



The Cask of Amontillado



Scenario Conception and room setup



Items' index

Phase A

- The carnival mask with a key taped on its back
- A chest with a padlock

Phase B

- Six empty wine bottles
- A pair of pincers
- A large cloth with a riddle written on it, ripped into four pieces and each piece placed into four of the six wine bottles
- An analogue clock on the wall with the time 10:15 on it
- A drawer with 4-digit lock

Phase C

- A journal with a riddle written on it
- A candle placed on a bookcase
- A bookcase with a letter lock



Phase D

- A box with several pictures of random objects including one of a candle. Each picture has some series of numbers on the back
- A chest with a 4-digit lock

Phase E

- Nine bones made of cardboard with some letters and dots drawn on them
- A piece of paper with a secret message
- A black light torch
- A mirror on the wall with a motto and a 4-digit code written on it with black ink
- A box hung opposite the mirror with the coat of Arms of the house Montresor pasted on it and with a 4-digit lock. It has a key inside

Additional decor elements (optional)

- Some bones and skulls made of paper mache around the room
- Some candelabra (without candles)
- Some wine barrels around the room
- Some wine glasses
- Some pictures and paintings hung on the walls and on the floor
- Some plastic vines or ivy around the room



Detailed conception

Items needed for this scenario are listed in this section, with a description of the conception of those objects. Please have a look at the complete diagram of the scenario for the correspondence with the "Ix" objects.

When creating the items that you need, organise them in a sensible way to make it easier when you have to prepare the room for the escape room. For instance, use post-it notes to write the ID of an item (I1, I2, I3, ...)

I1 – Carnival mask

Material requirements

- A colourful Venetian carnival mask
- Sticky tape
- A key

Explanation

Use sticky tape to fix a key to the back of the Venetian mask.

Put the mask on the table. The mask should be seen easily when the players enter the room.



12 – Chest and padlock

Material requirements

A chest that is big enough to put 6 wine bottles inside

A simple padlock to lock the chest

Explanation

Place the chest in the corner of the room and close the padlock after putting 6 wine bottles inside the chest.

13 – Six wine bottles

Material requirements

- 6 wine bottles

Explanation

Place six wine bottles in the chest. Two of them should be empty. The other four are filled with torn pieces of cloth, 1 piece of cloth in each of the 4 bottles. You should place these pieces in such a way that the players will not be able to pull them out without an instrument. Remember that the pieces of cloth should be slim or small enough to be easily pulled out. Remember to tell the players not to break the bottles.

**I4 – A pair of pincers****Material requirements**

- A pair of pincers

Explanation

Hang a pair of pincers on the wall. Don't place them too close to the chest with bottles as you want the players to meet a challenge and look for the pincers thoroughly.

I5 – A large cloth torn into 4 pieces**Material requirements**

A large piece of cloth with a riddle written on it

Explanation

Write the following riddle on a large piece of cloth:

"Without fingers I point, without arms I strike, without feet I run. I have hands but cannot clap. What am I?"

Tear this cloth into four parts. Remember that each piece contains a part of the riddle. When the pieces are pieced together the players can read the riddle.

**I6 – An analogue clock****Material requirements**

- An analogue clock that has stopped

Explanation

Place an analogue clock on the wall. The clock doesn't work but it shows the time that can be used as a 4-digit code. The time is 10:15.

I7 – Drawer + 4-digit combination lock**Material requirements**

- A chest of drawers
- A 4-digit combination lock

Explanation

Place a chest of drawers in the room. Put a servant's journal in one of the drawers and close the combination lock.

I8 – Servant's journal**Material requirements**

- A servant's journal

Explanation

Write the following riddle in the journal:

"I look taller when I'm young. As I get old, I become shorter and shorter. Wind and water are my enemy. I need fire to live."



The riddle should be written on the first page. Then hide the journal inside the drawer and lock it.

I9 – A bookcase + 6-letter combination lock + candle

Material requirements

- A bookcase
- 6-letter combination lock. As it might be difficult to find it online, we recommend you to watch this video on how to make a 3-digit combination lock using cardboard. This could be adapted to make a 6-letter combination lock. <https://www.youtube.com/watch?v=oBap-xdtaCI>

Explanation

Place a bookcase in the room with a small box, some cardboard bones and a black light torch inside. Close it with a 6-letter combination lock. The code to open the lock is “CANDLE”.

