

The Most Dangerous Game Digital Escape Room

Teacher Instructions

Thank you for your purchase! Your students are going to love solving puzzles in this 360° digital escape room. This activity is designed to work for a laptop, tablet, or smart phone. Students will solve a series of clues based on the short story "The Most Dangerous Game" by Richard Connell. Please do not share this link with other educators as it is my copyrighted work and against my terms of licensing. You can purchase additional licenses in my [TpT store](#).

Have your students work independently or in teams! Included in this zip folder are: teacher instructions (with answer keys), student instructions, the master lock graphic organizer, reflection sheet, and printable copies of Clues 1-6 (some students might find it easier to complete the puzzles on paper). While using this resource, you must have a wi-fi connection and the ability to access the following sites: kuula.co and Google Forms (your students do not need a Google account).

The room is a 360 degree panoramic photo, so the clues are all around the digital room. You must click your mouse and hold down the cursor to scan the entire room. Drag the arrow in whichever way you'd like to go. If you are using a smart phone, simply swipe your finger.

No password is required to gain access to the room. If this happens to you, it means your district's firewall is blocking the program and you should contact your IT department.

The Most Dangerous Game Escape Room Link:

Suggested Lesson Procedure:

1. Share the directions (PDF) with your students digitally. The student directions include the student link to the escape room. Verbally review your expectations with your students. Put students in groups of 2-3.
2. Set a timer for 45 minutes (or longer) using a classroom timer. Timing students is optional.
3. Upon entering the room, have your students start by clicking the "1" button (shown below). In addition to being the first clue, this will give students some insight as to why they need to "escape." In this activity, your students need to "escape" Ship-Trap Island.
4. The 6 clues are labeled by numbers. For every clue students figure out, they must record their answers on their Master Lock graphic organizer (on paper). The master lock (a google form) requires 6 correct answers from all 6 clues and is mandatory for students to "escape." They can find the link to the Master Lock located on the door when they are ready to escape.
5. Once time is up, ask students to fill out a reflection sheet to get their feedback (optional). If you find that most of your students did not finish, you can extend the activity and allow them to continue the next day.





The Master Lock



Clue Number	Answers
Clue #1	
Clue #2	
Clue #3	
Clue #4	
Clue #5	
Clue #6	

CLUE 1

Ship-Trap Island, an enigmatic place
Where men disappear, without a trace.
An island of mystery, shrouded in dread,
Where one man's game turns to bloodshed.

A noble hunter, General Zaroff by name,
Once stalked beasts, seeking fortune and fame.
But tired of prey with no wit or fight,
He turned to humans, in the dead of night.

Zaroff revels in anguish, and delights in despair,
A predator supreme, beyond compare.
Zaroff craves the fear, the adrenaline's dance,
As he toys with his victims, in a deadly trance.

Behind the mask of his civilized guise,
Lurks a monster, with savage, unyielding eyes.
So beware of Zaroff, should you cross his path,
Because in his world, there's only wrath.

Now shipwrecked, stranded, and lost at sea
you must solve 6 clues to escape and flee.
With the clues decoded, you'll have the key,
To decipher the lock, and set the boat free.

With the master lock, you can untie the rope
Don't hesitate now, and hold onto hope.
Harness your brain power, you must be clever,
Only you can liberate the boat from its tether.

Ship-Trap Island will fade into the mist,
A chapter closed, but not dismissed.
For in the hearts of those who dare,
The most dangerous game is always there.

Count how many times each of the words in the yellow box (to the right) are used in the poem above. Then use the numbers from top to bottom as your answer for Clue 1. For example, your answer will look something like this: 2145

_____	Zaroff
_____	Boat
_____	Island
_____	Lock

CLUE 2

Place the correct missing letters into the diagram to form words reading left to right. Then read the filled in letters from top to bottom to reveal your clue.

	S	H	I	P		R	E	C	K	
		Y	A	C		T				
		D	R	E		D				
		C	H	A		E	A	U		
			K	N		F	E			
				I		L	A	N	D	
M	Y	S	T	E		Y				
				J		G	U	A	R	S
			T	R		G	G	E	R	
			J	U		G	L	E		
						W	I	M		
	C	L	I	F		S				
			S	P		R	T			
			M	U		D	E	R	E	R
	B	L	O	O		H	O	U	N	D
Q	U	I	C	K		A	N	D		
			B	U		F	A	L	O	
			S	A		L	O	R		
	T	I	G	E		S				
			P	I		T	O	L		
	C	O	A	S						
			H	U		T	I	N	G	
	L	E	O	P		R	D			
		A	N	I		A	L	S		
D	A	R	K	N		S	S			

A	9
B	
C	
D	22
E	
F	20
G	2
H	
I	14
J	
K	
L	
M	17
N	
O	
P	
Q	
R	
S	
T	15
U	
V	
W	5
X	
Y	
Z	

CLUE 3

Each letter corresponds to a number and vice versa. Complete the partially finished phrase by guessing the missing letters. As you guess letters correctly, you will find that the puzzle becomes easier and easier.

