



Searching for the Creature



Scenario Conception and room setup



Items' index

Phase A

- Item 0: The initial audio message
- Item 1: The telegram
- Item 2: The interrupted letter
- Item 3: Victor's journal and its hidden key

Phase B

- Item 4: The family tree
- Item 5: Box with a four-letter lock

Phase C

- Item 6: Missing letter
- Item 7: Briefcase with four-digit lock
- Item 8: The clay figures

Phase D

- Item 9: The Box with various objects
- Item 10: The Key maze



Throughout the game

- Item 11: Audio countdown in the voice of Robert and Victor

Additional decor elements (optional)

Try to make the room look like a cabin in the north pole, in the 19th century. You can add fishing items, warm cloths, old objects, navigation items, ...



Detailed conception

I0 – The initial audio message outside the door

Material requirement

- A voice recorder (or a text-to-speech tool)
- A Bluetooth speaker

Explanations

Record the following message pronounced by the creature at the beginning of the game, when he locks the explorers in the room.

“Search all you want, in half an hour it will all have been for nothing!”.

The resulting audio file should be played at the beginning of the scenario when the door is closed, ideally from the other side of the door. To catch the attention of the players, start the audio with a loud knocking on the door.

Alternatively, you could have someone pronounce this sentence from the outside of the room.



I1 – The telegram

Material requirement

- Paper
- Pen or computer

Explanations

To write the telegram Margaret has sent to the team of players, you can either print it from your computer or write it on a piece of paper. You could, for instance, use [Canva](#) to prepare a layout.

Be careful though: for students with Specific Learning Disorders, it is important to have readable material throughout the game! You can have a look at chapter 2 of our guide “Animation of a pedagogical escape room for language education” to learn more about how to make an inclusive escape game. The guide can be found on our website, at <https://speakerproject.eu/resources/>.

Here is the text you can write in your telegram:

To the team of explorers in the North Pole: No news from my
brother Robert Walton. Need to know what he was writing to me.
You can search his office. He keeps track of everything. Please find
him before it's too late!
Margaret Walton Saville

The Annexe N°1 is an example of telegram that you can directly print.



I2 – The interrupted letter

Material requirements

- Paper
- Pen

Explanations

The letter Robert was writing will be unfinished. In order for it to be inclusive, please don't forget to write clearly and in a large enough size. For the coherence of the game, don't forget to write the letter with the pen, in which you will place the small key (see item 5 and 6).

The letter could look like this:

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

This unfinished letter will be placed on a desk so that the players find it as they enter the room.



13 – Victor’s journal and its hidden key

Material requirements

- A journal
- A small key lock
- A pen
- Images

Explanations

To make Victor’s journal, you will need to follow several steps:

STEP 1: Write the riddle on the cover

On the journal cover, write:

“Of all the keys in this room, the only one that matters was in my rescuer’s hand”

STEP 2: Tear four pages off the journal (put them aside and use some of them for item 6)

STEP 3: Write a small text about his family

“My name is Victor Frankenstein. I was born in 1770 in Geneva, Italy. My parents were Alphonse Frankenstein and Caroline Beaufort. I have two younger brothers, Ernest and William, the youngest. When I was five, my parents adopted Elizabeth Lavenza, who is to become my wife someday. They also took in Justine Moritz, who was my little brother William’s nanny. My mother died from scarlet fever, and I decided to start this journal to focus all my energy on my studies instead of drowning in my grief.”



STEP 4: Create 5 portrait pages for members of his family

- Portrait of William, 17 years old

You can use the picture at this link:

<https://www.wikiart.org/en/paul-cezanne/young-man-and-skull>

- Portrait of Elizabeth, 19 years old

You can use the picture at this link:

https://commons.wikimedia.org/wiki/File:George_Romney_-_Lady_Hamilton_as_Circe.jpg

- Portrait of Alphonse and Caroline with Victor and Elizabeth, 1782

You can use the picture at this link: <https://www.wikiart.org/en/pierre-paul-prudhon/portrait-of-rutger-jan-schimmelpenninck-and-his-family>



1 - Pictures in the public domain (listed above) that can be used as Victor's family portraits



STEP 5: Write small texts about his feelings

Text 1

"March 1793

Father informed me of my dear brother William's murder. His former nanny, Justine, has been convicted with his murder but I cannot believe she would do something like that. I thought I saw the Creature the other day when I arrived at the crime scene. I wonder if it had anything to do with my brother's death..."