I10 – Pictures of objects with series of numbers

Material requirements

- A few pictures of different objects and a picture of a candle

Explanation

Write random numbers on the back of pictures of different objects. On the back of a picture of a candle write the series of the numbers and two question marks: 35, 34, 32, 29, 25, ?, ?. Hide these pictures inside the small box. You don't have to lock this box. Make sure that the numbers are written large enough so that they are clearly visible.



I11 – Chest + 4-digit combination lock

Material requirements

- A chest
- A 4-digit combination lock

Explanation

Place a chest in the room. Put nine cardboard bones, a black light torch and a piece of paper with a code “1I592R” on it. Secure a chest with a 4-digit combination lock. The code you should use is 2014.

I12 – Cardboard bones

Material requirements

- 9 cardboard bones with the letters written on them and coloured dots except one which doesn't have coloured dots on one side which is the first bone

Explanation

Cut out nine bones. You should use cardboard. Paint a coloured dot on each end of 8 of the 9 bones. Write a letter in the middle of each bone. Hide the bones inside the chest. Lock the chest with the 4-digit number.



I13 – Piece of paper with secret message

Material requirements

- A piece of paper with the message "11592R" on it

Explanation

Write a code "11592R" on a piece of paper. Hide a piece of paper inside the chest together with a black light torch and the cardboard bones.



I14 – Black light torch

Material requirements

- A black light torch

Explanation

Hide a black light torch inside the chest.

I15 – Mirror

Material requirements

- A big mirror on the wall

Explanation

Hang a big mirror on the wall. Place this mirror opposite the small box with the coat of arms on it. Write the family motto with black ink on the mirror. The motto you should write is:

“No one attacks me with impunity”

Write the 4-digit code on the mirror, using the same black ink: 3765.



I16 – Box + 4-digit combination lock

Material requirements

- A small wooden box with the Montresor coat of arms on it
- A 4-digit combination lock

