



escape room and board game scenario

fern flower

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“

Jack continued on his winding journey through the forest until he came across a massive fern in the middle of a clearing. He noticed a tiny, radiant **flower** growing on a leaf of the fern.

”

The Fern Flower Legend

(retold by Kaja Zielińska:

<http://worldstories.org.uk/stories/the-fern-flower/english/>)



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context of the project

The "Fern Flower" Escape Room scenario and the Fern Flower board game were designed by the participants of the Erasmus+ project titled "Many Stories, One Conclusion".



"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:

1) 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 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.

2) 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.

3) 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 escape room and the board game in their own local communities.

4) Reaching out to marginalised young people from local communities.

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

"Thanks to all partner organizations and participants of the MSOC project."

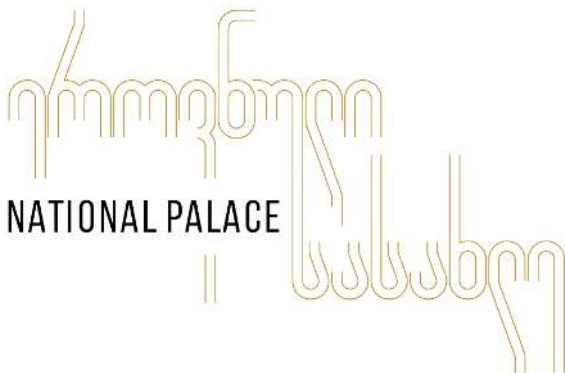
The MSOC project was a joint effort of 5 organizations. The coordinating organization for the project was Chrzescijanska Sluzba Charytatywna Oddzial Dolnoslaski from Poland and the 4 partner organizations were: Non-governmental organization "Generation of changes" from Ukraine; Bait Al-Hikmah Foundation for Youth from Jordan; Društvo 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. Two groups of the participants chose to make their tool about the legend of "Fern Flower" which is famous both in Poland and Ukraine.



The Fern Flower legend



SOURCE: [HTTPS://EN.WIKIPEDIA.ORG/WIKI/FERN_FLOWER](https://en.wikipedia.org/wiki/Fern_flower)

Tradition

According to the myth, this flower blooms for a very short time on the eve of the summer solstice (celebrated on June 21 or sometimes July 7) The flower brings fortune to the person who finds it. In various versions of the tale, the fern flower brings luck, wealth, or the ability to understand animal speech. However, the flower is closely guarded by evil spirits and anyone who finds the flower will have access to earthly riches, which have never benefited anyone, so the decision to pick the flower or leave it alone is left up to the individual.

Blooming ferns

In fact, ferns are not flowering plants. However some experts think that the flowering fern myth has roots in reality. In the past, the grouping of plants was not as exact as modern taxonomic ones. Numerous flowering plants resemble ferns, or have fern-like foliage, and some of them indeed open flowers during night time. Also, certain true ferns, e.g., *Osmunda regalis* have sporangia in tight clusters (termed "fertile fronds"), which may appear in flower-like clusters, and as a result, they are commonly known as "flowering ferns".

● THE LEGEND (source: <http://worldstories.org.uk/stories/the-fern-flower/english/>) ●

Jacus (Jack) was a young boy from a poor family and he wanted to be rich. He did not care about things which he could get simply by reaching out his hand. Instead, he wanted things which required a great effort to obtain. Once, when everybody in the village was sitting around the bonfire, he heard the elder of the village telling the legend of the fern flower. He learned that the one who would find it would have everything he had ever wished for; but he will not be allowed to share his wealth with others or he will lose everything. Still he decided he will find it. He would go to the forest on mid-summer night as many years as needed to obtain the Fern flower.

When he went to the forest he knew very well, it looked strange and changed. Trees appeared much taller and wider, bushes so thorny and thick, and he could barely walk around them. And there were terrifying blue, red, yellow and green eyes watching from the darkness. He kept on walking because he knew this was all to prevent him from finding the fern flower. ●

The Fern Flower legend



Some time later, Jack came across a marsh in the middle of the gloomiest, dampest part of the forest. There was no way around, and when Jack tried to put his foot into the water he almost sank to the bottom. Eventually he noticed very small clumps of grass so he jumped from one clump to the next until he had crossed over to the other side.

Eventually he came across a massive fern in the middle of a clearing. He noticed a tiny, radiant flower growing on a leaf of the fern. The flower had five golden petals, and in its centre something like an eye that flickered and glowed against the darkness of the night. He reached out very slowly, but just as he was about to touch the flower, the rooster crowed and there was a bright flash of light and the flower disappeared.

Next year the adventure almost repeated itself. The third year forest looked normal, just like it did in the daytime. Jack looked for the flower but could not find it anywhere. Then, quite suddenly, he noticed it. Jack reached out and finally touched the mythical flower before the rooster could crow.

The flower burnt his fingers as if the petals were on fire! But Jack did not let go. As he put the flower inside his jacket, he heard a quiet voice say to him, 'now you can have anything in the world you have ever wanted, but you may never share your happiness with another soul.' The Fern Flower was finally his, and he was going to have his every wish fulfilled.

