INCLUSIVE PATHways TO PEACE

DIY Unlock Peace

The King's Law

Module for DIY production

Co-funded by the European Union

AGENCY FOR MOBILITY AND EU PROGRAMMES

Udruga Studio B

Erasmus+
Enriching lives, opening minds.

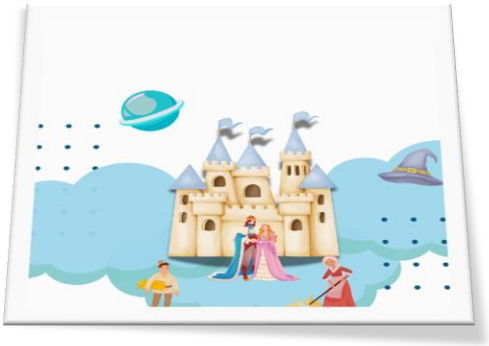
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Introduction

This DIY Escape Room Module has been developed within the framework of the *Inclusive Pathways to Peace* (IPP) project, co-funded by the **Erasmus+** Programme of the European Union. It serves as a practical complement to the *Methodological Guide*, together forming a complete toolkit for implementing educational escape rooms in youth work and non-formal education contexts. *"Inclusive pathways to peace, 2024-2-HR01-KA220-YOU-000279458"* is an Erasmus+ Cooperation Partnership in the field of youth, coordinated by **Association Studio B (Croatia) with partners from Serbia (Udruženje Svetlost), Spain (ASOCIACIÓN JUVENIL ERASMIAU), and Cyprus (NEOLEA GIA ANTALAGI KAI KATANOISI**– Youth for Exchange and Understanding). The project aims to promote peace, tolerance, and inclusion by developing innovative educational tools for youth and youth practitioners. Through ***participatory action research*** and creative ***game-based learning*** methods, partners are co-creating open educational resources — including interactive escape rooms enhanced with 360° and augmented reality elements — that support young people in building empathy, communication, and conflict resolution skills. By combining non-formal education and digital innovation, the project seeks to strengthen the quality of youth work and contribute to more cohesive, democratic, and peaceful communities across Europe.

While the ***Methodological Guide*** provides theoretical foundations, methodological principles, and detailed instructions for setting up and facilitating the activity, this ***DIY Module*** contains all the necessary elements to be printed, assembled, and used during implementation. These include puzzles, clues, visual elements, and other components designed to support experiential learning on the topics of peace, inclusion, and conflict resolution.

Used together, the ***Methodological Guide*** and the ***DIY Escape Room Module*** enable youth practitioners to create immersive, participatory, and educational experiences that foster collaboration, empathy, and critical thinking among young people.



How to use this module:

All elements in this module are marked with the letter "E" followed by a number (e.g., *E1, E2, E3…*). This numbering corresponds to the instructions provided in Chapter *1.5 How to Set Up the Room* of the *Methodological Guide* and will help you correctly position each element within the escape room.

Please follow these guidelines when preparing the materials:

- → Printing: Print all elements one-sided, using print settings set to "Fit to Page", unless otherwise specified in the notes accompanying each element number.

- → Cutting and preparation: Each page includes a header and footer containing the element number and project information. These sections should be cut off before use. Players should only see the element itself — not the numbering or any technical markings.

- → Additional instructions: Next to some element numbers, you may find specific preparation notes such as *"cut on marked lines," "print on vellum paper,"* or *"fold in three parts."* Please follow these directions carefully.
  If no specific instruction is provided, *simply print the page* and cut away the header, footer, and element number before using it in the escape room.

By following these steps, you will ensure the materials are prepared correctly, and the gameplay remains fully immersive for participants.

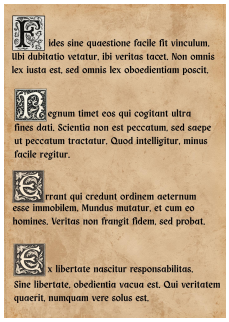
Reference Sheet:

E1: 

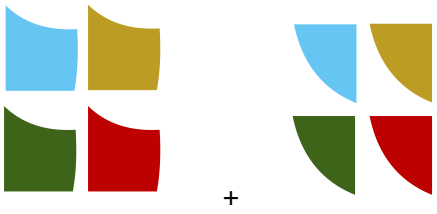
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E2: For E2 cut out each individual piece of the puzzle.

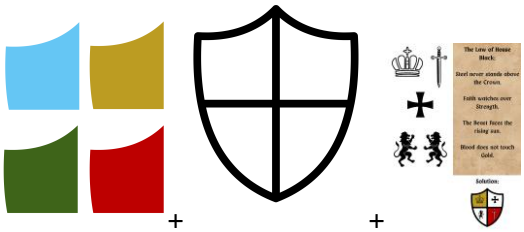
E3: 

E4: Cut out the individual pieces of this element, each coloured field, heraldry symbols, the parchment with the rule. Leave the blank background intact, and make sure the solution is not among the things the player receives, the solution is for the Game master to keep.



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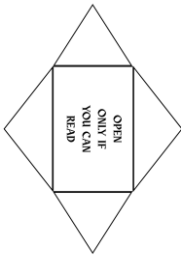
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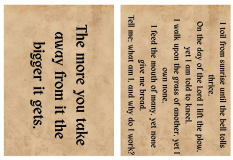
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E5: Cut out both circles and the dotted rectangle on the smaller one, connect them through the middle with a safety pin or use the flaps in the bigger circle to hold them together).

E6: Print twice, cut out the entire shape and fold so it forms an envelope with the writing on the outside.



E7 / E8: Cut out the parchments and place one in each envelope - E6. Make sure the Game master has the solutions.



Solution:
A hole

Solution:
He is a serf
He works to feed others

E9: On the back of the puzzle write the following in UV ink:

We did not enter this place as equals, but we stand here as one.

Bound by different laws, judged by different rules, we were made unequal by birth, by knowledge, and by fear.

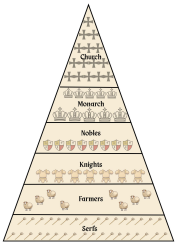
Yet through sharing what was denied to some and granted to others, we broke the chains meant to keep us apart.

We leave not as subjects of your law, but as one voice, one will, one truth.

