



Searching for the Creature



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.

The GM is **not a specific character** in the story. He or she will be in the room with the players and provide **hints** to the players, when they get stuck on an enigma for too long.

Don't hesitate to **disguise** yourself in an early 20th-century style. You can read more on the subject of immersion **in chapter 3** of our guide “Animation of a pedagogical escape room for language education”.



Hints and solutions

Step A.1 - Find Robert's interrupted letter

The players have to find the unfinished letter. Elizabeth's letter already gives them a hint with the sentence "Need to know what he was writing to me".

Hints

- If players start looking at other enigmas,
 - Tell them that they need to focus on what Elizabeth needs to know in order to find out what happened to Robert.

Solution

- They read the letter and start looking for the journal Robert talks about.

Step A.2 - Find Victor's journal

Hints

- The players don't understand that they have to find Victor's journal
 - tell them that Robert has told them about an object that they need to find in the room
- The players don't find the journal easily
 - Tell them that they have not looked enough and that they should not hesitate to open cupboards and drawers

Solution

- The journal is in a drawer of the desk.



Step A.3 - Use the key to open Victor's journal

Hints

- Students don't understand the riddle on the cover of the journal "Of all the keys in this room, the only one that matters was in my rescuer's hand".
 - you can tell them "What was Robert holding in his hand before they disappeared?"

Solution

- The key is hidden in the pen, next to the letter, on the desk.

Step B.1 - Go through Victor's journal

In Victor's journal, the players will find several things, but they will need to understand which ones they need for the next enigma. Let them go through the text, as it will make them discover Frankenstein's universe and story. This phase doesn't require specific hints.

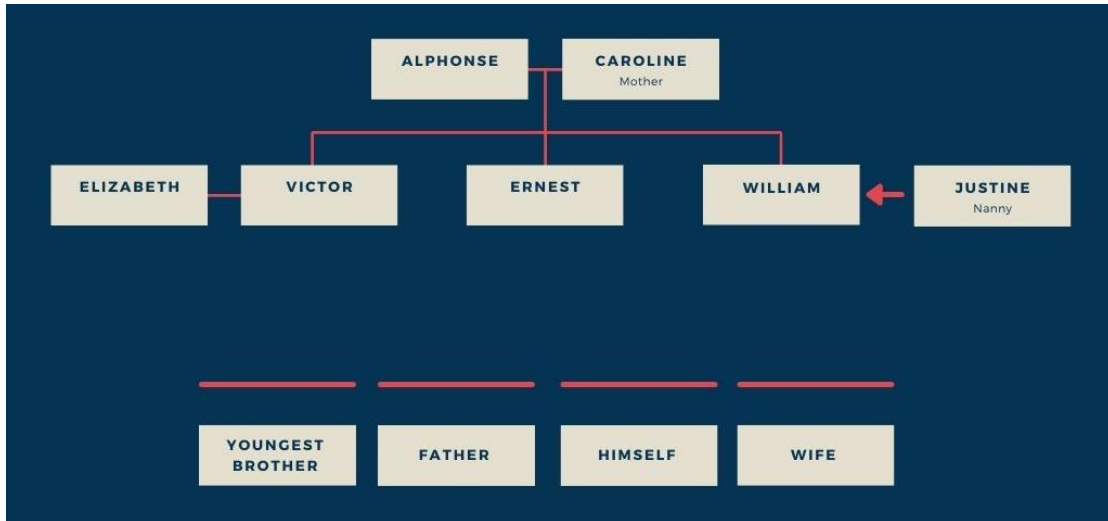
Step B.2 - Find the connection with the family tree

Hints

- Players don't manage to make the connection with the family tree,
 - ask them if they have seen some of the people mentioned in the Journal around the room. This will lead them to the blackboard with the family tree.

