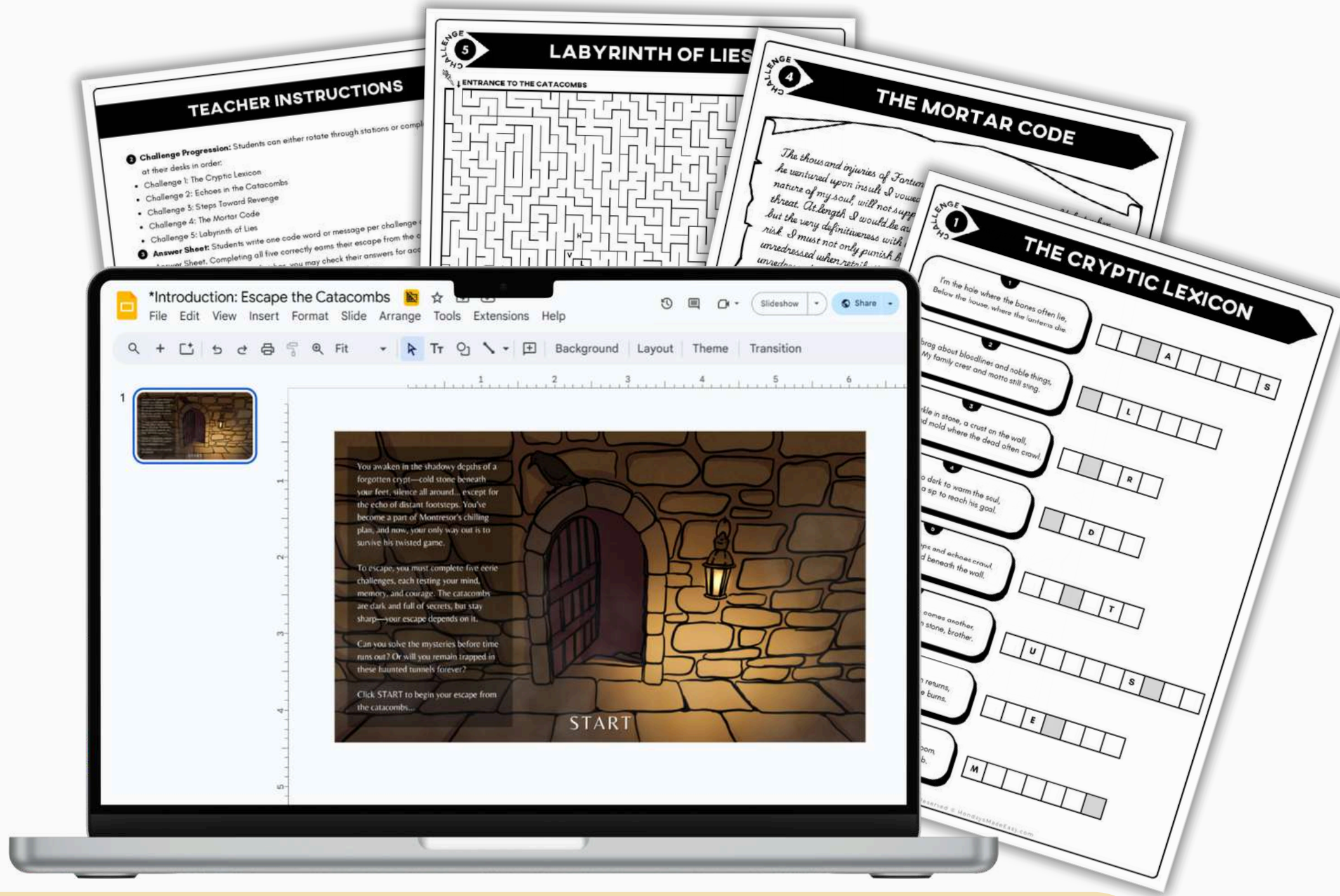


Escape the Catacombs Review Game

This escape room game challenges students to solve 5 chilling puzzles while reviewing their knowledge of Edgar Allan Poe's twisted tale of revenge!



- **Reinforce comprehension and analysis** as students solve five interactive puzzles connected to Poe's characters, plot, and themes.
- **Promote engagement and collaboration** by transforming story review into an immersive escape room challenge with layered literary tasks.
- **Simplify lesson implementation** using ready-to-print task cards, worksheets, student guides, and a complete teacher manual with answers.

Engage students in critical thinking, communication, and problem-solving!

