**Erasmus+ - *From Latin text to European context***

**LTTA C3 - Student Exchange in Wilhelmshaven**

**Meeting our cultural heritage creatively**

**Option 2: Creating your own escape room (part 2)**

**2. step: the riddles**

Decide about puzzle types and connect them with your story / narrative line!

Here is a useful advice:

Review the challenges you wrote in your narrative. What type of puzzle format does each one suggest?

Here are some examples to help you get started:

* Navigating from one place to another could be a maze.
* Opening a lock might require a numeric code.
* Discovering a secret suggests a cipher (Geheimcode / codice segreto).
* Defeating zombies obviously requires water gun…

**Tip:** At this point, you may realize you need to make some adjustments to your story. That’s perfectly okay! Your story isn’t written in stone … (it isn’t, right?) Go ahead and change whatever you need to make your puzzle ideas fit your narrative.

(source: <https://lockpaperscissors.co/craft-1st-escape-room#step2dot1>)

Try to avoid a linear progression (the players have to solve one riddle in order to move to the next one; they have to solve this one to go on with the next one; etc.) and

try to connect several lines:

e.g. the players somehow know that they must find all parts of an oil painting which obviously has been cut into pieces, but they still have to figure out what they need this oil painting for (and how they can find out what kind of information the oil painting contains).

**Make sure that the players can progress:**

Leave two envelopes with hints (hint 1 – just a little hint; hint 2: more clear) and one envelope with a solution; OR: let the players interact with you as “game masters” and give them the hints and correct solution, if necessary.

Tell your players what they must do (or “pay”) to get these hints / solutions – connect this to your story line!

* Maybe your moving gargoyle can give them the hint – and they have to find out first how to charm the gargoyle;
* Or they have to find the code to open a mobile phone which they can see in the room;
* or they must open a locked window behind which there is a walky talky;
* - Or: your story takes place in an odd banquet hall and you prepare a bag with delicious home baked cookies for your players – and they have to decide whether to eat them or to exchange them for a hint
* or your players have found a mysterious treasure and they can pay with some of the gold coins
* or they can pay with “minutes” which will be added to the amount of time which they need to escape from your escape room – this is useful when two teams of players are playing the same game and the team with the shortest time will be the winner)
* or …