



The Hound of the Baskervilles



Scenario Description and Roadmap



Context of the story

At the beginning of the story, Sir Charles Baskerville had died suddenly. His body was found on the floor with no signs of violent death. The adventure begins when Sir Henry, the close relative of the deceased, arrives in London and decides to take possession of Baskerville Hall. According to the old legend, all the rightful heirs to the Baskerville fortune have become the victims of a ghostly hound that keeps haunting the family over the centuries.

The Baskerville estate is located in the remote moor of Devonshire. Sir Henry got an anonymous letter that he is going to be the next victim of the murderer. However, Sir Henry has no fear of the legend. He hires **players of the game** as private consulting detectives and embarks on the adventure of his life to find the murderer and reveal the secret of the demonic hound.

The closest friend of Sir Charles Baskerville, Dr. Mortimer, believes that he was killed by the mysterious gigantic hound.

When **players**, as private detectives, arrive at Baskerville Hall, they discover several mysterious circumstances. There is an escaped convict, Selden, wandering the moor. Barrymore, the butler, frequently awakes in the middle of the night and





shines a light from an empty room in the house, and Mrs. Barrymore is constantly in tears.

On several occasions, the players hear the frightening howl of a hound coming from the moor.

“Use all your powers of deduction and observation to find the clues and put them together.

Your main goal is to identify the suspect and hand them over to the government officials.

What's more, you should solve the mystery of the Baskerville hound!”



Global explanation

After looking at the presentation of the legend of the Hound of Baskervilles, the players enter the room and see the silhouette of a corpse on the floor. Next to the silhouette there are gigantic paw prints of a dog.

Once the players are in the room, they get locked in. On the table, they find the warning letter written by Lady Stapleton. The letter explains that detectives should leave Baskerville Hall immediately; otherwise they put their lives in danger. There are 5 portraits on the wall. However, the players will link the warning letter with the portrait of Lady Stapleton hidden in the cupboard (her name is written on the portrait).

After that, they will open the drawer closed with a 4-digit lock and they will find a blanket and mirror inside. There is a big wall with letters scattered randomly on it in the same room. The players should guess that the blanket can be hung on the wall. If they do it correctly, they will read the code "HOUND" on the wall, which can be seen through the holes. Then players will open a box using this letter code. When they open the box, they will find an anonymous letter saying that the murderer is a teacher, who forgot something important in the same room.

The next task will be to find the object that belongs to the teacher. Right below the warning message players see the instruction which says, "Add two to me if you want to read the message!" Once the players find the dictionary that belongs to the teacher, they can read the code, following the instructions written in the anonymous letter.



Keep in mind that the explanatory text should be written backwards, which invites players to use the mirror to understand it.

The next step will be to open the door which leads to the second room. When the players enter the room, they see a beautiful family tree painted on the wall.

However, one portrait is missing. Sir Henry comes from an illustrious family, and the players have already seen other portraits hanging on the wall in the first room, but only now can they conclude that one of those portraits should be placed on the wall to complete the family tree. On the back of the door there is a card with only one square coloured, which helps players to choose the right portrait in the first room. Right below the empty spot there are 4 numbers that should be matched with the surname "Stapleton" written under the portrait players have already chosen. This way they will get the next code/clue.

When the players open the drawer, they see the photo of Stapleton teaching the class. They will come to the conclusion that Stapleton, whose closest friend, Sir Charles, was killed in Baskerville Hall, is the murderer. In the drawer players can also see a big collar belonging to the gigantic dog with the surname Stapleton written on it. They will immediately realise that the vicious dog belongs to the murderer. In the same drawer, the players will see a black light torch that can cause letters to fluoresce.

Finally, the players will read the name Jack written inside the drawer. This will be the last code opening the door. The players will be released!





