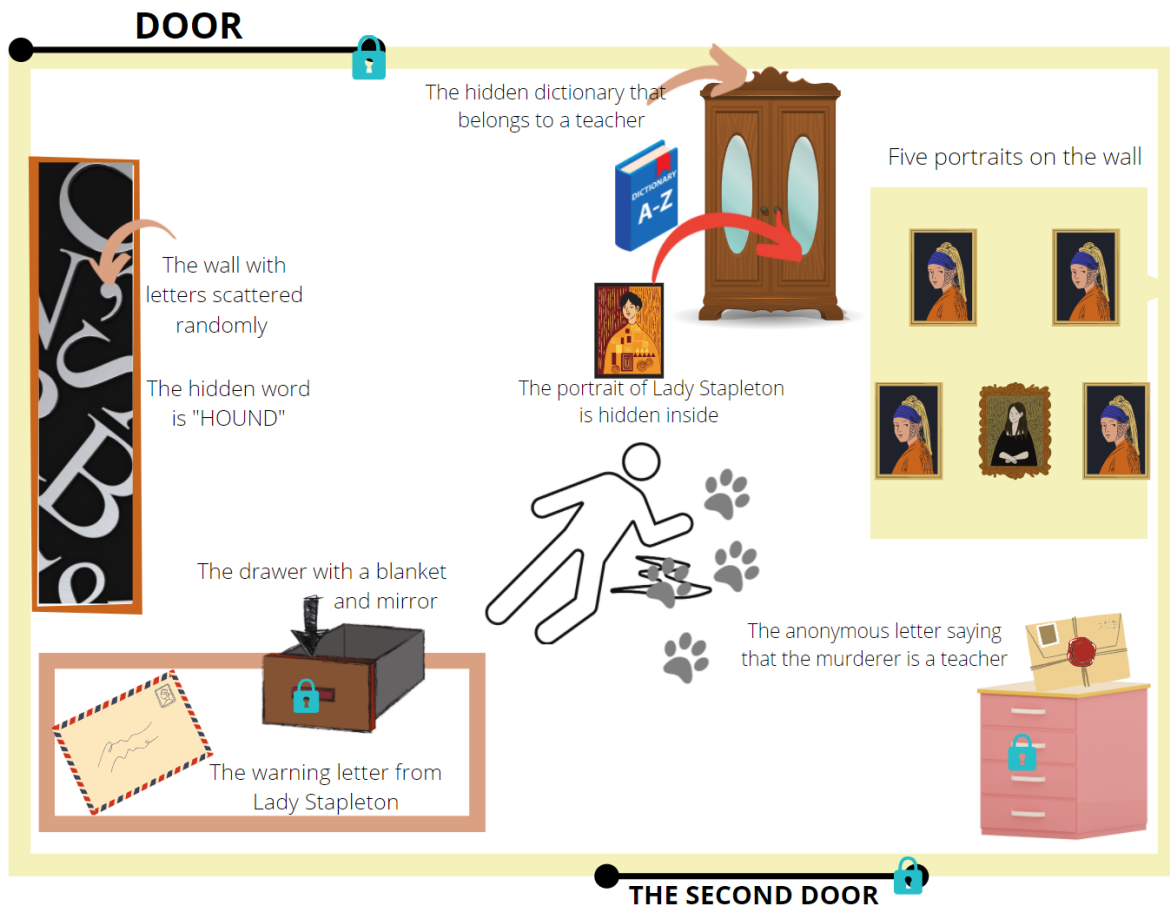
### Explanations

Place the collar inside the drawer.