Text 2

"May 1797

I cannot wait to marry my beloved Elizabeth. We have been fond of each other for so long and after all these years I will finally be able to call her my wife!"

Text 3

"January 1978

I don't see any other goal in my miserable existence than to chase him and never let him spread evil in our world. Although I feel weakened by the cold, I will not stop until I catch him!"

STEP 6: Lock the journal and hide the key.

Lock the journal with the small key lock and hide the key inside the pen that you will leave near Robert's unfinished letter.



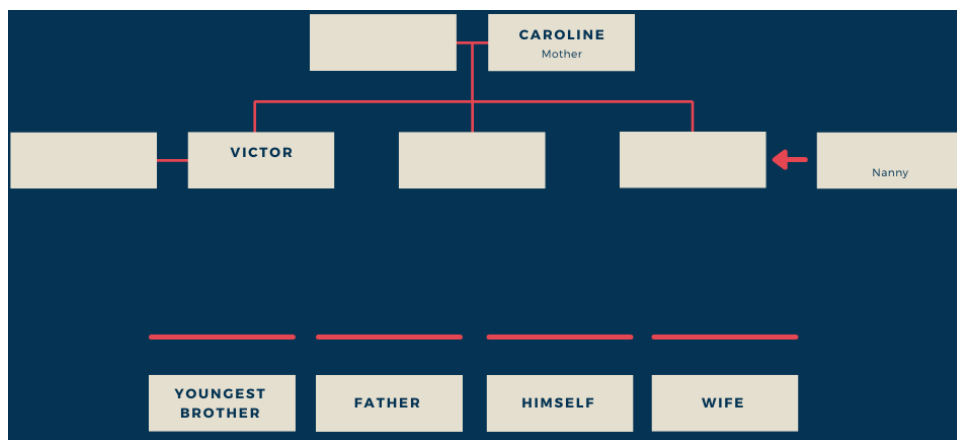
I4 - The family Tree

Material requirement

- A chalkboard
- Chalk

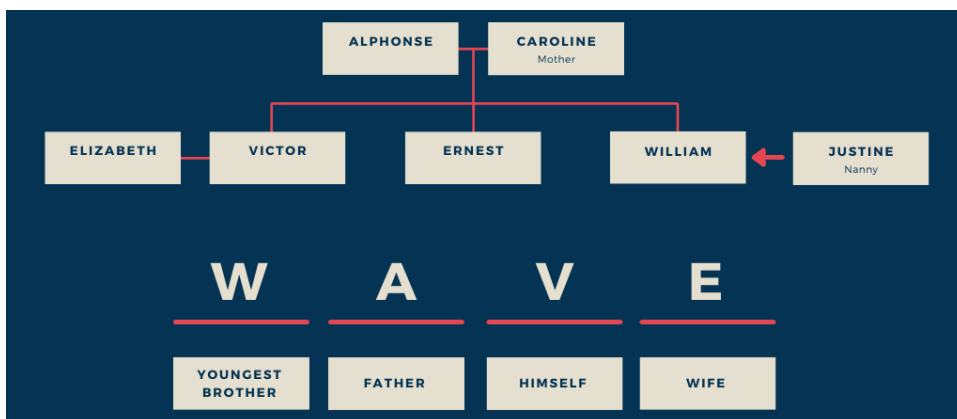
Explanations

On a chalkboard, draw Victor's family tree as on the following picture. You can find a pdf of this family tree in the annexe N° 2.



2 - Preview of annexe n° 2, not completed (p. 1 of the annexe)

Here is how it should be completed by the players after steps B.2 and B.3:



3 - Preview of annexe n° 2, completed (p. 2 of the annexe)



I5 – Box with a four-letter lock

Material requirement

- A lock with a four-letter code
- A box

Explanations

Lock the box with a letter lock and set the code as the word “wave” which is to be found in the previous step.

Letter locks usually don’t have all the letters of the alphabet. If you can’t find a lock that can form the word “wave”, you can modify it with stickers or paint, for instance.

I6 – Missing pages

Material requirement

- Four sheets of paper (the torn pages of the journal, item 3)
- A pen

Explanations

STEP 1: Write a page for the day Victor created his Creature.

