# Elizabeth's memories

## 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. **Chapter 4** of our guide "**Animation of a pedagogical escape room for language education**" is also a resource that you may want to read.

During this scenario, the GM can play different roles, such as:

- a long-time prisoner from a nearby cell who talks to them through the door,
- a sympathetic jailer,
- Elizabeth herself, wanting to give the time-travellers a chance.

# Hints and solutions

## Phase A

### A1

"The Time-travellers must have brought something to help them to open that chest…"

**Solution:** Use the Technological device to open the chest.

### A2

"I think one letter is missing."

**Solution:** Letters are:

- In the time-traveller's pocket
- On the floor
- Under the mattress

## Phase B

### B1

"An empty chest? Something is strange here…"

**Solution:** Push on the right part of the box bottom.

## B2

"The letter in the chest comes with the others."

"Is there a logic behind those letters?"

"4 letters, 4 words under the cover, 4 digits on the cryptex... What a strange coincidence."

**Solution:** 5-8-0-7

## B3

"This alphabet... That reminds me of something."

**Solution:** B4 F7

## B4

"This thing with letters and numbers... It looks like a position."

"I think you have forgotten something in your pocket Sir."

**Solution:** "All the world's a stage"

## Phase C

### C1

"Those symbols must mean something else."

"This painting... so many memories."

**Solution:**

- **Day:** 15
- **Month:** December

### C2

"That ring was so precious to me."

"There is something wrong with that date... I am offended that you don't remember our Wedding day, Time-traveller. Maybe you should look closer...

- ... to the map (if the day or month is incorrect)
- ... to my precious ring" (if the year is incorrect)"

**Solution:**

- **Year:** 1562
- **Full date:** 15 december 1562

## 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](#).

Some of the players may be familiar with the concept of time travel and others may still know the series from which this scenario is inspired, while others may not. It is therefore necessary to recall the context without going into too much detail, for example:

"You play time travellers. Your team moves from one era to another to defuse situations, usually catastrophic, and avoid serious problems. You have ended up at a party thrown by Elizabeth I and it seems that she has an animosity towards you... maybe it's a nonsensical mix-up or that one of you will, in the future, harm Elizabeth I? No matter: you find yourselves imprisoned and will be executed in 45 minutes."

# 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+