



# Around the world in 80 days



## Scenario Conception and room setup



### Items' index

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#### Phase A:

1. A map of the trip on the wall
2. Audio playing system
3. Four envelopes on the desk
4. Fogg's travelling document (right envelope)
5. A page from Fix's diary (right envelope)
6. Misleading documents (other envelopes)

#### Phase B:

1. A box
2. A 4-digit lock
3. Fogg's wallet
4. A note in one of the wallet's sleeves

**Phase C:**

1. A time zone map
2. December calendar
3. Blank sheets of paper and a pencil (for calculations)
4. A coat on a wall hanger
5. A watch and a note inside the two pockets of the coat

**Phase D:**

1. Cards
2. A 5-digit combination lock
3. A compass
4. The room key



## Detailed conception

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### I1 – The inn owner’s speech

#### Material requirement

A recording of the inn owner’s speech

#### Explanation

Use any accessible device to produce the inn owner’s speech. The audio file should be the following:

“Mr Fogg, I know you are inside. Listen carefully, please. If you still want to catch the steamer to Hong Kong, you have to be quick, Mr Fogg. Please make sure you take all your personal belongings with you. And, by all means, do not forget to take the map from the wall with you. It will show you the way. This is the least I can do for you, Mr Fogg. Wish you every success in your venture. Good luck, Mr Fogg!”

For converting the text into an audio file, there are quite a few solutions on the web. For example, <https://www.narakeet.com/> gives you the chance to choose between accents, speakers, speed and volume.

**I2 – map of the trip****Material requirement**

- Printed/photocopied map (Annexe 1)

**Explanation**

Use sticky tape or sticky tag to fix the map on the wall. It would be a good idea to enlarge it, if possible.

When students turn the map over, they read the following clue: “Put the countries in alphabetical order, use the first letter of the third country and look at the desk”

**I3 – sealed envelopes on the desk****Material requirement**

- Sealed envelopes on the desk with documents inside

**Explanation**

Place three or four sealed envelopes on the desk. Each envelope should have one letter on it, but the letter of only one envelope (with the letter ‘I’ on it) should have the right document inside. However, it is very important for all envelopes to have documents inside, so that they all look the same and they do not lead the students to any conclusion by the way they look.



#### **I4 – Fogg’s travelling document**

##### **Material requirement**

- Printed/photocopied identification document (Annexe 2)

In order for the document to be inclusive, please don’t forget to use an-easy-to-read font and appropriate font size.

##### **Explanation**

Put the document in an envelope along with item I5, seal the envelope and put it onto the desk. The right document should be in the envelope with the right letter. For this reason, there should be misleading information in all the others.

#### **I5 – Fix’s diary**

##### **Material requirement**

- Printed/photocopied extract from Fix’s diary (Annexe 3)

##### **Explanations**

For the extract to appear authentic, the text should be hand-written or a font that resembles handwriting should be used. In both cases, the font size should be big enough, so that it is inclusive for all students. For further information, you can have a look at chapter 2 “Inclusive Escape Games” of the guide. Remember that there is some ink on a part of the text and students have to find out the missing information.

Fix wrote in his diary the following:

“Hong Kong, 14.11.1872

I just hope my plan works. It was such a surprise to find out that the steamer is leaving today instead of tomorrow. I was so lucky to run



into Passepartout! After all the wine I offered him to drink, when he finally wakes up, it will be too late to let Fogg and Aouda know about the change. The journey lasts 6 days and the next steamer will leave in 8 days, so Fogg won't be in Yokohama before ..... By then the warrant will be here and Fogg will be arrested for the bank robbery! I can't wait"

### **I6 – Box 1 + 4-digit combination lock**

#### **Material requirement**

- A small box with a wallet inside.
- A 4-digit combination lock

#### **Explanations**

Place a small box (number 1) on the floor of the room. Put Fogg's wallet inside. Secure the box with a 4-digit lock. The code should be 2811.

### **I7 – Fogg's wallet + a note**

#### **Material requirement**

- A wallet, preferably one that looks old and used.

#### **Explanations**

Place a wallet in the box (number 1). Put a note in one of the wallet's sleeves with the following information:



“The steamer leaves Yokohama on 14 November 1872, 10:00 and arrives in San Francisco in 22 days and 6 hours. What will the date and time be in San Francisco then?”

It is a good idea to leave some blank sheets of paper and a pencil on the desk for the students to use and make their calculations.

### **18 - A time zones map**

#### **Material requirement**

- Printed/photocopied time zones map (Annexe 4)

#### **Explanations**

Use sticky tape or sticky tag to fix the map on the wall. It would be a good idea to enlarge it, if possible.

### **19 – December calendar**

#### **Material requirement**

- Printed/photocopied December calendar with notes on it (Annexe 5)

#### **Explanations**

Use sticky tape or sticky tag to fix the map on the wall. It would be a good idea to enlarge it, if possible. The note that corresponds to the right date reads ‘taoc’ and it has to be read from the back to the front.

**I10 – wall hanger + a coat****Material requirement**

- A wall hanger
- A coat

**Explanations**

Use a wall hanger to hang Fogg's coat.