“November 1792

I have finally made it to the last step of my experiment! The creature has moved and is around 8 feet tall. Although I have created life with science alone, I find myself quite unhappy about his looks. The creature is extremely ugly and displeasing to the eye. I cannot bring myself to spend a minute more by his side.”

**STEP 2: Write a page on the day the Creature asks for a female companion**

"April 1795

The Creature has made contact with me. He has confessed the murder of my brother William and told me his story of misfortunes among humans. I must say it was quite surprising to see how well he could speak, and I admit it made me quite proud of my work as a scientist. However, the creature has now threatened to kill more people if I do not create a female companion to join him and make him happy. I need to think about this..."

STEP 3: Write a page on Victor's mixed feelings about the Creature's request

"January 1796

I have created the female Creature and just need to wake her up. I am feeling puzzled about the existence of another evil Creature as the first one I created. Even if it means that the Creature will kill me, I need to destroy this one. I will keep my draft Creature in case I ever change my mind about it..."

STEP 4: Write a page on the day Victor and his companions disappeared

"October 1798

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. Dismantle the figurine the Creature is searching for and use what's inside to find me and my companion!"





I7 – Briefcase with four-digit lock

Material requirement

- A briefcase with a four-digit lock to open it
- Item 8 (the clay figures in clay) inside

Explanations

Use a briefcase with an integrated lock that opens with a four-digit code. Set the code as 1792 and place item 8 inside (the clay figures) of it.

I8 – The clay figures

Material requirement

- Modelling clay, or paper-mache (or carboard).
- A key
- Four small pieces of paper
- Advanced: an RFID chip
- Advanced: a microcontroller with a RFID sensor
- Advanced: 2 magnetic locks
- Advanced: a Speaker

Explanations

For this item, you will create four clay or paper-mache figures: one shaped as a woman and, for instance, one as a man, one as a bear and one as a cat. You can choose other shapes, as long as you keep one of a woman, that will represent the female creature in the story. Depending on if you choose the easy version or the advanced option below, you will ether need to make the figures hollow, in order to hide clues inside, or to place an RFID chip inside the woman figurine and create a



“Crusher Box” with a hidden RFID controller (details below). We recommend using **polymer clay, as regular clay may break easily.**

| Easy version

The resulting figures should be hollow, with an easy opening, in order to hide small items inside them. Those items have to be retrievable by the players, without needing to break anything. You are free to choose what red herrings to hide inside the other clay or paper-mache figurines, but make sure to put the followings in the female creature figurine:

1. The key that opens the box with various objects (item 9)
2. The following textual clue:
 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

| Advanced version with a microcontroller

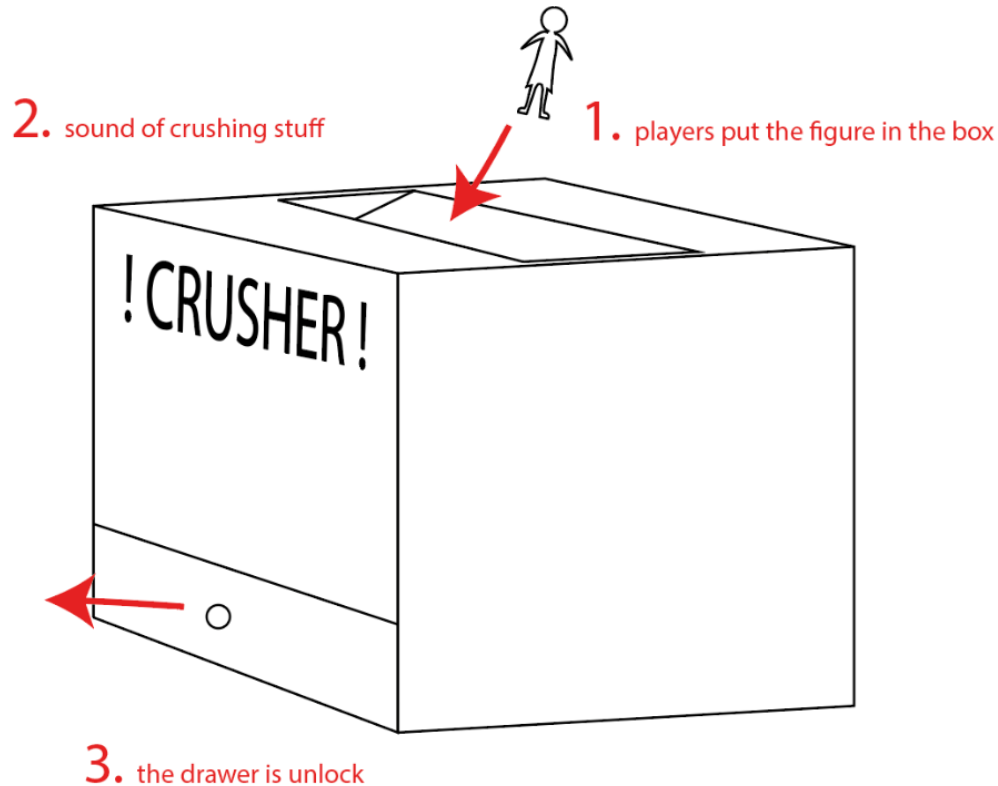
Instead of making the figurines hollow and hide object inside, you can put an RFID chip in the female creature figurine. You will also need to make additional “broken parts” of the female creature figurine, to make “the crusher” more realistic.