When Jack reached the edge of the forest he should have been able to see his cottage, but instead he saw a palace in the middle of a large kingdom. This was something Jack had always wished for. Jack lived what many would call a happy life, but although the young boy had everything his heart desired, he was very bored without his family and friends and so became a cruel and wicked king who treated his subjects unfairly.

One day, he decided to visit his mother because he missed her so much. But she did not recognize him. She was convinced he was dead because if alive he would share the wealth and happiness with his family. Jack reached to his pocket for gold, but quickly realized he would lose everything if he was to share it.

Jack returned to his castle trying to forget his old life, but he could never erase the look of sadness on his mother's face. He returned home next year only to find his mother very sick and his father dead. He felt a great guilt and fear come over him. He wanted to share his gold for it could pay the doctor - but again remembered he would lose everything. He reasoned that his mother was old and would not suffer for long.

The Fern Flower legend



Again he returned home only to be haunted by images of his sick mother and his poor brother. The time was passing by he felt very lonely. He realized how useless his wealth really was if he could not share it with friends and family. Gradually he lost weight and his health was getting poor.

One day he realized he must return to his family, but when he came there the old cottage was empty and everyone had died. He began to cry over his loss. He was the boy who could have anything he wished for, but what good was that if he did not have his family or friends around to share in his happiness? Jack wished he was dead because he could not bear the thought of being alone any longer. Suddenly the ground opened up beneath his feet and Jack vanished into the darkness below, the mythical Fern Flower still clinging to his cold heart after fulfilling the young boy's final wish.



escape room

about the Fern Flower legend

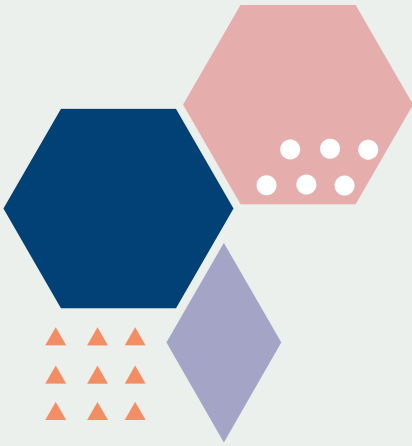
The scenario was designed by Asmat Gvazvava, Daria Wróblewska, Metka Erjavc and Tanja Mojzer. That is to say: Polish-Georgian-Slovenian collaboration :)

If you want to create the same escape room for your youth you are working with, to begin with, you will need the following materials:

- double-sided tape
- scissors
- color paints, markers & brushes
- liquid glue
- cutting knife.

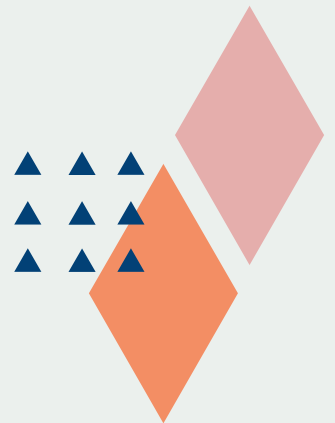
What is more, you will also need the following materials:

- wooden plate (for fireplace)
- sticks + stones
- cardboard
- colored paper
- 12 wooden blocks: 37 x 37 x 20 mm
- photos (attached)
- 2 number locks
- suitcase
- modeling or salty dough
- picture of forest on a wall



items you need to manufacture

- map in 7 pieces (puzzle)
- 7 clues for the map - tokens
- wooden block puzzle
- 5 jars with different liquids
- poster
- pictures of the forest
- fireplace
- cardboard house





MAP IN 7 PIECES

The map is attached in the "printouts" sessions of this document. You can print it in colour, or, alternatively, you can create your own map. Remember that the map needs to include the following elements: Forest, Fern flower, Home, Water, Old lady, Fire, Treasure.



7 CLUES FOR THE MAP

TOKENS

The 7 tokens are attached to this document, in the "printouts" section, you can print them and use them, or alternatively, if you decide to draw your own map, remember that the 7 tokens must be the puzzle pieces for the map.



WOODEN BLOCK PUZZLE

- 12 wooden blocks: 37 x 37 x 20 mm
- Images for puzzle are in "printouts" section, print them
- Glue the images to opposite sides of blocks put together and then cut. Front & back of the puzzle (height 148 mm, width 113 mm): Rusalka & Happy children. Cut the puzzle after gluing the image.
- Turn upper 3 blocks with bottom side up and repeat with every block row to get new surface 83 x 148 mm large and apply meadow and fern images to opposite sides. Cut the puzzle after gluing the image.
- Return block to front position, and turn the left column of blocks with right side up and repeat with all block columns. Apply the Aged woman image and a blank paper. On the blank paper write with your hand: "Do you choose toys over family?". Cut the puzzle after gluing the image.



5 JARS WITH DIFFERENT LIQUIDS

The 5 jars can include the following liquids:

- juice
- coffee
- water
- real clue - herbal tea
- fruit tea

Instead of liquids you can use smells of orange, coffee, water :-), mixed herbs, apple or similar. Make sure that fake numbers on are not confused with the lock solution.



