

SHERLOCK HOLMES ESCAPE BOOK

Puzzles,
mysteries,
challenges



SPIELEND
ENGLISCH
LERNEN

Niveau B1-B2
Für Fortgeschrittene



ANACONDA

Can you help Sherlock to escape?



SHERLOCK HOLMES ESCAPE BOOK

Sprachniveau
B1 bis B2

Spielend Englisch lernen

GILLES SAINT-MARTIN

Anaconda

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VORWORT



Du bist Sherlock Holmes, der berühmte britische Detektiv des 19. Jahrhunderts. Allein oder mit deinem Freund Doktor Watson hilfst du Inspector Lestrade und Scotland Yard dabei, alle möglichen Verbrechen zu vereiteln, insbesondere die deines größten Widersachers, Professor Moriarty. Deine bevorzugten Waffen sind Logik und Schlussfolgerungen.

In diesem Buch wirst du nacheinander drei Escape-Spiele lösen müssen. So wird es dir gelingen, Moriartys nächstes Verbrechen zu verhindern. Am Ende eines jeden Escape-Spiels erhältst du die Antwort auf eine der drei fundamentalen Fragen: wo (where), wann (when) und was (what).

Die Rätsel sind in englischer Sprache und orientieren sich an Grammatik und Vokabeln aus der Schule. Dieses Abenteuer gibt dir also die Möglichkeit, zu üben und dabei Spaß zu haben.

Wenn du nicht weiterkommst oder du deine Antworten prüfen möchtest, kannst du die Lösungen am Ende des Buchs benutzen. Dort findest du auch knifflige Vokabeln, die im Fließtext fettgedruckt sind. Du kannst auch zusätzlich ein Wörterbuch zu Hilfe nehmen.

You are Sherlock Holmes, the famous nineteenth-century British detective. Alone or with your friend Doctor Watson, you help Inspector Lestrade and Scotland Yard to foil all kinds of crimes, especially those planned by your main adversary, Professor Moriarty. Your favourite weapons are logic and deduction.

In this book, you will have to solve three escape games one by one. This will allow you to prevent Moriarty from committing his next crime. At the end of each escape game, you will get the answer to one of three fundamental questions: Where?, When?, and What?

The puzzles are written in English and contain grammar and vocabulary that you learn at school. This adventure will give you an opportunity to revise while having fun.

If you get stuck, or if you want to check your answers, feel free to check the solutions at the end of the book.

GOOD LUCK, SHERLOCK HOLMES!



INHALT

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MYSTERIOUS SCOTLAND



You and Watson have decided to visit Scotland. After a long but pleasant trip from London, you arrive at Inverness station.

- *What do you think of the journey so far, Watson?*
- *The Highlands are so peaceful and beautiful, Holmes. I'm sure this will be a relaxing trip, and I really needed it.*

Your first destination is **Loch Ness**, to the southwest of Inverness. As soon as you leave the station, you get into a **carriage** and go to the **loch**. When you arrive, a cold wind and a thick **fog** welcome you, giving the place an **eerie** atmosphere. The place is quiet and there's nobody around.

- *Ah, Watson. Is it the cold or fear that makes you **shiver**?*
- *The only thing that scares me is the **cold I will catch** if we stay here, Holmes!*
- *You're a doctor, you can **treat** yourself!*



- I'm a good doctor, but a bad patient... So, what do you want to do here?

- I'd like to verify a story a friend told me.

- A story?

- Yes, a Scottish man named Mackenzie **reportedly** saw something **resembling a log** or an **upturned** boat in the loch, moving in the water. The object moved slowly at first, then disappeared very fast.

- What a strange story.

- Yes, Watson, and you know I like strange things...

