

THE LEGENDARY ADVENTURES OF JOHN

Co-funded by the
Erasmus+ Programme
of the European Union



Escape room

Description

Instructions

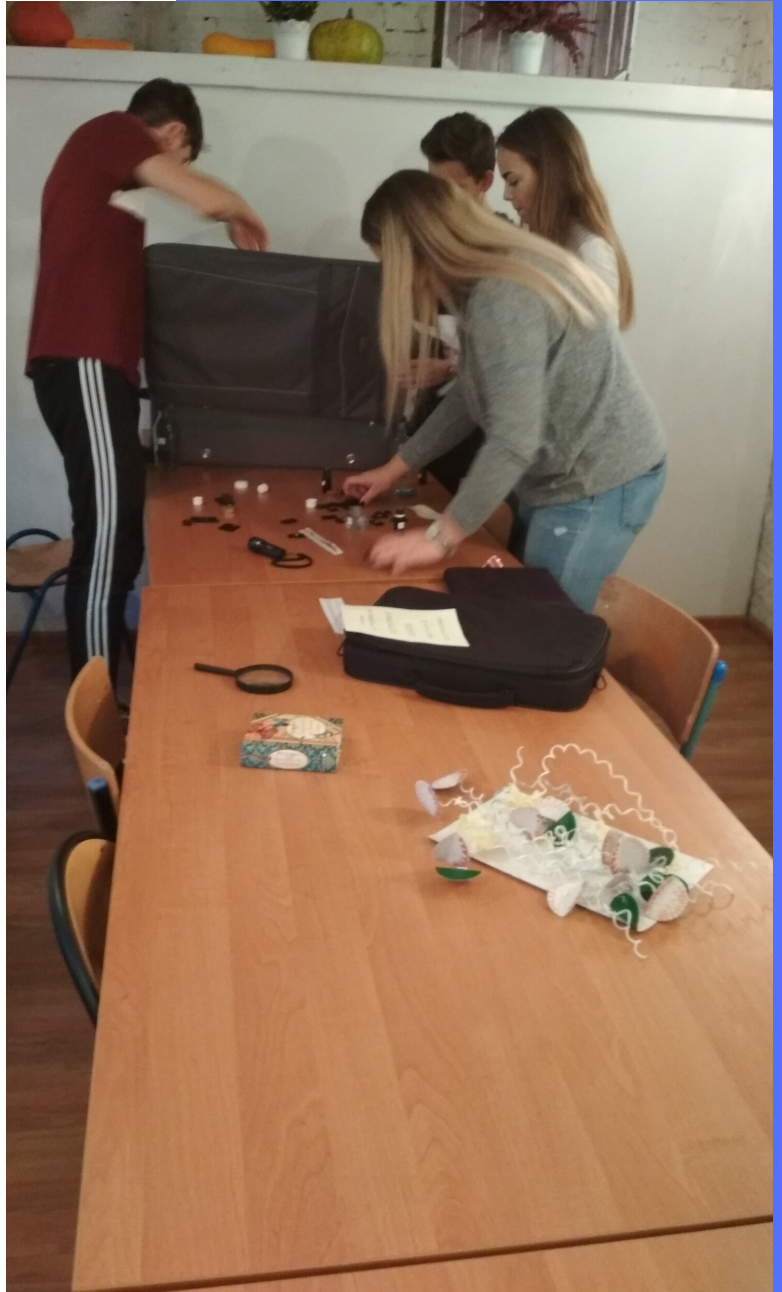
OVERVIEW

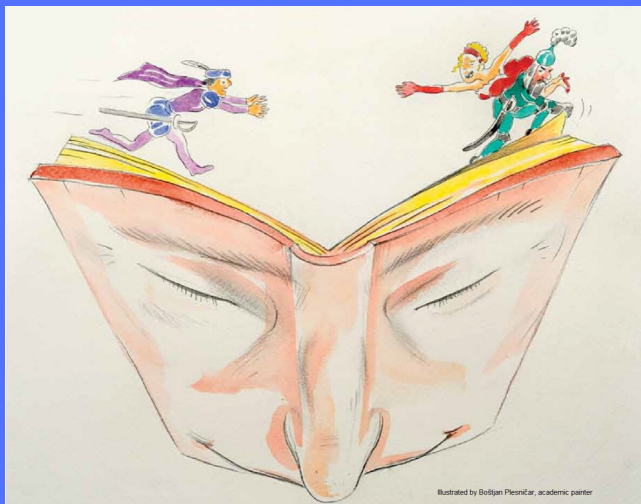
This publication contains the scenario to create an educational escape room, titled "The Legendary Adventures of John".

