

Toolkit for creating Escape Game



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

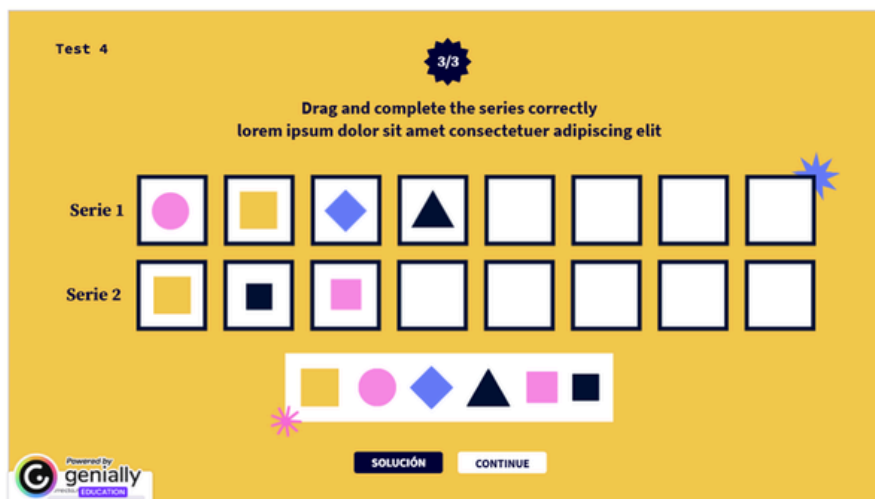
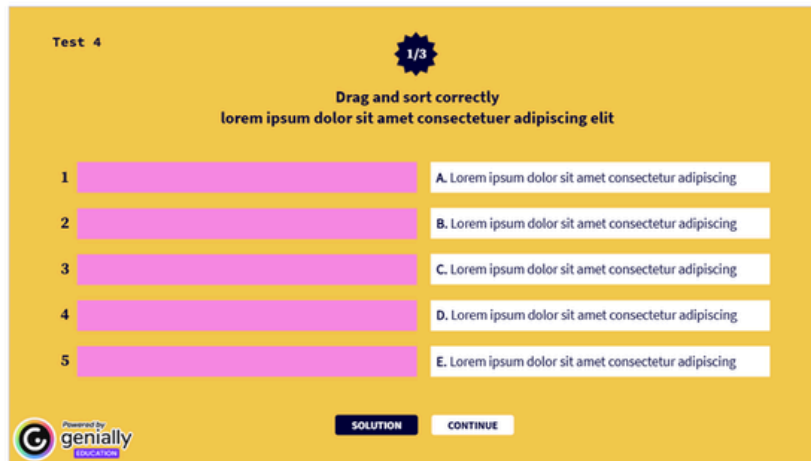
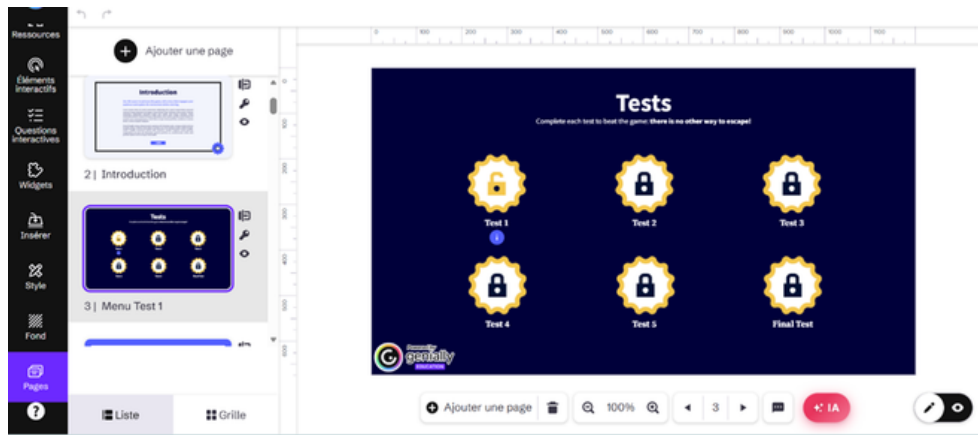
STEP 6:

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	



Scenario Structure

LEVEL:



Intermediate



Miro



BASICS

Miro is an online collaborative whiteboard platform that allows educators and facilitators to design and structure virtual escape rooms using visual maps, flowcharts, and connected blocks. It supports the creation of narrative pathways, puzzle sequences, and branching logic in a clear and interactive way.

Visual overview and Logic Map: Miro provides an infinite visual canvas where puzzles, scenes, clues, and decisions can be represented as shapes connected with arrows. Designers can build a visual logic map that clearly shows player progression, dependencies between puzzles, and alternative paths.

URL / Access: <https://miro.com>



ADDITIONAL INFORMATION

Multilingual support: Interface available in multiple languages. Content can be written in any language.

Technical requirements: Interface available in multiple languages. Content can be written in any language.

Adaptations for SLD users: The visual mapping approach, color coding, and clear sequencing support learners with SLD by making relationships and progression easier to understand.

Cost and access Does it work offline? No



HOW TO USE IT

1

STEP 1: Define the escape room structure

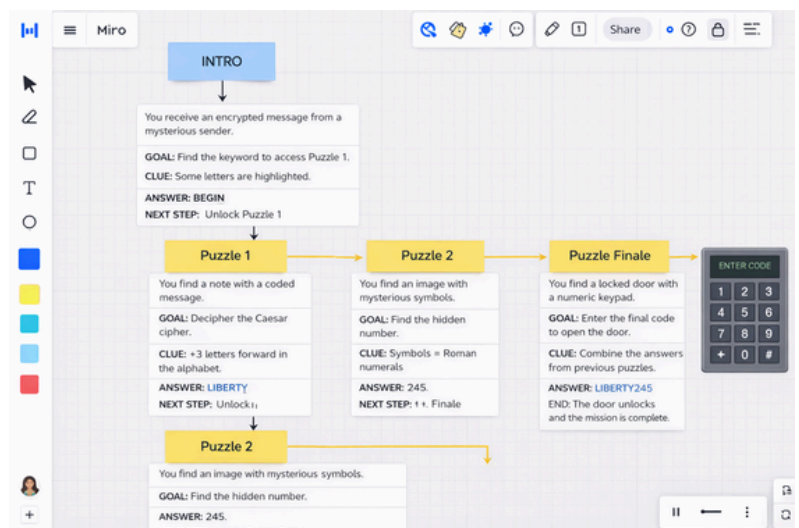
1. Create a new board in Miro.
2. Give your board a name (e.g., "Escape Room Design").
3. Use shapes (rectangles or sticky notes) to represent:
 - a. Intro
 - b. Puzzle 1
 - c. Puzzle 2
 - d. Final Challenge

Arrange them in logical order.

2

STEP 2: Build the narrative and logic flow

1. Use arrows to connect puzzles and show progression.
2. Add text inside each shape describing:
 - a. Story context
 - b. Objective
 - c. Clues
 - d. Solution
 - e. Next step
3. If needed, create branching paths (e.g., Puzzle 2A / Puzzle 2B).
4. Use color coding:
 - a. Blue = Narrative
 - b. Yellow = Puzzle
 - c. Red = Final task



3

STEP 3: Review and collaborate

1. Share the board with colleagues or students.
2. Use comments to discuss structure and improvements.
3. Test the logical flow before transferring the game into a playable platform (Genially, Canva, Google Sites, etc.).



KEY FEATURES

- Key features
- Tips for combining story and gameplay
- 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

- Start with a clear final objective.
- Make each puzzle meaningful to the story.
- Avoid too many branches that confuse players.
- Balance narrative moments and problem-solving.
- Use consistent color coding.
- Test the logic flow before building the game.



ADVANTAGES AND LIMITATIONS

Opportunities	Weaknesses
Clear and intuitive visual planning	Does not create playable games
Ideal for collaborative design	Requires internet connection
Flexible and creative environment	Free version has board limits
Easy to modify and reorganize	Large boards can become visually crowded
Suitable for educational contexts	

ARMOREDPENGUIN.COM

Armored Penguin Cipher Tool



BASICS

Armored Penguin Cipher Tool is a free online generator for classic ciphers (Caesar, Vigenère, substitution). It is ideal for creating coded messages, secret clues, and encryption-based puzzles for escape games.

URL / Access: <https://www.armoredpenguin.com/cipher/>

Primary puzzle types:

- Caesar cipher
- Vigenère cipher
- Number-to-letter cipher
- Letter-substitution
- Cryptograms
- Other: Letter scrambles, reverse text



SUPPORT & ALTERNATIVES

Docs/tutorials: Basic explanations included on each cipher page.

Community/forum: No dedicated community; external tutorials on classical ciphers can be used as support.



HOW TO USE IT

1

STEP 1: Choose a cipher type

Select the desired cipher from the list (e.g., Caesar, Simple Substitution).

2

STEP 2: Enter your message

Type the text you want to encode (clue, answer, hidden message).

3

STEP 3: Configure cipher settings

Adjust key, shift number, or substitution pattern depending on the cipher.

4

STEP 4: Generate the cipher

Click "Create Cipher" to display the encoded message.

5

STEP 5: Download or copy

Save as PDF, print, or copy the encoded text to paste into your escape game.



ADDITIONAL INFORMATION

Multilingual support: Works with most languages using the Latin alphabet. Interface available only in English.

Technical requirements: Runs on any browser on computers, tablets, and smartphones. Requires internet for generation.

Does it work offline? No

Adaptations for SLD users: Clear layouts and adjustable text allow simplified decoding activities.

Cost and access:

- **Price:** Free
- **Free plan limits:** None
- **Account required?** No

 Enigma Making ToolLEVEL: 
Advanced

CyberChef

 **BASICS**

CyberChef is a web-based tool designed to analyse, decode, and transform data using a wide range of operations. It is especially useful for creating and solving cipher-based and logic puzzles in escape games.

URL / Access: <https://gchq.github.io/CyberChef/>

Primary puzzle types:

- Cipher
- Binary
- Morse
- Logic
- Encoding / Decoding
- Pattern recognition
- Other: Data transformation puzzles

 **SUPPORT & ALTERNATIVES****Docs/tutorials:**

- Official documentation: <https://github.com/gchq/CyberChef>
- Built-in operation descriptions within the tool

Community/forum:

- Official documentation: <https://github.com/gchq/CyberChef>
- Built-in operation descriptions within the tool



HOW TO USE IT

1

STEP 1: Input the puzzle data

Open CyberChef and paste the encoded text, number sequence, or symbol string into the Input panel. This can represent a locked message, password, or hidden clue.

2

STEP 2: Build the decoding recipe

Drag operations (such as Caesar Cipher, Base64 Decode, XOR, or Morse Decode) into the Recipe area. Combine multiple steps to create a multi-layer puzzle.

3

STEP 3: Reveal and test the solution

Check the Output panel to see the decoded result. Adjust the recipe until the final message is clear and usable as a code or clue in the escape game.



ADDITIONAL INFORMATION

Multilingual support: Works with most languages using the Latin alphabet. Interface available only in English.

Technical requirements: CyberChef works on computers and tablets using a modern web browser. No installation is required.

Does it work offline? Yes (CyberChef can be downloaded and run locally).

Adaptations for SLD users: Visual separation of input, process, and output supports step-by-step reasoning and reduces cognitive overload.

Cost and access:

- **Price:** Free
- **Free plan limits:** No limitations. All features are available for free.
- **Account required?** No

 Enigma Making Tool

LEVEL:



Beginner



Cryptii

 **BASICS**

Cryptii is a free, web-based tool for modular conversion, encoding, decoding, and basic encryption of text and data, letting users transform information between different formats (like Morse, Caesar cipher, or numeral systems) right in the browser without sending data to a server.

