



Searching for the Creature



Scenario Description and Roadmap



Context of the story

Margaret Walton Saville hasn't received any news from her brother Robert Walton in the past few days. She **sends a telegram** to **a team of explorers** in the North Pole to help her **find** where **her brother** is. They enter Robert's cabin, but someone locks them up inside and warns them "Search all you want, in half an hour it will all have been for nothing!".

The explorers know Robert was also an explorer and thorough scientist who kept track of all his discoveries and adventures. They start searching his office to know what happened to him and be able to save him within half an hour.



Global explanation

The players receive **a telegram** from **Margaret**, begging them **to find her brother Robert**. Once they enter the room, they **get locked** and hear the **villain's threatening statement**.

On the desk, they **find** an **unfinished letter** from **Robert** to Margaret explaining that he has **rescued** a man called **Victor** and that right before that, he **saw** a **gigantic silhouette** driving a dog sledge. In the letter, he will mention that Victor was carrying **a journal** when he was rescued.

The students will find the journal, which is closed with a key lock. On the cover, the following **riddle** is written: "Of all the keys in this room, the only one that matters was in my rescuer's hand". They will need to **find the key inside the pen** that was next to the unfinished letter. In the journal, they will find a page where Victor keeps **portraits of some of his family members** and shares his personal thoughts. They will connect this to an **incomplete family tree** drawn on a blackboard. They will need to **fill in the gaps** in the family tree using the portraits in the journal.

Below the family tree, they will see **four lines to complete**. The word formed by the four letters will be the **code to a letter lock** opening the box in which some missing pages of Victor's journal are hidden.

In these pages, they will learn about **the day Victor created the Creature**, about the **Creature's demand to have a female partner** and about Victor's reservations. They will then have the **last page** where he mentions that **the Creature is there** to capture them and begs anyone who finds the page to dismantle something hidden in a briefcase.



The students will **find the briefcase** and understand that they need the **Creature's birth year** to open it. Once they open it, they will find **several clay figures**, including a miniature woman made of modelling clay. In order to find the items Victor talks about, they'll need **to open the clay** and **find** some small **hidden objects**. They will find a key and four sentences indicating an object they will need later. The key will open a box in which they will find objects related to the **encrypted sentences** as well as red herrings. Once they find the meaning of the sentences, they will know which object to use in order to **open the door**.



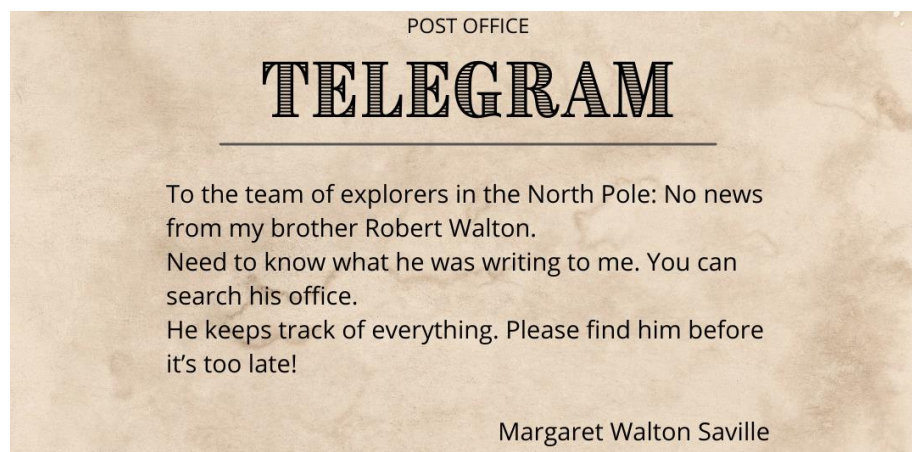
Roadmap

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.

During the game, timed messages will come from the outside of the room (or from a speaker hidden near the door), in the voices of Robert and Victor. These messages will be used as a countdown (see item 11 in the conception sheets).