The scenario was created during "Many Stories, One Conclusion" Erasmus+ training which took place in Poland, 2019. The aim of this escape room is to combine the elements from three legends from three very different culturally countries: Georgia, Poland and Jordan. This escape room was created by the participants from these three countries.

The escape room was tested in Poland, during the MSOC training and in local highschool. We hope that it will be replicated by youth workers and teachers in other countries - this escape room is an easy-to-use game with a lot of educational benefits, such as, improving the group dynamics, enhancing intercultural learning and increasing problem-solving skills.

It is important to add that the MSOC project was funded thanks to Erasmus+ EU support.





CONTEXT OF THE MSOC PROJECT

“Many Stories, One Conclusion” was an Erasmus+ mobility of youth workers project. The main activity during the project was the training for youth workers which took place in October 2019, in Poland (Zatonie). The main objectives of the project were::

EQUIPPING YOUTH WORKERS FROM PARTICIPATING ORGANIZATIONS IN ADVANCED SKILLS, TOOLS AND METHODS OF CONVEYING THE VALUES OF TOLERANCE AND INTERCULTURAL UNDERSTANDING VIA MYTHS AND LEGENDS.

This goal was in line with one of the Erasmus+ priorities - our project indirectly contributed to preventing violent radicalisation of young people, since the the youth workers possessed better skills in preventing radicalisation via promoting tolerance. By "advanced skills, tools and methods of conveying the values of tolerance and intercultural understanding via myths and legends" we mean especially two methodologies which were developed across our project and which the participants gained: method of board game and escape room method.



INCREASING TOLERANCE FOR DIVERSITY IN THE LOCAL COMMUNITIES OF PARTICIPATING ORGANISATIONS.

Thanks to our dissemination activities, not only the participants of the training became more tolerant towards diversity and open-minded, but also all of the local communities of the participating organisations.



SHARING OUR INNOVATIVE METHODOLOGIES WITH OTHER YOUTH WORKERS.

We want to share the scenarios we developed with other youth workers, and since we created this publication. In this way, other youth workers may use our game in their own local communities.

REACHING OUT TO MARGINALISED YOUNG PEOPLE FROM LOCAL COMMUNITIES.

Most of our organisations in the MSOC project operate in disadvantaged areas.



JOINT EFFORT

The MSOC project was a joint effort of 5 organizations. The coordinating organization for the project was Chrzescijanska Sluzba Charytatywna Oddzial Dolnoslaski from Poland and the 4 partner organizations were: Non-governmental organization

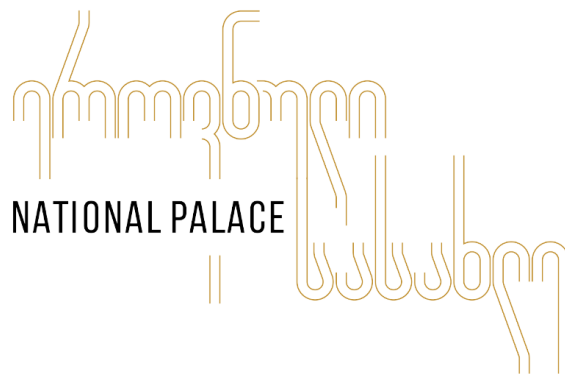
"Generation of changes" from Ukraine; Bait Al-Hikmah Foundation for Youth from Jordan; Drustvo Jasa from Slovenia; National Youth and Children's Palace from Georgia.



ChSCH
Chrześcijańska
Służba Charytatywna



مؤسسة بيت الحكمة للتنمية الشبابية
Bait Al-Hikmah Foundation For Youth



THE MSOC TRAINING IN POLAND

The Many Stories, One Conclusion training for youth workers took place between 11.-20.10.2019 in Zatonie, Poland.

During this training, the participants shared their myths and legend from their countries. This is where the title of the project stems from - we have many stories - myths and legends, but most of them have common, universal conclusions. Most of the legends/myths talk about values such as love, existence of evil, existence of the good, being brave, social rules, etc.

The next stage of the training was working on creating escape room scenarios and board game scenarios - both of them were supposed to convey a chosen legend/myth. One of the group of participants decided to create an escape room about the 3 legends - one from Jordan, one from Poland and one from Georgia.