After, cut out the 3 individual pieces, 1-top part, 2-bottom part, 3- left part)



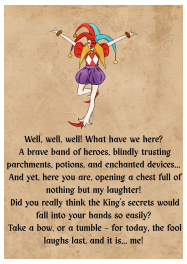
E10:



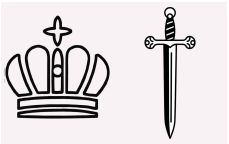
E11: Cut out.

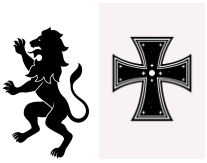


E12:

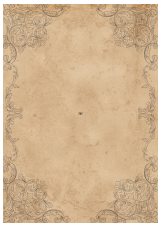


E13:





E14:



Name: Thomas Reed



Role: The serf

Accusation: Violation of the King's Law

Crime: Worked on a Sunday

Bound to the land and the will of others, Bogdan labored when the bells demanded rest.
Hunger does not respect holy days.
The law does not care why you disobey.

Note: Cannot read

Name: Whilliam Green



Role: The farmer

Accusation: Theft of Noble Property

Crime: Allowed his sheep to graze on land that was not his

The grass was green. The fence was broken.
The land fed his animals, but the law fed on him.
Freedom ends where ownership begins.

Note: Cannot read

Name: Elena Wise



Role: The witch

Accusation: Heresy

Crime: Possession of forbidden knowledge

She knows what others are not meant to know.
Questions frighten those who rule.
Understanding becomes dangerous in silence.

Note: Can read

Name: Sir Corin Vale



Role: Knight of the Realm

Accusation: Treason

Crime: Betrayed the honor of the crown

His sword swore loyalty.
His heart did not ask permission.
Honor protects a kingdom–until it does not.

Note: Can read

Name: Lord Malvek Rho



Role: The nobleman

Accusation: Conspiracy Against the King

Crime: Alleged plot to overthrow the crown

Born close to power, condemned without proof.
In the court, whispers weigh more than truth.
Even rank cannot shield against fear.

Note: Can read

Name: Father Aurelius



Role: The priest

Accusation: Blasphemy

Crime: Declared that the Earth is round

He read forbidden texts and believed his own eyes.
Faith was meant to guide souls, not question the world.
Some truths arrive too early.

Note: Can read





ides sine quaestione facile fit vinculum. Ubi dubitatio vetatur, ibi veritas tacet. Non omnis lex iusta est, sed omnis lex oboedientiam poscit.



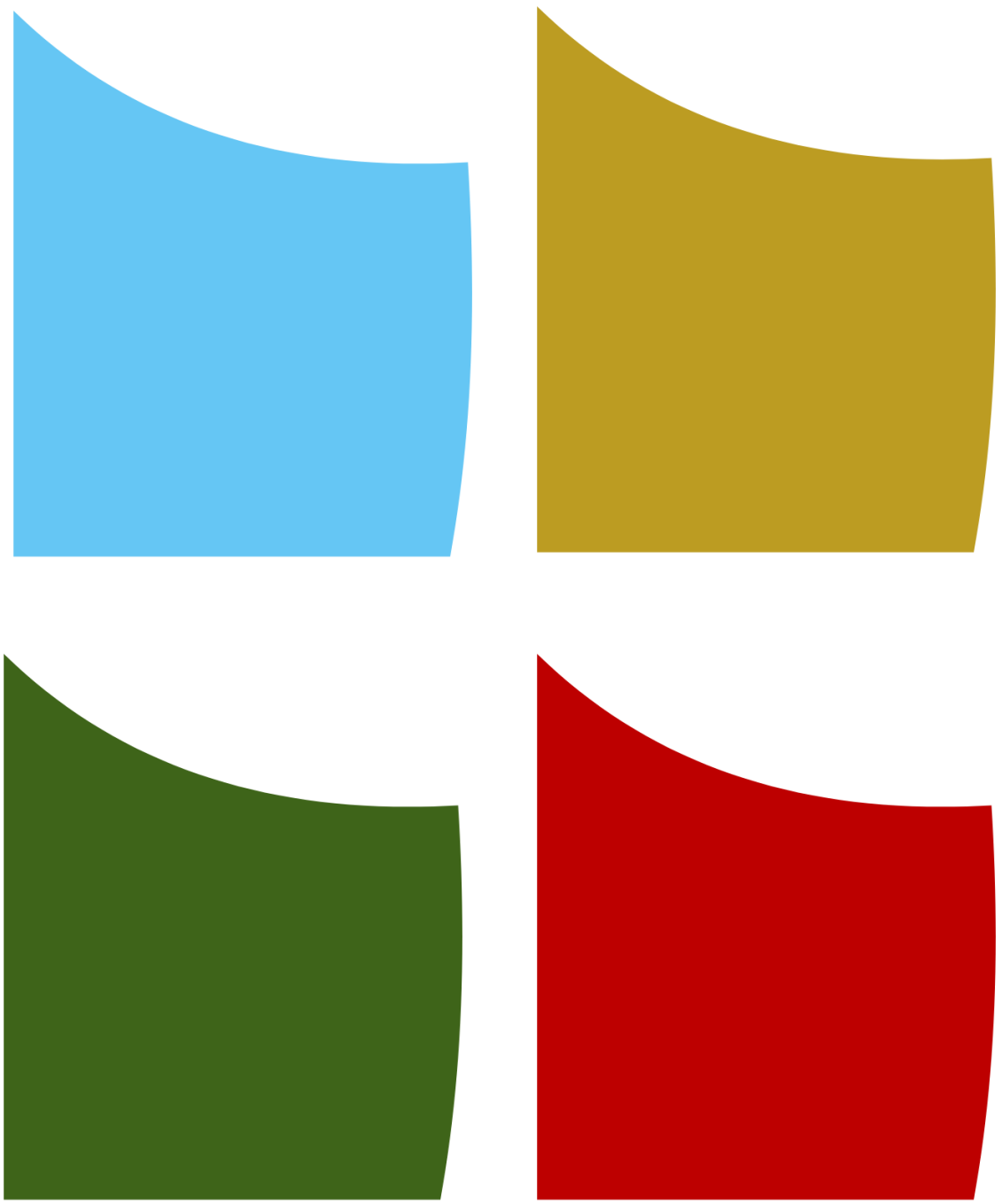
egnum timet eos qui cogitant ultra fines dati. Scientia non est peccatum, sed saepe ut peccatum tractatur. Quod intelligitur, minus facile regitur.