Phase A – The unfinished letter

The players have received the **telegram** from **Margaret**, Robert's sister, asking them to **find her brother** in the North Pole (see annexe N°1). She tells them to find out if there was any message for her, to inspect his cabin and to find his whereabouts.



1 - Preview of the annexe n°1: Margaret's telegram



Step A.1 – Find Robert's interrupted letter

When they enter the room, the players will **find an interrupted letter** and the **pen** that was used to write it on a desk. They will **read the letter** and try to **find** the **journal** Robert talks about.

My dear sister,

I finally have some time to write to you. In the past few days, we have experienced several things that I am still processing. Two days ago, we saw a gigantic man leading a dog sled. He seemed not to be human and yet behaved like one. A few hours later, we found another man who had almost frozen to death. We carried him back to the cabin to save him. The man's name is Victor, he has told me about his great discoveries and the misery they've caused him. We are now all in great danger because of them and will soon need to hide for our survival. If you ever want to find me, please look for Victor's journal. Several clues will lead you to us, but we cannot risk exposing ourselves to t

Step A.2 – Find Victor's journal

The players will **find Victor's journal** somewhere in the room (e.g. in a drawer), but it will be **locked** with a key. They will **read a riddle** written on the cover and try to **find the key** that opens its lock. The riddle will be:

"Of all the keys in this room, the only one that matters was in my rescuer's hand".



They will need to understand that it refers to the **pen** that Robert was using to write the letter. They will need to **open it** in order to **find the small key inside**.



Step A.3 – Use the key to open Victor’s journal

Once they find the **key**, the players will use it to **open the lock** on **Victor’s journal** and continue to phase B.

Phase B – Who is Victor?

Players have been able to open Victor’s journal and need to make connections with what they see around the room.

Step B.1 – Go through Victor’s journal

In **Victor’s journal**, the players will find **portraits** of his **family members** with their names. They will also notice that **some pages** have been **torn apart**. There will also be **some pages** where he **writes about his feelings**, which won’t be important for the game, but will give them **context** and make them familiar with Mary Shelley’s work.



2 - Pictures in the public domain that can be used as Victor's family portraits.
"Young Man and Skull" – Cezanne P., "Lady Hamilton" – Romney G., "Portrait of Rutger Jan Schimmelpenninck and his Family" - Prud'hon P.P.

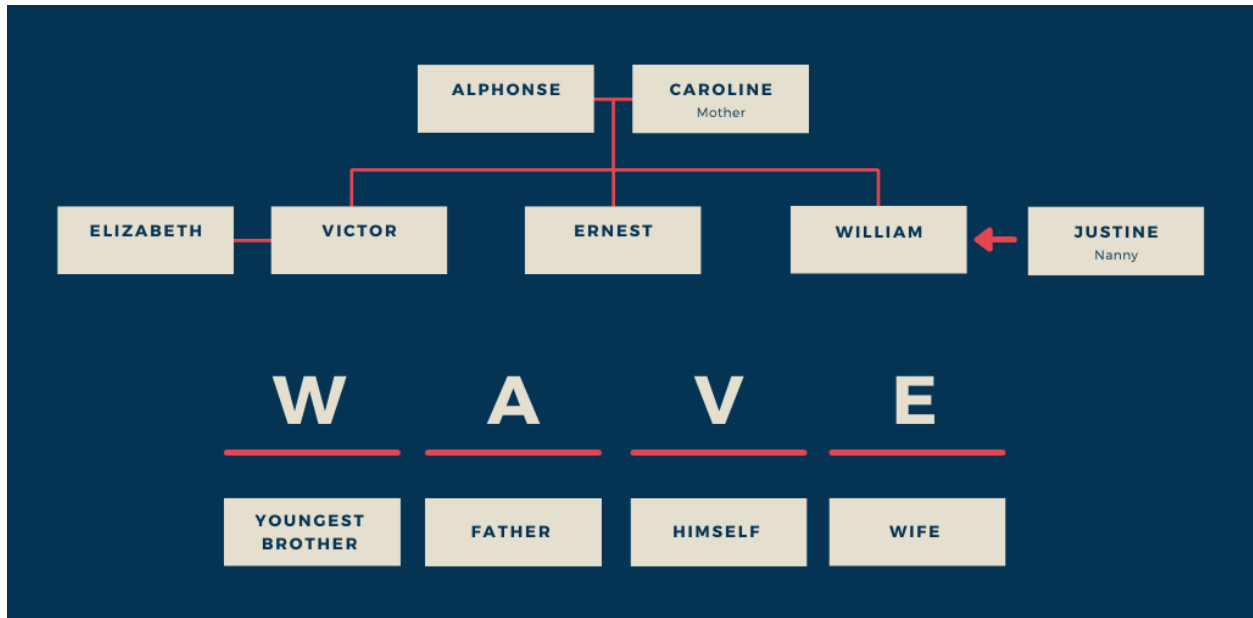
Step B.2 – Find the connection with the family tree

