

E - Learning Module

Ways to deliver Hints



Tick the True or False boxes about the phrases below:

1. One can find hints in an Escape Room, as soon as the game starts.
2. A clue may be given by the game - master.
3. Give hints which are neither too easy nor too hard.
4. It is good for the game-master to prepare a 'quick-help' hint and a more 'challenging' one.
5. The game-master should not be in the room when giving a hint.
6. Linear paths can come either with a hint or without one.
7. Hints can be STEAM related.

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