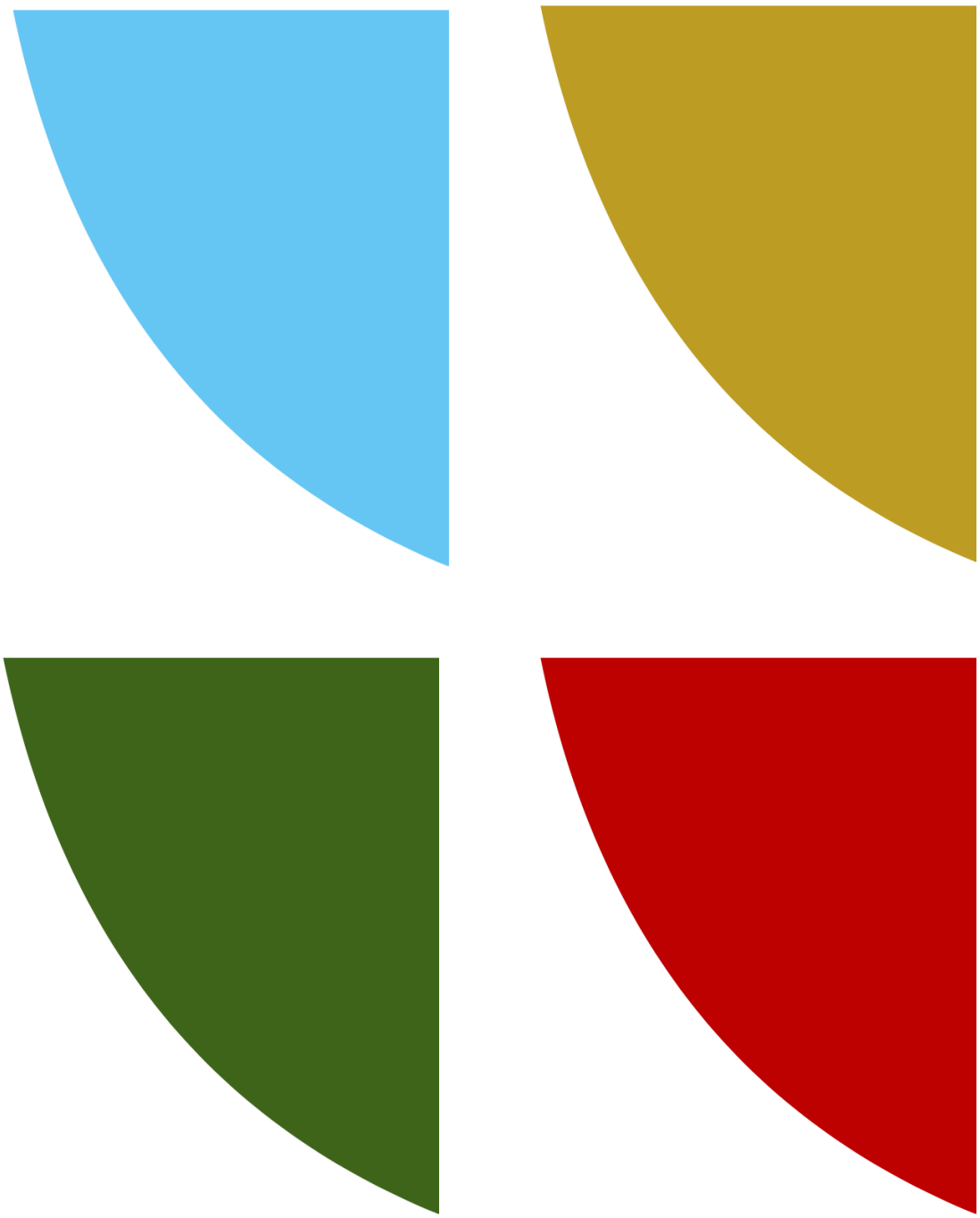


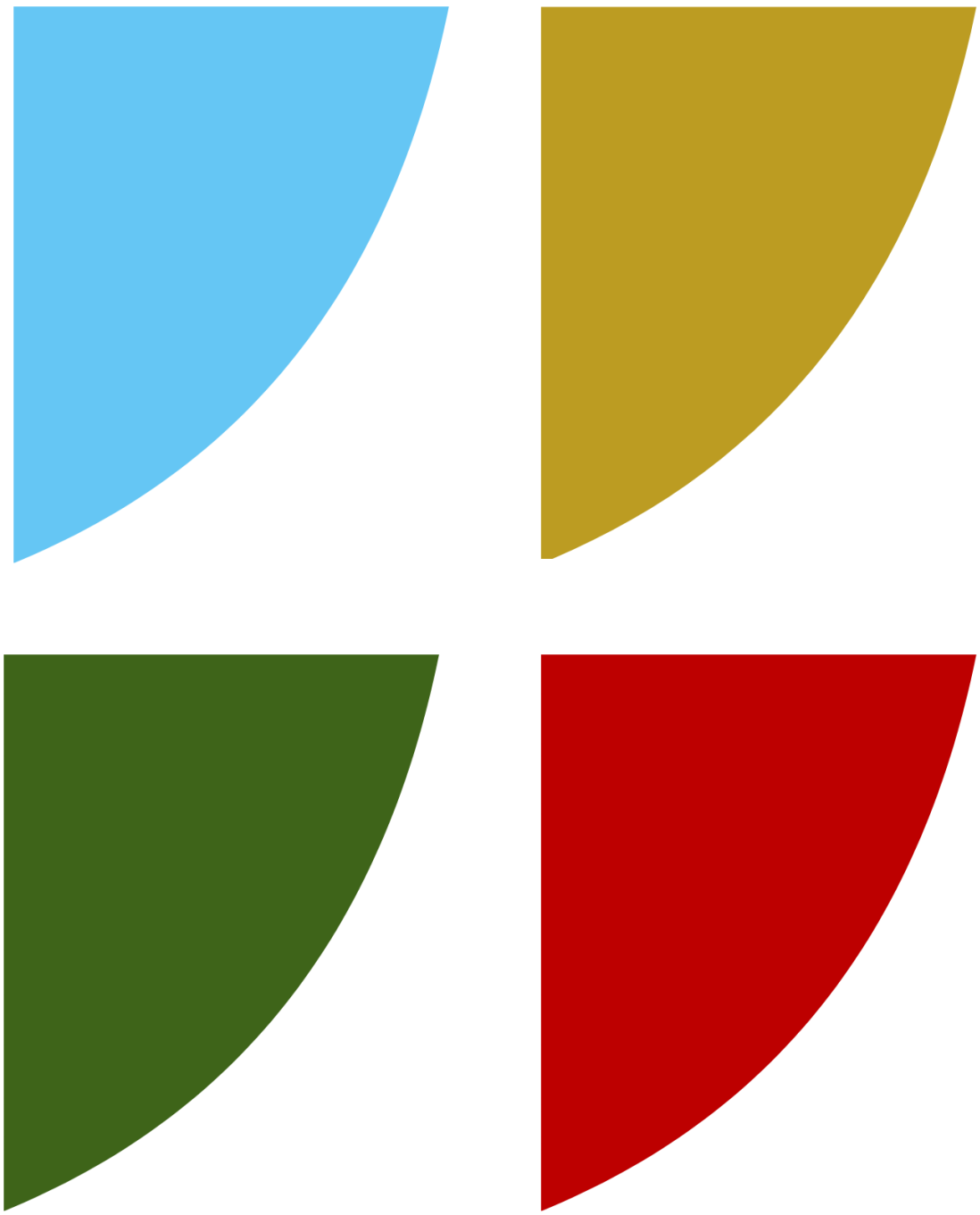
rrant qui credunt ordinem aeternum esse immobilem. Mundus mutatur, et cum eo homines. Veritas non frangit fidem, sed probat.