POSTER

Make a poster representing children dreaming of modern days treasures. You can just simply print the pictures, attached in "printouts" section of this document.



PICTURE OF THE FOREST

With double back or a pocket on back side (you hide a token here).



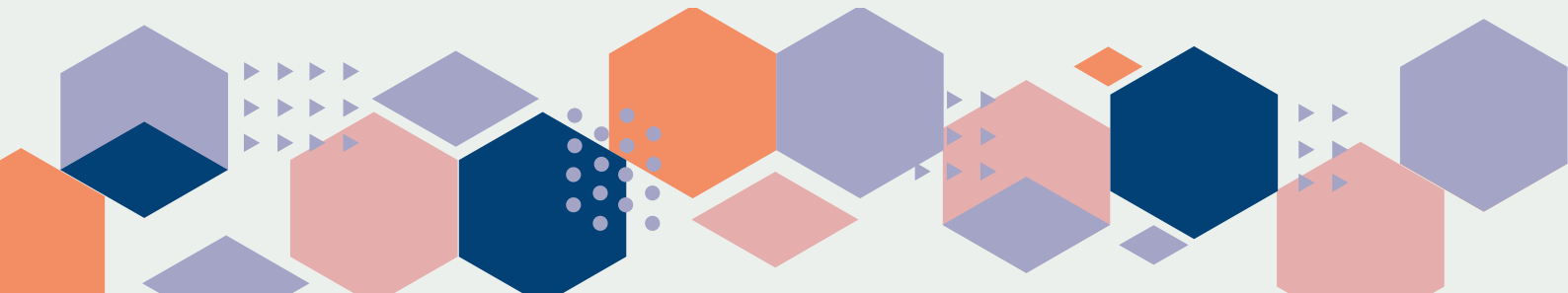
FIREPLACE

Make it of a wooden plate, stones and sticks. Put the piece "Fire" of the map on the bottom, No token goes under the fireplace since it is too small and could be missed very easily. Completely cover the map with stones. Children will find it, with no hint. Photo attached.



CARDBOARD HOUSE

It has to be big enough to put fake paper coins inside. The door has to open. Also put a hint inside.





clues and solutions

1st lock clues:

For the first lock, you will need the following clues. Make them out of modelling dough or paper:

- 1 yellow flower
- 8 green leaves
- 3 red roses
- 2 blue clouds

Put these clues on a shelf, together, easy to see.

Make sure that there are not some regular items in similar colors in the room, for they could be a big distraction.

There are real clues and fake clues.



1st suitcase + Lock no. 1: colored lock

- 1 - yellow -> 1 yellow flower, represents the Fern flower
- 8 - green -> 8 green leaves, represent the thick forest
- 3 - red -> 3 red roses, represent the 3 times that Jacus went to visit his family after getting rich and the pain he felt
- 2 - blue -> 2 blue clouds, represent 2 different dreams that people have; either you dream of big family or you dream of being rich.

If you have another colored combination, you should make the proper amount of appropriate colored natural things, because the whole story connects with nature as well. Best to use natural materials like salty dough, paper, wood or similar.

Inside the suitcase - 1st suitcase must contain following clues: 2 pieces of block puzzle (With old lady's message) 2 pieces of map (Home, Water) Treasure & Old lady Tokens, fake coins





POSTER

Poster should make children think of all the toys and material stuff they wish for in their lives.

WRITTEN CLUES

Use capital typography so children can read.
DO YOU PREFER WEALTH OVER FAMILY?
Children should find this inside the house, which represents warmth of family, and eventually chose family - House token on the map, which is the real clue.



CARDBOARD HOUSE

TIP: Do you prefer toys over family?
Fern flower token fake coins.
Put the House token under the house.

THE SOLUTION

The goal is to obtain all 7 pieces of map and put it together. One must also find all 7 tokens with numbers. When put on the right place on the map and flipped over one can see 4 number written with ciphers (2, 3, 7, 8) and 3 numbers written with letters (zero, one, six).

When children collect all pieces of map and put it together, they can see the path. On map there are some blank spots and when they have to cover those with appropriate tokens. When tokens turned around, some have number written in digits and some with letters.

There is 3 digit lock left to unlock, and three tokens have numbers written with letters so there are to be used. When they follow the path children travel from picture of forest along the water and to the old lady - or grandma, who tells the truth (one - jeden). Then the path leads to fire (zero), which cleans your soul so it's real clue. From there to fern flower and treasure and finally home (six). So the final solution to the 2nd suitcase lock following the path on the map is given: 106. **In the suitcase - the key to escape from the room!**

Where to hide clues?



