



Who is the murderer?



Scenario Description and Roadmap



Context of the story

Students pretend to be Hercule Poirot. They have solved nine crime cases so far. In order to get the certificate of achievement from Scotland Yard, they have to solve one more mystery. The certificate is the highest distinction a detective can get and no one has managed to get it so far.

Their chance to enter the hall of fame seems to be right here in the anonymous letter that they have just received. A new adventure has just begun...



Global explanation

After the players are given the context and instructions, they enter Poirot's room. They find on the floor a sealed envelope. It seems that someone has slid a letter under the door. The students open the envelope and find an anonymous typed letter inside. The letter is signed by "A.B.C." who challenges Poirot to solve another mystery. The only information that it gives to Hercule Poirot is the name of a town (Andover) and a date (21st of the month). The letter was written on 13th August 1936. They can spot the town on the map. On a train timetable hung on the wall of the room students can find the right departure time of the train Poirot will take to





go from London to Andover. They use the 4-digit-departure time-number to open the lock in a box.

When they open the lock, they find two more sealed envelopes inside the box. In each envelope there is a letter written by "A.B.C.". The first letter suggests that Poirot should pay attention to another town (Bexhill) where there will be another murder on the 25th of the month. The next letter reveals the name of another town (Churston) and the date when the crime will take place (30th). The students have to use the information on the letters, the map and the timetable in order to add the money they will need for their tickets. There is a note on the desk suggesting that they will have to add the amount of money Poirot will spend for the three train tickets. Then, they use the notes next to the notebook page. They pick the right notes and are directed to give the notes to the game master and get a newspaper excerpt in return.

In the article, they find information about the three crimes that have happened so far. The article mentions the name of a suspect who might have committed the crimes. The article also mentions the names of more people who are related to the people that have been murdered. Students spot the pictures of the people in several parts of the room. Their names and a number are written below their pictures.

In the newspaper article, the students read the word "drawer", which makes them realize that they have to search inside the desk drawer. The students find the code to open the drawer lock, open the drawer and find a cassette player. When they play the cassette, they hear the murderer explaining why he committed the crime. The students have to use the right code to open the briefcase where the certificate of achievement is securely kept.



Roadmap

The **diagram** of the detailed steps is available as an **annexed file**. Following the steps on the diagram while reading may help you understand and **visualize** how the game will unfold.

Phase A – The first anonymous letter

Step A.1 – Students read the letter

Students read the letter, where the writer challenges Poirot to unravel a mystery starting in Andover on 21st August.

13th August 1936

Dear Hercule Poirot,

You fancy yourself, don't you, at solving mysteries that are too difficult for our poor headed British police?

Let us see, Mr Clever Poirot, just how clever you can be.

Perhaps you'll find this nut too hard to crack. Look out for Andover, on the 21st of the month.

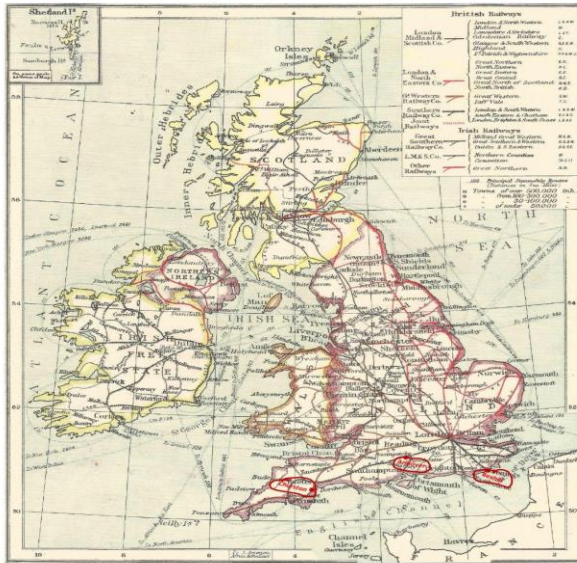
Yours sincerely,

A.B.C.



Step A.2 – Students notice a map of the UK and a train timetable

Students notice a map of the UK and a train timetable on different walls of the room. They spot the town of Andover on the map and try to figure out how they can proceed.



