



# The Cask of Amontillado



## Scenario Game Master Sheets



### Description of the Game Master's role

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The Game Master in this scenario is the ghost of the victim in this story – Fortunato. His role is that of saviour and adviser as he wants to help the players to avoid the fate he suffered.



### Hints and solutions

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These hints are provided by the Game Master, who is the victim of the story, Fortunato.

#### Step A.1

##### Hints

- The players should see a beautiful carnival mask on a table. When they turn it over, they will see a key taped to the back of it. Then they have to find a lock that can be opened with this key. This stage is very simple because they don't need to solve any puzzles or use digit codes.

##### Solution

- None required



### Step A.2

#### Hints

- The players have to find a chest with the padlock on it, which can be opened with the key. There is only one chest in the room with a lock of this kind.

#### Solution

- The key is hidden on the back of the mask, on the table.

### Step B.1

#### Hints

- After opening the chest, the players should take out 6 wine bottles. They will realise that it's impossible to get to the pieces of cloth without an instrument. If they can't figure out how to pull them out, you can tell them: "You need a tool to get what is inside a bottle." With the aid of the pincers, the players will be able to extract the pieces.

#### Solution

- They are inside four of the six bottles placed in the chest. Players need to use the pincers to take them out of the bottles.

### Step B.2

#### Hints

- The players should put the pieces together and solve the riddle about a clock. If they struggle to sort it out, you can help them by giving the following clue: "the answer is an object in the room". If they still have problems, you can tell them: "You can easily find this object hanging in the room".



#### | Solution

- When they put the pieces of cloth together to read the riddle, the solution is “the clock”.

### | Step B.3

#### | Hints

- The players should link the word “CLOCK” to the real analogue clock. If it’s difficult for them to solve the next puzzle, tell them that the time is very important, which allows the players to figure out that the next code is 1015.

#### | Solution

- The time shown on the clock should be: 1015

### | Step B.4

#### | Hints

- The next step is to find a combination lock with a 4-digit number. If the players have problems with finding this lock, you can ask them, “Where can you use this code?”. Tell them to look at all the combination locks in the room. They will see that there is only one drawer that can be opened with the four-digit code 1015.

#### | Solution

- The code should be: 1015



### Step C.1

#### Hints

- After having opened the drawer, the players can see a servant's journal. If they can't solve the riddle about a candle, tell them that this object is easily visible.

#### Solution

- The solution is "candle"

### Step C.2

#### Hints

- After having solved the riddle about the candle, the players should link it to the candle on top of a bookcase. There are no hints at this stage of the game.

#### Solution

- None required

### Step C.3

#### Hints

- The bookcase is locked with the letter code "CANDLE". If the players find it difficult to introduce the word "CANDLE" as a code, help them by saying that a beautiful object on the top of the bookcase can serve as a solution.

#### Solution

- The code should be the word "candle."



### Step D.1

#### Hints

- The players should search through the bookcase and find a small box inside. The box is not locked, which means that the players will have no difficulties with finding the pictures inside the box. If they struggle to understand which picture directs them to the next clue, tell them that the previous solution, “CANDLE”, is still very important.
- When the players see the series of numbers on the back of the picture of a candle, they should solve this code to get four numbers. If they find it difficult, tell them that subtraction is the key, and that they need to find the next 2 numbers in the series (20 and 14).

#### Solution

- The answer is 2014.

### Step D.2

#### Hints

- At this stage, the players should find the second chest locked with the 4-digit code. They should look for another combination lock and open it. Tell them to look around the room and try to apply the code to all the combination locks that can be found in the room. This time it's going to be far easier to find the right combination lock as one of them has already been opened.

#### Solution

- The code should be: 2014.



### Step E.1

#### Hints

- After having opened the chest, the players will see paper bones and a piece of paper with a code written on it. If they can't figure out how to use these bones, remind them about the famous game "Domino". This game is played with small rectangular objects that have spots on them, dominoes. In our case, instead of dominoes, the players will use bones that should be matched in such a way that the word "MONTRESOR" can be formed. The Game Master might tell the players that the colours of the dots/spots are also very important.
- After that, the players should look at the secret message with the following numbers, 11592R. If this task is too difficult, tell them that they should change the previous word to get the name of another object in the same room. This object is also easily visible.
- The players might think that the black light torch should be used to find a secret message inside the bookcase. You can guide them by telling them that the next step is strongly connected to the mirror.

#### Solution

- The bones should spell out the name "MONTRESOR."
- The secret code is "MIRROR"



### Step E.2

#### Hints

- After having solved the riddle about the mirror, the players should realize that the mirror hanging on the wall should serve to solve the next puzzle. If they can't understand this task, tell them, "The light will guide you!". By using the black light torch, the players will be able to read the family motto and another 4-digit code.

#### Solution

- The code should be: 3765.

### Step E.3

#### Hints

- Once the players have found the 4-digit code, they need to open a small box with the coat of arms on it. They might think that the digit code should be applied to the family motto written on the mirror, which is not the case. Tell them to look closely at the reflection in the mirror. Then they will come to the conclusion that the same sentence is written on the mirror and coat of arms in English and Latin. This will help them to find the connection between the 4-digit code and the small box closed with a combination lock. When they open the box, they will find a key.

#### Solution

- The key opens the padlock on the door.

**Step E.4****Hints**

- This stage doesn't require any hints as there is a simple padlock on the door, which can be opened with the key found in the small box.

**Solution**

The players use the key to open the padlock and are now free to leave the room.





## Briefing

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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

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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?"
- ...





## Erasmus+

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