Rosalinda Fox,

a spy in the shadows

Scenario Description and Roadmap

Context of the story

> "A woman has not lived, unless she has been loved and hated, envied and talked about."
>
> Japanese proverb used by Rosalinda Powell Fox in her book.

A **spy during World War II**, Rosalinda Powell Fox, was from an English family and born in India. Rosalinda **fell in love with Colonel Juan Luis Beigbeder**, Spanish minister for the Exterior in the Government of Francisco Franco, whom she met during the 1936 Olympics in Germany. This relationship gave her **access to the names of those working for the Gestapo**. It is believed Churchill stated, "The war might have taken a very different course were it not for Rosalinda."

Global explanation

When the players enter the room, they see a letter written by Rosalinda Fox on the table. There is a message, “My adventure started here”, and the coordinates 22°34'21.5"N 88°21'50.0" E, which correspond to Kolkata. In addition, the players can see the tablet icon, which helps them to understand that a tablet can be used to type in the coordinates and find the exact place where Rosalinda Fox first embarked on her adventure.

At the same time, the players can see a big map on the wall with world capitals and threads, connecting cities to different photos and documents. This way, the players can easily find a photo of her husband and son, Peter and Jonny. The players will be able to open the box with the letter code “PETER”. Inside the box, there are 4 letters written to Rosalinda. The players should guess that these letters should be organised into chronological order. Each letter contains a number. When the letters are placed into the correct order, the players can see the number code 3725, which should be used to open a drawer with a 4-digit combination lock on it. In this drawer, the players will find a flag of Tangier.

On the same big map the players will see that Tangier is connected with the picture of Moroccan political propaganda promoting the independence of this country. There is another clue next to the picture, which is the computer icon. The players will guess that they should find the year in which Morocco gained independence from Spain, 1956. This numerical code will enable them to open the next chest. After having opened this chest, the players will find a piece of a newspaper which says that Juan Luis Beigbeder, one of Rosalinda´s lovers, became the Spanish Minister of Foreign Affairs.

The players should go to the map and see that Madrid is connected with the picture of Rosalinda and her lover, Juan Luis, both in evening dress. Below the picture there is a sentence, “This year Jose Luis Beigbeder was named as Minister of Foreign Affairs”. This year will serve as a 4-digit code to open the next box. The code is 1939. After having opened the box, the players will find a picture of a traditional Portuguese tile and the secret message (MAP, 3671). The next step will be to get back to the map and connect the word ESTORIL with the numbers 3671, which will allow the players to compose the new word “TILE”. This shouldn’t cause any difficulty as ESTORIL on the map is connected with another picture of a tile via a piece of thread.

This letter code will enable the players to open a drawer and find a picture of five flags with a number below each, the written message, “Only the position matters”, and a secret microfilm. The numbers below each flag correspond to the position of the letters in each city name. The players should go to the map and figure out that while applying the number code they are able to compose the word “AGREE” and open the door with this letter code.

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 – Kolkata (Introduction)

The players enter a room, which is the drawing room in Rosalinda's house in Guadarranque (Cadiz). They are trainee spies who need to find a microfilm with relevant information about the Second World War in order to avoid a Third World War in the present. When they enter the room, they see a letter written by Rosalinda on a table.

Step A.1 – Find a tablet with the app "Google maps"

They read the letter and in it, they find a set of map coordinates. They will find a tablet somewhere in the room with the app "Google maps" on the screen. They will have to enter the set of coordinates into the app and they will be directed to Kolkata.

Step A.2 – Find a map and the picture of Peter and Jonny Fox

The players find a large world map on a wall and a picture of Peter and Jonny Fox, Rosalinda's husband and son respectively, connected to the city of Kolkata on the map by a thread. Below the picture, we find the text "My husband and our darling son".

Step A.3- Open the box, which is not locked, with several files with city names on them.

The players will find a box with several pictures under Rosalinda's letter. These are pictures of different cities with their name on each. Only one of the pictures should be named Kolkata. On the back of the pictures, they will find random names which contain 5 letters. The coordinates have directed them to Kolkata, so that is the only picture that matters. When they look at the back of the picture, they see the name PETER written.