URL / Access: <https://cryptii.com/>

Primary puzzle types:

- Cipher
- Binary
- Morse

 **SUPPORT & ALTERNATIVES****Docs/tutorials:**

- https://www.youtube.com/watch?v=_6DsMktKYjE



HOW TO USE IT

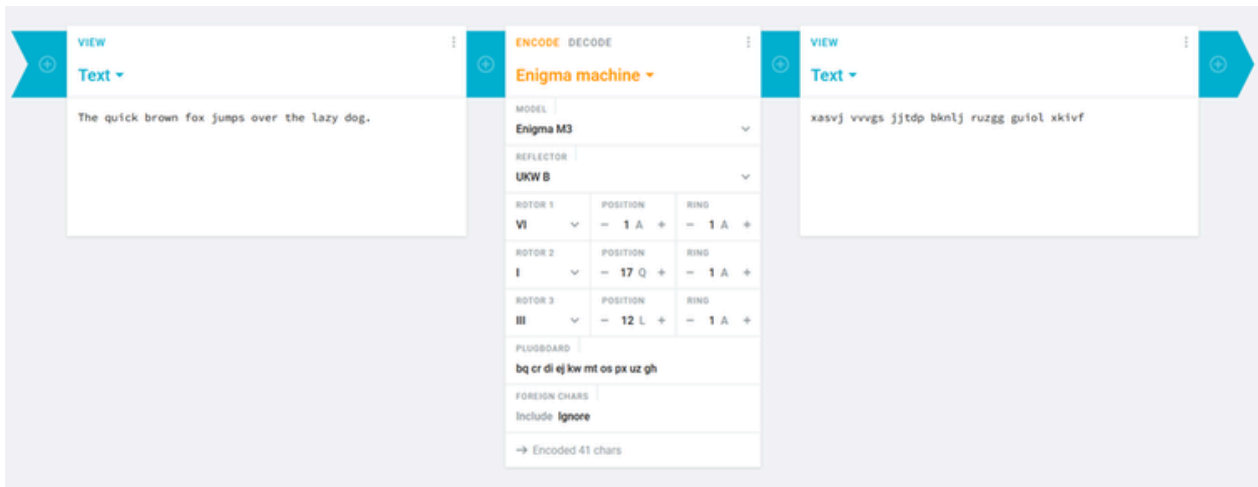
1

STEP 1: Write the text

Write a text and choose how the text is going to mix the letters

2

STEP 2: Mix it



ADDITIONAL INFORMATION

Multilingual support: English

Technical requirements: PC, Mobile phone

Does it work offline? Yes

Adaptations for SLD users: Is a browser tool, it needs external help.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account required?** No



educaplay

Educaplay

 **BASICS**

Web-based platform for creating educational games such as crosswords, word searches, and riddles, adaptable to escape room enigmas.

URL / Access: <https://www.educaplay.com>

Primary puzzle types:

- Logic
- Cipher (word-based, substitution via clues)
- Math (basic calculations, sequencing)
- Drag & Drop (matching, ordering)
- Other: Crosswords, word search, quizzes, riddle-based locks

 **SUPPORT & ALTERNATIVES****Docs/tutorials:**

- Built-in help guides and FAQs on the Educaplay website
- Short [tutorial videos](#) explaining each activity type

Community/forum:

- Educaplay user community with shared public activities
- Teacher-created examples that can be reused or adapted



HOW TO USE IT

1

STEP 1: Create a free account

Go to Educaplay.com and sign up using an email address or an existing Google/Microsoft account to access the activity editor.

2

STEP 2: Choose an activity type

From the dashboard, click “Create activity” and select a game type (e.g. crossword, riddle, matching, quiz). Choose the type that best matches your escape room puzzle idea.

3

STEP 3: Design the puzzle content

Fill in the prompts, clues, questions, answers, or word lists. For escape rooms, design puzzles so that the final answer forms a code, keyword, or number combination.

4

STEP 4: Configure settings and feedback

Adjust options such as hints, attempts, timers, or scoring. You can allow retries or give feedback messages that act as “success” or “try again” screens.

5

STEP 5: Save and test the activity

Preview the activity to ensure clues work logically and answers unlock correctly. Test it as a player to check clarity and difficulty.

6

STEP 6: Combine multiple activities into an escape room flow

Use several Educaplay activities in sequence by sharing links or embedding them into another platform (e.g. Genially, Google Sites, LMS). Each solved puzzle can provide a clue for the next one.

7

STEP 7: Share with players

Share the activity link, embed code, or assign it through a virtual classroom so players can access it easily.



ADDITIONAL INFORMATION

Multilingual support: Available in multiple languages including English, Spanish, French, Portuguese, Italian, German, and others (interface and content depend on creator input).

Technical requirements: Works on computers, tablets, and smartphones. Internet connection required. Runs in a web browser (no installation needed).

Does it work offline? No

Adaptations for SLD users: Educaplay supports learners with specific learning difficulties by offering short, focused activities with clear instructions, immediate feedback, and reduced visual complexity compared to full-screen narrative games.

Cost and access:

- **Price:** Freemium
- **Free plan limits:**
 - Public activities
 - Limited customization
 - Advertisements displayed
- **Account required?** Yes (for creation); No (for playing shared activities)

 Enigma Making Tool

LEVEL:



Beginner



dCode

**BASICS**

dCode is an easy-to-use website with more than 900 tools to help you create or solve codes, puzzles, math problems, and word games. It also includes many simple cipher generators and decoders, making it great for teachers or anyone who wants to build fun, creative puzzles or escape-room activities.

URL / Access: <https://www.dcode.fr/>

Primary puzzle types:

- Cipher
- Math
- Word Games

**SUPPORT & ALTERNATIVES****Community/Forum:**

- [Discord](#)



HOW TO USE IT

For creating Cipher Puzzle

1

STEP 1:

Go to the **“Caesar Encoder”** and write your solution in the text box.

2

STEP 2:

Put down the number of shift/keys and select which alphabet to use. Encryption with Caesar code is based on an alphabet shift. The most commonly used shift/offset is by 3 letters such that A becomes D.

3

STEP 3:

Click on the **“Encrypt”** button.

4

STEP 4:

You will find you encrypted message in the box overhead **“Caesar Cipher Decoder”**, you can now use it in your escape game.



ADDITIONAL INFORMATION

Multilingual support: English, French, Spanish

Technical requirements: Website accessible on PC, Smartphone and tablets. An internet connection is required.

Does it work offline? No

Adaptations for SLD users: Cipher codes can be difficult for SLD users because they require remembering symbols and multi-step decoding. To make it SLD-friendly, it's important to have **clear visuals and/or guided supports**. Creating cipher codes for SLD users would be better **if the code is short** and, if possible, colour-coded.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account required?** No



Morse Code.World



BASICS

The Morse Code World translator is a simple online tool that lets you turn any text into Morse code — or Morse code back into normal text — in just a few clicks. You can even play the sound, flash a light, or share the message with others.

URL / Access: <https://morsecode.world/international/translator.html>

Primary puzzle types:

- Morse



SUPPORT & ALTERNATIVES

Docs/tutorials:

- Directly available on the website



HOW TO USE IT

1

STEP 1:

Write your text in the box on the left, or paste Morse code in the box on the right.

2

STEP 2:

Select the speed, sound, light, or other settings if you want to customise the translation.

3

STEP 3:

The tool instantly converts your text to Morse code (or Morse to text) as you type.

4

STEP 4:

Use the buttons to **play the sound, flash the light, or copy/share** the Morse code.

5

STEP 5:

You can save the audio or the flashing-light video using the download buttons.



ADDITIONAL INFORMATION

Multilingual support: The interface is English only; this is why it is best suited for most languages using the Latin alphabet.

Technical requirements: Website accessible on PC, Smartphone and tablets. An internet connection is required.

Does it work offline? No

Adaptations for SLD users: Morse code can be hard for SLD users when it's only audio, but adding a clear visual version makes it much easier to understand (for example, using a screenshot of the visual output of the Morse code).

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account required?** No



RapidTables



BASICS

Rapid Tables is a tool that converts your text to binary code. It can use 8-bit binary code (ASCII/UTF-8), but it's also possible to choose among many others.

URL / Access: <https://www.rapidtables.com/convert/number/ascii-to-binary.html>

Primary puzzle types:

- Binary



SUPPORT & ALTERNATIVES

Docs/tutorials:

- Documentation and tutorials are available on the website



HOW TO USE IT

1

STEP 1:

Write your text in the box on the left, or paste Morse code in the box on the right.

2

STEP 2:

Choose the design of your binary code. You can select the final result of your code (using spaces, commas, etc.)

Character encoding (optional)

ASCII/UTF-8

Output delimiter string (optional)

Space

- Space
- Comma
- None
- User defined

3

STEP 3:

Click the “Convert” button

4

STEP 4:

Copy or download the binary code output.

Paste text or drop text file

Hello and welcome to DEGSE. Let the game begins.

```
01001000 01100101 01101100 01101100 01101111 00100000
01100001 01101110 01100100 00100000 01110111 01100101
01101100 01100011 01101111 01101101 01100101 00100000
01110100 01101111 00100000 01000100 01000101 01000111
01010011 01000101 00101110 00100000 01001100 01100101
01110100 00100000 01110100 01101000 01100101 00100000
```

Copy Save Save Bin



ADDITIONAL INFORMATION

Multilingual support: The interface is English only; this is why it is best suited for most languages using the Latin alphabet.

Technical requirements: Website accessible on PC, Smartphone and tablets. An internet connection is required.

Does it work offline? No

Adaptations for SLD users: Binary code can help some SLD learners because it uses very simple patterns (just 0s and 1s) which can make information feel clearer and easier to follow.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account required?** No



Create Cryptogram



BASICS

This cryptogram builder is an online tool that allows educators to easily create cryptogram puzzles where messages are encrypted using letter substitution. It is ideal for code-breaking activities in educational escape games.

URL / Access: : <https://puzzel.org/en/cryptogram/build?menu=content>

Primary puzzle types:

- Cipher (core use: substitution cryptograms)
- Logic (pattern recognition, deduction to decode)
- Other: Word / language decoding (spelling and vocabulary-based reasoning)



SUPPORT & ALTERNATIVES

Docs/tutorials:

- no tutorials available but there is a help page with general explanations on how different puzzle types work, including cryptograms
<https://puzzel.org/en/help>



HOW TO USE IT

1

STEP 1:

Open the Cryptogram Builder on [Puzzel.org](https://puzzel.org) and type the message you want learners to decode (for example a clue, password or final solution).

2

STEP 2:

The tool automatically converts the text into an encrypted puzzle.

3

STEP 3:

Generate the cryptogram and review it. Adjust the message if needed to match learners' age or skill level.

4

STEP 4:

Share the cryptogram via a direct link, embed it on a website, or display it on screen or print it for offline escape games.



ADDITIONAL INFORMATION

Multilingual support: Available in several languages, including English, French, Spanish, German and Dutch.

Technical requirements: Works on computers and tablets with an internet connection and web browser. No installation required.

Does it work offline? No

Adaptations for SLD users: Cryptograms promote structured problem-solving and can be simplified with shorter messages or visual hints to support learners with SLD.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account required?** Optional

Enigma Making Tool

LEVEL:**Beginner**

PUZZLEMAKER

CREATE YOUR OWN PUZZLES



Puzzlemaker



BASICS

Puzzlemaker is a free online tool that allows educators and creators to generate printable or digital puzzles. It is ideal for creating word-based challenges for escape games in a simple and fast way.

URL / Access: : <https://puzzlemaker.discoveryeducation.com/>

Primary puzzle types:

- Word Search
- Crossword
- Cryptogram
- Maze
- Hidden Message
- Number Blocks
- Math-based puzzles (number grids)
- Other: Word scrambles, Double puzzles



SUPPORT & ALTERNATIVES

Docs/tutorials:

- Short instructions provided on each puzzle's page.

Community/Forum:

- No dedicated community; general Discovery Education support pages available.



HOW TO USE IT

1

STEP 1: Choose your puzzle type

Go to the homepage and select a puzzle type (e.g., Word Search, Maze, Crossword).

2

STEP 2: Add your word list or message

Type the words or phrases you want to include. For some puzzles (e.g., maze), you simply set size parameters.

3

STEP 3: Adjust settings

Customize grid size, difficulty, title, and answer key options.

4

STEP 4: Generate the puzzle

Click "Create My Puzzle" to see the puzzle preview.