Then, you would need to create a “crusher box”, with a microcontroller that will be activated when the female figurine is placed inside and the lid is closed.

Design a box on which you write “the crusher”. Players should be able to put the figurine in a compartment on the top of the box. If the female creature figurine is placed there, the box recognizes it with the RFID chip, the compartment where the



figurine was placed is locked, a crushing sound is played and another compartment at the bottom of the box is unlocked. Inside that compartment (or small drawer) are the key and the textual clue, as well as the fake broken parts of the female creature.



On the internet, you will find examples of similar Arduino project, for instance, that will help you in your endeavour, such as

<https://github.com/Annaane/MultiRfid#multiple-rfid-readers>. Be careful, some

projects that me help you (such as

<https://www.youtube.com/watch?v=N0RagO8Vxsw>) use a "servo motor" as a lock.

Be aware that servo motors have moving parts and that the players may manage to open the box without even realising they forced the mechanism. It's therefore best to resort to a magnetic lock instead.



I9 - The Box with various objects

Material requirement

- A box that opens with a key (the one hidden in the clay figure of a woman)
- A magnet
- A picture
- A blank postcard
- A few sweets
- Any other object you would choose as red herring

Explanations

For this item, you will need to place all these objects in a box that opens with the key you hid in the clay figure of a woman. You can choose the items you want to put in the box, as long as you keep the magnet.

I10 - The key maze

Material requirement

- Cardboard or wood
- Popsicle sticks
- Glue
- A cutter
- A ruler
- The classroom door key
- A template for the maze



Explanations

You can craft the maze in cardboard or in wood, if you want a more robust maze, that will deteriorate slower.

To create the maze yourself, you will need to follow several steps:

STEP 1: The maze template

Find a template for your maze that is large enough for the key to move smoothly between its walls.

STEP 2: The base

Draw the maze template on both sides of a cardboard square. Make sure there is enough room for the key to move between the walls before you go further.

STEP 3: The walls

You can either use popsicle sticks or more pieces of cardboard to create the walls of your maze. Cut all the walls and paste them with glue on one side of the cardboard base.

STEP 4: Close the maze

Place the door key at the start of the maze. Paste another cardboard piece of the same size as the base on top of the maze walls to close it.

STEP 5: The final maze

Place the maze on the classroom door. Make sure the start of the maze is at the bottom so that the key doesn't fall down and students need to use the magnet to get it out of the maze.



You can find several tutorials on YouTube on how to create your own magnetic maze such as this one:



<https://www.youtube.com/watch?v=ES1svQwUrYk>.

| 111 – Audio countdown in the voice of Robert and Victor

| Material requirement

- A voice recorder
- A Bluetooth speaker

| Explanations

During the game, item 11 will be a series of audio messages that will serve as a countdown, coming from the other side of the door. Each message should be preceded by a loud knocking sound on the door, to catch the attention of the players. During the game, make sure that each message is played enough time for the students to understand what is said.

Record the following messages:

**Message 1 (after 10 minutes)**

"Pssst. We are Robert and Victor, we know you are looking for us.
We see that you've been trapped by the creature as well! Be quick to
escape the room, the creature will be back in 20 minutes!"

Message 2 (after 15 minutes in the game)

"I hope it won't take long now! You only have 15 minutes left!"