PURCHASE HERE

Included with this resource:



5 Interactive Escape Room Challenges

- Task 1: The Cryptic Lexicon
- Task 2: Echoes in the Catacombs
- Task 3: Steps Toward Revenge
- Task 4: The Mortar Code
- Task 5: Labyrinth of Lies



Student Welcome Guide



Escape Room Challenge Task Cards



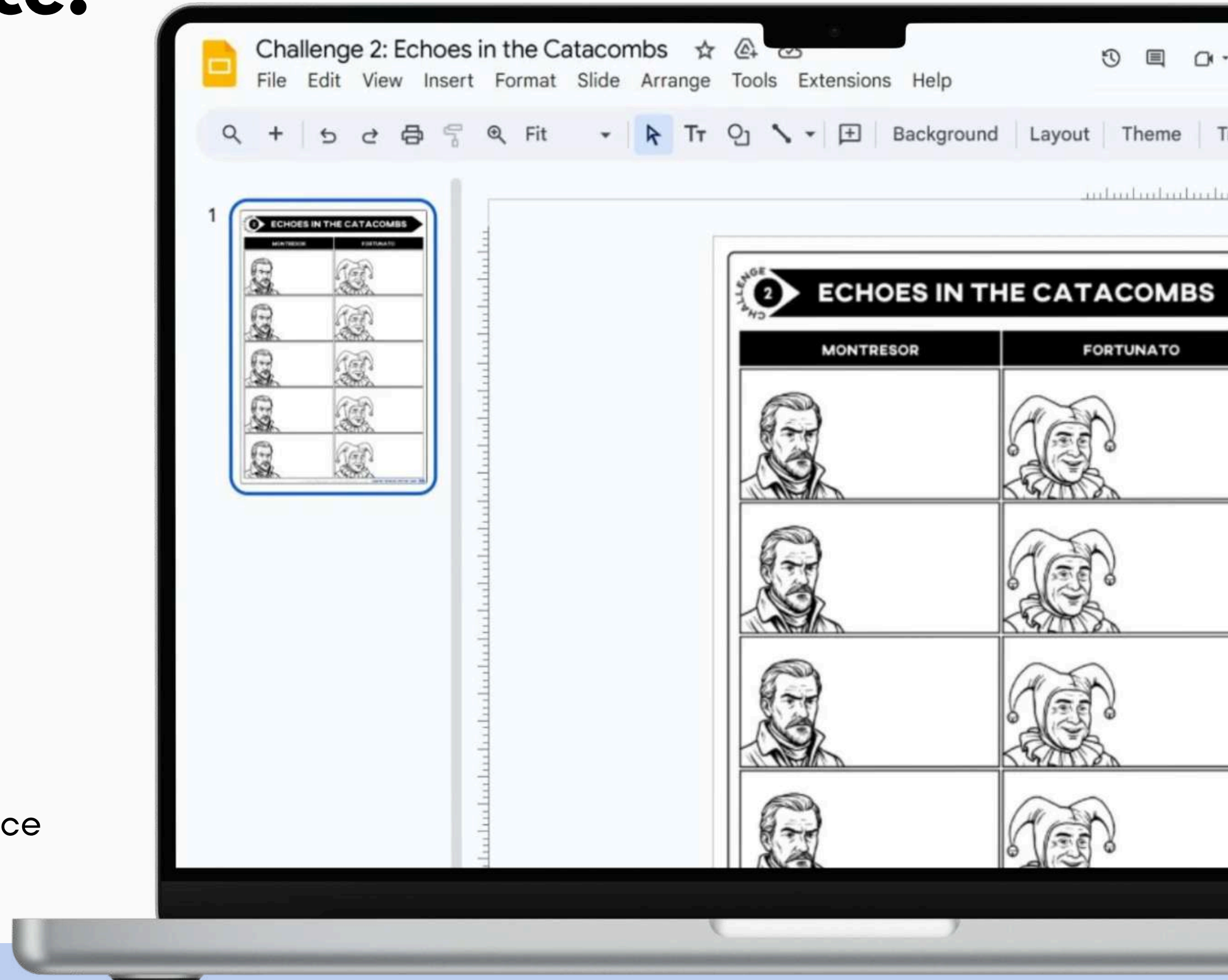
Worksheets for Each Escape Room Challenge



Student Answer Sheet



Teacher Instructions for how to use this resource



Includes Digital Version for Google Drive®

Challenge Students to Escape the Catacombs!

Use this game as a final test review or to consolidate your short story unit!

Yes. For the love of God!

C

CHALLENGE 5 LABYRINTH OF LIES

ENTRANCE TO THE CATACOMBS

CHALLENGE 2 ECHOES IN THE CATACOMBS

MONTRESOR	FORTUNATO

We are a great family, and an old one.