The players will need to make the connection with the **family tree** they will see **on the blackboard**. In this family tree, two names will be missing: Elizabeth Lavenza (Victor's wife) and William Frankenstein (Victor's youngest brother). They will fill those names with **a piece of chalk**, following what is written in the journal.

Step B.3 – Find the four-letter word

Below the family tree, there will be **four clues**: "youngest brother, father, himself, and wife."

The riddle will be followed by **four blank spots** for players to put the **first letter** of their first **names**. This will make a **four-letter word** that they will need to find the next clue: "wave".



3 - The family tree, fully completed after steps B.2 and B.3

Phase C – The female Creature

The players will proceed to **open** the only **box** in the room that is locked by a 4-letter lock, with the code they just found (“wave”).

Step C.1 – Find the missing pages

Inside the box they will **find the missing pages** from Victor’s journal. Among them, they will find the page he wrote the day he created the Creature, another one detailing that the Creature requested him to create a female companion for him, his mixed feelings about that request, as well as an unfinished page with a message for anyone who would find it:

“The Creature is here to capture us and I didn’t have time to destroy what he most wants. Please, if you find this message, open my



briefcase. The code is the year I released darkness upon our world. Destroy the clay figure the Creature is searching for and use what's inside to find me and my companions!"

Step C.2 – Open the briefcase

Once they enter the **birth year of the Creature** ("1792"), the **briefcase** will **open**. Inside of it, the players will find several **clay figures**. The one they will need to **open** is of course the one shaped as **a woman**. The other ones will be empty or carry blank pieces of paper or red herrings.

Step C.3 – The female Creature

Once they find the correct clay figure and open it, they will find that there were objects inside of it: **a key** and **four pieces of paper**, making the following riddle, that is solved in step D.2 :

1. My first is short for the name of a small, printed publication
2. My second is used by fishermen to fish at sea
3. My whole can be both repellent and attractive
4. Hint: It's used on metal

They will need to use these as clues to find an object that will be useful to them, a magnet, that they will find in the box they can open with the key, in step D.1.



Phase D – Join Robert and Victor outside

The last phase of the game consists in finding the final key in a cardboard maze, and opening the door.

Step D.1 – Open the box

Using the **key** they have found in **the clay figure**, the players will **open a box** in which they'll find **several objects**. These objects will **not all be necessary** for the game. They will understand that in order to find the correct objects, they need to **find the solution to the four sentences** they found in **the clay figure**. Depending on the experience of the players in escape rooms, they may spot the magnet with the other objects and try to use it without solving the four sentences riddle. This is not an issue since the players will think that they outsmarted the game. If they don't find the magnet, the sentences will be helpful.

Step D.2 – Decipher the four sentences

The four sentences will give hints to find the magnet in the box:

1. My first is short for the name of a small, printed publication
2. My second is used by fishermen to fish at sea
3. My whole can be both repellent and attractive
4. Hint: It's used on metal



Step D3 – Navigate the maze and exit the room

On the door, the players will find a **cardboard labyrinth** with a **key locked inside** of it. They will need to **use the magnet** they have found in the box to **attract the key** towards the opening at the top of the labyrinth. Once they have the key, an audio file of Robert and Victor waiting for them outside is played, they can open the door and escape.



Erasmus+

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