



# Trapped in a dwarf mine



## Scenario Description and Roadmap



### Context of the story

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The players are a **group of adventurers** living in medieval times in a **fantasy land**. They are on a **quest** to find jewels and are being accompanied by their wise **companion**, the **Oracle** (played by the teacher), who has **visions of the past**. With the Oracle's guidance, they stumble upon a **deserted mine** belonging to dwarves. **Dwarves** consider themselves to be the cleverest among all the creatures of their time, which is why they **laid traps** in their mine before leaving, thinking they could outsmart any trolls, ogres, goblins or other evil creatures that would dare to enter.

The Oracle warns the adventurers to tread carefully before entering the mine, but they ignore the warning and rush inside in anticipation of finding great treasures. Once they enter, the **door shuts** behind them suddenly, trapping them inside the mine and **the Oracle out** (if, for practical reasons, the teacher as the Oracle needs to remain in the room with the pupils, the Oracle will be trapped with the players). From a letter left by the dwarves, they find out that the mine has been booby-trapped with puzzles that should be solved within **60 minutes** to stop it from exploding. Guided by clues placed in the room and the Oracle's visions of the past, the adventurers must prove that the dwarves' tricks can be escaped in time.





## Global explanation

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The players will enter the room and immediately find **two items** placed one on top of the other **on a table** in the centre of the room. The item located on top will be an **old parchment** explaining why they've been shut inside the mine and that they can only escape by following the clues left by the dwarves. The item located under the parchment on the table will be a **code wheel** made up of three rotatable concentric circles. The outermost and innermost circles will be filled in with **letters, symbols** and **runes**, but the **black middle circle** will have **10 empty fields**. Players will be able to fill in the middle circle by using the clue from the **piece of paper** and **chalk** attached to a **leg of the table**.

The players will then spot a **chest behind the desk**, requiring **four digits** to be opened. 8 **runes** will be drawn on the front face of the chest, and pinned on top of the chest will be a **piece of parchment** containing a **drawing of a tree** and, below it, **directions**. To open the chest, students will, first, **set the code wheel** to the **correct position** by identifying the link between the **tree drawing** and the code wheel symbols and, then, **use the parchment directions** to identify four runes from the chest which will have corresponding **digits on the adjusted code wheel**. Inside the chest, they'll find **three** differently-coloured **cryptexes** (red, blue and green) that require five different combinations to be opened.

To open the **red cryptex**, players will need to find **four digits and a letter**. They will first notice that the red cryptex has a **bow** and **five runes** on one side. They will spot images of **five fantastical creatures**, each marked with a letter or rune, and **three medieval weapons** on the walls, one of which will be a bow. Players will find **paper** taped to the **back of the bow**. The text will contain **clues** on how to use its



contents and the **surrounding fantastical** creatures for clues **on fixing the position on the code wheel**, after which they'll be able to identify the digits and the letter that correspond to the five runes from the cryptex.

To open the **blue cryptex**, players will need to find **5 runes**. They will look to the surrounding area and spot a **pouch** with a **blue circle** on it. Inside the pouch, players will find different **pictures** with a rune behind each. In order to make sense of the contents, players will look around the room and **spot a box secured to a table**. The **box** will have a **small opening** and a **blue button**, which, when pressed, gives **audio instructions** to students on how it functions. Abiding by these instructions, students will be able to **identify** the correct order of **the five runes** from the pouch's contents and **decipher the cryptex code**.

To open the **green cryptex**, players will need to **find 5 letters**. They will notice that the green cryptex has a **pigpen cipher** (also sometimes referred to as a masonic cipher) code on one side. They will spot a **pile of parchment** of differing colours dropped messily under a light. Among the mess of papers, they will notice **a green paper** with one part of the pigpen cipher and an **enigmatic riddle**. The riddle will point them to an object containing the **second part of the pigpen cipher**: a translucent green paper with letters. The papers placed one on top of the other will provide the **lettered code** to open the green cryptex.

For every cryptex, players will obtain a **statuette** once opened: a **dwarf**, an **elf** and a **human**, all containing an **RFID chip** to their bottom. In the place farthest away from the entrance, they will find **two locked boxes**: one with a lid requiring a **key** and one secured to a table that will have **three circles** with different **labels** on it – **dwarf**, **elf** and **human**. That box will be **unlocked by** placing **the three statuettes** to their corresponding labels, activating the RFID antennas underneath.