R

MORTAR CODE

Fortunato had hurt me a thousand times and I had suffered quietly. But then I learned that he had laughed at my proud name, Montresor, the name of an old and honored family. I promised myself that I would make him pay for this — that I would have revenge. You must not suppose, however, that I spoke of this to anyone. I would make him pay, yes; but I would act only with the greatest care. I must not suffer as a result of taking my revenge. A wrong is not made right in that manner. And also the wrong would not be made right unless Fortunato knew that he was paying and knew who was forcing him to pay.

I gave Fortunato no cause to doubt me. I continued to smile in his face, and he did not understand that I was now smiling at the thought of what I planned for him, at the thought of my revenge.

ng man, a man to be feared. But he had one great think good wine, and indeed he drank much of it. So he nes, and proudly believed that he was a trained ew old wines well, and I bought the best I could at, wine would give me my revenge!

evening in the spring, when I met Fortunato in e to me more warmly than was usual, for already an was good for him. I acted pleased to see him, f he had been my closest friend.

2-9		11-9		17-2		1-2		18-11	
9-9		12-2		6-1		17-11		20-1	

There seems to be no end to them.

I

CHALLENGE 1 THE CRYPTIC LE

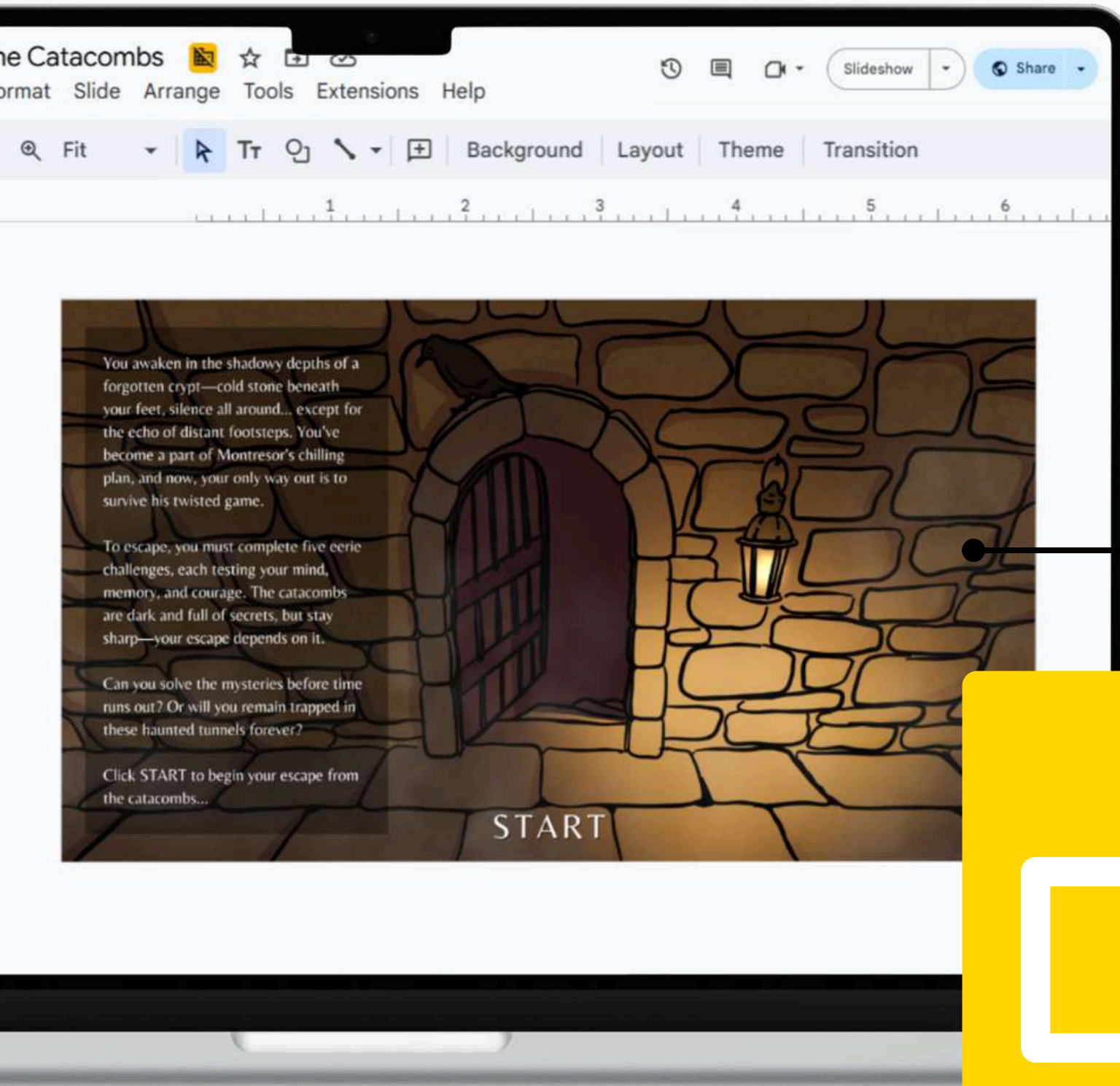
- I'm the hole where the bones often lie, Below the house, where the lanterns die. **A** **S**
- I brag about bloodlines and noble things, My family crest and motto still sting. **L**
- I sparkle in stone, a crust on the wall, Moisture and mold where the dead often crawl. **R**
- A drink so dark to warm the soul, He takes a sip to reach his goal. **D**
- Where silence sleeps and echoes crawl, Deep underground beneath the wall. **T**
- One thing follows, then comes another, Step by step like stone on stone, brother. **U**
- You hurt me once, now pain returns, I settle the score while justice burns. **E**
- With trowel and stone I seal your doom, A wall of death becomes your tomb. **M**

