



A Curious Case of Mr Green



Scenario Description and Roadmap



Context of the story

The news about the murder of Mr Green has come to the team of young investigators from the world-famous detective Hercule Poirot. The detective is out of town for a while, but the murderer must be found as soon as possible. The young detectives are running out of time and must hurry up to solve the mystery because a mysterious letter informed them that the murderer will strike again in an hour. Motivated by occasional messages from the great detective along the way they receive as a help, these young detectives will use their knowledge of grammar and vocabulary to succeed in their mission. Otherwise, the murderer will find another victim.



Global explanation

The players enter the room and find a letter from world famous detective Hercule Poirot who is informing them about the recent murder asking for their help in finding the name of the murderer. As soon as they get the letter the players are locked inside the room where the murder happened by the senior investigating officer that forbids them to leave before they solve the case, and they are supposed to complete tasks to find the name of the murderer.

The first clue can be found on the wall, and it hides a message that will lead them to the next step. Using a pack of cards, they will get to the code.

There is another message leading them to one of the items found when they entered the room. The item hides a secret code needed for the second lock.

Using the code, they will find a cupboard that contains evidence of the murder. With further examination, they will get to the object needed for the next step. Using their grammar knowledge, they will solve the riddle and find a secret message.

The message is in a form of a riddle and once it is resolved in the right way, it will reveal the name of the murderer. By finding the murderer's name the mission will be successfully accomplished, and the investigators will be free to leave the crime scene.





Roadmap

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

| Phase A – Poirot`s letter

The players have received the letter from Hercule Poirot, informing them about the recent murder asking for their help in finding the name of the murderer.

| Step A.1 – Find a magnifying glass, a phone, and a pack of cards

When they enter the room, the players will find a magnifying glass and a phone on a drawer desk. They will not be sure what to do with these items right away.

| Step A.2 - Step A.2 – Find a Poster

On one of the walls in the room the students find a poster with the word `wanted` at the top of it and the picture of a card, Jack of Hearts. Below the picture of the card, it says:

Card on the left cannot be greater than the card on the right.

Difference between the 1st card and the 3rd card is eight.

There is no card of an ace.

There are no face cards. (queens, kings, jacks)





Difference between the 2nd and the 3rd card is seven.

In Poirot`s letter that the students receive at the very beginning, it is clearly stated that the murderer is wanted. This should lead them to the poster on which the word `wanted` is written. They will need to solve the riddle to find the code to open a lock.

| Step A.3 – Find a code

The players will need to solve the riddle to find the code to open a lock.

| Step A.4 – Open a drawer desk

When the students solve the math riddle, they will get a code they will use to open a desk with drawers with a padlock on which there will be a small sticker with four playing-card symbols (hearts, spades, diamonds and clubs).The sticker will help the players realize that they will use the code to open this lock. The correct code is 2310.

| Phase B – If love would be a poison

The players will proceed to examine the drawer and the piece of paper with the message.The players will also find the bottles in the drawer desk.



Step B.1 – Find a message

When the students open a drawer desk, they will find a message on a piece of paper which says `Love could be labeled poison and we would drink it anyways`

The players need to make connections with the bottles they will also find in the same place.

Step B.2 – Find a bottle

The players will look at the bottles. It is preferable to put at least four or five transparent, plastic bottles half filled with liquid and labels around them.

Step B.3 – Find a code

When the players examine all the bottles, they will find a four-digit code written on the inner side of the water bottle label of only one of the bottles.

Step B.3 – Open a digit lock

The last step in phase B consists of opening the cupboard placed in the room with a four-digit lock. The players will find different items in it.

Phase C – What's in the cupboard?

The players will proceed to examine the items they will find in the cupboard. There they will find a copy of a fingerprint, a pipe, a monocle, a pocket watch, a pen, a notebook and a little box with a locker. The stapler is hidden in a little box with a



locker. This box should be placed in the cupboard with the other elements. Put a number on each element (example: Pen (1), watch (2), Monocle (3), Pipe (5)).

These objects will not all be necessary for the game. The players will need to find the correct ones.

Step C.1 – Find a fingerprint

In the cupboard they will find different items. Among them, they will find a printed copy of a fingerprint with something written on it, but the font size is so small that you cannot read it with the naked eye.

Step C.2 – Find the code

Since the font size is so small that the players cannot read what it says, they should make connections with a magnifying glass they found on the drawer desk earlier.

Once they use it to examine the copy of a fingerprint, they will find `call 911` written on it.

Step C.3 – Unlock the phone

Once they find out what it says on the fingerprint copy, they will immediately know that they should fetch the phone from the drawer desk and type the code.



Step C.4 – Read a message

When the students type the numbers they have found on a fingerprint copy, the phone will unlock, and they will find a message. The riddle in the phone should be a list of the elements in the cupboard (for example: Pipe, watch, pen, monocle)

Step C.5 – Solve the riddle

The players solve the riddle and get the code.. The code to open the box should be : 5213. Then the players find the stapler and the message inside.

Step C.6 – Find a riddle

By examining the stapler, they will soon find a folded piece of paper hidden inside it with a message.

Step C.7 – Solve the mystery

The last step in phase C consists of solving the riddle. The riddle says, "First of January, Fourth of October, Fifth of March, Third of June." Once they solve the riddle by understanding that those are not dates but the position of a letter in the names of the months, they will find the name of the murderer, John, and thus help Hercule Poirot to solve the mystery. To make it clear to the players that they have found the name of the murderer, once they say out loud the name John, the door opens and the Game Master, i.e. the senior investigating officer enters the room and gives medals to the players.



Erasmus+

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project code: 2020-1-FR01-KA201-080646



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