



Elizabeth's memories



Scenario Description and Roadmap



Context of the story

In 1599, several space and time-travellers attend a representation of "Henry VI, part 3" by Shakespeare in the Globe Theatre in London.

The play ends. Queen Elizabeth I enters the building with her guards. She notices the travellers. Her smile fades. She seems angry. Almost immediately, she requests their arrest.

She imprisons them in a cell of the Tower of London, without giving them explanations.

Travellers have 45 minutes to understand why they have been imprisoned and find a way to escape before the time set by the Queen for their beheading.



Global explanation

The Queen's backstory:

In 1562, a time traveller proposed to the Queen by mistake. Feeling compelled to hold his promise, he married her. He then left to try and stop an alien invasion but never came back. Married but alone, the Queen felt betrayed and developed angry feelings towards her husband.

The Time Traveller's backstory:

The events of 1599 happened before the events of 1562 in the timeline of the time-travellers. While one of them is indeed married to the Queen, he has no idea about it, as it has not yet happened for him.

Players are locked in a small, dark room. Inside, they find a bed, a chest, and a painting. Before entering the room, they are given a coat. Other secondary assets serve as enigmas and searching spots.

Players find a letter from the Queen on the bed. It is a puzzle and an indication of why they have been imprisoned. The puzzle's solution is a famous verse from one of Shakespeare's plays.

Then, players solve the puzzle to open the chest. Inside, they find a guide to translate their fictional home language into English. Thanks to it, they are able to translate the inscriptions on the walls. The inscriptions give out coordinates to be applied to the theatre map found in the coat. The puzzle's solution is a second verse from one of Shakespeare's plays.





Players find a double bottom in a chest. Under it, they find a cryptex and engravings in the wood, which gives out instructions. The instructions allow to find the cryptex' code. Inside the cryptex, they find a third verse from one of Shakespeare's plays.

On the door, players find an indication. They have to read out loud the three verses previously found in front of it. Once those words are pronounced, players find a second letter on the floor. Inside, they discover the way to unlock the door.



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

Step A.1 – Open the chest

The travellers find a technological device in the pocket of their coat. It is a stick that allows them to extract a key from a chest. Then they will be able to open it.

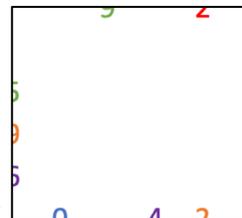
Step A.2 – Find the letter from Elizabeth

Scattered around in the room, the players find 3 letters (about nostalgia, hate and vengeance) in the room written by Queen Elizabeth.

- On one side of the letter, a text about the feelings of Queen Elizabeth,
- On the other side, coloured numbers cut by the borders.

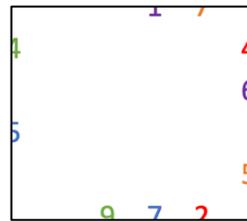
Here is the description of the letters:

- Letter in which the Queen speaks of her hate:

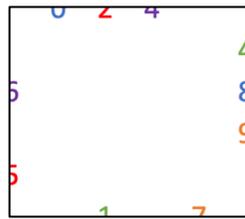




- Letter in which the Queen speaks of her vengeance:



- Letter in which the Queen speaks of her nostalgia:





Phase B

Step B.1 – Find what is inside the chest

Diagram under the cover

Hate	Vengeance
Nostalgia	Love

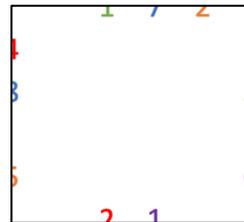
Hidden bottom

In the hidden bottom, the players must find:

- A Cryptex
- A fourth of Queen Elizabeth’s letters speaking of her love
- A translation of the Time-travellers alphabet & numbers

Here is the description of the letter:

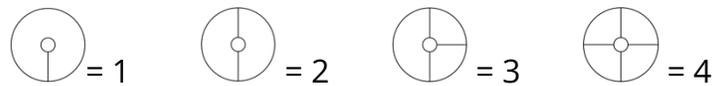
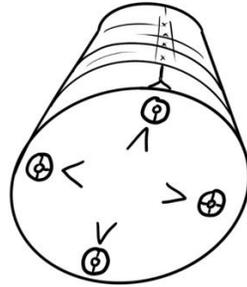
- Letter in which the Queen speaks of her love:





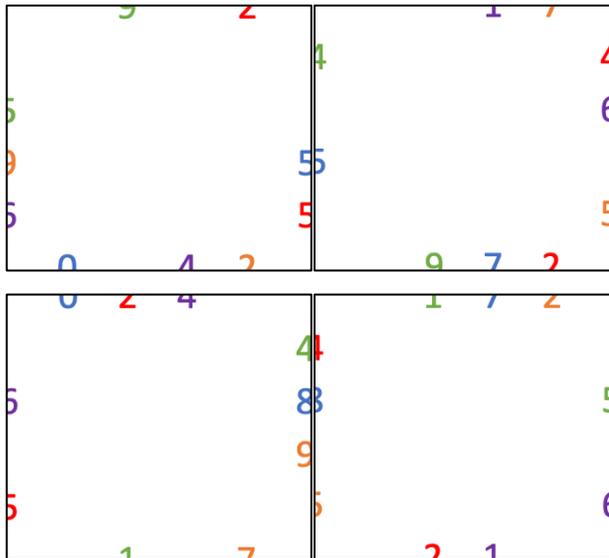
Step B.2 – Open the Cryptex

On one side of the Cryptex, a diagram indicates time-travellers symbols.



With Queen Elizabeth’s letters, the translation of the Time-travellers symbols they found in the chest and the diagram indicating how to organize the Elizabeth’s letters, they should find the code to unlock the Cryptex.

Then the order of should be:



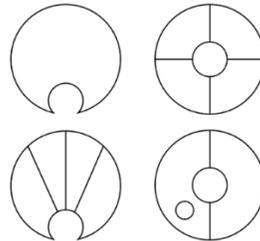
The Cryptex code is: 5-8-0-7

In the Cryptex, the players find a wedding year with “1562” written inside.



Step B.3 – Translate the message

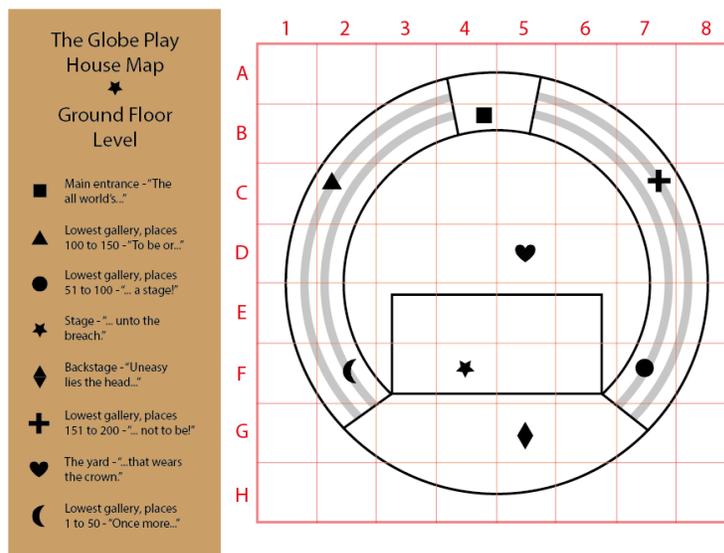
After the players have found the Time-travellers alphabet, they can decrypt the glyphs on the wall:



Solution: B4 F7

Step B.4 – Hidden message on the map

At the start of the game, the players entered the room with a jacket. They must find a map of the theatre in it.



Now the players have the translated message on the wall, they must use it on the map.

Solution: Square symbol "The all world's..." and round symbol "... a stage!"





Step C.1 – Find the match

On the room stages a half-destroyed painting of Elizabeth. A person could stand next to her but the picture has been heavily damaged.



This has been written on the back of the painting:

“The all world’s...”: 15

“To be or...”: 08

“... a stage!”: December

“... unto the breach”: April

“Uneasy lies the head...”: 21

“... not to be!”: August

“... that wears the crown.”: February

“Once more...”: 29

The players have to use the solution of the previous enigma (B.4): “The all world’s...” and round symbol “... a stage!” to solve this enigma.

Solution: 15 december



Step C.2 – Tell the date

On the door is written: “He was wise... are you? Tell me our wedding day.”

With the previous enigma (C.1) the players must have found the day and the month. The year of the wedding is engraved / written inside the wedding ring found in the Cryptex.

Solution: 15 december 1652



Erasmus+

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