



## Genially Template



### BASICS

Free template on Genially for a linear structure.

**Visual overview and Logic Map:** Genially's linear escape-room template offers a clear, step-by-step path where each puzzle leads directly to the next. The structure works like a guided storyline: players solve one challenge, unlock the next screen, and continue forward without branching paths. This logic map helps creators see how each step connects, so players always know what to do next without getting lost.

**URL / Access:** <https://genially.com/fr/modele/escape-room-genial/>



### ADDITIONAL INFORMATION

**Multilingual support:** English, French, Italian, Spanish, Dutch, Portuguese

**Technical requirements:** Works on a computer or laptop, and a Genially account is required.

**Adaptations for SLD users:** This Genially template can support people with specific learning difficulties because its simple, step-by-step structure reduces overload and helps them focus on one clear task at a time.

**Cost and access Does it work offline?** No



## HOW TO USE IT

1

### STEP 1:

Open and reuse the template. Go to the template page, click “Reuse this genially” (or similar), and it will open in your Genially editor as a copy you can edit.

2

### STEP 2:

Read through all the pages. Click through each page (intro, missions, puzzles, ending) to understand the order and story flow of the template.

3

### STEP 3:

Adapt the story and instructions. On each screen, click the text boxes and replace the sample text with your own story, mission descriptions, and player instructions—keep it short and clear.

4

### STEP 4:

Customise images and background. Click on images, icons, or backgrounds and either edit, replace, or delete them so they fit your theme (e.g., change a castle to a spaceship).

5

### STEP 5:

On each puzzle page, change the codes, clues, or answers to your own:

- Replace example numbers/words with your solution
- Adjust any hints so they match your new puzzle

6

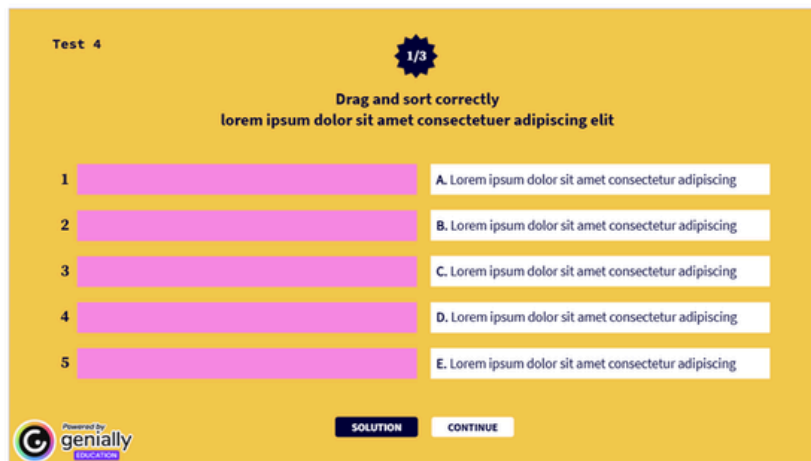
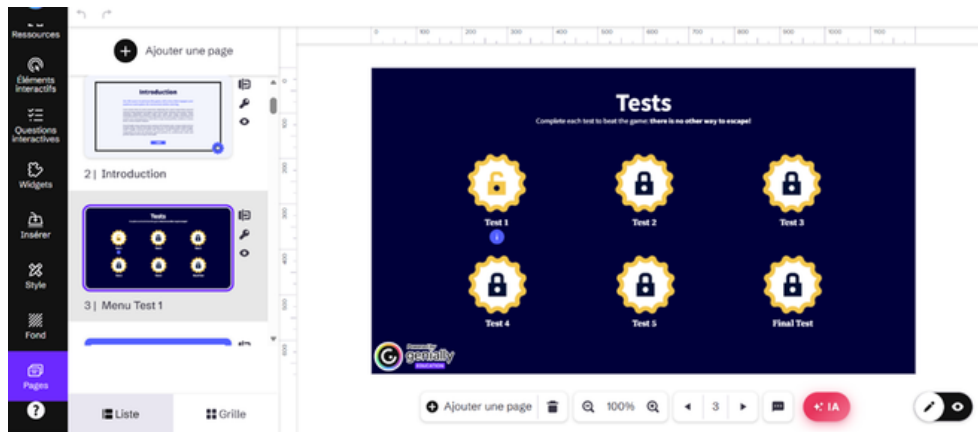
### STEP 6:

Check the buttons and navigation. Click on buttons (like “Next”, “Continue”, “Back”) and open their interactivity to make sure they go to the correct page in your version (for example, Mission 1 → Puzzle 1 → Success 1).

7

### STEP 7:

Add or adjust interactivity (optional). Use “Go to page”, “Reveal”, or other interactions to show hidden clues, open new screens, or lock content until something is clicked or solved.





## KEY FEATURES

- Plan the puzzle sequence and structure
- Develop storyline, setting, and characters
- Visualise connections between narrative and gameplay
- Add notes, dialogue, or scene descriptions



## TIPS FOR COMBINING STORY AND GAMEPLAY

1. **Connect each puzzle to the story's mission:** Make every challenge feel like part of the narrative—for example, “decode the captain’s log” instead of “solve this code.”
2. **Use the intro of each screen to advance the plot:** Before each puzzle, add a short line that explains what just happened and why the next task matters.
3. **Keep visual elements consistent with the theme:** Match backgrounds, icons, and colours to the story world so players feel immersed from screen to screen.
4. **Reveal clues in a story-driven way:** Use the Reveal interaction to show hidden notes, secret compartments, or character messages that feel like natural story moments.
5. **Reuse characters or recurring symbols:** Let characters “speak” through text boxes or have symbols appear across puzzles to create continuity and build tension.
6. **Make the final puzzle tie everything together:** Design the last challenge so it uses information or story elements introduced earlier, giving players a satisfying sense of closure.



## ADVANTAGES AND LIMITATIONS

Opportunities	Weaknesses
Clear, linear progression	No branching paths
Fast to customise	Limited puzzle variety
Visually engaging	