5

STEP 5: Save or export

Download the puzzle as a PNG/PDF or print it directly.

PUZZLEMAKER
CREATE YOUR OWN PUZZLES

FREE
LEARN

Puzzlemaker is a puzzle generation tool for teachers, students and parents. Create and print customized word search, criss-cross, math puzzles, and more-using your own word lists.

math

Show Answer

Print Puzzle

Copy Puzzle

Copy Answer

Rebuild Puzzle

```
G Q E K R X F N X H N L O N O
M I O G P L D U U L F M Y V R
T P Q A G N F M B C B O P C E
A N C E A N P B Z Z Y G V N L
P R E V O H Q E B S I X A N P
D F B T S S O R C S S I R C E
I E W E A R I S T O T E L E K
I E G I G E X D T S R J S F N
N L D R Q L I I X A C Z R U G
I G J T E A A V A W R A T K M
P N X X N E N I W C C R U A D
A Z C G R Y S S E T E N E Y T
I R L R U F A I I P X A I J Y
R E C Q V D Q O N S W Y O O T
S S Z L Q E N N R L V D O H Q
```

algebra
crisscross
fraction
numbers

angles
degrees
keplero
sum

aristotele
division
newton



ADDITIONAL INFORMATION

Multilingual support: Supports any language that uses the Latin alphabet (manual text entry). No interface translation.

Technical requirements: Browser-based; works on computers, tablets, and smartphones. Requires internet connection.

Does it work offline? No

Adaptations for SLD users: Puzzles can use large fonts and simplified grids to support reading and processing needs.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account required?** No



Lockee.fr



BASICS

Lockee.fr is a web tool that lets you create virtual locks to hide and share digital content (like text, images, audio, video, or links) that others can unlock by solving puzzles or codes.

URL / Access: <https://lockee.fr/>



ADDITIONAL INFORMATION

Multilingual support: English, French and Spanish.

Technical requirements: Browser-based; works on computers, tablets, and smartphones. Requires internet connection.

Adaptations for SLD users: It has sounds or text so everyone can use it.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** Yes



HOW TO USE IT

1

STEP 1:

Create your lock with a name and a optional link

2

STEP 2:

Put the order

Unlock code:

7	8	9
4	5	6
1	2	3
0		

1 2 3 4

↶ ↷

3

STEP 3:

When its correct, you can show anything you want, a text for example

Paragraph

You guessed it!

Include a link to another lock:

No linked lock Edit

Cancel Validate

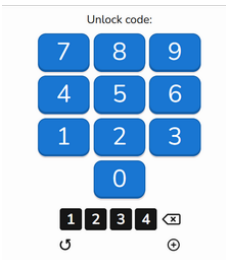




4

STEP 4:

Download the QR as a image and put it in the Escape game.



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Create a QR or a lock to give a code</p> <p>Possible use: Create a number lock to unlock a secret code</p>
	<p>Example: Create a QR to go to the lock</p> <p>Possible use: Hide a QR to make appear the Code Or a Lock</p>
	<p>Example: Call a number (false) for a code</p> <p>Possible use: Put some numbers and then put an audio with a code</p>
	<p>Example: Play a song to unlock a code</p> <p>Possible use: Put a sequence hide somewhere in the escape room and make someone touch the song in a piano</p>
	<p>Example: Put a number of moves to unlock a code</p> <p>Possible use: Put in a picture some signals to introduce in the pattern and get the code</p>



QR CODE-MONKEY



BASICS

This is a free online QR code generator that lets you quickly create custom and high-quality QR codes for URLs, text, contact info, Wi-Fi details, and more with personalization options like colors and logos. It's designed to be easy to use without technical skills, making QR code creation simple and accessible.

URL / Access: <https://www.qrcode-monkey.com/>



ADDITIONAL INFORMATION

Multilingual support: Only in English. Need a external tool to translate.

Technical requirements: Browser-based; works on computers, tablets, and smartphones. Requires internet connection.

Adaptations for SLD users: It's a browser so it needs external adaptations

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No



HOW TO USE IT

1

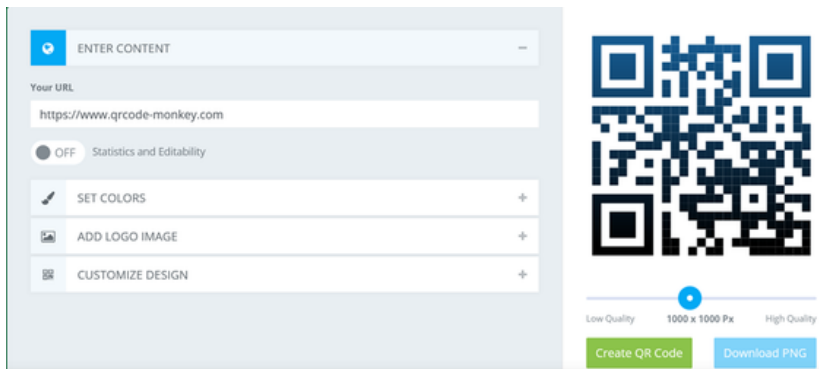
STEP 1:

Put an URL to go, a logo, or customize the design.

2

STEP 2:

Create it.





EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: QR code to unlock a video</p> <p>Possible use: Create a QR to direct you to a YouTube video</p>
	<p>Example: QR code to unlock a text</p> <p>Possible use: Create a QR to give a code.</p>
	<p>Example: Create a QR to go to a web</p> <p>Possible use: Create a QR to go to one of the tools</p>



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Create a QR to go to a Facebook post</p> <p>Possible use: Hide a secret code on a social media post</p>
	<p>Example: Create a QR to go to a twitter post</p> <p>Possible use: Hide a secret code on a social media post</p>



H5P



BASICS

An open-source platform that enables users to create and share rich interactive HTML5 content such as quizzes, drag-and-drop tasks, hotspots, branching scenarios, and interactive books that can be embedded into websites or learning platforms - making it ideal for digital escape room puzzles.

URL / Access: <https://h5p.org/>



ADDITIONAL INFORMATION

Multilingual support: H5P content can be created in any language since all text inputs are editable; some content types include built-in translation support and default interface strings can be localised.

Technical requirements: Works on computers, tablets, and smartphones (mobile-friendly). Internet connection required to create and host content (unless using offline editors like Lumi). Can be embedded within websites or LMSs that support H5P content (e.g., WordPress, Moodle, Drupal).

Adaptations for SLD users: H5P supports learners with specific learning difficulties with interactive, multimodal content (visual, auditory, and manipulative), short segments, and immediate feedback that reduce cognitive load and maintain engagement.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No (for browsing and playing); Yes (for creating and saving content on H5P.org).



HOW TO USE IT

1

STEP 1: Open H5P content creator

Go to the H5P central site or your LMS/website that supports H5P, and select "Create new content". If you're using the free H5P.org area, choose a content type to try.

2

STEP 2: Choose an interactive content type

Browse the library of content types (e.g., Multiple Choice, Drag & Drop, Interactive Book, Course Presentation). Select the template that matches the kind of puzzle you want to create (e.g., hotspots for hidden clues).

3

STEP 3: Input your media and clues

Upload images, enter text prompts, and add audio/video if needed. An escape room puzzle could be a drag-and-drop sequence or a hot-spot image revealing hidden codes.

4

STEP 4: Adjust behaviour and feedback

Use the interface to define what happens when players choose the correct or incorrect answer or complete a sequence. Add success messages that reveal a code or unlock the next stage.

5

STEP 5: Preview and test

Use preview mode to check the activity works as intended for learners. Adjust content or difficulty as needed to make it clear and engaging.


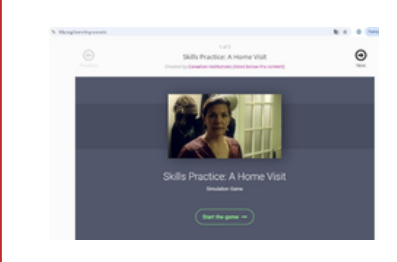
6

STEP 6: Share or embed

Save the content and embed it into a website, LMS course, or escape room platform using the embed code or direct link.



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Fill in the Blanks</p> <p>Possible use: Insert the missing words in this text; the correct combination of all missing words reveal a hidden code needed to unlock the next challenge.</p>
	<p>Example: Branching Scenario</p> <p>Possible use: Present narrative choices where each branch leads to a different clue or challenge; correct choices advance the storyline, incorrect choices may loop back or require additional tasks.</p>



Learning Apps



BASICS

A free, web-based tool that allows users to create simple interactive activities such as matching pairs, sequencing, multiple-choice quizzes, and short-answer tasks that can easily be adapted into puzzles for digital escape rooms.

URL / Access: <https://learningapps.org/>



ADDITIONAL INFORMATION

Multilingual support: Available in many languages including English, German, French, Spanish, Italian, Portuguese, Dutch, Polish, Greek, and others

Technical requirements: Works on computers, tablets, and smartphones. Internet connection required. Runs in a web browser (no installation)

Adaptations for SLD users: LearningApps supports learners with specific learning difficulties by offering short, focused tasks with clear instructions, visual support, and immediate feedback, reducing cognitive overload.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No (for playing); Yes (recommended for creating and saving activities)



HOW TO USE IT

1 STEP 1: Open LearningApps and choose an activity type

Go to learningapps.org and click "Create App". Browse the list of templates (e.g. matching pairs, ordering, cloze text, multiple choice) and select one that fits your escape room puzzle idea.

(Example: "Matching pairs" for code fragments or clues.)

2 STEP 2: Enter your puzzle content

Fill in the text, images, numbers, or audio needed for the activity. For escape rooms, design the activity so the final solution reveals a code, word, or clue for the next step.

3 STEP 3: Adjust feedback and behaviour

Configure settings such as automatic correction, retries, or feedback messages. Use success messages to indicate that the "lock" has been opened.

4 STEP 4: Preview and test the activity



Use the preview mode to play the activity as a learner. Check that instructions are clear and that the correct solution works as intended.

5 STEP 5: Save and share

Save the activity and copy the link or embed code. Use it inside another platform (Genially, Google Slides, LMS, website) as one puzzle in a larger escape room sequence.



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Matching pairs puzzle</p> <p>Possible use: Players match symbols with numbers; the correct pairs reveal a hidden code needed to unlock the next challenge.</p>
	<p>Example: Multiple-choice quiz lock</p> <p>Possible use: A short quiz where only all correct answers reveal a success message containing the next clue.</p>



Genially's Reveal function



BASICS

A function in Genially using "hide" and "reveal" interactivities to make objects appear or disappear until you click on a clue/the right answer.

URL / Access: <https://help.genially.com/how-to-set-up-reveal-interactivity-in-genially-B1LqcwHhi>



ADDITIONAL INFORMATION

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

Technical requirements: used on a computer/laptop with an internet connection. Having a Genially account is required.

Adaptations for SLD users: The reveal function can support people with specific learning difficulties by showing information only when needed, reducing overload and helping them focus on one clear step at a time.

Cost and access:

- **Price:** Free
- **Free plan limits:** Public sharing and basic interactions
- **Account or sign-up required?** Yes, a Genially account is required to use this tool.



HOW TO USE IT

1

STEP 1:

Choose your two elements. Pick the element that will be clicked (Element A) and the element that will appear (Element B). They must both be on the same page.

2

STEP 2:

Click Element A to highlight it.

3

STEP 3:

Click the interactivity icon that appears above Element A. This opens the interactivity options.

4

STEP 4:

In the menu, select the Reveal option. This tells Genially that clicking Element A will reveal something.

5

STEP 5:

On your canvas, click the element you want to reveal (Element B), then click Save. If you want more than one element to appear, click the + button and select additional elements. All of them will appear at the same time.

6

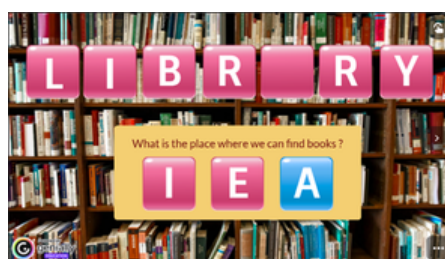
STEP 6:

If you want Element B to disappear when Element A is clicked a second time, activate "Hide when clicked again."