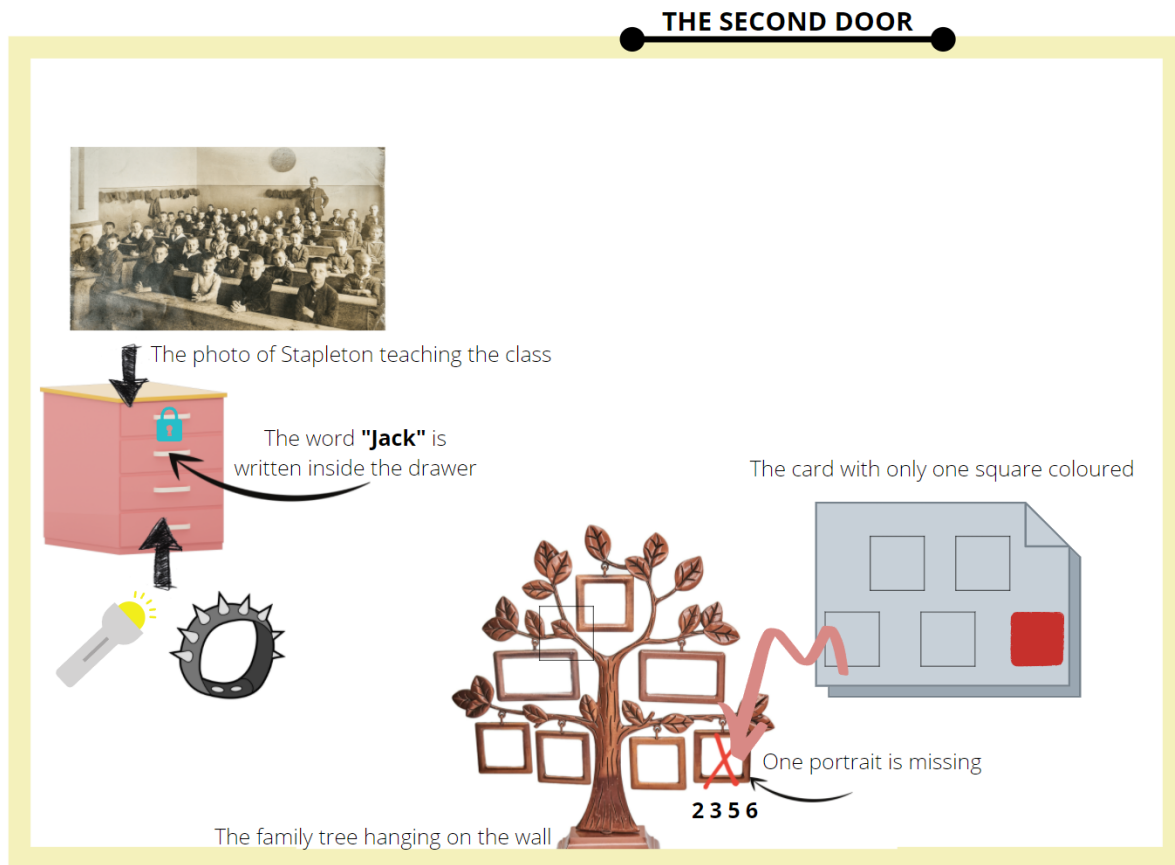


## Set up the room

The following image will help you visualise how the room to escape from could look like.



The second room:



Don't hesitate to add decorative elements and choose some music to improve the immersion of your players.

You can have a look at chapter 3 of our guide "Animation of a pedagogical escape room for language education" (which you will find [on our website](#)) to learn more about how you can make the game more immersive.

**Set up for Phase A**

1. Place the warning letter written by Lady Stapleton on the desk.
2. Hide the portrait of Lady Stapleton in the cupboard.
3. Draw a corpse silhouette and big dog footprints around on the floor.
4. Write the four-digit number "6547" on the back of the portrait of Lady Stapleton.

**Set up for Phase B**

1. Hide a blanket with holes and a mirror in the drawer.
2. Lock this drawer with the four-digit number "6547".
3. Draw letters on the wall.
4. Make sure that letters seen through the holes in the blanket form the word "HOUND".
5. Put the anonymous letter with the instructions for the secret message of phase C in another drawer that can be opened with the letter code written on the wall.

**Set up for Phase C**

1. Hide a dictionary with the secret message in the cupboard.
2. The second door can be opened with the letter code hidden inside the dictionary. This word is "MURDER".

**Set up for Phase D**

1. Place the 5 portraits on the wall in the first room.
2. Place the family tree with one portrait missing on the wall in the second room.
3. Write four numbers (2356) under the missing portrait.
4. Place the card with only one square coloured on the empty spot of the family tree.
5. Lock the drawer in the second room with the code that can be read after hanging the portrait on the wall in the second room.

**Set up for Phase E**

1. Put the photo of Stapleton teaching the class in the drawer.
2. Put a collar of a dog and a black light torch in this drawer.
3. Write the name "Stapleton" on the collar.
4. Write the name "Jack" inside the drawer that can be read only with the black light torch.
5. Lock the first door with the letter code "Jack".



## Reset the game

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### Reset for Phase A

1. Replace the warning letter written by Lady Stapleton back on the desk.
2. Hide the portrait of Lady Stapleton back in the cupboard.

### Reset for Phase B

1. Take down the blanket from the wall with letters, fold it and put it back into the drawer.
2. Relock the drawer with a four-digit lock using the code "6547"
3. Put the anonymous letter with the instructions for the secret message of phase C back in another drawer that can be opened with the letter code written on the wall.

### Reset for Phase C

1. Put the secret message in the dictionary and put it back in the cupboard.
2. Relock the second door with the letter code "MURDER".

### Reset for Phase D

1. Take down the portrait of Mr. Stapleton from the family tree and put it back in the first room with the rest of the portraits.
2. Replace the card with only one square colored on the empty spot of the family tree.
3. Relock the drawer with a four-digit combination lock using the code "2356".



### Reset for Phase E

1. Put the photo of Stapleton teaching the class back in the drawer.
2. Put a collar of a dog and a black light torch back in this drawer.
3. Relock the first door with the letter code "Jack".



## Erasmus+

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