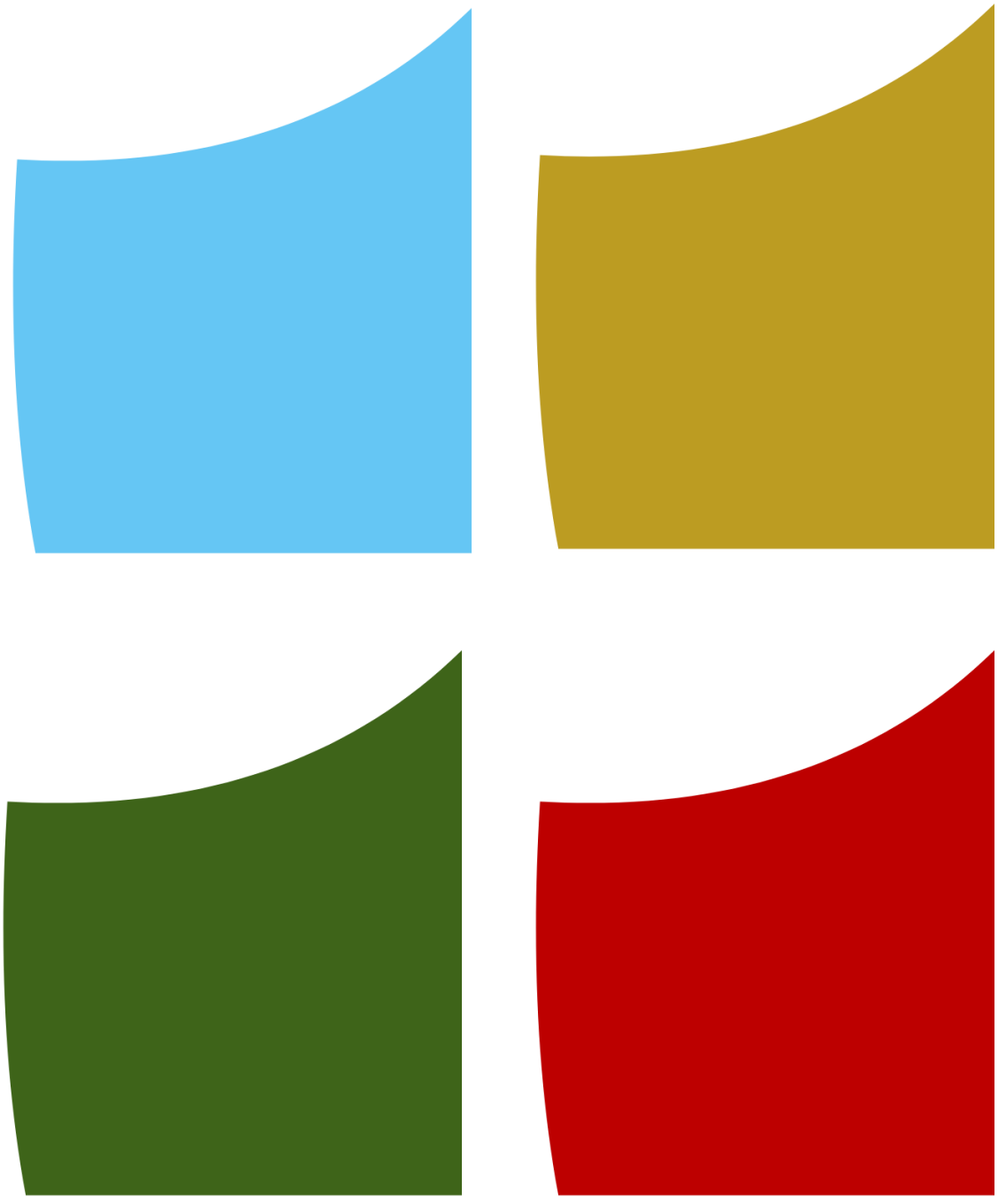


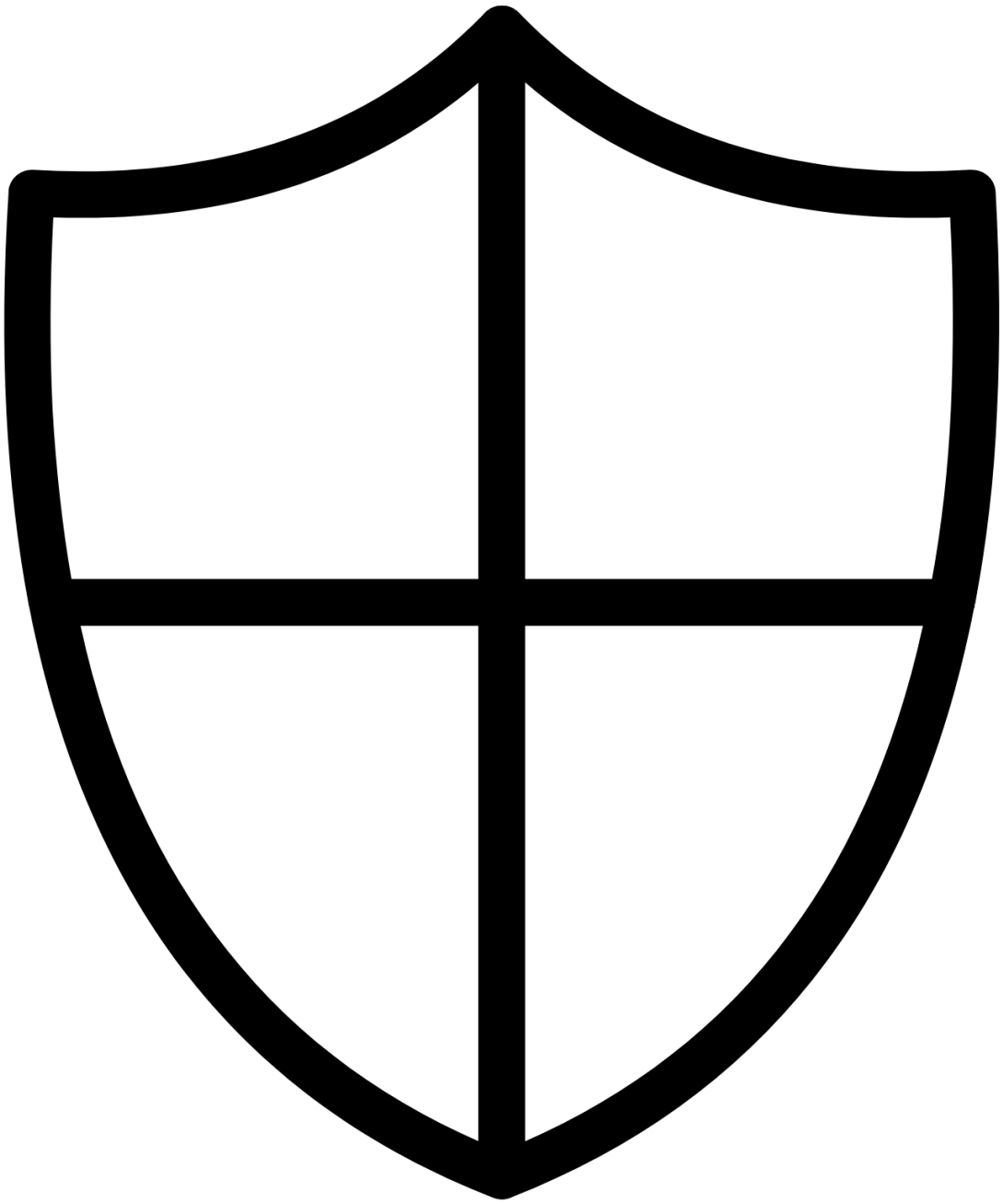
x libertate nascitur responsabilitas. Sine libertate, obedientia vacua est. Qui veritatem quaerit, numquam vere solus est.



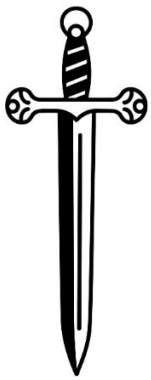


