





lupus in fabula

A Latin Learning Escape Game by George Manes and Cyrus Yuen





Lupus in fabula is a puzzle hunt for 4-8 Latin students. They are assisted by a teacher/facilitator, and have 45 minutes to collaboratively solve the mystery behind *Lupus in Fabula*.

The game is intended for a classroom setting, and is modeled to be played by students who have studied at least half a year of Cambridge Latin.

It will test students' knowledge of grammar, vocabulary, and basic aspects of ancient roman life through a variety of puzzles (multiple choice, yes or no, translation), designed to test many facets of Latin learning.



Basic Puzzle Overview





Initiation and Puzzle I



- Teacher informs the students that this morning, a strange student warned them of the dangers of the demonic and gave them an envelope, saying, “you’ll need this later.”
- That afternoon, while translating a bit of text in the library, one of their peers pronounced a word incorrectly, and in doing so, accidentally recited a phrase capable of summoning a demon. The demon flew around the library, leaving the shelves in disarray, and then burst through a window, likely wreaking havoc upon the rest of the town.
- Teacher holds up the envelope, and tells the students that their cryptic classmate sealed it with Latin-based magics.
- A vocabulary riddle is written on the envelope, which students may open after checking their answer with their teacher.



Puzzles II & III



- Note inside envelope informs the students that they need a specific book in order to banish the demon. The note anticipated the mess created by the demon, and tells the student they must recite two incantations in order to summon the book they require.
- Series of correct and incorrect statements in Latin (e.g., *agricola audit*, the farmer listens; *liber circumspectat*, the book looks around). Students must chant *ita*, meaning yes, or *minime*, meaning no.
- Series of phrases in Latin, students must translate them into English and chant the translated version.



Puzzle IV



- Say that the book and four small statues of animals floated towards the students, and this page was bookmarked. Bookmark says “learn from your mistakes.”
- Page has a few simple phrases in Latin. Students should realize that there are a few grammatical errors within the text. When students read just the incorrect words in order, they form instructions for the next step. If students have difficulty picking up on the errors/what they should do with the errors, facilitator can drop hints, bring up what is written on the bookmark.



Puzzle V



- After solving the previous puzzle, tell students that a series of numbered ritual objects, a short text, and a floorplan of a roman villa appears before them. In the short text, a narrator says activities they do in different rooms in their house. The order in which the rooms appear corresponds to the numbers on the objects. Students must put the objects on top of their corresponding rooms.



Learning



Lupus in fabula facilitates language learning through requiring a knowledge of Latin to proceed. It also features a catch-up mechanic. Be it an optional teacher-discretion cheat sheet, or flat out advice from your teacher, *Lupus in fabula* aims to be as accessible as it needs to be while still offering students a challenge. The puzzle hunt format is particularly conducive to learning, since it utilizes puzzles to exercise language skills, fostering stronger connections between problem solving and Latin in the students' brains.

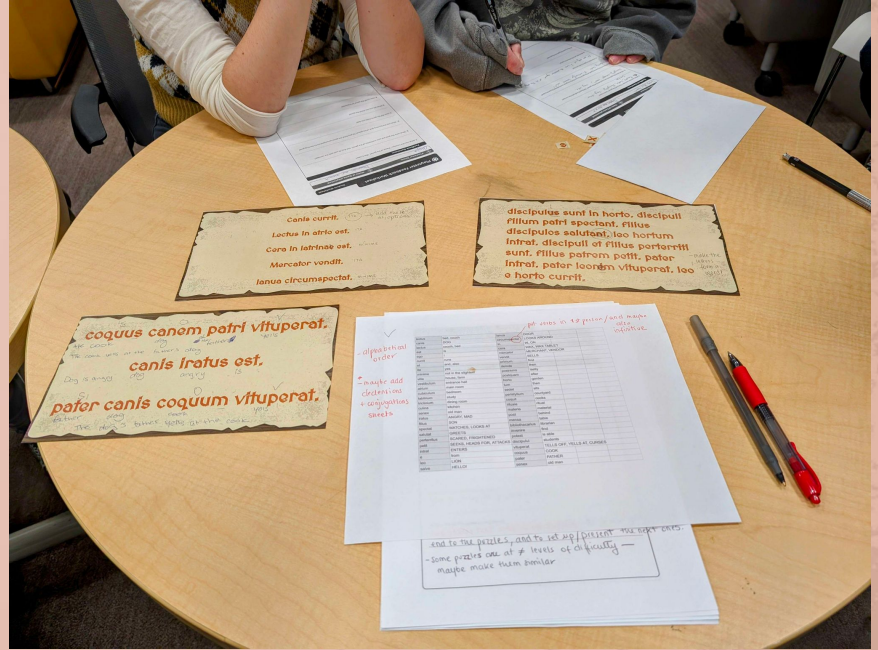
Trials and Tribulations

Throughout the development of *lupus in fabula*, a lot of things changed, and we learned a lot.



Trials and Tribulations

Through playtesting, we found out a few puzzles were drastically unintuitive, and definitely needed changes. We also learned that we need to check, check, triple check for accuracy. When a game for language learning is impossible, the game becomes almost impossible to play, and the puzzles become frustrating, not challenging.





Thank you!