August					
From...	To ...	Dates	Time	Platform	Ticket cost pounds
London	Andover	11.08, 17.08	11:45 a.m	3	5.50
		23.08, 29.08	13:45	3	5.50
London	Birmingham	12.08, 20.08, 28.08	12:30 p.m	2	4.50
London	Bexhill	13.08, 26.08	09:00 a.m	3	3
London	Southampton	01.08, 11.08, 21.08, 31.08	10:20 a.m	2	5
London	Cambridge	02.08, 14.08, 27.08	11:00 p.m	4	4.5
Southampton	Churston	01.08, 11.08	02:30		3.50
		21.08, 31.08	p.m		

Step A.3 – Students choose the right itinerary

Students have to use the date written on the letter and the map and choose the right itinerary from London to Andover. Two different itineraries are mentioned on the board (11:45 and 13:45), but only one corresponds to the date of the murder (23 August, 13:45). Students decide that they have to pick the 13:45 train to get to Andover. These four numbers are the code to open the box lock.

Step A.4 – Students unlock a box

Students use the departure time of the train as the four-digit code (1-3-4-5) to open a box and continue with the next phase.





Phase B – Two more anonymous letters

Step B.1 – Students read the letters

Inside the box, there are two more letters. When students read them, they realize that two more murders have taken place.

Step B.2 – Students notice the map and the timetable

22nd August 1936

Dear Mr Poirot,

Well, what do you think? I believe that I won this round. The Andover affair went like clockwork, don't you feel?

But the fun has only just started. I would like to draw your attention to Bexhill-on-Sea on the 25th of this month.

We're having a crazy time!

Best wishes,

A.B.C.

26th August 1936

Poor Mr Poirot,

Not so good at these little criminal matters as you thought yourself, are you? Rather, past your prime, perhaps?

Let us see if you can do any better this time. This time it is an easy one. Churston on the 30th. Do try and do something about it. It is a bit dull having it all my own way, you know.

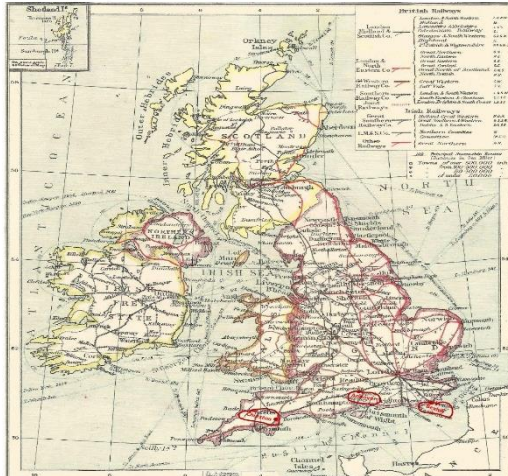
Good hunting.

Even yours,

A.B.C.

Students have to look again at the map on the wall and the timetable and figure out which train Poirot has to take in order to reach the different towns and investigate the murders.

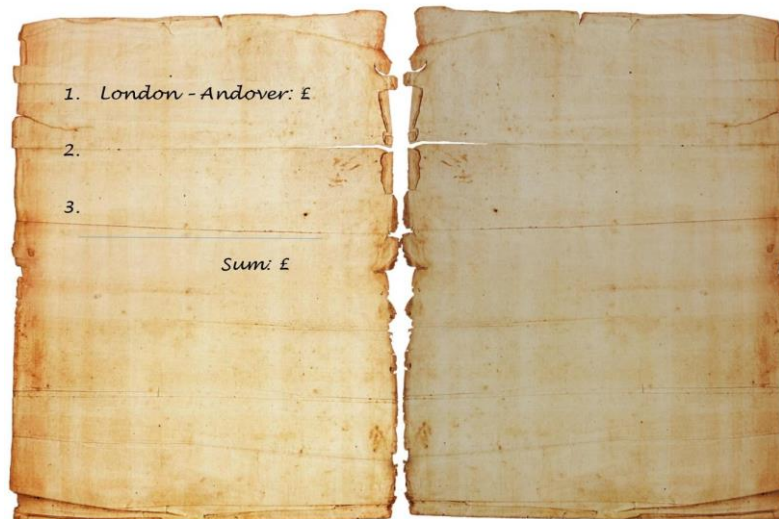
They realise that they have to take the train on 26th August at 9:00a.m. to get to Bexhill. Also, to reach Churston, they need to take two trains, London to Southampton on 31st August at 10:20a.m. and then Southampton to Churston on the same date at 2:30p.m..