PARTS OF THE MAP

1. FOREST -> BEHIND BLINDS
2. FERN FLOWER -> INSIDE OR BEHIND A PILLOW
3. HOME -> INSIDE 1ST SUITCASE
4. WATER -> INSIDE 1ST SUITCASE
5. OLD LADY -> ON TOP OF A WARDROBE
6. FIRE -> FIREPLACE
7. TREASURE -> IN A DRAWER

BLOCK PUZZLE (OLD LADY)

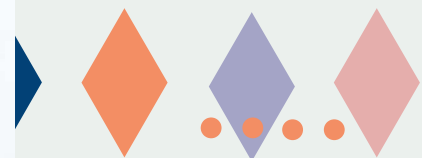
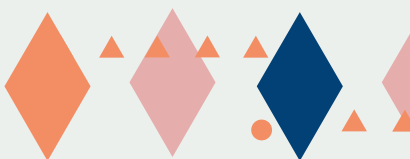
1. ON A SHELF
2. IN A DRAWER
3. IN A DRAWER
4. BEHIND SUITCASE
5. IN 1ST SUITCASE - A PIECE WITH OLD LADY MESSAGE
6. IN 1ST SUITCASE - A PIECE WITH OLD LADY MESSAGE
7. IN HOUSE
8. ON A SHELF
9. ON A SHELF
10. ON TOP OF WARDROBE
11. ON TOP OF WARDROBE
12. IN WARDROBE



TOKENS

TOKENS ARE DOUBLE-SIDED. ON ONE SIDE THERE IS DRAWN A PIECE OF MAP AND ON THE OTHER THERE IS A NUMBER. NUMBERS WRITTEN WITH OTHERS ARE FAKE CLUES AND ONES WRITTEN WITH WORDS ARE TRUE CLUES.

1. FOREST + 7 - FAKE CLUE, BECAUSE FOREST WAS THICK AND WOULD NOT LET JACUS ENTER → BEHIND FOREST PICTURE
2. FERN FLOWER + 2 - FAKE CLUE, BECAUSE THE FLOWER GAVE HIM ALL THE WEALTH, BUT NOT THE MOST IMPORTANT PART OF LIFE → IN THE HOUSE
3. HOME + SIX - REAL CLUE, BECAUSE IT IS THE REAL TREASURE OF LIFE → UNDER THE HOUSE
4. WATER + 3 - FAKE CLUE, BECAUSE THE RISING WATERS PREVENTED JACUS FROM ENTERING THE FOREST → ON WATER GLASS
5. OLD LADY + ONE (JEDEN) - REAL CLUE, BECAUSE AN OLD LADY CAN REPRESENT GRANDMA, WHICH WILL LOVE AND PROTECT YOU AND TELL YOU STORES → UNDER A TABLE OR IN THE 1ST SUITCASE TO MAKE THE GAME HARDER
6. FIRE + ZERO (ZERO) - REAL CLUE, BECAUSE BY OLD TRADITIONS FIRE CLEANS YOU → UNDER A JAR OF DARK LIQUID (COFFE)
7. TREASURE + 8 - FAKE CLUE, BECAUSE THIS IS THE WRONG GOAL FOR LIFE SINCE AIMING FOR MORE AND MORE MONEY TAKES TIME AWAY FROM YOUR FAMILY AND FRIENDS AND WITHOUT THEM YOU CAN BE THE LONELIEST PERSON ON EARTH → WITH COINS IN 1ST SUITCASE





some tips for you

about setting the escape room

Make it easy

If you want to make escape room easy, you do not put any important clues inside first suitcase.

Make it hard

If you want to make things hard you should put one of the above token (Grandma, Fire and Home) into the first suitcase. Like this children have to unlock this or they cannot escape.

Put one piece of wooden block with Old lady's message into first suitcase.

Items that can be destroyed

Children explore and play and it is the only logical thing that some pieces will be damaged:

- tokens
- house
- poster
- pictures for decoration

Additions & improvements

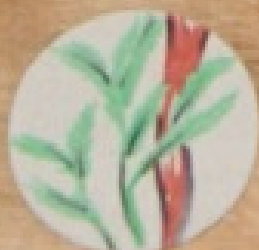
Make another helping clue "Do you have all 7 pieces of map?"

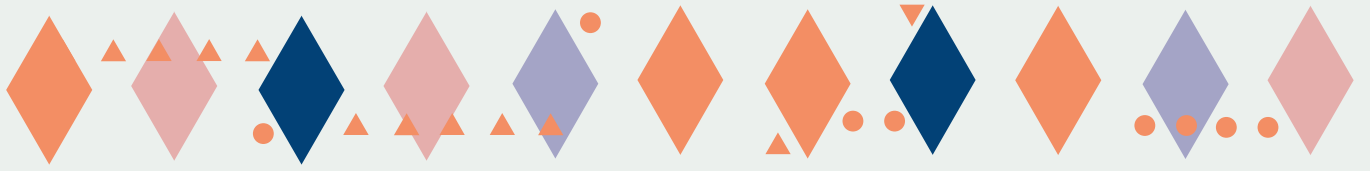


Feedback

For further info please contact
jasa@onezimosvet.si

Also if you use or reconstruct this
escape room, please send photos and
a notice of your experience to our
jasa@onezimosvet.si address. You will
make us very happy!





