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

 **LTTA C3 - Student Exchange in Wilhelmshaven**

**Meeting our cultural heritage creatively**

 **Creating your own escape room (part 4)**

**the order of inventing riddles**

- Start with the **“final”** riddle!

- Connect the position of the final riddle with **a code**: your players have to find a code which contains four numbers (a pin for opening a computer / a bike lock with a number code).

- This leads you to **four other riddles** which must be solved, each riddle showing one number of your code (and the order in which the numbers shall be connected to this code).

- This leads you to **the beginning: a setting** (a table, the decoration of the room) which has some hint which show your players where they should start (see work sheet ‘ideas for riddles’).

- This is the base for your riddles. Now give **two hints** ( a general and a more specific one) for each of them, so that your players will have help; leave them in an envelop which the players can open in case they need help.

- And make sure that your players can proceed: give them the **solution**, if it’s necessary. Decide, if you would use an envelop for this, too, or if you will be the “game master” whom the players can contact.

- If your play is with a “game master”, you need another task which the players have to fulfil in order to contact you (find a walky talky; a fictive messenger pidgeon [a picture hidden behind / in another object would be enough).

- Finally, you can add some more tasks, if you feel it useful, adding a riddle which must be solved in order to come to one of those riddles you already have invented; e.g. write one riddle in invisible ink; then you need another task for your players: they have to find the “ultraviolet lamp” which makes the word readable.