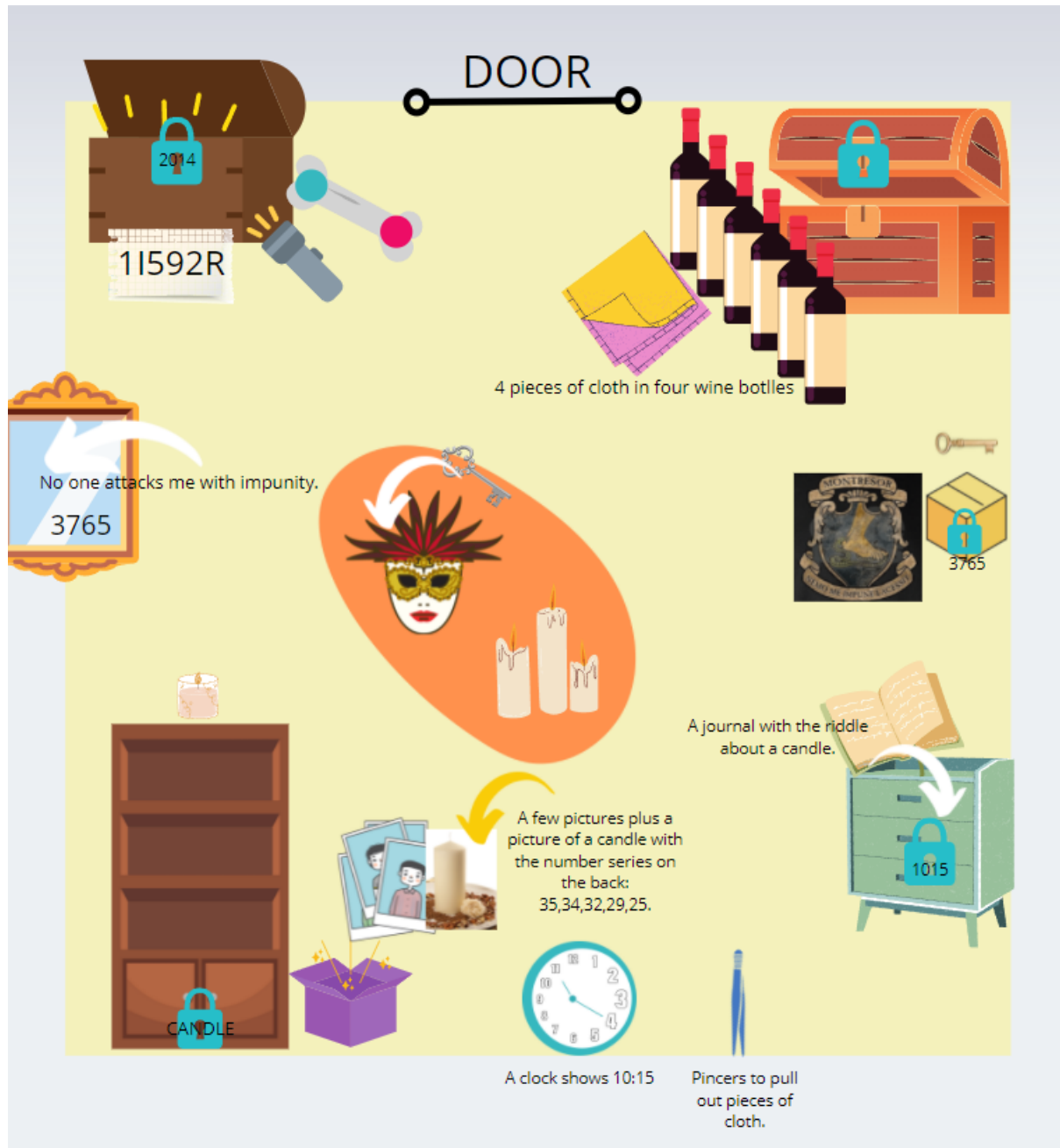
Explanation

Hang a small wooden box on the wall opposite the mirror. Attach the picture of the coat of arms to the box. Hide a key inside the box. The key opens the door. Secure the box with a combination lock. Use the digit code 3765.



Set up the room

The following image will help you visualise how the room to escape from could look like.





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 a Venetian mask with a key taped to the back of it.
2. Put 6 wine bottles in a chest.
3. Hide 4 pieces of cloth inside 4 bottles, 1 piece of cloth in each, with the riddle about a clock written on them.
4. Lock this chest that can be opened with the key taped to the mask.

Set up for Phase B

1. Hang pincers on the wall.
2. Put a clock on the wall. The time that can be seen on the clock is 10.15.

Set up for Phase C

1. Hide a servant's journal inside a drawer with the riddle about a candle.
2. Lock this drawer with the journal inside, using the 4-digit code 1015.
3. Put a LED candle on the top of a bookcase.



Set up for Phase D

1. Put a few colourful pictures in a small box with random numbers written on the back of them.
2. Hide the small box inside the bookcase.
3. Close a bookcase with a padlock that can be opened with the letter code "CANDLE".
4. Choose one picture with a beautiful candle and write the following numbers on the back of it: 35 34 32 29 25.
5. Put another paper in a chest with the code 11592R and a black light torch.
6. Prepare a few bones made of cardboard with coloured dots on them.
7. Write the letters on the bones to form the name MONTRESOR.
8. Hide these few cardboard bones inside the chest.
9. Lock this chest with the digit code 2014.

Set up for Phase E

1. Hang a big mirror on the wall.
2. Write the family motto, which is "No one attacks me with impunity" and the digit code 3765 with the black ink on the mirror.
3. Hang a small box on the wall with a key inside opposite the mirror.
4. Place the picture of the coat of arms on this box.
5. Put the key into the box.
6. Lock this box with the digit code 3765.
7. Lock the door with the key from the box.



Reset the game

Reset for Phase A

1. Tape the key to the back of the Venetian mask and replace the mask on the table.
2. Put the four pieces of cloth back in the bottles (one piece of cloth in four of the six bottles).
3. Put the 6 wine bottles back into the chest
4. Relock the chest.

Reset for Phase B

1. Place pincers back on the wall.

Reset for Phase C

1. Put the servant's journal back in the drawer.
2. Relock the drawer with the four-digit combination lock. The code is "1015"

Reset for Phase D

1. Put the colourful pictures back in the small box.
2. Put the box back into the bookcase.
3. Relock the bookcase with the padlock. The code is "CANDLE."
4. Put the secret message, the black light torch and the cardboard bones back in the chest.
5. Relock the chest with the digit code "2014"



Reset for Phase E

1. Put the key back in the box with the coat of arms.
2. Relock this box with the digit code 3765.
3. Relock the door with the key from the box.



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