No, my friend, no. I can see that you are not well.

T

Includes 5 Escape Room Challenges

Challenge students' critical thinking skills through tasks like decoding encrypted messages, solving riddles, and identifying speakers from the text



CHALLENGE 3 STEPS TOWARD REVENGE

EVENT #1
EVENT #3
EVENT #5
EVENT #7
EVENT #9
EVENT #11

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CHALLENGE 4 THE MORTAR CODE

Fortunato had hurt me a thousand times and I had suffered quietly. But then I learned that he had laughed at my proud name, Montresor, the name of an old and honored family. I promised myself that I would make him pay for this — that I would have revenge. You must not suppose, however, that I spoke of this to anyone. I would make him pay, yes; but I would act only with the greatest care. I must not suffer as a result of taking my revenge. A wrong is not made right in that manner. And also the wrong would not be made right unless Fortunato knew that he was paying and knew who was forcing him to pay.

I gave Fortunato no cause to doubt me. I continued to smile in his face, and he did not understand that I was now smiling at the thought of what I planned for him, at the thought of my revenge.

Fortunato was a strong man, a man to be feared. But he had one great weakness: he liked to drink good wine, and indeed he drank much of it. So he knew a lot about fine wines, and proudly believed that he was a trained judge of them. I, too, knew old wines well, and I bought the best I could find. And wine, I thought, wine would give me my revenge!

It was almost dark, one evening in the spring, when I met Fortunato in the street, alone. He spoke to me more warmly than was usual, for already he had drunk more wine than was good for him. I acted pleased to see him, and I shook his hand, as if he had been my closest friend.

2-9	11-9	17-2	1-2	18-11
9-9	12-2	6-1	17-11	20-1

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CHALLENGE 2 ECHOES IN THE CATACOMBS

MONTRESOR	FORTUNATO

MondaysMadeEasy.com

Choose From Stations or an Individualized Experience

Foster group collaboration or independent learning with adaptable task cards for station-based or individual approaches

CHALLENGE #1: The Cryptic Lexicon

Instructions:

- Read each of the 8 riddles. Each one hints at a vocabulary word related to "The Cask of Amontillado". Use your knowledge to determine the correct word.
- After solving all 8 riddles, find the first letter of each word and write those 8 letters in order to form a code word.
- Write your code word on the answer sheet under "Challenge 1."

CHALLENGE #2: Echoes in the Catacombs

Instructions:

- Read each quote from the story. Decide whether it was spoken by Montresor or Fortunato. Use the speaker's tone, personality, and motives to guide your answer.
- Each correctly identified quote has a letter. After all quotes are attributed, arrange the letters in order to form a code word.
- Write your code word on the answer sheet under "Challenge 2."

CHALLENGE #3: Steps Toward Escape

Instructions:

- Montresor's plan was carefully crafted. Read all 11 events and arrange them in correct chronological order.
- After placing the events in order, take the first letter of each event description (in order) to form your code word.
- Write your code word on the answer sheet under "Challenge 3."

CHALLENGE #4: The Mortar Code

Instructions:

- Use each code (example: 2-9 = Line 2, Word 9) to locate words from the given text. Write the words on the answer sheet in sequence.
- After all words have been found, arrange them in order to form a code word.
- Write your code word on the answer sheet under "Challenge 4."

CHALLENGE #5: Labyrinth of Lies

Instructions:

- Enter the twisted catacombs and choose your path carefully. Only one exit will lead to your final escape. If you choose the wrong exit, you'll be trapped in the catacombs forever.
- As you move along the correct maze path, collect each letter you pass. Once you reach the exit, use the provided cipher to decode the letters into the final message.
- Write your final decoded message on the answer sheet under "Challenge 5."

→ Each Escape Room Challenge Card contains detailed instructions for students to complete each puzzle!

Includes Answer Key + Teacher Manual