7

STEP 7:

Genially will show an arrow linking Element A to Element B. This helps you see what will be revealed when clicked.





EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Hidden clue behind an object</p> <p>Possible use: Players click on a painting, book, or symbol, and a secret message or code appears underneath.</p>
	<p>Example: Showing a clue only after solving a previous puzzle</p> <p>Possible use: A button or icon becomes clickable after a task is completed, and clicking it reveals the next instruction or code.</p>



S'Cape DND Lemniscate



BASICS

DND from S'Cape is a Genially add-on that lets you easily create drag-and-drop interactions for puzzles, challenges, and escape-game activities where players move objects, test ideas, and get instant feedback.

URL / Access: <https://scape.enepe.fr/dndgenial.html>



ADDITIONAL INFORMATION

Multilingual support: French only (but can be translated with tools or build-in extension in the browser)

Technical requirements: used on a computer/laptop with an internet connection. Having a Genially account is required.

Adaptations for SLD users: This drag-and-drop tool can help people with specific learning difficulties because it turns abstract ideas into simple, hands-on activities that make understanding and remembering information much easier.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No (but a Genially account is required to use this tool)



HOW TO USE IT

1

STEP 1:

Go to the website link (see the URL access) and select “Reuse this genially” at the bottom to access the S’Cape tool “DND Lemniscap” (DNDoo).

2

STEP 2:

Open the “DNDoo” reusable Genially

3

STEP 3:

Go to page 8. Copy the following elements and paste them into your Genially page: “FONCTION DNDoo”, “GLOBAL_ON” (or GLOBAL_ONOFF) and “GLOBAL_OFF” (or GLOBAL_OFFON)

4

STEP 4:

Depending on how many elements you wish to involve, copy and paste the right number of the following boxes. For example, if you want 6 elements to be dragged and dropped for this quest, you need to use 6 boxes of each type with the corresponding numbers:

- **“OBJET”** (so **OBJET1, OBJET2, ...**): The element to drag (“object”).
- **“CIBLE”** (so **CIBLE1, CIBLE2, ...**): The area where the “object” should be placed (“target”), to adapt in size.
- **“ON”** (so **ON1, ON2, ...**): Any element (one or more) that appears when the object is placed on the right target (like a green tick).
- **“OFF”** (so **OFF1, OFF2, ...**): Any element (one or more) that disappears when the object is placed correctly (a box or cross).
- **“ONOFF”** (so **ONOFF1, ONOFF2, ...**): Any element (one or more) that appears when the object is correctly placed but disappears once the object is moved out of the target.
- **“OFFON”** (so **OFFON1, OFFON2, ...**): Any element (one or more) that disappears when the object is placed correctly but appears again once the object is moved out of the target.

4

FONCTION DNDoo						GLOBAL_ON	GLOBAL_OF	GLOBAL_O	GLOBAL_O	RECOMMENCER	VERIFICATION	WRONG_O
OBJET1	CIBLE1	ON1	OFF1	ONOFF1	OFFON1	OBJET11	CIBLE11	ON11	OFF11	ONC		
OBJET2	CIBLE2	ON2	OFF2	ONOFF2	OFFON2	OBJET12	CIBLE12	ON12	OFF12	ONC		
OBJET3	CIBLE3	ON3	OFF3	ONOFF3	OFFON3	OBJET13	CIBLE13	ON13	OFF13	ONC		
OBJET4	CIBLE4	ON4	OFF4	ONOFF4	OFFON4	OBJET14	CIBLE14	ON14	OFF14	ONC		
OBJET5	CIBLE5	ON5	OFF5	ONOFF5	OFFON5	OBJET15	CIBLE15	ON15	OFF15	ONC		
OBJET6	CIBLE6	ON6	OFF6	ONOFF6	OFFON6	OBJET16	CIBLE16	ON16	OFF16	ONC		

5

STEP 5:

Group the “**OBJET1**” box with the first element to move, place the “**CIBLE1**” box in the area where that first element should be placed, group the “**ON1**” or “**ONOFF1**” box with any element that appears when the object is correctly placed and the “**OFF1**” or “**OFFON1**” box with any element that disappears when the object is correctly placed. Repeat this process with the other elements and numbered boxes of each type.

6

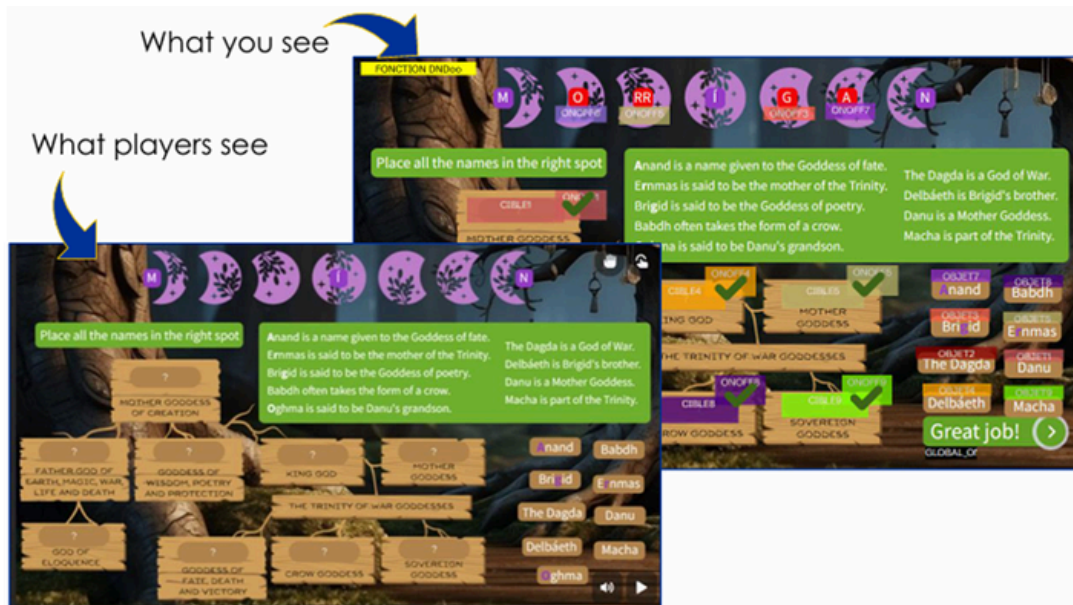
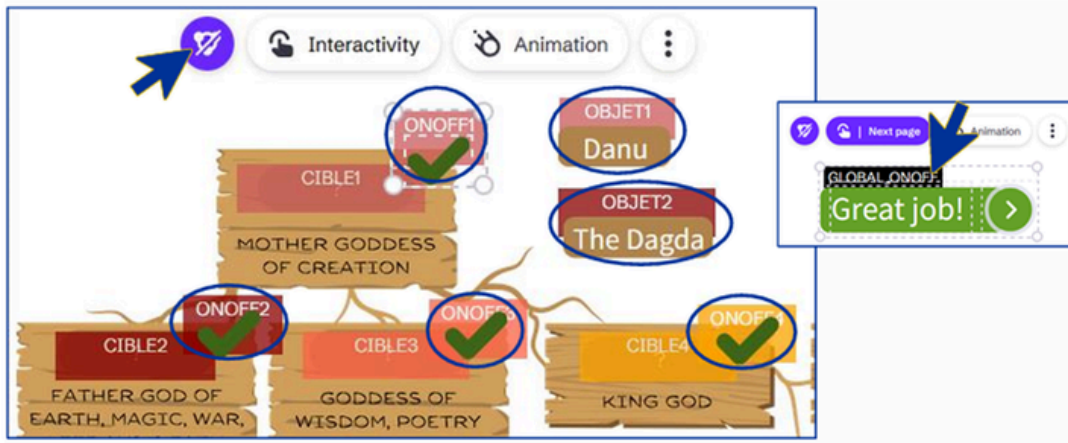
STEP 6:

Group the “**GLOBAL_ON**” or “**GLOBAL_ONOFF**” box with elements that should appear once all the objects are placed on the right targets, such as a text confirming that everything is correct and the “**Next**” button.

7

STEP 7:

Group the **“GLOBAL_OFF”** or **“GLOBAL_OFFON”** box with any elements that need to disappear once all the objects have been placed on the right target, such as the instructions or unnecessary content.



Note: On page 6 of the DND Genially, other elements can also be useful:

- The **“RECOMMENDER”** box (RESTART) allows players to start over (places all the moved elements back to their original spot).
- The **“VERIFICATION”** box allows players to verify if their answers are correct halfway through (this is useful if you don't add an **“ON”** element that appears when each element is correctly placed).
 - The **“WRONG_ON”** and **“WRONG_TEMP”** boxes, when grouped with a visible element, show that incorrect elements are placed.
 - The **“CORRECTION”** box, to place on the page but invisible to players, places all the incorrect elements back to their original spot.

Note that, if you use these elements, using the **“ON#”** and **“OFF#”** elements is not necessary, but it reduces the direct feedback and flow.



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Sorting clues into the right category</p> <p>Possible use: Players drag items (words, images, symbols) into the correct box to unlock the next step—for example, sorting “safe” ingredients from “dangerous” ones in a science-themed escape room.</p>
	<p>Example: Rebuilding a broken message</p> <p>Possible use: A sentence, code, or image is cut into pieces, and players must drag the fragments into the correct order to reveal a hidden clue.</p>
	<p>Example: Placing objects on a map or diagram</p> <p>Possible use: Players drag labels or icons to the correct location on a map, blueprint, or timeline to trigger the next puzzle.</p>



Genially Flipcard Template



BASICS

The Genially Flipcard template allows educators to create interactive cards that flip on click to reveal hidden information. It is ideal for clues, hints, codes and progressive discovery in digital escape games.

URL / Access: <https://genially.com/template/genial-flipcard/>



ADDITIONAL INFORMATION

Multilingual support: Available in multiple languages, including English, French, Spanish and Portuguese. Content language depends on the user.

Technical requirements: Works on computers and tablets with an internet connection and web browser. Compatible with interactive whiteboards.

Adaptations for SLD users: Flipcards support short text, visual cues and progressive disclosure, reducing cognitive overload for learners with SLD.

Cost and access:

- **Price:** Free
- **Free plan limits:** Public sharing and basic interactions
- **Account or sign-up required?** Yes, a Genially account is required to use this tool.



HOW TO USE IT

1

STEP 1:

Open the Genially Flipcard template and click "Use this template." Log in or create a free Genially account.

2

STEP 2:

Edit each card by adding text, images, numbers or symbols on the front and back sides. The front usually contains a question or symbol, while the back reveals a clue or answer.

3

STEP 3:

Duplicate cards to create a full set of clues. Use consistent colours or icons to structure difficulty levels or puzzle sequences.

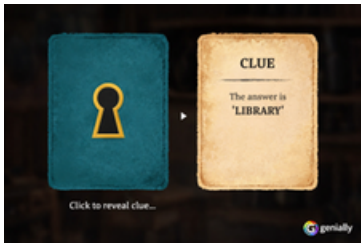
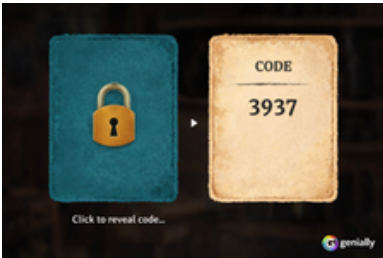
4

STEP 4:

Preview the interaction and share the Genially link with learners or embed it in a learning platform or escape game website.



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Hidden clue cards</p> <p>Possible use: Learners flip cards to reveal clues one by one after solving tasks.</p>
	<p>Example: Multiple-choice quiz lock</p> <p>Possible use: A short quiz where only all correct answers reveal a success message containing the next clue.</p>



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Matching puzzle</p> <p>Possible use: Front side shows symbols, back side reveals meanings or matches.</p>
	<p>Example: Yes / No decision cards</p> <p>Possible use: Players flip cards to confirm whether a choice is correct.</p>
	<p>Example: Story fragments</p> <p>Possible use: Each flipcard reveals a part of the escape game narrative.</p>



Twine



BASICS

Twine is a free, open-source tool that allows users to create interactive, non-linear stories without advanced programming. It is well suited for building branching narratives and decision-based escape games

URL / Access: <https://twinery.org/>



ADDITIONAL INFORMATION

Multilingual support: Twine can be used in any language, as all text is user-generated. The interface is in English.