CARRIAGE = KUTSCHE, WAGEN

LOCH = (SCHOTT.) SEE

EERIE = UNHEIMLICH

CATCH A COLD = SICH ERKÄLTEN

TREAT = BEHANDELN

REPORTEDLY = ANGEBLICH,
BERICHTEN ZUFOLGE

RESEMBLE = ÄHNELN

LOG = BAUMSTAMM

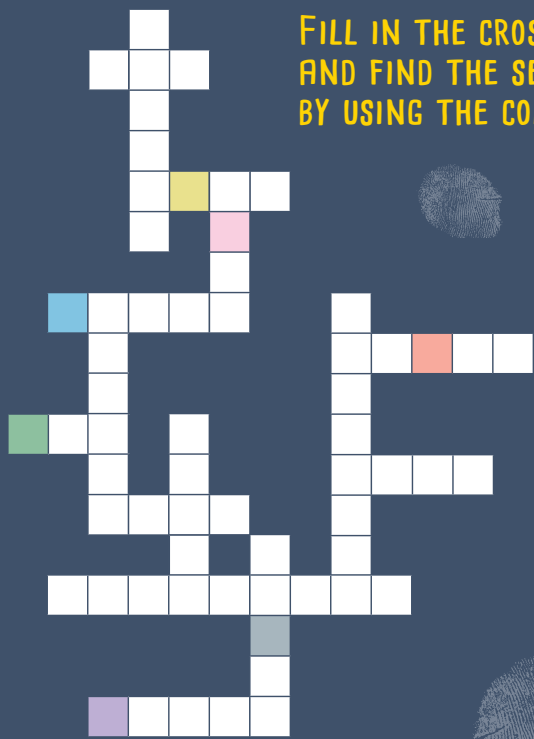
UPTURNED = UMGEDREHT



PUZZLE

1

You look at the fascinating landscape. You think about Mackenzie's story. You wonder what secret Loch Ness might be **hiding**. Watson stays close to you, still **shivering** and saying nothing.



FILL IN THE CROSSWORD GRID,
AND FIND THE SECRET OF LOCH NESS
BY USING THE COLOURED SQUARES.

- | | |
|-------|-----------|
| BAY | HIGHLANDS |
| LONG | RIVER |
| MILES | CASTLE |
| CANAL | NESS |
| SEA | ISLAND |
| LOCH | SCOTLAND |
| DEEP | FRESH |
| | WATER |



THE SECRET OF LOCH NESS:



CLUE N° 1: WHAT IS THE POSITION IN THE ALPHABET
OF THE 6TH LETTER OF THE WORD YOU FOUND?



PUZZLE

2

- You surprise me, Holmes. Do you really believe in monsters?
- Not at all. I believe in the truth, but it can be **hidden** behind a monster.
- Ok, and what do you want to do?
- **Dive** in the **loch**, of course.
- Are you serious? The water temperature is about zero degrees. Look at the ice along the **shore**!
- I'm **joking**, Watson. You're cold enough already.
- So what are we really going to do?
- Let's have a look at the island over there. It's the only one in the **loch**.

On the **shore**, you find a wooden **panel** describing the island. It is in bad condition and some words are unreadable.

COMPLETE THE GAPS IN THE TEXT WITH THE EIGHT WORDS IN THE TABLE BELOW IT, THEN DO THE CALCULATION.

Cherry Island is the only island **A** Loch Ness. The **artificial** island is about 150 yards **B** the shore near the southern end of the loch. The island was originally 160 feet **C** 168 feet across, but is now smaller as the level of the loch was raised when it became part **D** the Caledonian Canal. The increase in the level of the loch caused a natural island called Dog Island **E** be totally **submerged**. A castle stood **F** the island during the 15th century; this was constructed of stone **G** oak wood and was probably used **H** a fortified refuge.

1	2	3	4	5	6	7	8
AND	FROM	OF	AS	ON	BY	TO	IN



CLUE N° 2: DO THE FOLLOWING CALCULATION:

$$A - B + C - D + E - F + G - H = \square$$

PUZZLE
3

- I think the Caledonian Canal that crosses **Loch Ness** is an interesting line to follow, Watson.

- The canal has two ends, Holmes. It's 60 miles long and runs between Inverness and Fort William following the **valley** called the Great Glen. Which way shall we go?

- We arrived at Inverness this morning. It isn't far from here. Let's begin there!

On the way back to Inverness, you decide to stop at Balnain, the village where Mackenzie lives. Unfortunately, he's nowhere to be found. A local man tells you that Mackenzie saw the object in the **loch** a year ago, and that he has been **worried** ever since. Luckily, in a **dustbin** next to his house, you find a **torn** drawing that he made.

RECONSTRUCT THE IMAGE AND FIND THE TYPE OF MONSTER MACKENZIE BELIEVES THAT HE SAW.



THE LOCH NESS MONSTER LOOKS LIKE A



CLUE N° 3: WHAT IS THE POSITION OF THE LETTER "L" IN THE WORD YOU FOUND?