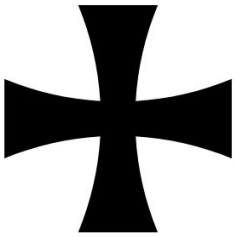














The Law of House Black:

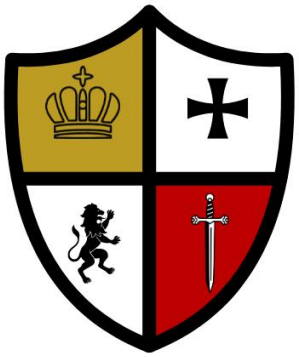
Steel never stands above the Crown.

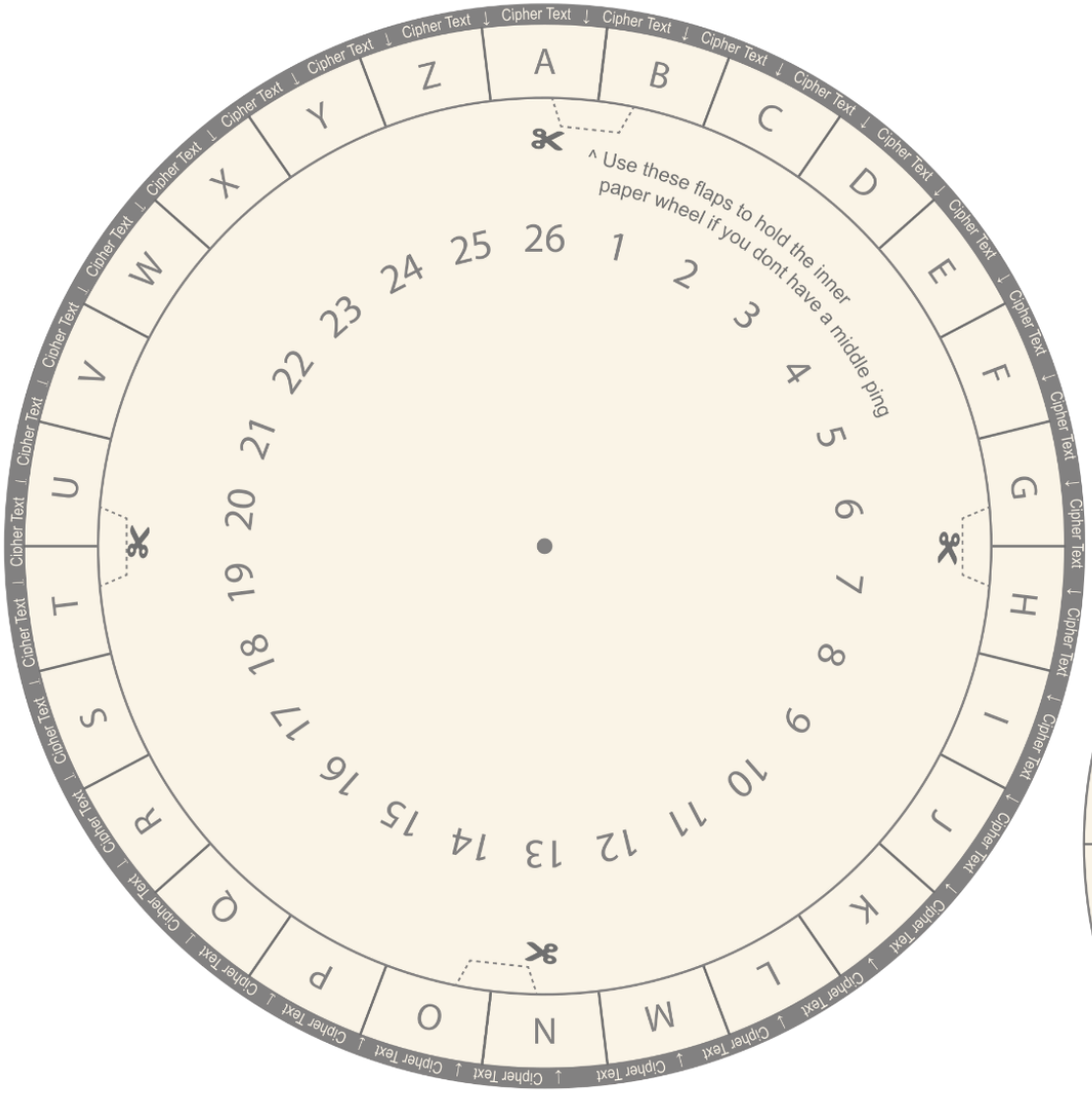
Faith watches over Strength.