Technical requirements: Works on computers (Windows, macOS, Linux) or via a web browser. Internet connection is only required for the online version.

Adaptations for SLD users: Twine supports short text passages, clear choices, and visual separation, which helps learners with SLD navigate content step by step.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account or sign-up required?** No



HOW TO USE IT

1

STEP 1:

Go to the Twine website and choose whether to use the browser version or download the desktop app. Click “Create a Story” to start a new project.

2

STEP 2:

Write short text passages and connect them using links to create choices. Each choice leads to a new passage, allowing multiple paths and outcomes in the escape game.

3

STEP 3:

Add simple logic (optional) such as variables or conditions to track progress, solved puzzles or collected clues.

4

STEP 4:

Test the story using the “Play” mode. When finished, export the project as an HTML file that can be shared online or used offline.

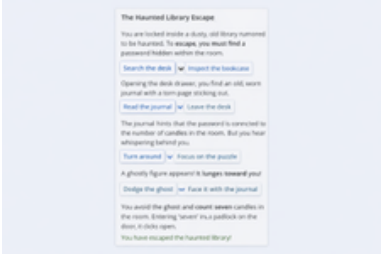



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Branching path</p> <p>Possible use: Each correct answer opens a new passage, while wrong answers loop back or add time pressure.</p>
	<p>Example: Digital lock simulation</p> <p>Possible use: Players select code combinations through linked choices until the correct one is found.</p>



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Narrative-based escape room</p> <p>Possible use: Twine hosts the full story of an escape room.</p>
	<p>Example: Hidden clue reveal</p> <p>Possible use: Certain passages only appear if previous clues were "collected."</p>



Moiki



BASICS

Moiki is an intuitive platform for creating interactive stories where players make choices that influence the narrative. It is ideal for constructing branching escape games, interactive missions, and story-driven puzzles without any coding skills.

URL / Access: <https://moiki.fr/>



ADDITIONAL INFORMATION

Multilingual support: Available mainly in French and English; playable in any language since you can insert your own text.

Technical requirements: Works on any browser (Windows, Mac, tablet, smartphone). Requires internet connection.

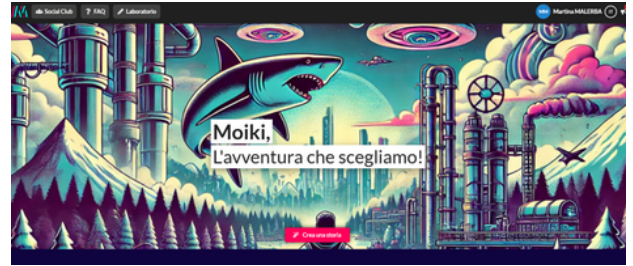
Adaptations for SLD users: You can add audio narration and visual cues to support diverse learning needs.

Cost and access:

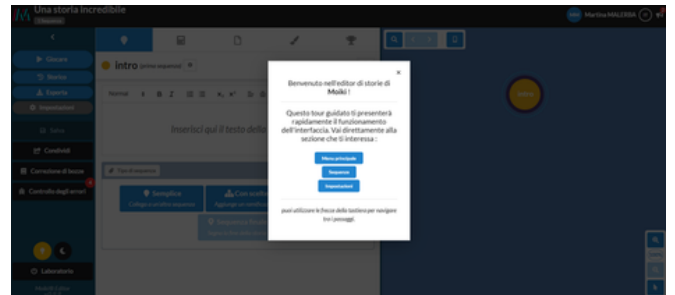
- **Price:** Freemium
- **Free plan limits:** Limited number of stories and scenes; Moiki branding included
- **Account or sign-up required?** Yes

HOW TO USE IT

1 STEP 1: Create a free account
Go to Moiki's website and register.

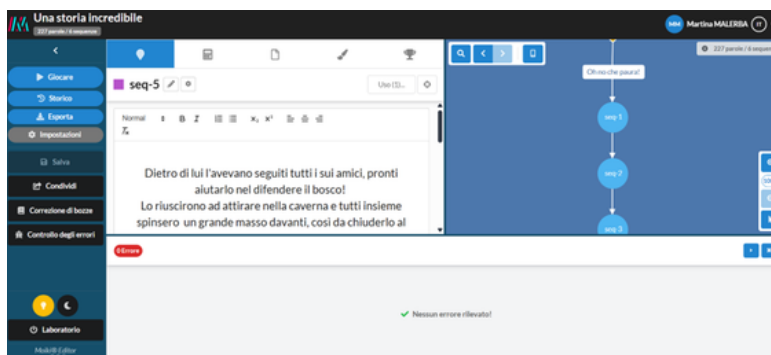


2 STEP 2: Start a new interactive story
Click "Create a Moiki" and choose a title, theme, and basic customization options.

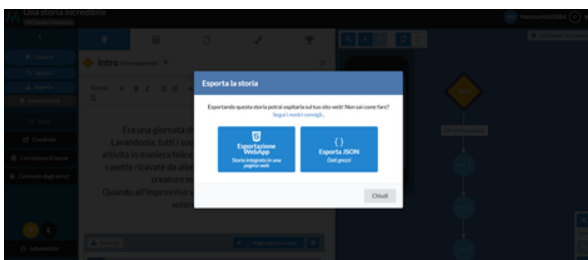


3 STEP 3: Build your first scene
Each scene represents a "page" of the story. Add text, images, audio, and choices that players can select.

4 STEP 4: Create branching paths
Use the "Add choice" function to create multiple branches leading to different outcomes (correct path, dead ends, clues, etc.).



5 STEP 5: Publish and share
Export your project or share it directly through a link so players can access the interactive escape game.





EXAMPLES FROM THE TOOL

Possible Use

Example: Branching storyline

Possible use: Create multiple puzzle paths where each choice affects the narrative.

Example: Secret endings

Possible use: Add “hidden” endings unlocked only by solving specific clues.

Example: Audio clue scene

Possible use: A page plays an audio message players must decipher.

Example: Visual puzzle

Possible use: Insert images that contain codes, symbols, or visual riddles.

Example: Character dialogue tree

Possible use: Create conversations with NPCs* that reveal clues.

* NPC stands for Non-Player Character (or sometimes Non-Playable Character). It refers to any character in a video game or tabletop role-playing game that is not controlled by the player.



Room Escape Maker



BASICS

Room Escape Maker is an online tool that allows users to create interactive digital escape rooms without any coding. It is suitable for educational activities, gamified learning, and collaborative challenges.

URL / Access: <https://roomescapemaker.com/>



ADDITIONAL INFORMATION

Multilingual support: The platform interface is mainly available in English, but escape room content can be created in any language.

Technical requirements: Room Escape Maker works on desktop computers, laptops, and tablets through a web browser. A stable Internet connection is required.

Adaptations for SLD users: The visual, point-and-click interaction supports learners with SLD by reducing text overload and encouraging visual problem solving.

Cost and access:

- **Price:** Freemium
- **Free plan limits:** The free version allows basic room creation with limited features and project options.
- **Account or sign-up required?** Yes



HOW TO USE IT

1

STEP 1: Create a new escape room

Create an account and click on “Create a Room”. Choose a background image and define the main goal of the escape room, such as finding a key or opening a door.

2

STEP 2: Add interactive objects and puzzles

Insert clickable objects, codes, messages, and puzzles into the room. Each object can be connected to actions or conditions (for example, entering the correct code unlocks an item).


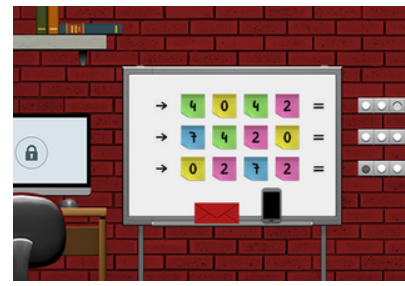
3

STEP 3: Test and share the game

Use the Test/Play mode to check that all puzzles work correctly. Once finished, share the escape room link with students or participants.



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Educational escape room</p> <p>Possible use: Teachers can create an escape room to review school subjects, where each puzzle is linked to a learning question or task.</p>
	<p>Example: Project introduction activity</p> <p>Possible use: An escape room can be used as an engaging introduction to a new topic or group project.</p>
	<p>Example: QR code to unlock a video</p> <p>Possible use: A QR code can be revealed after solving a puzzle, unlocking a video that provides clues or explanations.</p>



ThingLink



BASICS

ThingLink is a tool that allows you to turn images, videos, or 360° environments into interactive learning experiences. It is ideal for creating immersive escape game rooms with clickable hotspots, clues, and multimedia puzzles.

URL / Access: <https://www.thinglink.com/>



ADDITIONAL INFORMATION

Multilingual support: Supports all languages since you insert your own text; interface available in English and others.

Technical requirements: Compatible with all major browsers, tablets, smartphones; requires internet connection.

Adaptations for SLD users: Supports audio narration, large icons, and clear visual cues, helping reduce reading load.

Cost and access:

- **Price:** Freemium / Paid plans for advanced features
- **Free plan limits:** Limited number of scenes, limited hotspot types
- **Account or sign-up required?** Yes



HOW TO USE IT

1

STEP 1: Create an account

Sign up on ThingLink using email, Google, or Microsoft.

2

STEP 2: Upload an image, 360° photo, or video

Use classroom pictures, custom-designed rooms, or thematic illustrations as your base scene.

3

STEP 3: Add interactive hotspots

Insert clickable icons containing text, images, audio, puzzles, QR codes, or external links.

4

STEP 4: Link multiple scenes

Connect several rooms to create a full escape experience (ex: "Library to Laboratory to Final Door").

5

STEP 5: Publish and share

Share the game through a link or embed it in websites, LMS platforms, or digital learning materials.



EXAMPLES FROM THE TOOL

Possible Use

Example: 360° escape room

Possible use: Create a fully explorable virtual room where players click to find clues.

Example: Hotspot with hidden clue

Possible use: A clickable icon reveals a code needed to unlock the next step.

Example: Audio clue hotspot

Possible use: Players click to hear a recorded message or secret instruction.

Example: Linked scenes

Possible use: Connect multiple rooms to create multi-stage escape games.

Example: Picture puzzle

Possible use: Insert an image with embedded mini-puzzles or hidden numbers.



S'Cape DND Lemniscate



S'CAPE is an educational support platform offering practical guides, templates, and methodological tools to help teachers and facilitators design, implement, and debrief educational escape games.

URL / Access: <https://scape.enepe.fr/-aide-a-la-creation-.html>

Tool type: Facilitation guide / Debrief pack / Reflection worksheet / Other: Escape game creation methodology

Needs a digital platform? Yes | **If yes, which one:** Web browser (S'Cape website)



What you can do with it:

- Manage timing and pacing
- Deliver hints or clues
- Support collaboration and communication
- Guide post-game discussion
- Provide ready-made debrief questions or worksheets
- Other: Support escape game design from concept to evaluation

Formats available: Web pages / PDF resources / Worksheets



HOW TO USE IT

1 STEP 1: Define the pedagogical objectives

Start by using the guiding questions provided on the platform in order to identify the learning goals (knowledge, skills, attitudes) that the escape game should address.

2 STEP 2: Choose the escape game format

Select the type of escape game (linear, parallel, hybrid, digital or physical) based on your context, time constraints, and learner profile.

3 STEP 3: Design puzzles and narrative

Use the creation guides and examples to imagine a coherent storyline and design puzzles aligned with your objectives and difficulty level.

4 STEP 4: Plan facilitation and timing

Prepare hints, time limits, and facilitation strategies using the recommendations provided, ensuring smooth pacing during gameplay.