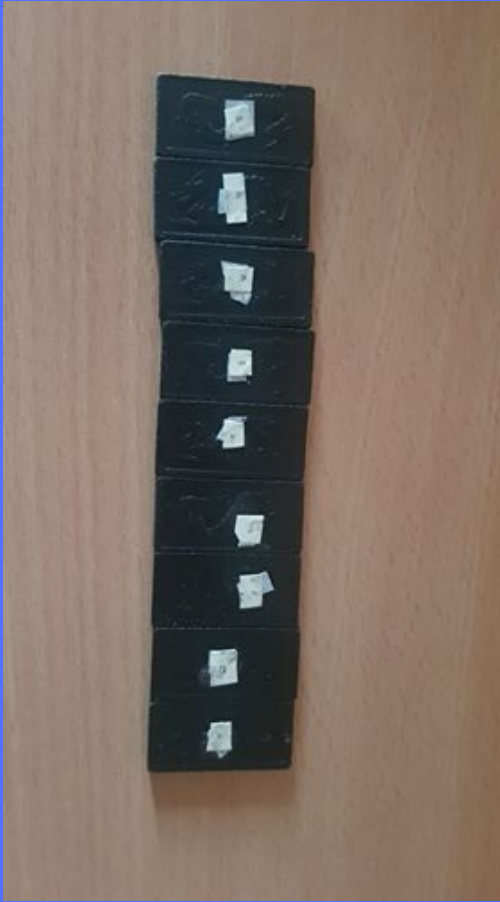
ESCAPE ROOM

The Legendary Journey of John

This escape room was designed by Jolanta Kozyra, Kalina Talejko, Liana Buziashvili, Maymoona Hasan and Mu'awya Hasan.

This escape room is designed for 4-5 to play at the same time. This number of players enables an optimal group dynamic during playing. The main educational goal of this escape room is to introduce legends from 3 different countries, as well as teaching collaboration (the participants need to have a high degree of collaboration while solving the puzzles from the escape room).

The escape room is based on three legends: the Fern Flower Legend from Poland the Bloody Leg Man legend from Jordan and the legend about establishing Tbilisi, from Georgia. The main narrative is the main character's - John's journey in order to find a fern flower, he meets on his way obstacles from other legends..



WHEN THE PARTICIPANTS ENTER THE ROOM...

The room is full of hidden pieces of domino. Some of them has, strange, little, almost invisible letters on their backs. There is also the braille alphabet lying somewhere. There are some branches with one domino with the letter hidden between them and the piece of paper with the description of the first obstacle:

The trees were laying down on the path, blocking the way of John. All of them seemed to be mighty and tall but once he past it they turned into thiny branches.





BESIDES THE BRANCHES...

Beside that there are some stones with the description of the second obstacle:



Heaps of sharp stones were falling at John's feet.

ANOTHER OBJECT IN THE ROOM...

There is also a puppet hiding some dominos and message about the third obstacle::

Snakes were hissing all around and lizard were running through the grass.
John was terrified.





IN FRONT OF THE ENTRANCE...

In front of the entrance there is a drawing of John (young man) wearing white shirt, red belt, linden slippers and a hat with peacock feather. On the reverse of the image there's a writing:

John left his home to look for the fern flower.
He went to the dark forest.

NEXT TO THE DRAWING...

Next to the drawing there's a clock which shows the midnight (it's better to leave number 6 clear but we used the clock that had been already marked).



MEANWHILE ON THE TABLE...

On the table there's a book with wise sentences for each day. The page of 23 of June is bent on the corner in order to be a hint for the players.

Somewhere around there is also a recorder. When you will turn it on, you will hear the sentence from the page of 23 of June translated into English.

At this point, once they reflected over the connection between the two object, the participants are meant to discover the code 236 which open the lock of the first box.



This is one the most famous myth in Jordan, the history of Abo Rejel Maslwkha – the man with the scary leg with no skin. His leg keeps bleeding since Abo Rejel Maslwkha has been bitten by wolf.

Jordanian parents used to scary their children saying that Abo Rejel Maslwkha will come to them if they don't go to sleep and don't turn the light off. So will you be good kids? If yes, you know what to do.

INSIDE THE FIRST BOX...

When they open the first box there are some dangerous plants „attacking” the players. There are also:

- magnifying glass (that may be useful to see the small letters on domino);
- some pieces of domino (with and without letters);
- the description of one of John's obstacles (written below);
- part of the Jordanian legend (see on the right).

Huge, aggressive plants were entangling John's body. He couldn't break free until he cut them.