Printouts to use in the escape room

Use them for the map, tokens,
poster, picture of the forest and
the brick puzzle































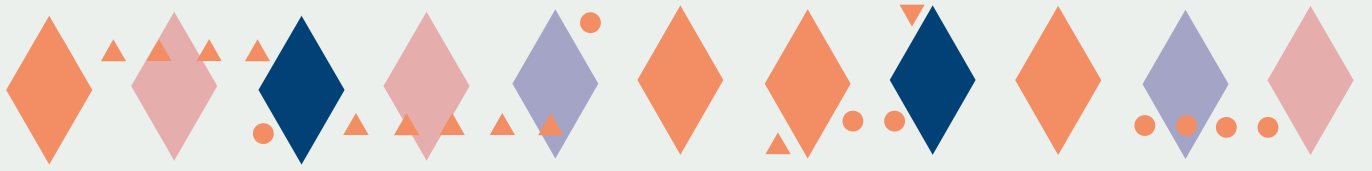






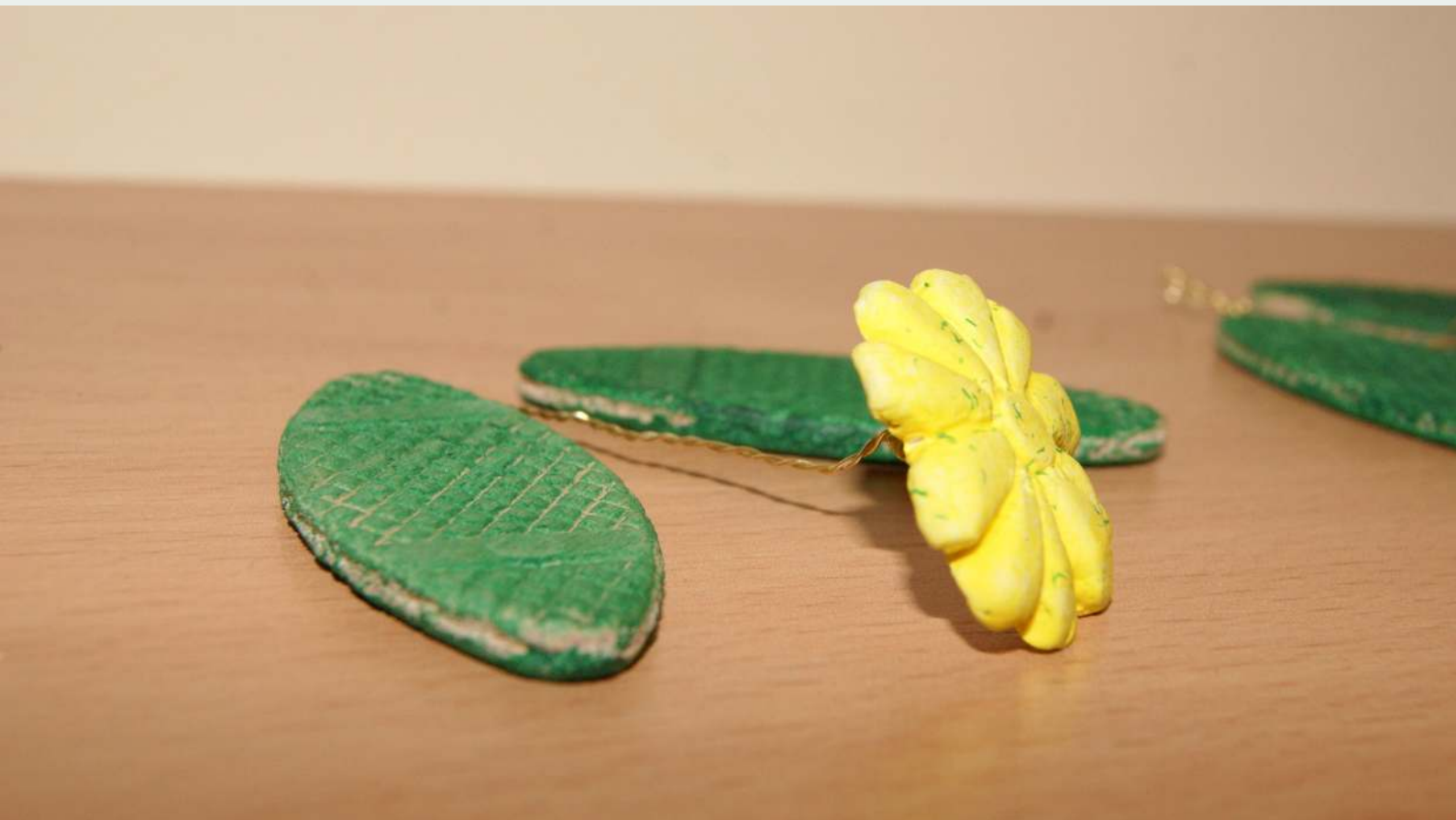
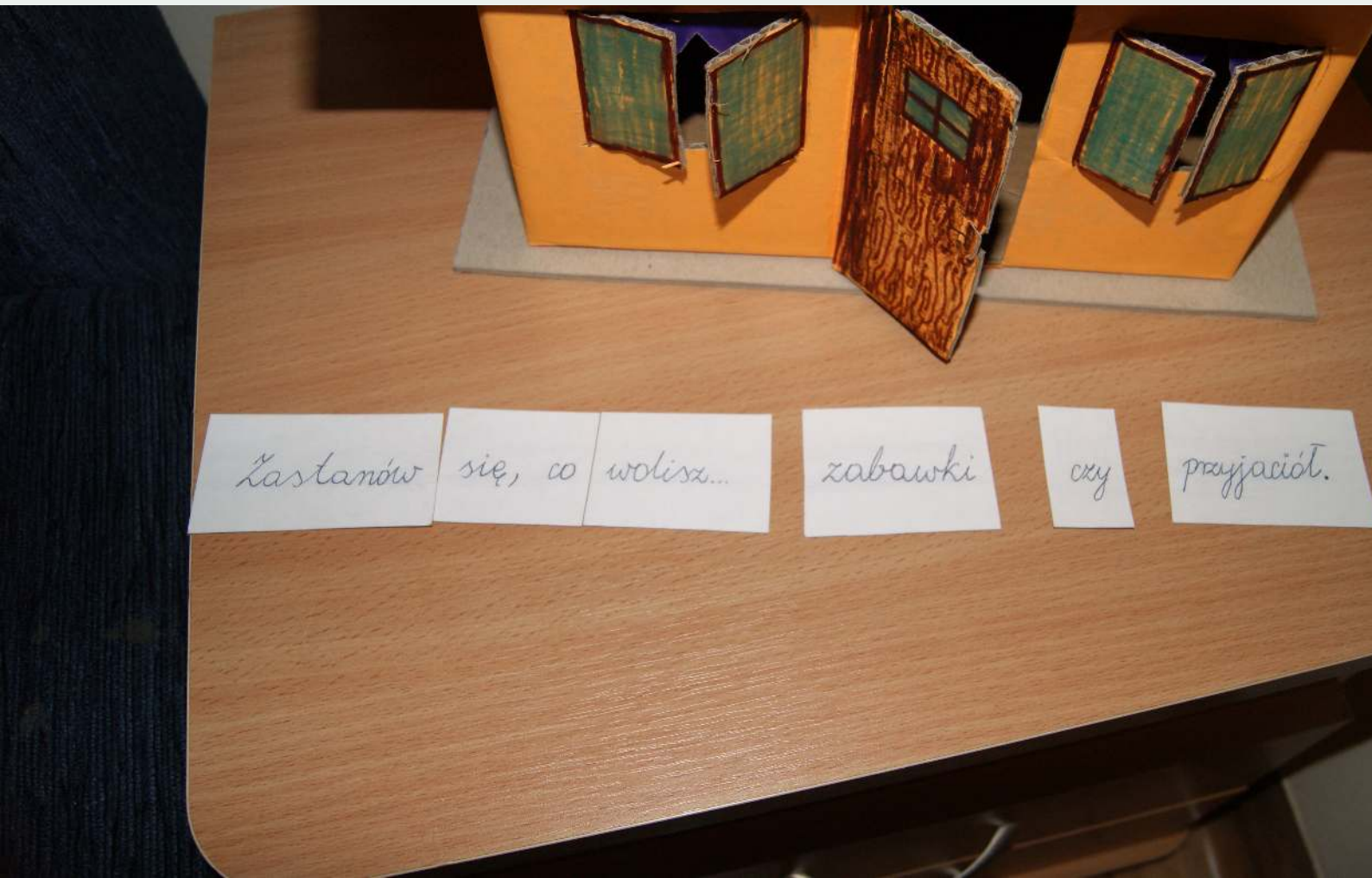
Do you choose toys over family?