The Beast faces the rising sun.

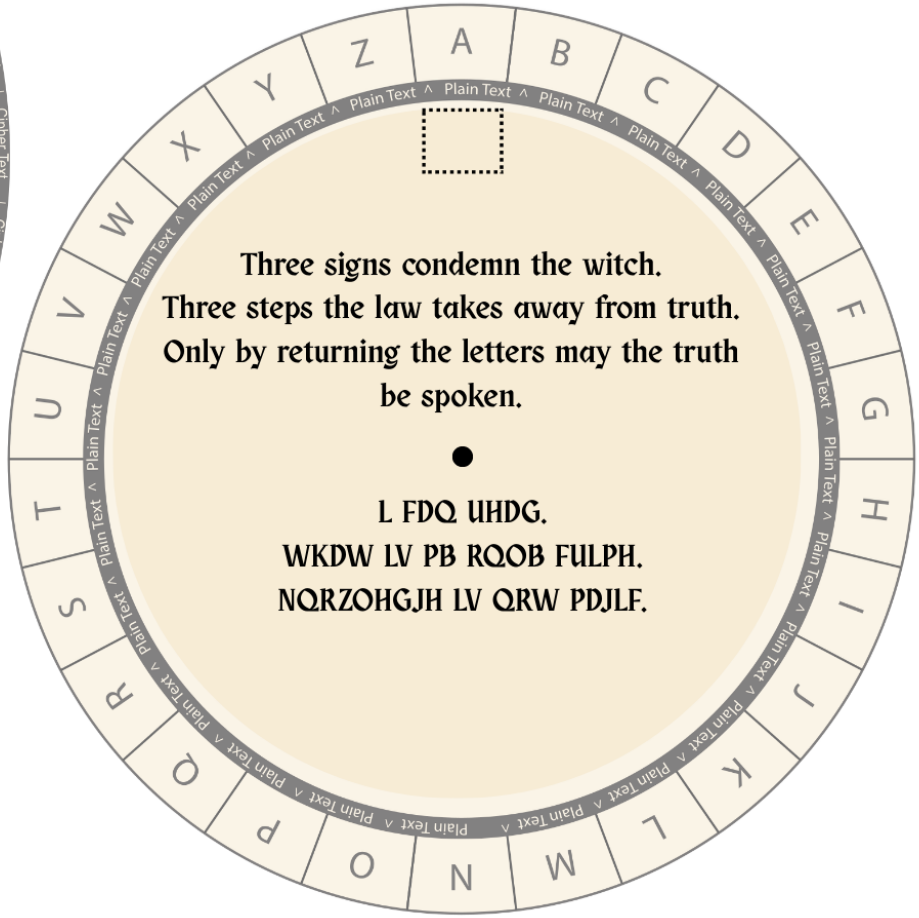
Blood does not touch Gold.

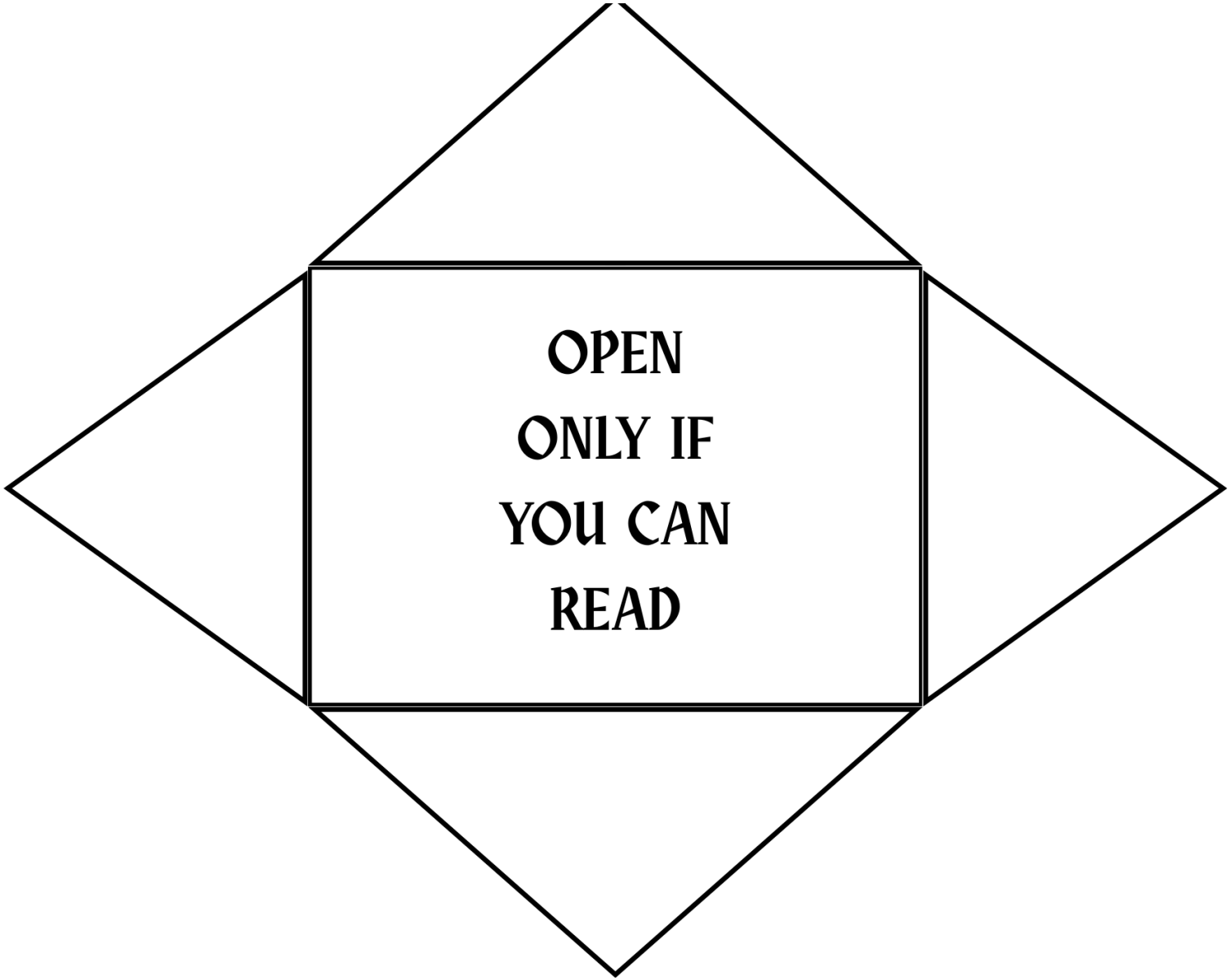
Solution:

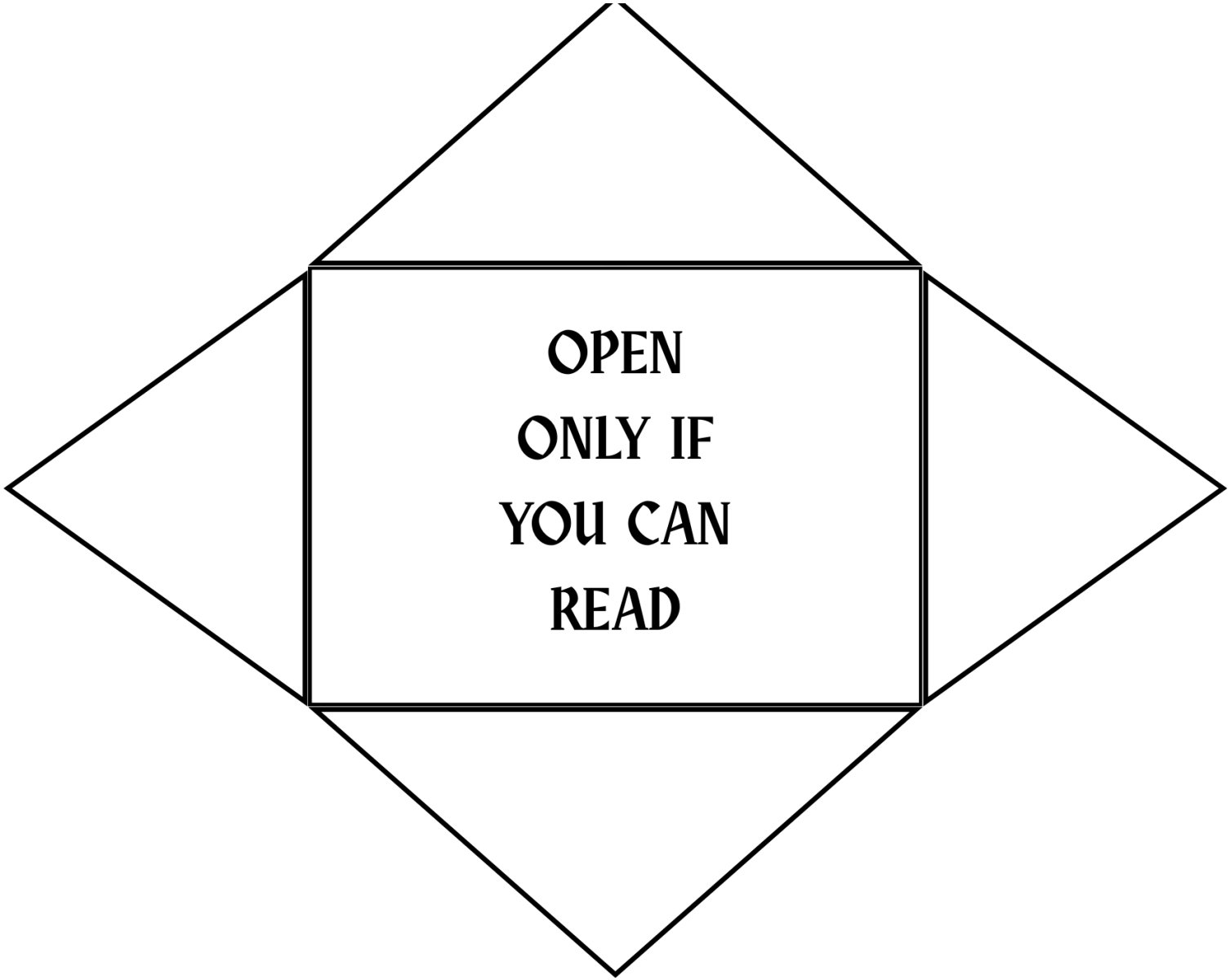




SOLUTION:
I CAN READ.
THAT IS MY ONLY CRIME.
KNOWLEDGE IS NOT MAGIC.




OPEN
ONLY IF
YOU CAN
READ


OPEN
ONLY IF
YOU CAN
READ

I toil from sunrise until the bell tolls thrice.
On the day of the Lord I lift the plow, yet I am told to kneel.
I walk upon the grass of another, yet I own none.
I feed the mouth of many, yet none give me bread.
Tell me: what am I, and why do I work?