AFTER THE LEGEND

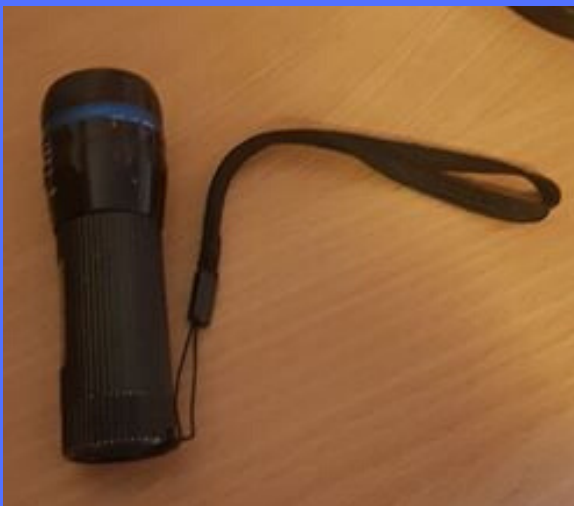
After having read the Jordanian legend the players are meant to guessed that they should turn off the light.



IN THE DARKNESS

Once they have turned off the main light they notice a new source of light coming from the hidden torch (one of the best hideouts in order not to make it visible before the light will be turned off is chandelier). Under the torch there's the piece of paper with the description of the next obstacle:

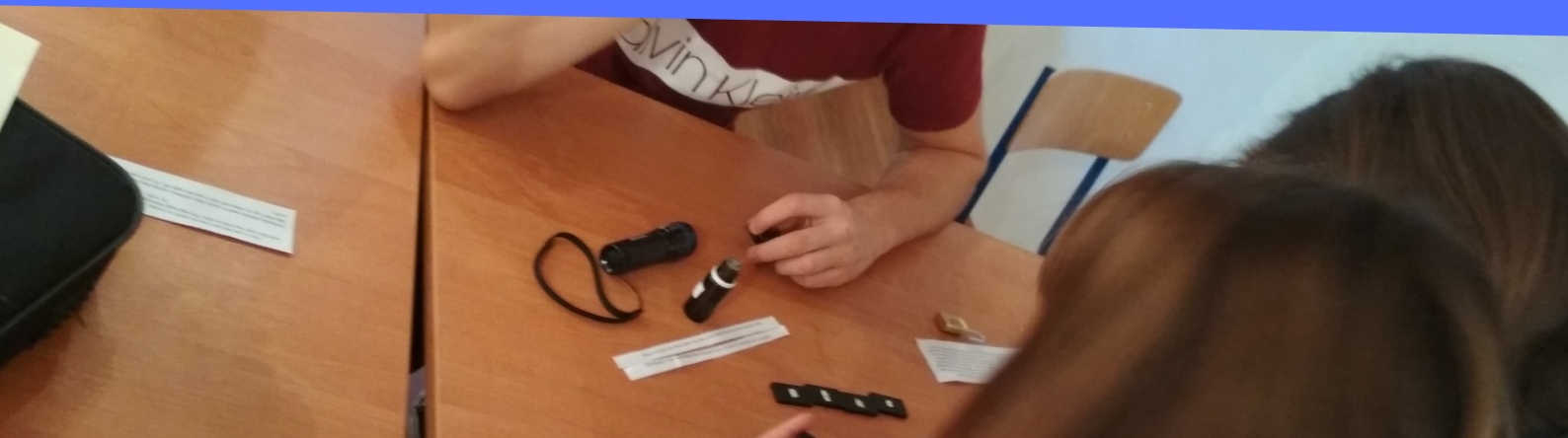
Wild animal's eyes were staring at John from the distance.
He didn't want to fall prey to predators.



THE TORCH...

The beam of torch's light is pointing the place where there is a hidden message (below). (And the writing in braille 26_7)

John couldn't stand the smell of mint and that night the *mint* was growing everywhere.





BOTTLES...

On the shelf there are some bottles (similar to the ones of essential oils) one of them smells like mint. There are black text and Braille numbers on each of them. The bottle with mint is number 3.

MINT...

The numbers in Braille from the description of the obstacle with mint connects to the number from the bottle and give the code 2637 which allows to open the lock of the second box.



This is the legend of Tbilisi, the Capital of Georgia. The present-day territory of Tbilisi was uninhabited and covered by forest as late as 458 AD, the date medieval Georgian chronicles assign to the founding of the city by King Vakhtang I Gorgasali. According to one account King Vakhtang Gorgasali went hunting in the heavily wooded region with a falcon. The king's falcon caught a pheasant, but both birds fell into a nearby hot spring and died. King Vakhtang was so impressed with the discovery that he decided to build a city on this location. The name Tbilisi derives from the Old Georgian word "Tpili", meaning warm. The name Tbili or Tbilisi ("warm location") therefore was given to the city because of the area's numerous sulfuric hot springs.