(Translate to your language)



Photos of all the elements from the escape room







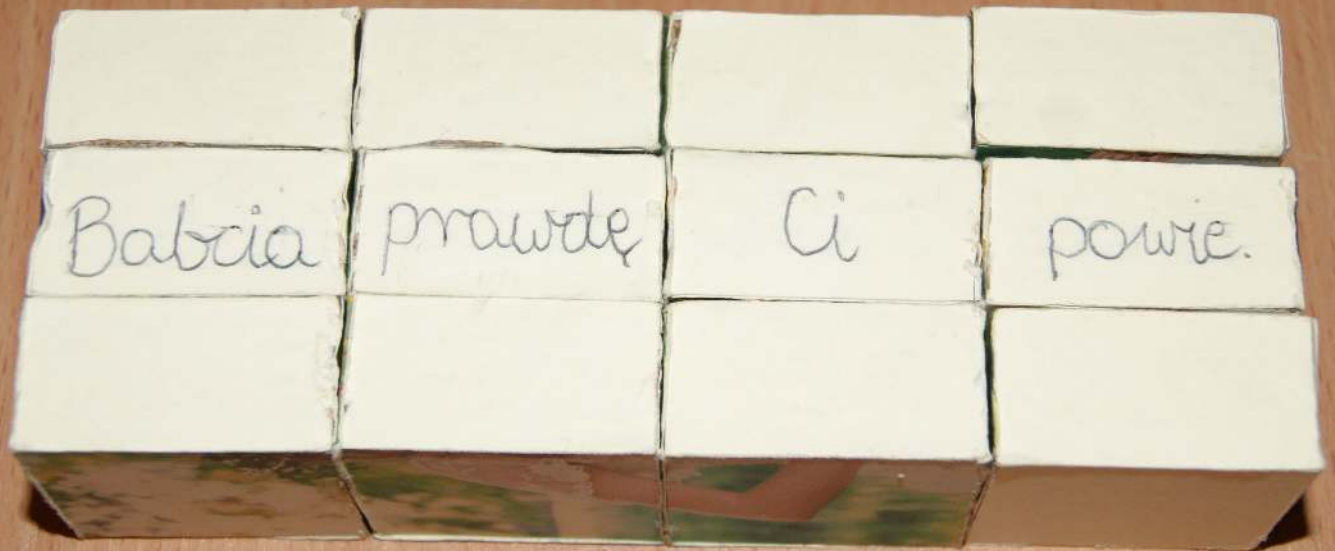


























board game

about the Fern Flower legend

The game was designed and produced by Magdalena Staśkiewicz, Zuzanna Zambrowsk and Davit Gambashidze - that is to say: Georgian-Polish collaboration! :)

The game is a cooperative game for 4 players, age 6+.

Time: for around 20 minutes

Main goal:
Cooperative game.
All the players have to get to the middle to the fern flower.

Components:

- 1 board (you can manufacture it on the basis of the photos),
- 1 table (you can print it),
- 1 wheel of fortune (you can manufacture and install an arrow),
- 4 figures (you can manufacture them from clay),
- 40 tokens - 32 with numbers (4x from 1 to 8) + 8 special (4x fireplace, 2x flower crown, 2x herb),
- 4 tags,
- 1 fern flower.

PREPARATIONS

Put board game in the middle of the table, next put the figures in corners of the board - each corner is a start position for one player. Give each player a tag with a number of a player. Put wheel of fortune and a board with a table next to the first player. Put 8 tokens with fireplace (4 tokens), flower crown (2 tokens) and herb (2 tokens) on a board game as on a picture below. Put fern flower in the middle. Now you're ready to play.





MOVEMENT

Each token with a number shows in which way a player should move (table on a small board)

THE MEANING OF THE 8 SPECIAL TOKENS:

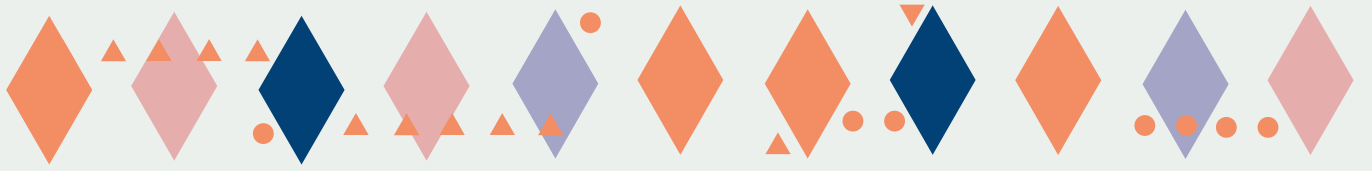
4 tokens with fireplace - teleport from one fireplace to another
 2 tokens with flower crown - go back to your start position
 2 tokens with herb - freeze - you can't move in next round

HOW TO PLAY

How to play:

1. Each player in his/her round spin the wheel of fortune as many times as many players play the game.
2. Player take the tokens with the numbers shown by the wheel of fortune.
3. Player put the taken tokens on a board with the table. One token for each player. It decides about where each player should move.
4. Each player move according to the given token.
5. Wheel of fortune and small board with the table goes to the second player. It's his/her turn now.