August					
From...	To...	Dates	Time	Platform	Ticket cost pounds
London	Andover	11.08, 17.08	11:45 a.m.	3	5.50
		23.08, 29.08	13:45	3	5.50
London	Birmingham	12.08, 20.08, 28.08	12:30 p.m.	2	4.50
London	Bexhill	13.08, 26.08	09:00 a.m.	3	3
London	Southampton	01.08, 11.08, 21.08, 31.08	10:20 a.m.	2	5
London	Cambridge	02.08, 14.08, 27.08	11:00 p.m.	4	4.5
Southampton	Churston	01.08, 11.08, 21.08, 31.08	02:30 p.m.		3.50

Step B.3 – Students notice the notebook page

Students notice the notebook page and realise that they have to add the costs of the three train tickets.



After identifying the train itineraries they have to take, they add the following amounts of money:

5.50 € (London-Andover) + 3 € (London – Bexhill) + 5 € (London – Southampton) + 3.50 € (Southampton – Churston) = 17 €



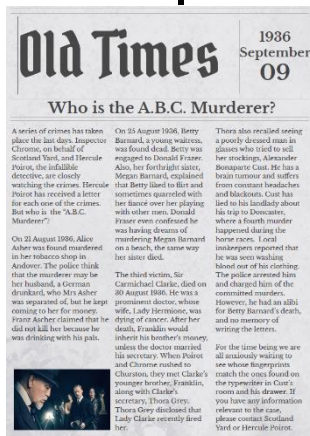


Step B.4 – Students pick the right amount of money and receive a newspaper extract

Next to the notebook, there are several notes. There are many possible combinations. One suggestion is the following: 2 notes of 10 pounds, 3 notes of 5 pounds, 4 notes of 1 pound, 5 notes of 50 cents. Students gather the notes needed for their train tickets, i.e. 17 pounds. They realise that they do not have to use all of them. At this point the GM actively participates in the game and takes the role of someone who sells newspapers. They give the money to the GM. The GM checks if the amount of money is correct, and then gives students the newspaper.

Phase C – Students reveal the murderer

Step C.1 – Students read the newspaper article



Students read the newspaper article. They realise that although a suspect has been taken to the police, there are serious doubts about his guilt.

In the article, several more names are mentioned in relation to the murders that have already happened and their relationships with the victims.

Students realise that they have to find the pictures of all the people mentioned in the article. Their names are written on them.



Step C.2 – Students notice the word ‘drawer’ in the article

In the article, there is the word ‘drawer’ in a different font size and type from the rest of the text. They also note the following letter substitution cypher on the wall. When they substitute the letters of the word ‘drawer’ with the right numbers, they come up with the 4-digit code that opens the drawer lock (5-3-2-3). This way they are able to open the drawer.

A	B	C	D	E	F	G	H	I
2	-	4	5	-	7	8	8	3
J	K	L	M	N	O	P	Q	R
1	1	-	6	2	7	2	6	3
S	T	U	V	W	X	Y	Z	
-	4	0	0	-	5	8	4	

Step C.3 – Students listen to a cassette

When students unlock and open the drawer, they find a cassette player. They push the play button and listen to someone talking about the motives of the crime. They identify the murderer they have been looking for.

Step C.4 – Students unlock the lock

Students have to combine a word they hear (the word the speaker uses to define himself and the number below the murderer’s photo and form the right code to open the lock of a briefcase (FLOP5). Inside the briefcase, they find the honorary badge for Hercule Poirot for his invaluable help all those years....



Erasmus+

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