It would be ideal if you hung more items from the wall hanger, i.e. a cardigan, a pair of trousers and a shirt (they all appear on the calendar).

**I11 – a watch + a note****Material requirement**

- A watch
- A note

**Explanations**

Put a watch in one of the two pockets and a note in the other one.

The note says: "Open the desk drawer".

**I12 Desk drawer****Material requirement**

- A desk drawer

**Explanations**

Students open the desk drawer and find some cards.





### I13 – Cards

#### Material requirement

Printed cards (Annexe 6)

#### Explanations

Put some cards in the desk drawer. One of them has the question “How did Fogg travel from New York to Liverpool?” All the other cards have pictures of several means of transport. On the back of the right picture, there are some instructions for students to follow.

The questions on the right card (steamer) are the following:

1. Which continent did Fogg visit right after Europe? (**A**frica)
2. What is the name of Fogg’s valet? (**P**assparetout)
3. What did Detective Fix wait to arrive to arrest Fogg? (**w**arrant)
4. What’s the third letter of the means of transport you chose? (stea**e**mer)
5. What is the second digit of the year Fogg went on this venture? (1**8**72)
6. Students realise that they have to use this combination of letters and number to open the lock (APWE**8**).

There are also misleading questions on the rest of the cards. You could replace one or two of the questions mentioned above with the following:

- Which continent did Fogg visit after Asia?
- What’s the second letter of the means of transport you chose?
- What’s the third digit of the year Fogg went on this venture?

**I14 Box 2 + a combination lock****Material requirement**

- A box
- A combination lock (4 letters + 1 number)

**Explanations**

Students have to enter the right digits in the lock in order to open the box. You could find such padlocks in the market. If, however, it is difficult for you to find one, you can simply omit the last question and use a common 4-digit padlock.

**I15 A compass + a key****Material requirement**

- A compass
- The room key

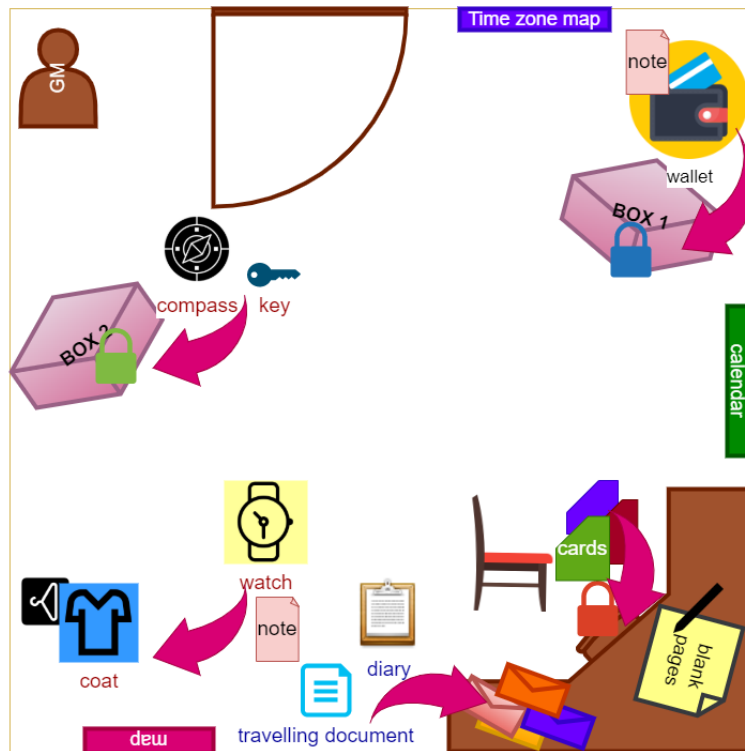
**Explanations**

When students enter the right digits in the lock, they are able to unlock the box and take the last Fogg's personal belonging and the key to unlock the door. Fogg is ready to depart!



## Set up the room

The following image will help you visualise how the room to escape from could look like. This image is also in the annexe folder in a higher resolution.



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 map of the trip on the wall.
2. Organise how students will listen to the recording.
3. Place four envelopes on the desk.
4. Put Fogg's right travelling document and an entry from Fix's diary in the right envelope.
5. Put a misleading Fogg's travelling document and a false entry from Fix's diary in the other envelopes.
6. Put an old suitcase or any other type of bag on the floor. Students are expected to put all Fogg's belongings in there one by one, as they discover them during the game.

### **Set up for phase B**

1. Put Fogg's wallet in box 1 and a note in one of the wallet's sleeves.
2. Lock box 1.

### **Set up for phase C**

1. Stick the time zone map on the wall.
2. Stick December calendar on the wall.
3. Put some blank sheets of paper and a pencil on the desk for calculations.
4. Hang Fogg's coat on a wall hanger. It is a good idea to hang other items as well, such a shirt or a pair of trousers to mislead the players and add to the game atmosphere.
5. Put a watch and a note inside the two pockets of the coat.



### Set up for phase D

1. Put the cards in the desk drawer.
2. Lock the desk drawer.
3. Put a compass and the room key in box 2.
4. Lock box 2.



## Erasmus+

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