Inside, they will find five items: **a magnet** held together by **strings**, **parchment** and **quill**, a **map** of the mine fixed to the box and the **key** to the other locked box. They will use the map to **write down directions** with the parchment and the quill on how to exit the mine, after which they will use the **key to open the final locked box**. Finding that the locked box opens to a maze, 2-4 players will then use the strings attached to the magnet to navigate the maze using the directions they've written down. Through their teamwork, they will **retrieve the final key** from the maze which will open the mine.



## Roadmap

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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.

### | Phase A – Exploring the room and finding three cryptexes

In this phase, players will need to find three cryptexes with the help of clues and tools in the centre of the room, such as a code wheel and a chest.

#### | Step A.1 – Finding a Parchment and a code wheel

Players will find **a piece of parchment** explaining why they've been trapped.

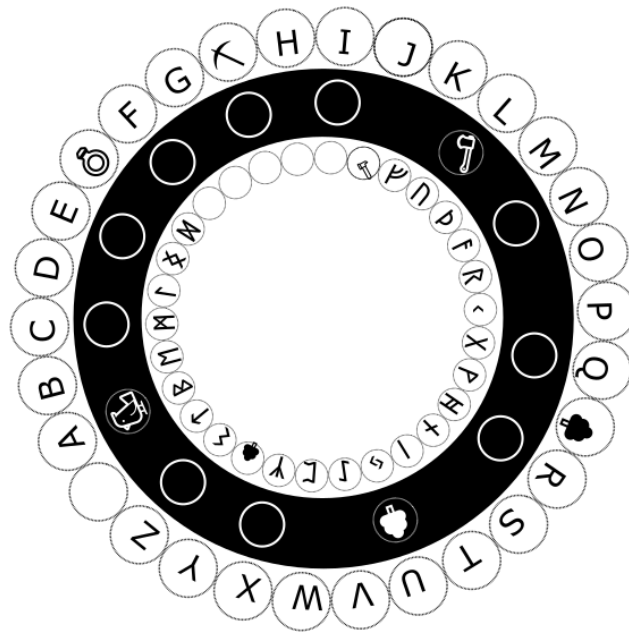
"Welcome to our mine! You must think you can find treasure in here, but you're on the wrong path! As dwarves, we are the





cleverest creatures and can trick any trolls, ogres, goblins or other evil creatures who try to steal from us. This mine can only open for those creatures that are smart enough to solve our tricks. Use clues in this mine to help you. You have 60 minutes to find all the answers – after that, prepare for an explosion...ka-boom!"

Players will also find **a code wheel** (see annexe N°1) with **three concentric circles** in the centre of the room. They will notice that the outermost and innermost circles of the code wheel will be filled in with symbols and runes, but the black **middle circle** will have **10 empty fields to fill in**.



1 - Preview of annexe N°1, the code wheel

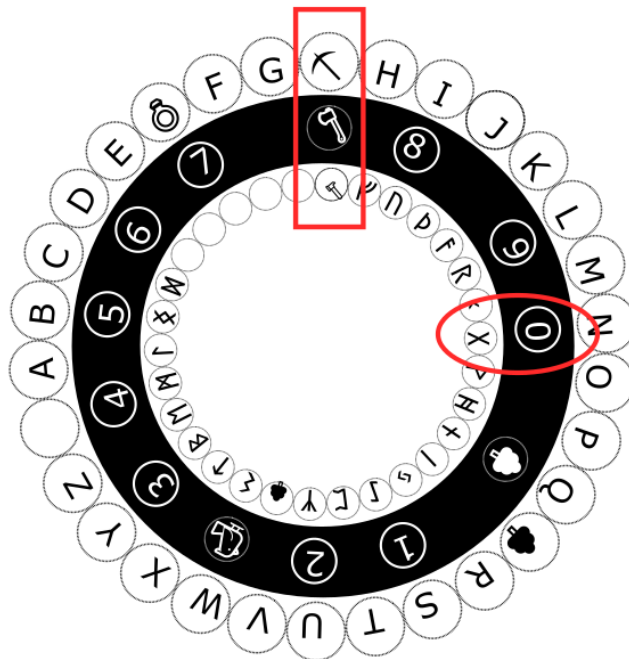


## Step A.2 – Filling in the code wheel

Players will find **a piece of chalk** wrapped in **paper** attached to the **leg of the table**. They will read aloud an enigmatic clue written on the paper:

“When tools match up, start to count with single numbers at the rune that marks treasure on a map.”