INSIDE THE SECOND BOX...

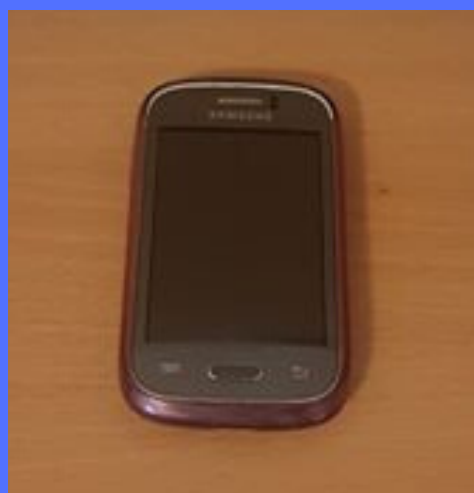
- the Georgian legend with underlined the surname of the king (Gorgasali) (on the right);
- Georgian alphabet (below);
- the description of one of the obstacles (below);
- some pieces of domino (with and without letters).

ა	ბ	გ	დ	ე	ვ	ზ	თ	ი	კ	ლ
a	b	g	d	e	v	z	t	i	k'	l
[a]	[b]	[g]	[d]	[e]	[v]	[z]	[tʰ]	[i]	[kʰ]	[l]
მ	ნ	ო	პ	ჟ	რ	ს	ტ	უ	ფ	ქ
m	n	o	p'	zh	r	s	t'	u	p	k
[m]	[n]	[o]	[pʰ]	[ʒ]	[r]	[s]	[tʰ]	[u]	[pʰ]	[kʰ]
ყ	შ	ჩ	ც	ძ	წ	ჭ	ხ	ჯ	ბ	გ
gh	q'	sh	ch	ts	dz	ts'	ch'	kh	j	h
[ɣ]	[qʰ]	[ʃ]	[tʰʰ]	[dʒ]	[tʰʰ]	[tʰʰ]	[x]	[dʒ]	[h]	[h]

The area where John was walking was wet and muddy. The swamp was about to soak him up.

THE PHONE...

At this point the players are meant to discover that the letters on the domino comes from the Georgian alphabet an put together create the surname of the Georgian king (Gorgasali). If you flip the writing made of domino, you will see the code of 11 numbers which will unlock the phone that was laying somewhere around (watch out, there are more than one possibilities!).



THE CODE

The code would be 7-3-0, because there were 7 obstacles, 3 legends and midnight is „0“. That message gives all the informations needed to open the third box that contains:

- the key to get out of the room.
- and the rest of John's story (below):



FINAL CLUE

Once you have unlocked the phone you will notice the recording called „Hello John“ saying:

You've found all the obstacles that John met on his way. You've discovered all the legends. And on the clock there is still midnight.

The flower said: You've taken me, I am your happiness, but remember: Who has me, can and has everything, that he wants, but can't share anything with others. John was so happy, that he didn't mind this words. He thought, that the most important is the fact, that he would be happy and rich. Going back to his home, John was thinking about the goods, that he could ask for. He dreamed about the palace, beautiful and expensive clothes, servants. Soon after he had thought about it, he saw a palace with huge garden and a group of servants. He also realized that he was wearing expensive clothes. He had everything that he needed and even dreamed about. The only problem was, that he hasn't meet any friend there, all the people were strangers. In the palace there was a vault with gold, precious jewellery, diamonds. John thought that he would like to give some of them to his poor family, but he knew that he mustn't do it. John had a lot of money and other goods. He was buying more and more, but becoming less and less happy. His life was boring, and lonely. John was missing his family, although he had all the goods on Earth. He really wanted to see his parents again and support them, spend time with them. John was afraid, but decided to visit his home. He realized that the house is a damaged, the family is very poor and suffer from illnesses. Nobody recognized him. Nobody could believe, that he had changed so much and forgotten about them. Although he wanted to, he wasn't able to help them in any way, to share his goods with them. Otherwise, he would have lost everything. John visited his family three times. The last time was the hardest for him. The members of his family died in suffering, poverty and loneliness, without hope. He realized that he was responsible for it. John said: They died because of me, so I also should die. As soon as he had said it, he disappeared under ground.

There is no happiness for the men, if he can't share his goods with nobody.

