



# The Hound of the Baskervilles



## Scenario ID



### Description

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In this scenario, you are locked inside the manor whose owner was found dead with his face twisted in stark terror. Not far from the corpse the gigantic footprints of a dog were seen. You know the legend (after listening to it) which says that meeting a demonic hound can cause a premature death. Many Baskerville heirs died after seeing this beast. You received an anonymous note warning you to stay away from the moor. However, you were hired by Sir Henry who is eager to take possession of Baskerville Hall.

You should collect enough evidence and search for any clues to find a person who is menacing family life and attempting to commit a serious crime. You should find the hound and the murderer.

If you don't follow the clues you can either sink to death in the moor or be killed by the dog.



## Pedagogical objectives

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**Level:** B2-C1

**Skill(s):** Listening skills (the legend), reading skills (notes, shredded letters, manuscripts, codes)

**Vocabulary:** Crime vocabulary

**Grammar:**

- Making deductions (He must have been scared to death)
- Making predictions (Envision, foresee, forecast, anticipate)
- Past verb tenses (Past Perfect, Past Continuous, Past Simple)
- Conditional sentences (especially third and mixed conditionals). For example, "if he had been asked to come to the gate late at night, he would have been given some letter with necessary details".

**(Inter)Cultural element(s):** The legend of a hound roaming the moors of Devonshire. The game is based on one of the most famous crime novels ever written or one of the UK's best-loved novels.



## Escape game specifics

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**Type:** Traditional escape room

**Time needed:** 50 minutes

**Ideal number of participants:** advised for 2-4 players

**Topic(s):** English literature, crime.

**Key skills required:** Cardboard crafting



## Erasmus+

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