By **aligning the tool symbols** found on each concentric circle on the code wheel (pick, axe and hammer), they will set the code wheel to the correct position to start filling in the 10 empty fields of the middle concentric circle with the number 0-9, starting clockwise above the rune ‘X’.



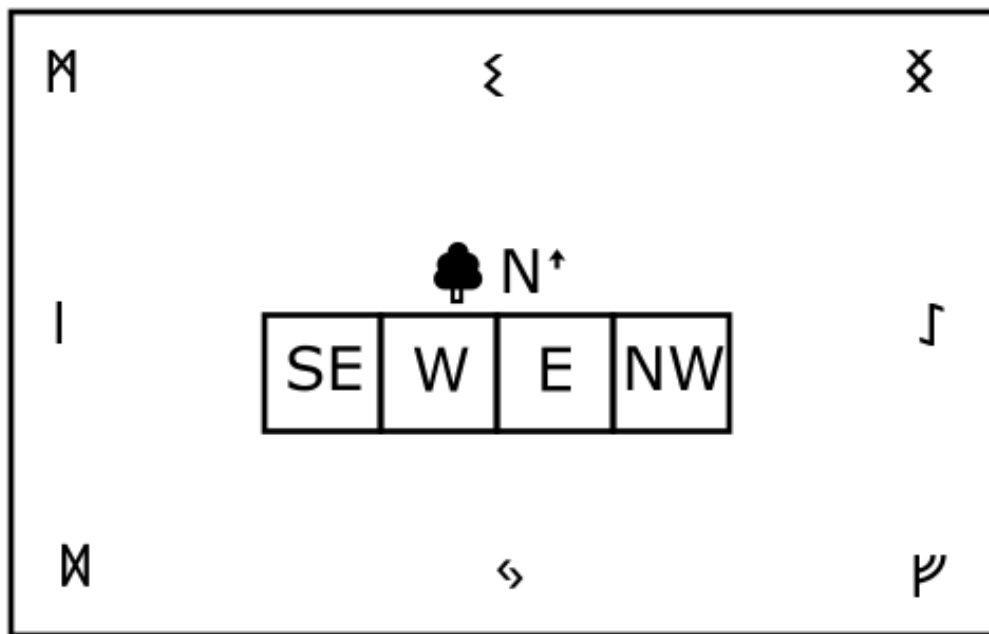
2 - code wheel (annexe N°1) aligned to fill in the missing digits



### Step A.3 – Finding the chest and parchment pinned on top

Behind the table, players will spot a **chest** with dials requiring a **4-digit code. 8 runes** will be drawn on the front face of the chest – four in the angles and four in the midpoints of the front face. A parchment will be pinned on top of the chest with a drawing of a tree and directions underneath: south-east, west, east, north-west.

All the elements can also be found on the top of the chest, like in figure 3 - Preview of annexe N°2, an example of the top of the chest3 hereafter.



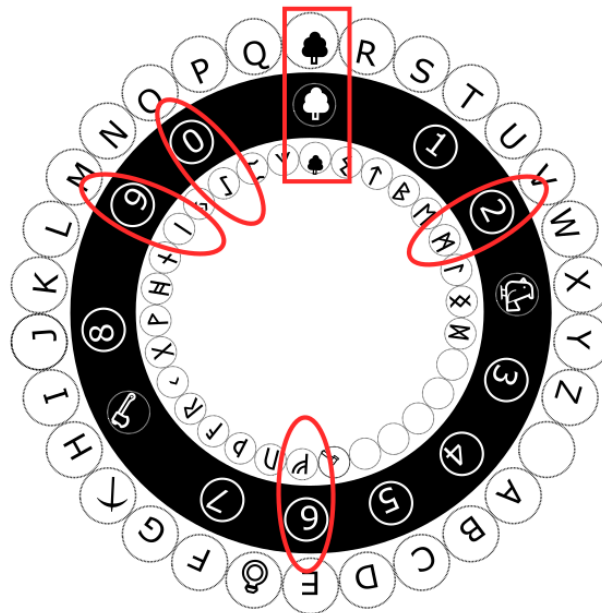
3 - Preview of annexe N°2, an example of the top of the chest