Roadmap

The **diagram** of the detailed steps is available as an **annexed file**. Following the steps on the diagram while reading may help you understand and **visualize** how the game will unfold.

| Phase A – Lady Stapleton’s letter

The players enter the room after learning about the legend of the Hound of the Baskervilles. They are detectives hired by Sir Henry (the next heir of the Baskervilles’ hall) who need to guess who the owner of the hound is and hand them over to the government. When they enter the room, they see a corpse silhouette and some big paw prints which belong to an enormous dog on the floor. There, they link the scenario with the legend of the hound of the Baskervilles.

| Step A.1 – Find warning letter from Lady Stapleton

The players find a letter on a table. The letter is from Lady Stapleton and she warns Sir Henry to leave Baskervilles’ hall because his life is in danger.

| Step A.2 – Lady Stapleton’s portrait

After reading the letter, the players must find something in the room related to Lady Stapleton. This will be a portrait of this woman and her name on it which is hidden in the cupboard. The cupboard is not locked. On the back of the portrait they will find a four-digit number as well.



Step A.3 – Use the four-digit number to open a drawer

The players use the four-digit number to unlock a four-digit lock. Then, they will be able to open a drawer and continue to phase B.

Phase B – The wall of letters

Players have been able to open the drawer and they find some objects inside.

Step B.1 – Find a blanket and a mirror in the drawer

In the drawer, the players find a blanket with some holes and a mirror.

Step B.2 – Find the wall of letters

They find a wall with several letters written on it and two nails on each side of the wall. They will need to make a connection with the blanket and hang it on the wall. When they do it, they will see that the holes show some letters forming the word “hound”.

Step B.3 – Use the word to open a box

The players introduce this word to unlock a five-letter lock and they will be able to open a box and continue to phase C.



Phase C – The anonymous letter

Players have been able to open the box and they find a letter in it.

Step C.1 - Read the anonymous letter

The players read the anonymous letter written from right to left (so they will need the mirror they found in step B.1 in order to read it) in which someone says that the murderer is a teacher and that they must find an object related to this job that he/she forgot in the room. Apart from that, the letter includes some instructions related to a secret message.

Step C.2 - Find the dictionary and the secret message

The players find somewhere in the room a dictionary with a secret message on the cover “KSPBCP”. They will have to use the instructions in the anonymous letter to know the original word, which is “MURDER”.

Step C.3 - Use the word to open a door

The players introduce this word in a six-letter lock and they will be able to unlock it and open a door.

Step C.4 - Enter the second room

Once they have opened the door, they enter the second room.



Phase D – The family tree

The players will proceed to enter the second room and switch on the light.

Step D.1 – Find the family tree

The players see a family tree on the wall with the different members of the Baskerville family. There is an empty spot and below it, the players also see four numbers written: “2356”.

Step D.1 – Find the card with squares

The players also find a card with five squares on it. One of the squares is coloured in red.

Step D.2 – Find the five portraits in the first room

This card shows the position of the portraits the players can see in the first room. They then go back to the first room and relate the card to the wall where they can find five portraits of people (with their surnames on them) in the same position as the different squares in the card.

Step D.3 – Choose Mr. Stapleton’s portrait and move it to the family tree

The players realise that the coloured square in the card corresponds to the portrait of Mr. Stapleton (so they discover that Mr. Stapleton is part of the Baskerville family). Then, they take the portrait and put it in the family tree, where they see again the numbers “2356” below the portrait. They realise that the numbers correspond to the position of the letters in the surname “Stapleton”, so the



resulting word is “TALE” (letter number “2” in “Stapleton” is letter “t”, letter number “3” is “a”, letter number “5” is “l” and letter number “6” is “e”).

| Step D.4 – Use the word to open a drawer

The players introduce the word “TALE” in a four-letter lock and they will be able to unlock it and open a drawer.

| Phase E – The name of the murderer

| Step E.1 – Find a picture, a black light torch and a big dog collar

The players open the drawer and they find in it a picture of Mr. Stapleton working as a teacher, a black light torch and a big dog collar.

| Step E.2 – Find the name of Mr. Stapleton written in the drawer

The players use the black light torch around the drawer and they see the name “JACK” written on it with black ink. With the objects they have found in the drawer, they realise that Jack Stapleton is the owner of the dog and a teacher, so they finally discover that Jack Stapleton is the murderer.

| Step E.3 – Use the word to open the door and escape the room

The players introduce the word “JACK” in a four-letter lock and they will be able to unlock it and open the door to escape the room.



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