5 STEP 5: Prepare debrief and reflection

Use the suggested debrief questions and reflection tools to help learners analyse their experience and connect it to learning outcomes.



TIPS FOR FACILITATORS

- Start with simple puzzles if it is your first escape game to avoid cognitive overload.
- Clearly define the role of the facilitator (observer, hint-giver, game master).
- Always test the escape game before running it with learners.
- Adapt the difficulty level by preparing optional hints in advance.
- Dedicate enough time to the debrief, as it is key for learning transfer.



ADDITIONAL INFORMATION

Multilingual support: The interface is in French, but some of the materials are in English (it can also be translated with a plugin).

Technical requirements: Works on computer or tablet with internet access; printable materials if used offline.

Does it work offline? Yes (resources can be printed and used without internet once prepared)

Adaptations for SLD users: The tool encourages clear instructions, teamwork, and verbalisation, which supports learners with SLD.

Cost and access:

- **Price:** Free
- **Free plan limits:** /
- **Account required?** No



Escape Fake

BASICS

A digital educator / facilitator toolkit accompanying the Escape Fake game, providing resources such as workshop formats, room walkthroughs, worksheets and debrief materials to integrate the game into classroom or training settings.

URL / Access: <https://escapefake.org/toolkit/>

Tool type: Facilitation guide + Debrief pack + Worksheets

Needs a digital platform? Yes access via member-area on website and download materials (PDF/slide deck)

KEY FEATURES

What you can do with it:

- Manage timing and pacing
- Deliver hints or clues
- Support collaboration and communication
- Guide post-game discussion
- Collect feedback or reflection
- Provide ready-made debrief questions or worksheets

Formats available: PDF / Slide deck / Worksheet / Web app (game)



HOW TO USE IT

1

STEP 1: Register for the Member Area

Go to the Escape Fake website, register for the Member Area, and gain access to the toolkit materials.

2

STEP 2: Select your language and download materials

Choose your preferred language version (English, Italian, German, Hungarian, Romanian) and download all toolkit resources.

3

STEP 3: Review the introduction section

Read the introduction on experiential learning and game setup to familiarize yourself with how the game and toolkit align.

4

STEP 4: Choose a workshop or game-session format

Decide on a session format from the “Suggestions for workshop formats” section and plan how to integrate the digital game into a classroom, training, or other learning environment.

5

STEP 5: Use the walkthroughs, worksheets, and reflection questions

Follow the room-by-room walkthroughs, use the provided worksheets, and apply reflection/debrief questions during or after gameplay to deepen learning.

6

STEP 6: Lead a debrief discussion

Conduct a debrief session using the ready-made questions to help players reflect on their experience and connect it to real-life media literacy and disinformation issues.

7

STEP 7: Apply glossaries and learning concepts (optional)

Optionally, use the included glossaries and learning concepts for follow-up activities, assignments, or further study.



TIPS FOR FACILITATORS

- Before the session, familiarise yourself with both the game and toolkit so you can confidently guide participants and reference the worksheets.
- Use the debrief questions to link the game experience to real-world disinformation topic, this helps reinforce transfer of learning.
- Consider dividing participants into small teams for the escape game phase, then reconvene all for a full-group debrief to compare insights.
- Adapt the workshop format (time, number of rooms, depth of worksheets) to your participants' prior knowledge of media literacy and digital skills; the toolkit gives suggestions.
- Use the multilingual capability if you are working in a multicultural or multilingual group to increase accessibility.



ADDITIONAL INFORMATION

Multilingual support: Available in English, German, Italian, Hungarian, Romanian

Technical requirements: Toolkit materials are downloadable from the website (PDFs, slide decks) and the game itself runs on smartphones/tablets.

Does it work offline? The downloadable materials (worksheets, slide decks) can be used offline. The game itself likely requires the app and maybe connectivity;

Adaptations for SLD users: Worksheets and visuals support multiple formats and languages, making the toolkit more inclusive; you may also provide printed markers and allow extra time for processing the clues.

Cost and access:

- **Price:** Free
- **Free plan limits:** /
- **Account required?** Yes, you must register as a member to access the toolkit downloads



ELMET GUIDE



BASICS

The ELMET Guide is a practical methodology guide that supports educators in designing, facilitating and debriefing educational escape rooms. It focuses on pedagogy, learner engagement and reflective learning rather than technology.

URL / Access: https://www.elmetproject.eu/assets/files/ELMET_Guide_EN.pdf

Tool type: Facilitation guide

Needs a digital platform? No



KEY FEATURES

What you can do with it:

- Manage timing and pacing
- Deliver hints or clues
- Support collaboration and communication
- Guide post-game discussion
- Collect feedback or reflection
- Provide ready-made debrief questions or worksheets

Formats available: PDF / Worksheet



HOW TO USE IT

1

STEP 1:

Read the guide sections related to educational escape rooms to understand the ELMET learning approach and key pedagogical principles.

2

STEP 2:

Use the planning frameworks and examples to design an escape room aligned with learning objectives, target group and available time.

3

STEP 3:

Apply the facilitation guidelines during the escape game to manage group dynamics, hints and pacing.

4

STEP 4:

Use the proposed debriefing and reflection questions after the escape room to support learning transfer and group discussion.



TIPS FOR FACILITATORS

- Start with clear learning objectives before designing puzzles.
- Use the guide's debrief questions to turn gameplay into learning.
- Adapt examples to your learners' age and experience level.
- Plan hint delivery in advance to avoid frustration.
- Allow time after the game for structured reflection.



ADDITIONAL INFORMATION

Multilingual support: Available in English (project resources may exist in other languages).

Technical requirements: Any device capable of opening PDF files. No internet connection required after download.

Does it work offline? Yes

Adaptations for SLD users: The guide encourages teamwork, reflection and flexible facilitation, allowing educators to adapt activities and pacing for learners with SLD.

Cost and access:

- **Price:** Free
- **Free plan limits:** /
- **Account required?** No



SUMO PAINT



BASICS

Sumo Paint is a free, browser-based image editing and painting app with a Photoshop-like interface, offering brushes, layers, filters, and other creative tools. It's great for digital drawing, photo editing, and graphic design without needing to install software.

URL / Access: <https://paint.sumo.app/>



ADDITIONAL INFORMATION

Multilingual support: Arabic, Czech, Danish, German, Greek, English, Spanish, Finnish, French, Italian, Japanese, Dutch, Polish, Portuguese, Swedish, Turkish, and Chinese.

Technical requirements: PC, mobile phone.

Adaptations for SLD users: does not appear to have any built-in accessibility features specifically designed for users with SLD, but Sumo Paint runs fully in a web browser, so general browser accessibility tools (e.g., screen readers, zoom, high contrast modes built into browsers or OS) might help users with some needs

Cost and access:

- **Price:** Free / Upgrades to Edu ~\$2 per month / Upgrade to Pro ~\$4 per month
- **Free plan limits:** Yes, 20 credits
- **Account required?** Yes



HOW TO USE IT

1

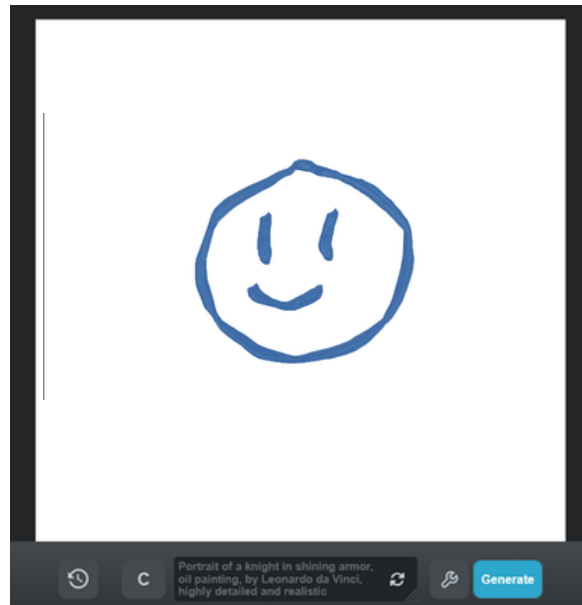
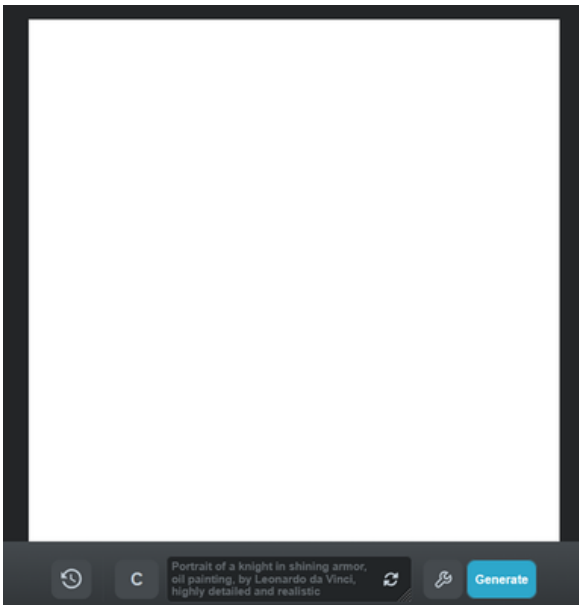
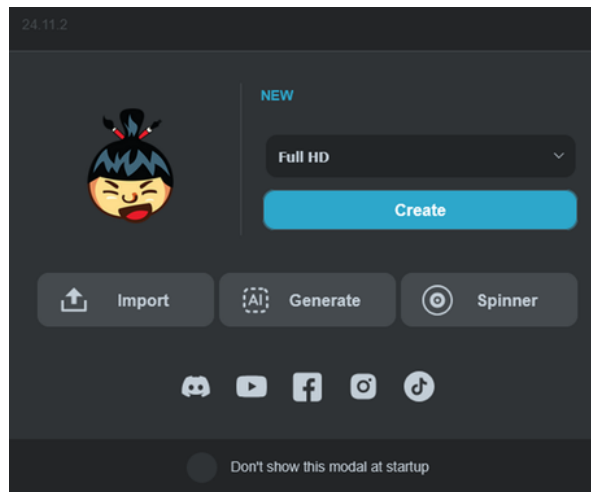
STEP 1:

Start a template with the resolution you want or import one.

2

STEP 2:

Start designing your project, or use the AI to do it for you.





EXAMPLES OF VISUALS AND/OR ANIMATION

For visuals

Here are example of the different possibilities, Sumo paint can create :





SVGATOR



BASICS

SVGator is an intermediate animation tool that lets you create SVG animations without writing any code. It provides powerful visual controls to export lightweight, web-ready animated graphics.

URL / Access: <https://www.svgator.com/>



ADDITIONAL INFORMATION

Multilingual support: Only English.

Technical requirements: Is a web-based-tool, so it's possible to use in a PC or a phone.

Adaptations for SLD users: SVGator does not have specific built-in adaptations labeled for SLD users, but it can be used in accessible ways if you design your animations with accessibility in mind.

Cost and access:

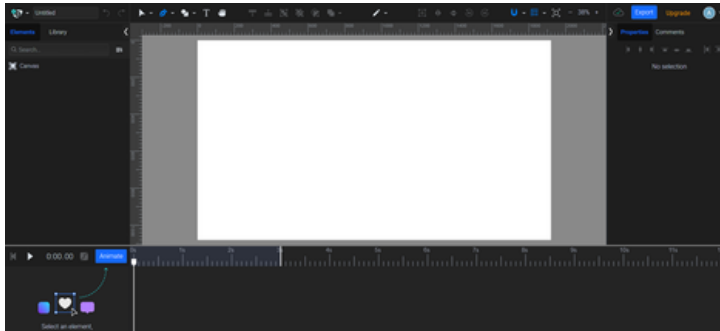
- **Price:** Free / Starter Plan (~\$13/month billed yearly) / Pro Plan (~\$24/month billed yearly) / Team Plan (~\$27 per seat/month billed yearly, minimum 3 seats)
- **Free plan limits:** Basic edit limitation and watermark.
- **Account required?** Yes

HOW TO USE IT

1

STEP 1:

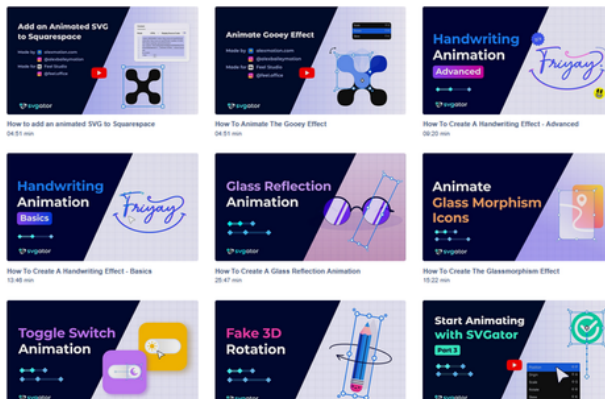
You create your template or upload one.