#### Step A.4 – Opening the chest and finding the cryptexes

To dial the correct 4-digit code on the chest, students will carry out two actions in the following order:

- They will identify the link between the tree drawing and the identical tree symbols on each concentric circle of the code wheel, thus setting the **code wheel** to the correct position by **aligning the trees**.
- They will **use the directions** from the parchment to **identify four runes** from the chest.



*4 - code wheel aligned on the tree symbols to find the code of the box*

Once the code wheel is correctly aligned, and the relevant runes have been identified, players will find the code to open the chest: 6902. Inside the chest, they will find three cryptexes, one red, one green and one blue.



## Phase B – Opening the cryptexes

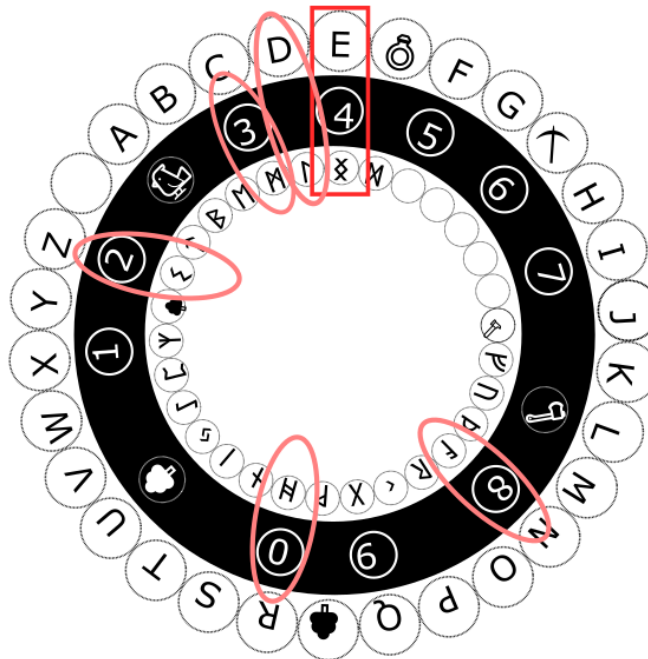
In this phase, players need to find clues around the room on how to open three cryptexes that require three different combinations.

### Step B.1 – Opening the red cryptex

To open the **red cryptex**, students will need to find a code composed **of four digits and a letter**. They will first notice that the red cryptex has an **arrow bow** and **five runes** (M X I F H) on one side, written from left to right. They will understand that the runes match the ones on the code wheel, but they will need to use the surrounding walls for clues on how to set the correct position of the code wheel to find the correct code. They will notice pictures of five fantastical creatures, each marked with a letter or rune, and three medieval weapons on the walls. One of the **pictures** will be a **bow** like the symbol from the cryptex. Students will notice **text** written on the back of the bow:

“I am a simple, wooden bow. I have many owners. The creature with the long, red hair and fish tail likes to use me to catch evil men. The creature with the legs and tail of a horse likes to use me to catch its next dinner. But my favourite owner is my 4<sup>th</sup> one.”

The text will help students identify the three inputs needed to set the correct position of the code wheel – the digit “4”, and the rune “X” and the letter “E” found on two fantastical creatures hanging on the walls mentioned in the text– a mermaid and centaur.



After setting the correct position on the code wheel, students will be able to match the runes from the cryptex to their corresponding numbers, getting the combination for the code: 3 2 D 8 0.

### Step B.2 – Opening the blue cryptex

To open the **blue cryptex**, students will need to **find five runes**. They will look to the surrounding area and spot a **pouch with a blue circle** on it (teacher's choice of location), which signifies that it corresponds with the blue cryptex. Inside the pouch, students will find different **pictures** of attire, hairstyles, beards, tools, weapons, and fantastical characters, with a **runes behind each**. In order to make sense of the contents, players will look around the room and spot a **box secured to a table** (teacher's choice of location). The box will have a **small opening** and a **blue button**, which, when pressed, will play audio with the following instructions:




“Only one person can look inside the box! Decide which person is the ‘chosen one’ to look inside and describe to the others what he or she sees.”

