**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 3)**

**3. Ideas for puzzles that lead to other puzzles:**

1. **Hidden objects**

Use decoration which goes well with your story telling to hide some clues;

e.g.: Your players are in a lab of a crazy scientist?

Then you could leave a scientist’s white coat in the room;

in one of the pockets you can store an object which your players need to solve another riddle;

or you could leave a test tube; maybe there is a small, nearly invisible message at the bottom, a hint for another riddle;

or is your scientist a smoker? A pipe or cigarette packet is a good hiding place for a small paper with an important hint

(The same is true for a musician and his / her instrument, …)

1. **A picture:**

A useful decoration as well:

Add some nearly invisible letters / numbers to a picture (reproduction).

Or: Does your scientist has a poster with the periodic table? Print one, but change some abbreviations -> the changed letters give the name of a place where the players will find some hints / objects etc.

1. **A book, a letter, a sketch:**

Is your story connected to a poet?

Leave a letter or a “hand writing” with a well known text, but with some changes which will lead to a code word or a place.

Is your story connected to an artist or architect?

Copy a well known picture (just the “archetype” of the later famous picture), but add a change, an important clue!

1. **Some clues:**

The “classical” setting: a starting table with some things which leads to other places:

* a flower or potting compost / soil -> the players will find more information in a flower pot
* a small bag with bird food -> a bird cage will reveal its secret later
* some matches -> the players have to go to a candle to find more information
* the first part of a picture which has been destroyed / cut into pieces -> the players know that they have to find the other pieces somewhere in the room
* something that very obviously DOESN’T go well with your story (e.g. an object from modern times in a ”Galileo Galilei” study room)
1. **A symbol:**

You can add the symbol (e.g. §§%\*\*\* or a small yellow point or…) to several objects or pieces of furniture -> the players know at which places they will find useful information (make sure that the symbol is connected to your story line);

Be fair: tell your players how many times the symbol does appear in your room!

Integrate this information into your story telling, too!