Step A.4 – Use the word to open a box

The players introduce the word "PETER" into a five-letter lock and they will be able to open a box. Then, they will move to phase B.

Phase B – Tangier

The players have managed to open the box and they find something inside.

Step B.1 – Find letters from Peter

In the box, the players find four letters written by Peter Fox. Each letter has a different date. They will need to order the letters chronologically, paying attention to the dates the letters were written. Once they have put them in order, they will obtain a four-digit number: "3725"

Step B.2 – Use the four-digit number to open a drawer

The players use the four-digit number “3725” to unlock a four-digit lock. Then, they will be able to open a drawer.

Step B.3 – Find a flag of Tangier

In the drawer, the players find a flag of Tangier, so they realise they need to go back to the map on the wall.

Step B.4 – Find Moroccan propaganda

In the map, they find some Moroccan propaganda in favour of Morocco’s independence from Spain and an icon of a tablet connected to the city of Tangier by a thread. When they see the icon of the tablet, they realise that they have to find the year that Morocco gained independence from Spain. The year is 1956.

Step B.5 – Use the four-digit number to open a chest

The players use the four-digit number “1956” to unlock a four-digit lock. Then, they will be able to open a chest.

Phase C – Madrid

The players have successfully opened the box and they find something inside.

Step C.1 - Find a piece of newspaper

In the chest, they find a piece of newspaper dated August 1939 that says that Juan Luis Beigbeder, (Rosalinda's lover) has been named Minister of Foreign Affairs in Franco's government in Madrid.

Step C.2 - Find a photo of Beigbeder and Rosalinda on the map

The players go back to the map and they find a photo of Beigbeder and Rosalinda, both in evening dress, connected to the city of Madrid by a thread. Below the photograph, there is a sentence that says: "the year Juan Luis was named Minister of Foreign Affairs". The year he was named Minister was 1939.

Step C.3 - Use the four-digit number to open a box

The players use the four-digit number "1939" to unlock a four-digit lock. Then, they will be able to open a box.

Phase D – Estoril

The players have managed to open the box and they find something inside.

Step D.1 - Find a tile with a secret message

Inside the box, the players find a traditional Portuguese tile drawn on paper with a secret message in the middle that says “map 3671”.

Step D.2 – Find a drawing of a tile on the map

The players look at the map on the wall and they will see the same tile in the box connected to the city of Estoril by a thread. They realise that the numbers in the secret message correspond to the position of the letters in the word “Estoril”, so that number 3 corresponds to letter “t” (the third letter in “Estoril”), number 6 correspond to the letter “i” (the sixth letter in “Estoril”), number 7 corresponds to letter “l” and number one corresponds to letter “e” (the first letter in “Estoril”). Then, they will see that the resulting word is “TILE”

Step D.3 – Use the word to open a drawer

The players introduce the word “TILE” in a four-letter lock and they will be able to open a drawer. Then, they will move to phase E.

Phase E – Guadarranque

The players have been able to open the drawer and they find an enigma and the microfilm inside.

Step E.1 – Find the microfilm and a secret message

In the drawer, the players find the microfilm with the relevant information to avoid another World War and a secret message written on a piece of paper. This message consists of five flags and numbers below each one. It also has the sentence “only position matters”. The order of the flags are: India, Morocco, Madrid, Portugal and Cadiz. Below the first flag they will find the number 5, number 4 below the second flag, number 4 below the third flag, below the fourth flag they will find number 1 and below the last flag, number 12. As the sentence says, only position matters, so the players will look at the map and realise that the numbers correspond to the position of the letters in each city name. Taking this into account, the first number corresponds to the fifth letter in “Kolkata”, which is letter “a”, the second number corresponds to the fourth letter in “Tangier”, which is letter “g”, the third number corresponds to the fourth letter in “Madrid”, which is letter “r”, the fourth number corresponds to the first letter in “Estoril”, which is letter “e”, and the last number corresponds to the twelfth letter in “Guadarranque”, which is letter “e”. The resulting word is “AGREE”.

Step E.2 – Use the word to open the door and escape the room

The players introduce the word “AGREE” into a five-letter lock and they will be able to unlock it and open the door to escape the room.

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