2

STEP 2 (optional):

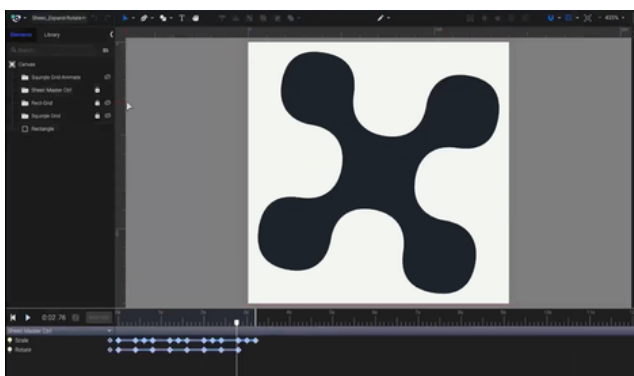
There are plenty of tutorials in the app, so you can learn how to create what do you want first



3

STEP 3:

You start editing and creating.

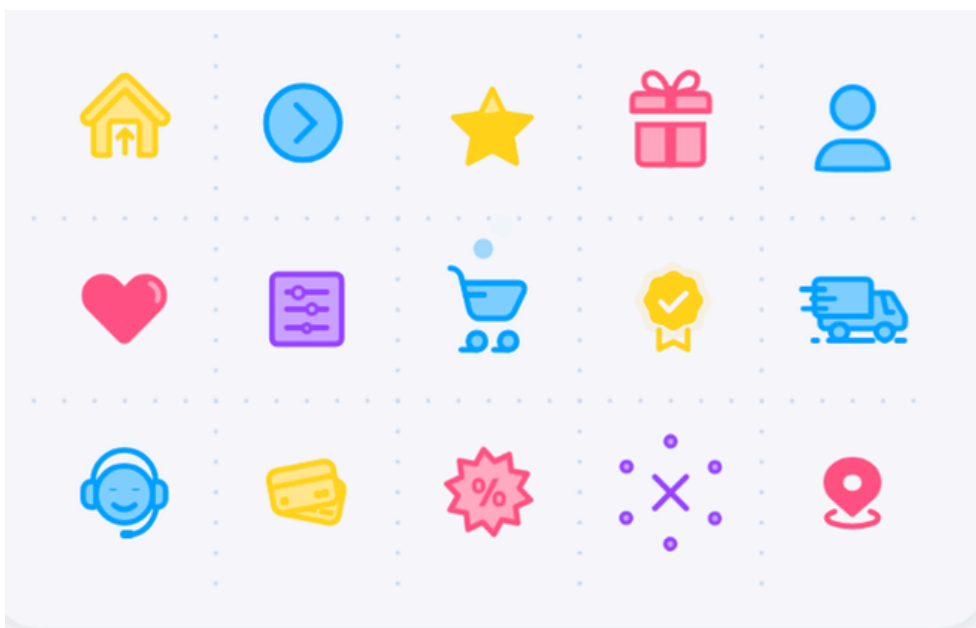




EXAMPLES OF VISUALS AND/OR ANIMATION

For visuals

Name	Images
House Icon	
Play Icon	
Star Icon	
Present Icon	
User Icon	

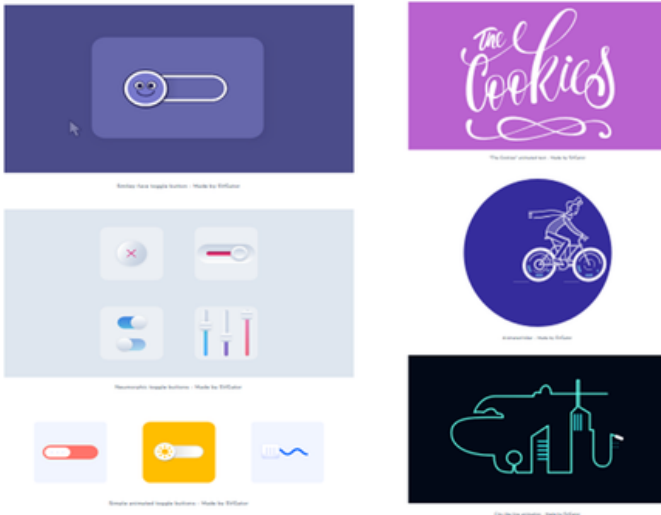


EXAMPLES OF ANIMATION AND TEMPLATES

For animations

Here are example of the different possibilities :

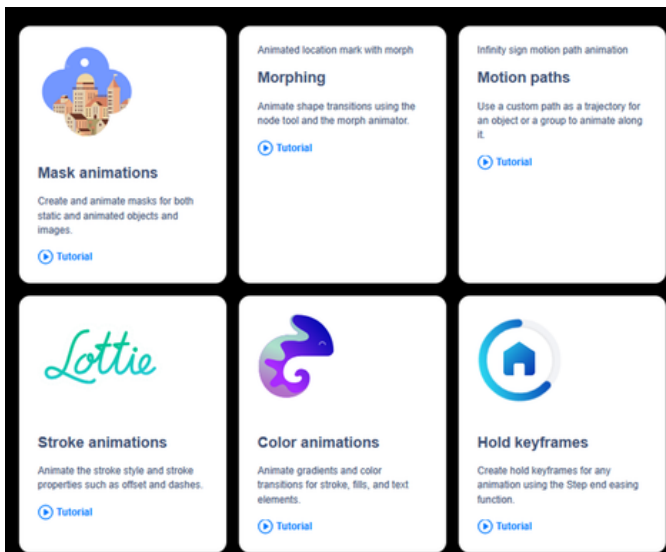
<https://www.svgator.com/blog/cool-svg-animation-examples-to-inspire/#animated-characters-examples>



For templates

Here are example of the different possibilities :

https://www.svgator.com/?_gl=1*_lbuyqr*_gcl_au*_ODY5NjAyNTQ5LjE3NjQwNjMzODc





PIXLR



BASICS

An online photo editor that allows users to quickly edit images, add text, symbols, effects, and layers, making it ideal for creating visual clues, coded images, maps, and backgrounds for digital escape rooms.

URL / Access: <https://pixlr.com/>



ADDITIONAL INFORMATION

Multilingual support: Available in multiple languages including English, Spanish, French, German, Portuguese, Italian, and others.

Technical requirements: Works on computers, tablets, and smartphones. Internet connection required. Runs in a web browser (no installation needed)

Adaptations for SLD users: Pixlr supports learners with specific learning difficulties by allowing visual-based clues, simplified layouts, and colour-coded information instead of text-heavy instructions.

Cost and access:

- **Price:** Freemium / Paid plans: Pixlr Plus / Premium (monthly or yearly plans)
- **Free plan limits:** Basic tools and templates ; watermark on some exports ; ads displayed.
- **Account required?** No (account optional, required for saving projects online)



HOW TO USE IT

1

STEP 1: Open Pixlr and choose an editor

Go to pixlr.com and select Pixlr X (simple editor, recommended for children) or Pixlr E (more advanced editor).

2

STEP 2: Create or open an image

Click “Create new” to start with a blank canvas or “Open image” to upload an existing picture (e.g. a map, lock, letter, or background).

3

STEP 3: Add visual clues

Use the Text tool to insert numbers, letters, or riddles, and the Shapes/Icons tools to add symbols such as locks, arrows, or warning signs.

4

STEP 4: Hide or encode information

Change opacity, layer order, colours, or blur effects to hide clues. For example, place a number behind an image or reduce contrast so clues only appear when carefully observed.

5

STEP 5: Apply effects or filters

Use filters (e.g. glitch, vintage, shadow) to make clues look aged, damaged, secret, or “encrypted”.

6

STEP 6: Export the final image

Click Save, choose image quality and format (PNG or JPG), and download the visual to use in your escape room platform (Genially, Google Slides, etc.).



EXAMPLES OF VISUALS AND ANIMATION

For visuals

In the free version, Pixlr icons are accessed via the Stickers/Elements panel inside the editor.

Name	Images	Link
<p>Lock Icon → Padlock symbol for locked puzzles</p>		<p>https://pixlr.com/tools/add-object-to-photo/</p> <p>https://pixlr.com/design/s-ticker-maker/</p>
<p>Key Symbol → Classic key for unlocking clues</p>		<p>https://pixlr.com/tools/add-object-to-photo/</p> <p>https://pixlr.com/design/s-ticker-maker/</p>
<p>Warning Sign → Alert icon for danger clues</p>		<p>https://pixlr.com/tools/add-object-to-photo/</p> <p>https://pixlr.com/design/s-ticker-maker/</p>
<p>Magnifying Glass → Investigation or search clue</p>		<p>https://pixlr.com/tools/add-object-to-photo/</p> <p>https://pixlr.com/design/s-ticker-maker/</p>



EXAMPLES OF VISUALS AND ANIMATION

For visuals

Name	Images	Link
<p>Arrows</p> <p>→ Directional arrows for navigation puzzles</p>		<p>https://pixlr.com/tools/add-object-to-photo/</p> <p>https://pixlr.com/design/sticker-maker/</p>
<p>Question Mark</p> <p>→ Mystery or unknown challenge</p>		<p>https://pixlr.com/tools/add-object-to-photo/</p> <p>https://pixlr.com/design/sticker-maker/</p>


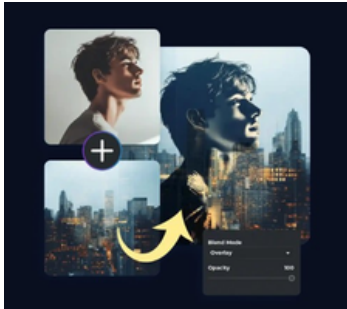
For animation

Pixlr does not create true timeline animations, but animated-style effects can simulate motion or transformation. **Link:** <https://pixlr.com/effects/>

Name	Images
<p>Glitch effect</p> <p>→ Simulates corrupted or hacked data</p>	



EXAMPLES OF ANIMATION

Name	Images
<p>Neon glow → Highlights secret symbols</p>	
<p>Blur reveal → Makes hidden clues visible gradually</p>	
<p>Shadow overlay → Conceals parts of an image</p>	
<p>Light leak → Creates cinematic transitions</p>	



EXAMPLES OF TEMPLATES

Templates can be customised with text, icons, and hidden clues for escape room puzzles.

Name of the template	Link
Mystery poster template	https://pixlr.com/designer/template/
Vintage document template	https://pixlr.com/designer/template/
Map-style background	https://pixlr.com/designer/template/
Warning / hazard sign	https://pixlr.com/designer/template/
Puzzle card layout	https://pixlr.com/designer/template/



FODEY



BASICS

Fodey is an online generator that allows users to create realistic newspaper snippets by customising headlines, subheadings, images, and article text, ideal for storytelling and immersive learning activities.

URL / Access: <https://www.fodey.com/generators/newspaper/snippet.asp>



ADDITIONAL INFORMATION

Multilingual support: English

Technical requirements: Any device with a web browser and internet connection (computer, tablet).

Adaptations for SLD users: The tool supports SLD users by allowing short texts, visual storytelling, and clear narrative cues without complex instructions.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account required?** No



HOW TO USE IT

1

STEP 1: Access the newspaper generator

Open the Fodey newspaper snippet generator via the provided URL.

2

STEP 2: Write the headline and article text

Enter a headline, optional subheading, and short article text related to the escape game scenario (e.g. a mysterious event, breaking news, or crime report).