Solution

The family tree is filled in as follows:



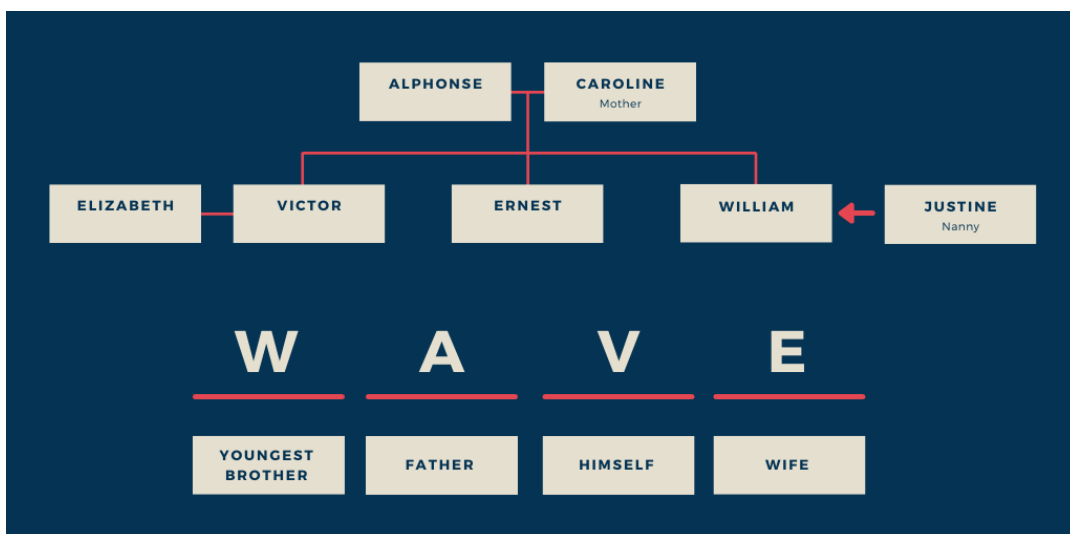
Step B.3 – Find the four-letter word

Hints

- Players don't understand what they have to fill in.
 - Ask them "What is his youngest brother's name?"

Solution

- They write the first letter of the names of Victor's relatives that are left to fill, and find the code "WAVE"





Step C.1 – Find the missing pages

Hints

- Students don't understand they have to find something that is locked with a 4-letters code.
 - Tell them "Where can you put four letters?"

Solution

- They find the box and unlock it with the 4-letters code "wave"
- They open the box and find the torn pages from Victor's journal.

Step C.2 – Open the briefcase

Hints

- Students don't understand that they should open the briefcase with the Creature's birth year
 - tell them "What darkness is Victor referring to?" or "When did Victor create something evil?"

Solution

- They open the briefcase with the Creature's birth year: 1792



Step C.3 – The female Creature

Hints

- According to Victor's instructions, the players need to "dismantle" the clay figure. If they don't understand that they should open the female creature figure
 - remind them to look at the clues Victor has left inside.

Solution

- They open the female creature figure and find a key and 4 pieces of papers which form a riddle.

Step D.1 – Open the box

Hints

- Players don't understand that they need to use the key they found in the clay figure's torso,
 - tell them to use the resources that Victor hid in his sample of the female creature.

Solution

- They use the key they found in the figure's torso and open the box.



Step D.2 – Decipher the four sentences

Hints

- Players have trouble deciphering the four sentences,
 - give them an additional clue on the word to find (“magnet”). It could be “It starts with an M” or “It attracts metallic objects”.

Solution

- They find the word “magnet”
- They understand that they have to use the magnet, from the objects in the box they just opened

Step D3 – Navigate the maze and exit the room

Hints

- If they don’t understand that, to open the door, they need to use the magnet to retrieve the door key that is hidden in the maze
 - tell them “Use the object you just found to find your way out”.

Solution

- They use the magnet to navigate on the maze on the door, and get a key
- They use the key to open the main door: they won!



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](#).



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?"
- ...





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