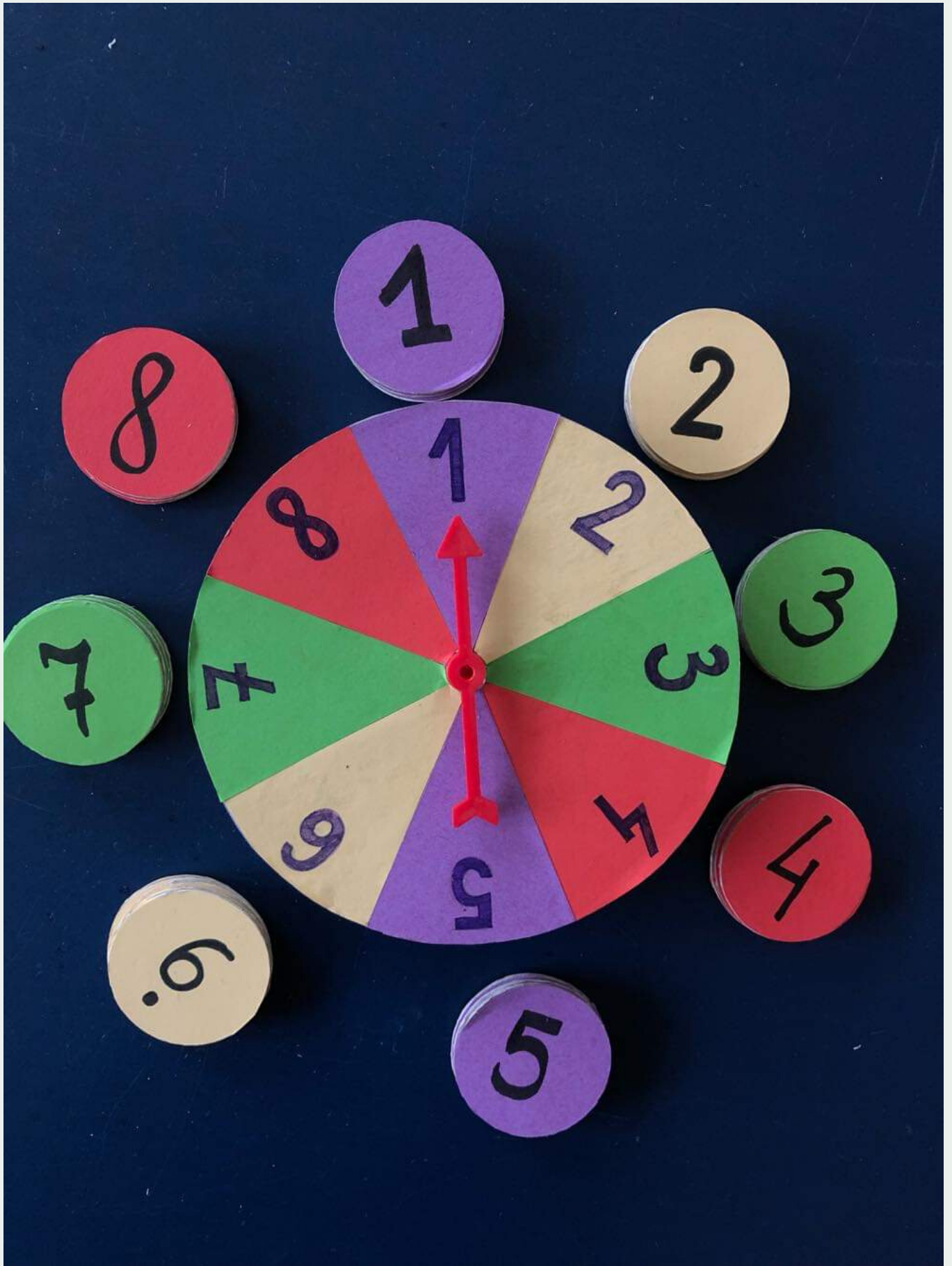
The moment one of the players stand on a place with one of the special tokens, he/she do the action connected with the token (see: the meaning of the 8 special tokens) and move the token to any other place on a board except the middle place with the fern flower. The game finishes the moment all of the players get to the fern flower.



Printouts to use in the boardgame

Print them or manufacture
yourself :)






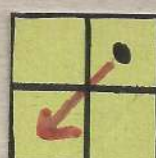
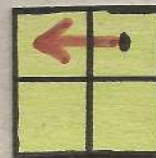



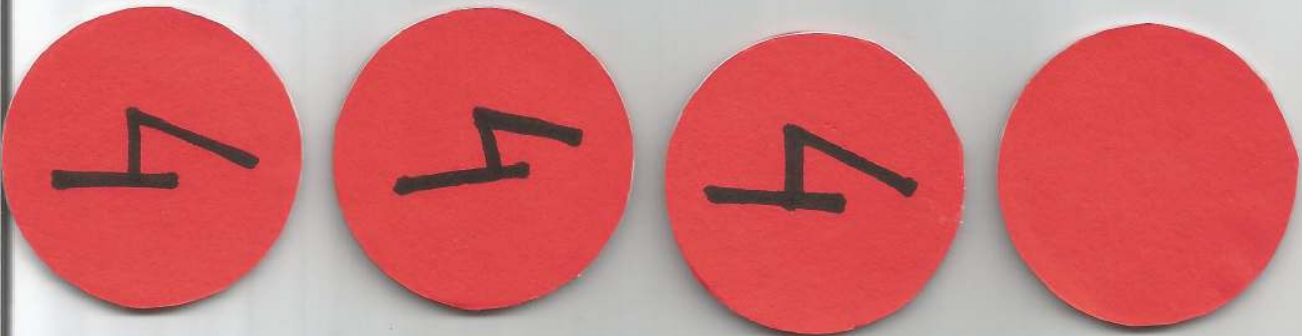




PLAYER	PLAYER	PLAYER	PLAYER
1	2	3	4

MOVEMENTS

1 ↑ 	2 ↗ 	3 → 	4 ↘ 
5 ↓ 	6 ↙ 	7 ← 	8 ↖ 











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