



A Curious Case of Mr Green



Scenario Game Master Sheets



Description of the Game Master's role

To help you understand your role as a Game Master (GM), take a look at the sheets "Tool - Roadmap" and "Tool - Track Form" in our [creation box](#).



Hints and solutions

Step A.1

Hints

The players must find Poirot's letter. The players will also find a magnifying glass, bottles, a phone, and a pack of cards on a drawer desk. They will not be necessary for the first clue.

Step A.2

Hints

In Poirot's letter it is explicitly said that "The murderer is wanted as soon as possible". If players start looking at other enigmas, you can tell them that they need to focus on what it says in the letter so that they are able to find a poster.

**Step A.3****Hints**

Once the players find a poster it should not be difficult for them to make connections with a picture of the card on the poster and the riddle. If they are still not sure what to search for, tell them to pay close attention to what's on the poster. Once they see a Maths riddle and if they get stuck, tell them to think of the numbers from 2 to 10, since there are no face cards, and there is no card of an ace

Solution

The answer is 2310

Step A.4**Hints**

The players have to find a drawer desk with a padlock on which there will be a small sticker with four playing-card symbols (hearts, spades, diamonds and clubs)

Step B.1**Hints**

Once the players open a drawer desk, they will find a message. If they don't manage to make the connection with bottles, ask them "Where can you keep poison/drinks?"

**Step B.2****Hints**

If they don't know what to do with the bottles, tell them to closely examine each of them.

Solution

The code can be any four numbers you write on the inner side of the label on one of the bottles. Make sure you set a four-digit lock with the same numbers.

Step B.3**Hints**

If they don't manage to find a code on one of the bottles, tell them to turn them upside down or shake them so that the code can be seen.

Step B.4**Hints**

The players must find a cupboard with a four-digit lock. It's the only digit lock in the room.

Step C.1**Hints**

Once they have opened a lock the players will examine the objects. Tell them that Mr Green left a fingerprint with a secret code for them hoping to be found alive.

**Step C.2****Hints**

If the players cannot find a secret code on the fingerprint, tell them to use the object they have seen before.

Solution

The secret code on a fingerprint copy is `call 911`

Step C.3**Hints**

If the players are not sure what to do next, tell them that they need to use an object which starts with letter P.

Step C.4**Hints**

Once the players type the password on the phone, it will unlock and the message will appear. Tell them to read it.

Step C.5**Hints**

If the players are not sure how to solve the riddle, tell them to look at objects from the cupboard.

Solution

The code to open the box should be: 5213.

**Step C.6.****Hints**

Once they find a stapler and if they're not sure what to do with it tell them to see if anything is hidden in it.

Step C.7.**Hints**

If the players do not know the answer, tell them to focus on the first, second... letter of the words, not months or dates.

Solution

The answer is John.



Briefing

As a Game Master, it's important that you make a briefing session with your students before the game. Take a look at our practice sheets "**Tool - rules - game and safety**" and "**Tool - Student profile sheet checked**" in our [creation box](#).



Debriefing

Debriefing with your players at the end of a game is very important for you to have some **feedback** on the **difficulty** of the scenario, the **fun** your players had, what they think could be **improved**, ...

Take **notes** of your players' feedback, and write down your own thoughts on how this game went. That way, the next time you prepare this scenario, you will be able to improve the experience.

Have a look at our guide "Animation of a pedagogical escape room for language education", **chapter 6** will help you prepare for the debriefing session.

You will also find helpful resources in our [creation box](#), in the practice sheets "**Resource - How to organize the debrief**", "**Tool - Classic feedback roadmap**", "**Tool - Roadmap**", "**Tool - Track Form**" and "**Tool - Non-exhaustive trouble list**".

Examples of questions you could ask:

- "How did you like the game setting?"
- "If you could add/change something about the game setting, what would it be?"
- "How did you feel throughout the game?"
- ...





Erasmus+

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