W
5 23 16

G T
2 7 8 8 15 1

A I F D
7 9 14 6 1 20 16 7 22

A T T
9 15 15 23 8

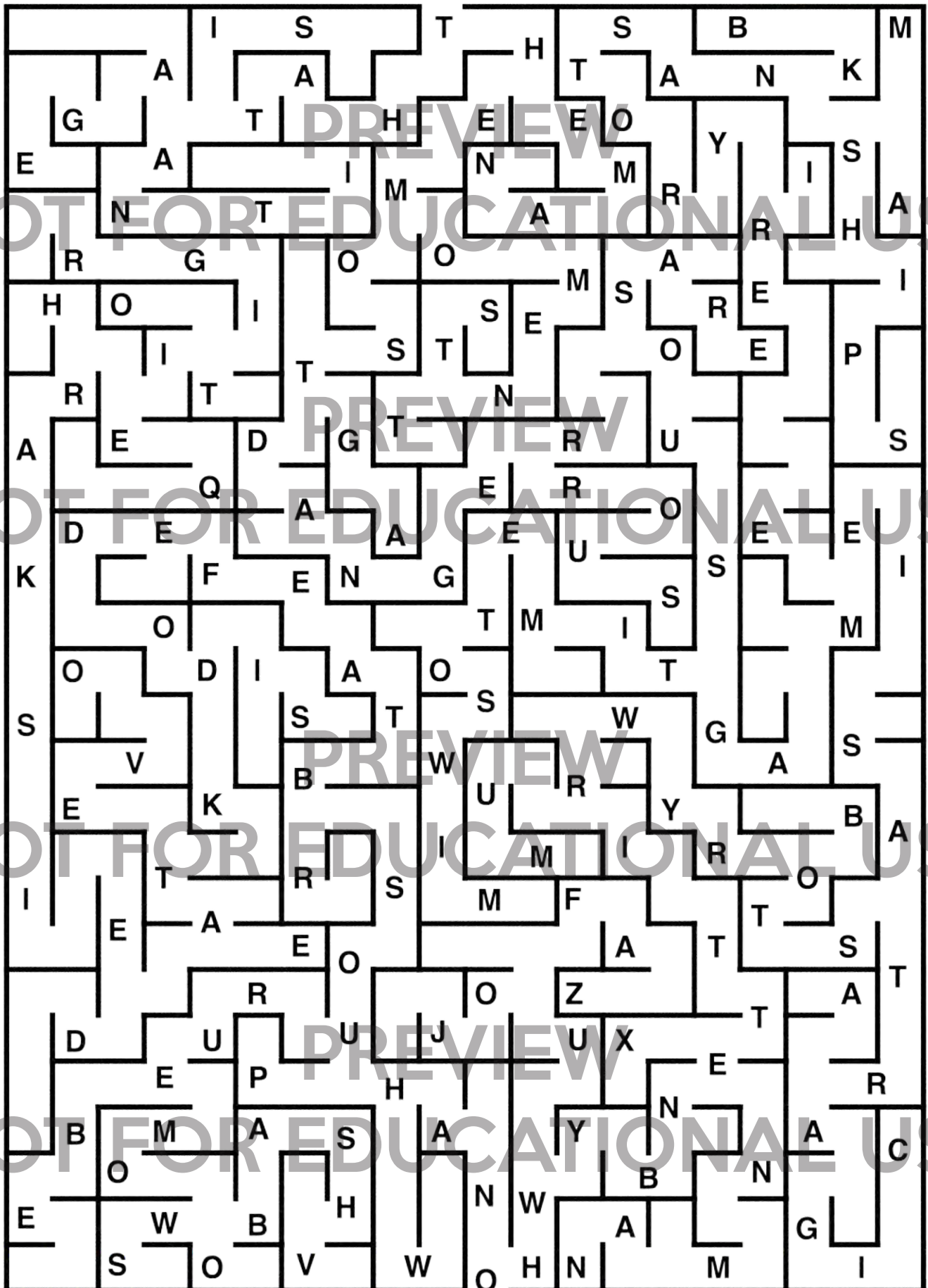
D
22 16 16 7

F T
16 20 15 23 8

M A I ?
17 9 6 1 14 16 6

start

CLUE 4



finish

CLUE 5



CLUE 6

1) What animal did Rainsford and Whitney plan to hunt in the Amazon?

- a. lion
- b. moose
- c. deer
- d. jaguar

2) How does Rainsford end up on the island?

- a. He takes a private helicopter to the island
- b. His boat crashes into the chateau on the island
- c. He falls off the yacht and swims to the island
- d. He is pushed overboard by Whitney and swims to the island

3) Why does Zaroff believe human beings are more challenging to hunt than animals?

- a. humans' great strength
- b. humans' ability to reason
- c. humans' incredible speed
- d. humans' keen hearing

4) In the beginning of the story, Rainsford hears gunshots in the distance and what he believes to be an animal screaming out. This is an example of what literary device?

- a. Hyperbole
- b. Paradox
- c. Personification
- d. Foreshadowing

5) Zaroff tells Rainsford that the visitors to the island always choose to go hunting with him. What can you infer from this remark?

- a. Visitors are willing to take their chances in the hunt rather than be tortured by Ivan.
- b. Visitors are eager to experience the thrill of hunting humans.
- c. Visitors are so intrigued by Zaroff's reputation as a hunter, they must experience it firsthand.
- d. Visitors don't actually believe that Zaroff hunts human beings.

6) The last sentence of the story is, "He had never slept in a better bed, Rainsford decided." What essential plot detail does this sentence provide?

- a. Rainsford defeated Zaroff.
- b. Another hunter arrived on the island.
- c. Rainsford will be a vegetarian from now on.
- d. The police are on the way.

Master Lock

On the rope is a picture of a lock. This is the link to the Master Lock. This is where students will find the google form to escape. They will type in all their answers from clues 1-6. If they are correct, they will get the screen that says "Congratulations!"



The Most Dangerous Game Master Lock

CONGRATULATIONS!!! You've escaped!!!

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Google Forms

Name:

Class:

"The Most Dangerous Game"
Digital Escape Room Reflection

1) Were you able to escape the room before the time was up?

2) What was your favorite part about the escape room? What did you learn?

3) Was there anything you found too confusing or too difficult to solve? Explain.

4) Would you like to do more escape rooms in the future?

5) Is there anything you would change about the activity today to enhance your experience?

6) If you worked in a group, how did all of the group members work together? Did everyone participate? Explain.