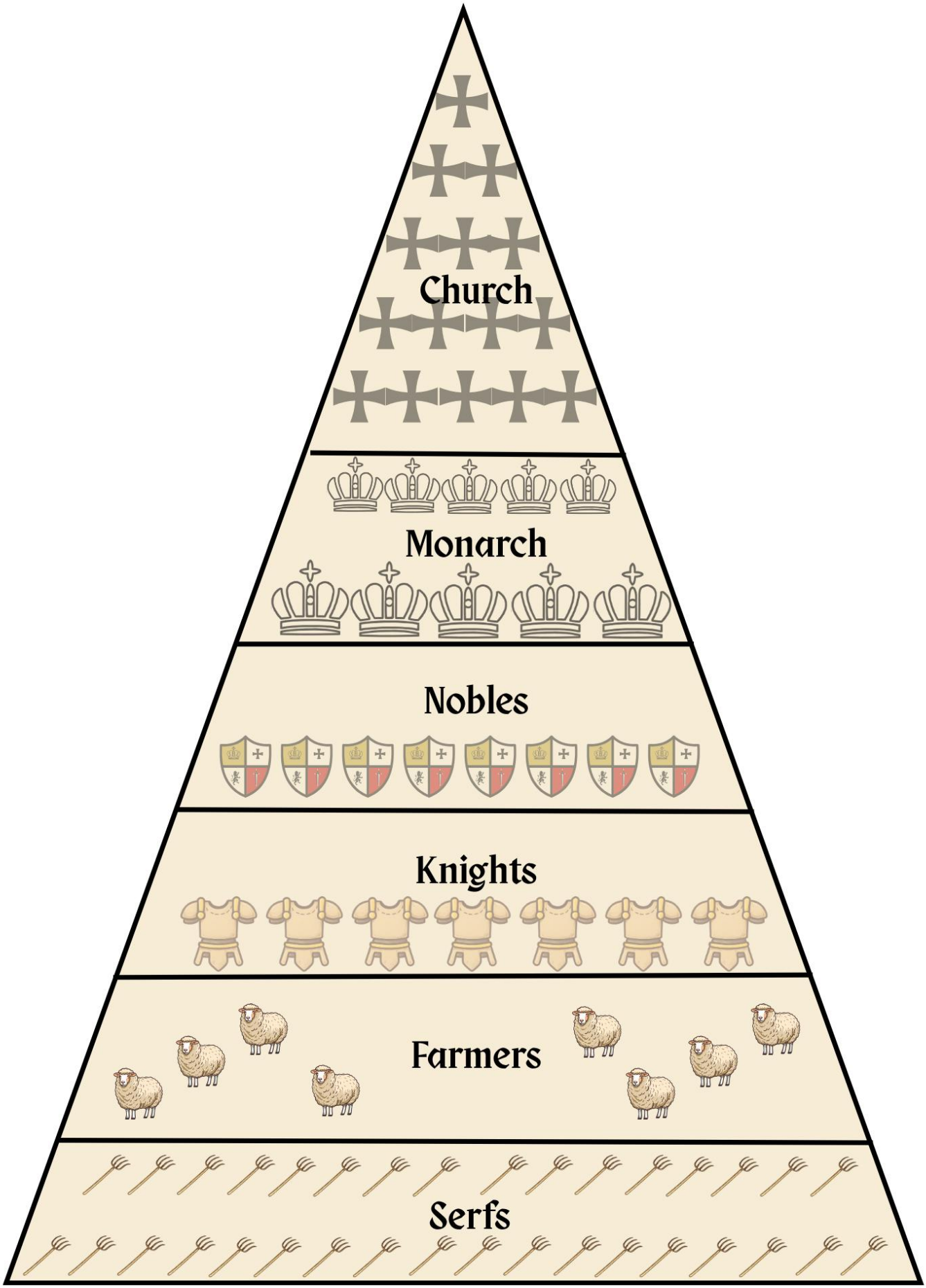
Solution:
He is a serf
He works to feed others

The more you take away from it the bigger it gets.

Solution:
A hole

The King's secret is revealed only when eyes and mind work together.
First truth is hidden in plain sight, yet reveals itself only when rained upon.
Second wanders in the fields, counted by those who watch.
The last rests where the unseen scholar keeps her thoughts.
Gather the truths in the order the law intends, and the path will open.

The King's spies have hidden secrets throughout the hall.
Only the enchanted lens may reveal them.
Take this device – a gift of the alchemists –
and let it read the marks unseen by the naked eye.
Scan the runes and symbols carefully;
each will whisper a clue, guiding you closer to the truth.

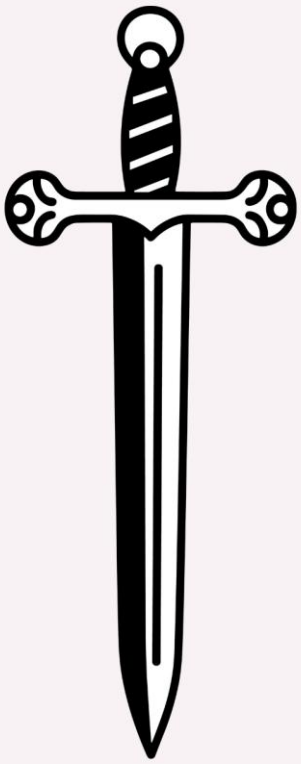

Church
Monarch
Nobles
Knights
Farmers
Serfs



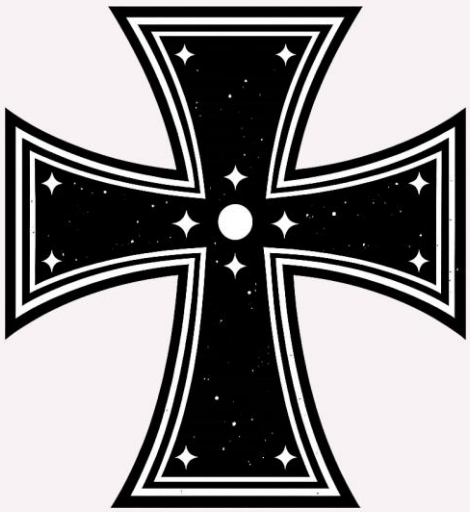


Well, well, well! What have we here?
A brave band of heroes, blindly trusting parchments, potions, and enchanted devices...
And yet, here you are, opening a chest full of nothing but my laughter!
Did you really think the King's secrets would fall into your hands so easily?
Take a bow, or a tumble – for today, the fool laughs last, and it is... me!









QR CODE FOR AR SCANNER:



Impressum

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ASSOCIATION LIGHT
SIME KATICA 1
15000 ŠABAC – SERBIA
nvo.svetlost@gmail.com

Editor in chief

Marija Ristić, Association Light

Design

Vojislav Radosavljević

Contributors

Saša Despotović, Gordana Mandić Radosavljević, Nikolina Jureković, Magdalena Dević, Kemal Ashik

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