The chosen student will see an **LED light** when looking inside the box and **five pictures marked with numbers** to signify the order in which they must be remembered: a goblin (1) with a blond hairstyle (2), wearing a green shirt (3) and red pants (4), holding a sword (5). By describing what he/she sees to the other players in the correct order, they will find the corresponding items from the blue bag behind each of which is a rune. The five runes in order unlock the blue cryptex:

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### Step B.3 – Opening the green cryptex

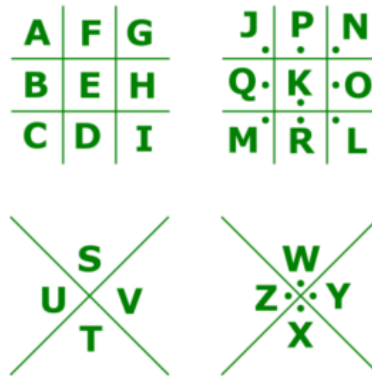
To **open the green cryptex**, students will need to **find five letters**. They will first notice that the green cryptex has a **pigpen cipher** code with dots and lines on one side: . They will look to the surrounding area and spot a pile of papers of differing colours dropped messily under a light. They will notice among the mess a green paper, whose colour corresponds to the green cryptex, but on it only contains dots and lines like the ones from the cryptex and an enigmatic riddle:

“You must find one more green paper to give you the answer you need, but I don’t have time to show you where it is.”

The riddle will point them to an object signifying ‘**time**’ which is a **clock** (or an hourglass, or even a clepsydra), behind which (or under which) they will **find a second green paper**, this time translucent, and containing letters. Using the pigpen cipher code from the cryptex as a reference and placing **the two papers one on**



**top of the other**, the players will **identify** which **five letters open the cryptex**: PICKS.



*5 - Preview of annexe N°3 - the full pigpen cipher*

## Phase C – Preparing the escape and exiting the mine

This last phase requires players to **use the contents of the cryptexes** to open one of two locked boxes. The contents and clues from that unlocked box will allow them to open the second box, revealing a **maze** contained within. Successfully navigating the maze will provide players with the key needed to exit the mine.

### Step C.1 – Opening the RFID-controlled box

Once all three cryptexes have been opened, players will find a different **statuette** in each – a **dwarf**, an **elf** and a **human**. Attached to the bottom of each statuette will be an **RFID chip**. They will find two locked boxes in the place farthest away from the entrance, one of which is secured to a table. It will have **three circles** with different **labels** on them – **dwarf**, **elf** and **human**. By **placing** the three **RFID statuettes to their corresponding labels**, the RFID antenna underneath each label will activate and, thus, open the box.



### Step C.2 – Writing down directions on how to exit the mine from the map

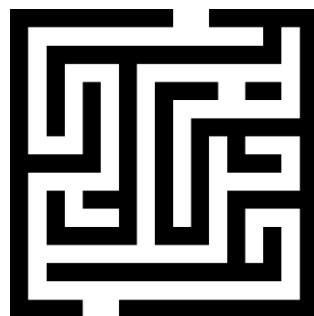
Inside the box, players will find five items: a **magnet** held together by **strings**, **parchment and quill**, a **map of the mine with the path to go out** fixed to the bottom of the box and a **key** to the other locked box. The parchment will contain the instructions:

“To remember how to get out of the mine, write down directions from the map.”

From looking at the map and using the quill and parchment, they will write down directions, such as “turn left at the tower”, “follow the path to the dragon’s nest”, and “go straight until you reach the rocks”. This will help them record how to get from their location to the exit.

### Step C.3 – Navigating the maze to acquire the key for exiting the mine

They will use the key from the RFID-controlled box to **open the final locked box**, which will be located a bit further away in the room. They will discover that **this box opens up to a maze**. 2-4 players will then **use the strings attached to the magnet to navigate the maze**. They will use the directions they’ve written down as guidance on how to reach the end of the maze and retrieve the final key.





## Erasmus+

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