Message 3 (after 20 minutes)

"Come on now, what is taking you so long? The creature will be back
in 10 minutes, you'd better be out of this room by then!"

Message 4 (time is out)

"Are you nearly out now? I think the creature is ... NO, HE'S THERE,
TOO LATE... No, no, nooooooooooooo" (noise of the creature attacking
Robert and Victor, then silence)

Message 5 (When the players find to key to open the door)

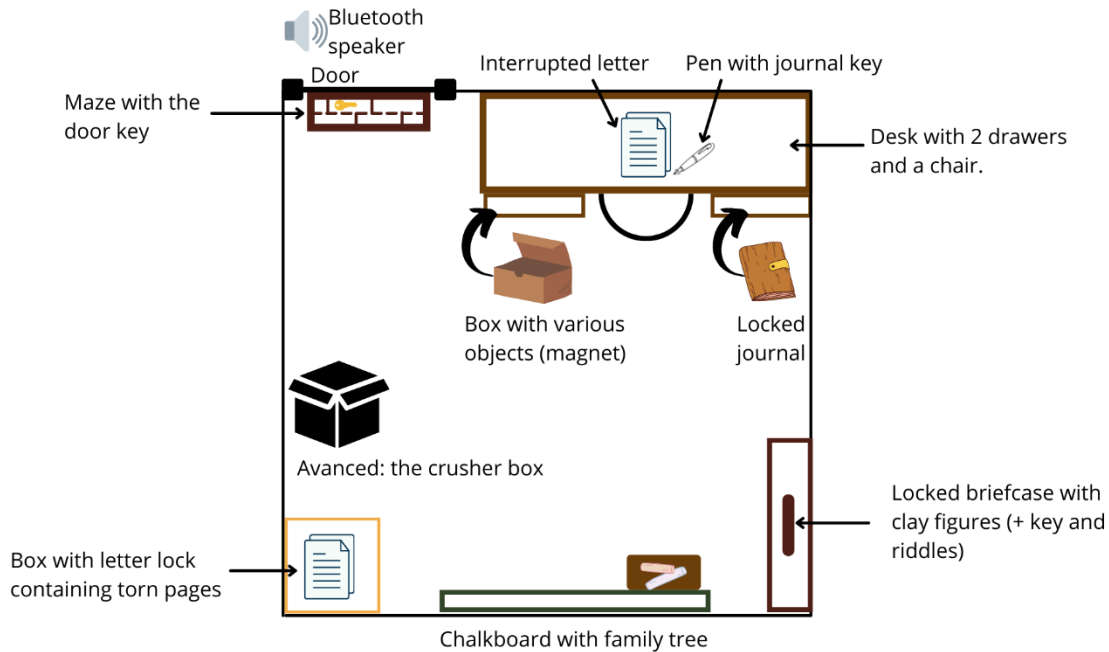
"Have you find the key to open the door? Congratulation, join us
outside and we'll have a chance to escape from the creature"

Alternatively, you could have someone interpreting Robert and Victor as non-
playing characters, that will talk behind the door and greet the players when they
escape the room.



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 hidden speaker near the door, or behind it and get the audio countdown (item 11) and the initial audio message from the creature (item 0) ready to play when the game starts
2. Place Robert's unfinished letter on the desk.
3. Close Victor's journal with the key.
4. Hide the journal key inside the pen.
5. Place the pen next to the letter, on the desk.
6. Place the locked journal in a drawer.

Set up for phase B:

1. Draw the family tree on the chalkboard
2. Leave chalk for students to use
3. Place the missing pages in the box
4. Place the box somewhere in the room
5. Close the box with the letter lock
6. Set the letter code as "wave"

**Set up for phase C:**

1. Place a magnet and other objects in a box
2. Place the box in another drawer
3. Close the box with a key lock
4. Hide the key and four pieces of paper in the female clay figure
 - Alternative: place the key and the clue in the “crusher” box
5. Place the clay figures in the briefcase
6. Set the code of the briefcase as “1792”

Set up for phase D:

1. Hide the door key in the maze
2. Hang the maze on the door. The maze should be fixed, so that players cannot manipulate it and retrieve the key without the magnet.
3. You can also hide two non-playing characters behind the door so when the players open it, they find Robert and Victor (optional).



Erasmus+

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