3

STEP 3: Add an image

Upload an image (photo, illustration, or symbol) to reinforce the narrative or provide a visual clue.

4

STEP 4: Generate the newspaper snippet

Click the generate button to create a realistic newspaper-style visual.




5

STEP 5: Download and use the visual

Save the generated image and integrate it into the escape game as a printed clue or digital element.



EXAMPLES OF VISUALS

Name	Images	Link
<p>Breaking News Headline</p>		<p>The Newspaper Clipping Generator - Create your own fun newspaper</p>
<p>A Clapper board (Movie production)</p>		<p>The Movie Clapper Board Generator</p>
<p>Police Report Style Article</p>		<p>The Newspaper Clipping Generator - Create your own fun newspaper</p>



SVG REPO



BASICS

SVG Repo is an online library offering thousands of free and open-licence SVG icons and illustrations that can be downloaded and reused for games, educational materials, and escape room design.

URL / Access: <https://www.svgrepo.com/>



ADDITIONAL INFORMATION

Multilingual support: English

Technical requirements: Any device with a web browser and internet connection; an optional graphic editor for SVG customisation.

Adaptations for SLD users: Clear, simple visuals support comprehension and reduce cognitive load for learners with Specific Learning Disorders.

Cost and access:

- **Price:** Free
- **Free plan limits:** Most icons are free; some require attribution depending on licence
- **Account required?** No



HOW TO USE IT

1

STEP 1: Search for a visual

Use the search bar to look for icons related to your escape game theme (e.g. key, lock, door, map, treasure).

2

STEP 2: Filter by licence

Check the licence information (CC0, MIT, etc.) to ensure the icon can be reused in your escape game project. Look for CC0 (Public Domain), which doesn't need attribution ; or CC-BY or CC-BY-SA, which you can use but with attribution.

3

STEP 3: Download the SVG file

Download the icon in SVG format for easy resizing and editing.

4

STEP 4: Customise if needed

Edit colours or size using design tools (Canva, Inkscape, Illustrator) or insert directly into slides or printable materials.











5

STEP 5: Integrate into the escape game

Use the icons as visual clues, puzzle elements, printable cards, or digital interfaces.



EXAMPLES OF VISUALS

Name	Images	Link
Key icon		https://www.svgrepo.com/svg/484416/key
Lock icon		https://www.svgrepo.com/svg/484514/lock-part-2
Door icon		https://www.svgrepo.com/svg/401419/door
Map icon		https://www.svgrepo.com/svg/293852/map
Treasure chest icon		https://www.svgrepo.com/svg/275527/treasure-chest
Magnifying glass icon		https://www.svgrepo.com/svg/263197/magnifying-glass-search
Clock / timer icon		https://www.svgrepo.com/svg/421830/clock-event-planner
Footprint icon		https://www.svgrepo.com/svg/345857/footprint
Fingerprint icon		https://www.svgrepo.com/svg/322320/fingerprint
Question Mark icon		https://www.svgrepo.com/svg/402540/question-mark



The RANSOMIZER

THE RANSOMIZER



BASICS

The Ransomizer is an online tool that generates realistic ransom-note-style visuals using cut-out letters, allowing users to create immersive and playful messages for escape games and storytelling activities.

URL / Access: <https://www.ransomizer.com/>



ADDITIONAL INFORMATION

Multilingual support: English and Spanish interface, but the tool can work with any language using Latin characters.

Technical requirements: Any device with a web browser and an internet connection.

Adaptations for SLD users: Short messages and strong visual contrast can support engagement, but facilitators should ensure readability for learners with dyslexia.

Cost and access:

- **Price:** Free
- **Free plan limits:** No
- **Account required?** No



HOW TO USE IT

1

STEP 1: Write your message

Type the message you want to display (e.g. a threat, clue, warning, or mysterious instruction related to the escape game scenario).

2

STEP 2: Generate the ransom note

The tool automatically creates a ransom-note-style image using mixed fonts and letter cut-outs. You can also customise your ransom note (colours, font, text size, rotation, misalignment, textures, etc.)

3

STEP 3: Save or screenshot the visual

Download or capture the generated image to use it digitally or print it.

4

STEP 4: Integrate into the escape game

Use the ransom note as a narrative clue, a mission briefing, an antagonist's message, or a puzzle element.



EXAMPLES OF TEMPLATES

Name	Images	Message
Mystery introduction message		<p>A MYSTERY AWAITS YOU.</p> <p>WORK TOGETHER AND SOLVE IT IN TIME.</p>



EXAMPLES OF TEMPLATES

Name	Images	Message
Mission threat message	<p>you have entered MY Territory!</p> <p>solve my puzzles Or you will Never Escape.</p>	<p>YOU HAVE ENTERED MY TERRITORY.</p> <p>SOLVE MY PUZZLES OR YOU WILL NEVER ESCAPE.</p>
Warning Note	<p>THIS is YOUR ONLY Warning.</p> <p>Time is running out. make The right choices.</p>	<p>THIS IS YOUR ONLY WARNING.</p> <p>TIME IS RUNNING OUT. MAKE THE RIGHT CHOICES.</p>
Puzzle instructions note	<p>The answer is closer than you think.</p> <p>look carefully at The Room.</p>	<p>THE ANSWER IS CLOSER THAN YOU THINK.</p> <p>LOOK CAREFULLY AT THE ROOM.</p>



EXAMPLES OF TEMPLATES

Name	Images	Message
End-of-game reveal message	<p> ConGRAtulATIONS! YOU HAvE OUTsMARtEd ME. YOU ARE fREE- FOR nOW. </p>	CONGRATULATIONS. YOU HAVE OUTSMARTED ME. YOU ARE FREE... FOR NOW.
Fake Kidnapper/ Mystery Message	<p> I leFT EVERYTHING YOU nEED IN THIS ROOM. fOLLOW tHE cLUES aND FIND THE TRUTH! </p>	I LEFT EVERYTHING YOU NEED IN THIS ROOM. FOLLOW THE CLUES AND FIND THE TRUTH.
Playful challenge	<p> I leFT eVERYtHING YOU nEED IN tHIS ROOM. CAN YOU BEAT tHE GAME? prOVE iT bY SOLVING tHE pUZZLES. </p>	CAN YOU BEAT THE GAME? PROVE IT BY SOLVING THE PUZZLES.



FLATICON



BASICS

FlatIcon is an online library offering thousands of free Creative Commons icons. These icons can be used to design escape games, visual clues, printable puzzles and digital challenges in an engaging and accessible way.

URL / Access: <http://www.flaticon.com/free-icons/creative-commons>



ADDITIONAL INFORMATION

Multilingual support: English, French, Spanish, German, Italian

Technical requirements: Internet connection and web browser

Adaptations for SLD users: Icons reduce text load and support visual comprehension.

Cost and access:

- **Price:** Thousands of free icons with attribution. No account required, optional for saving collections.
- **Free plan limits:** /
- **Account required?** Yes



HOW TO USE IT

1

STEP 1:

Open the Flaticon website and search for a theme related to your escape game.

2

STEP 2:

Filter results to free icons and select a consistent visual style.

3

STEP 3:

Download the chosen icon in PNG or SVG format.

4

STEP 4:

Insert the icon into escape game materials such as slides or printable clues.


5

STEP 5:

Add attribution to the icon author when required.









EXAMPLES OF VISUAL

Name	Images	Link
Key icon		https://www.flaticon.com/free-icons/key



EXAMPLES OF ANIMATIONS

Name	Images	Link
A rocket animated icon		https://www.flaticon.com/free-animated-icon/rocket_6172512
Spider		https://www.flaticon.com/animated-icons
Handshake		https://www.flaticon.com/animated-icons
Idea		https://www.flaticon.com/animated-icons
Moneyflow		https://www.flaticon.com/animated-icons
Lock		https://www.flaticon.com/animated-icons



GENIALLY



An online platform for creating interactive, animated presentations and gamified content (quizzes, infographics, escape-rooms) without coding.

URL / Access: <https://genially.com/>



Multilingual support: The Genially website and templates support multiple languages; the interface is available in English and other major languages.

Technical requirements: Web browser (desktop, tablet) with internet connection; no special installation required.

Adaptations for SLD users: Use clear visuals + audio narration + minimal text on each slide to support learners with specific learning differences (SLD)

Cost and access:

- **Price:** Freemium – free plan available.
- **Free plan limits:** Some advanced templates, features or branding removal may require paid plan (not always fully disclosed).
- **Account required?** Yes



HOW TO USE IT

1

STEP 1:

Sign up for a free account on Genially and log in.

2

STEP 2:

Choose a template suited to an escape-game flow (e.g., “Escape Game” or “Gamification” category) from the template gallery.

3

STEP 3:

Customize the slides/pages: add your game rooms, clues, hotspots (clickable areas), timers, and interactive buttons.

4

STEP 4:

Insert media: images, audio, short video clips, animations to enrich the clue presentation.

5

STEP 5:

Set interactivity: for example, when a player clicks a hotspot a pop-up appears with a riddle, or a button advances to the next room.

6

STEP 6:

Add a “reflection” slide or final debrief page where participants enter a code or answer a question to finish the game.

7

STEP 7:

Publish the Genially and share the URL/link with players (or embed it in your LMS or training platform).

8

STEP 8:

Use the analytics or built-in feedback widgets (if needed) to check how participants interacted.



EXAMPLES OF VISUAL

Name	Possible Use
Lock Icon	Indicates a locked object or puzzle
Key Icons	Represents a reward or solution
Map Icon	Shows navigation or room progression
Magnifying glass	Used for hidden clues
Warning symbol	Signals a challenge or risk



EXAMPLES OF ANIMATIONS

Name	Possible Use
Fade in	Reveal clues gradually
Zoom	Focus attention on an object
Bounce	Highlight clickable elements
Slide	Simulate door or drawer movement
Loop animation	Indicate interactive objects



Thinglink (Scenario Builder)



BASICS

ThingLink is an interactive media platform that allows users to create immersive visual scenarios using images, 360° environments, and clickable hotspots. It is especially effective as a scenario builder for digital escape rooms.

URL / Access: <https://www.thinglink.com/>



ADDITIONAL INFORMATION

Multilingual support: The interface is available in multiple languages, including English, Spanish, French, and German. Content can be created in any language.

Technical requirements: Works on computers, tablets, and smartphones via web browser. Internet connection required.

Adaptations for SLD users: Visual exploration and clickable elements support learners with SLD by reducing text dependency and supporting spatial understanding.

Cost and access:

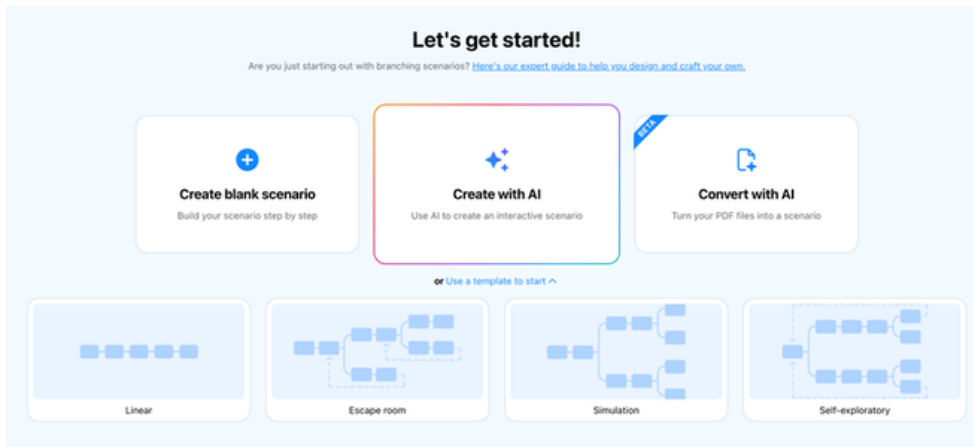
- **Price:** Freemium
- **Free plan limits:** Limited number of projects and basic features only.
- **Account required?** Yes

HOW TO USE IT

1

STEP 1: Create a visual scene

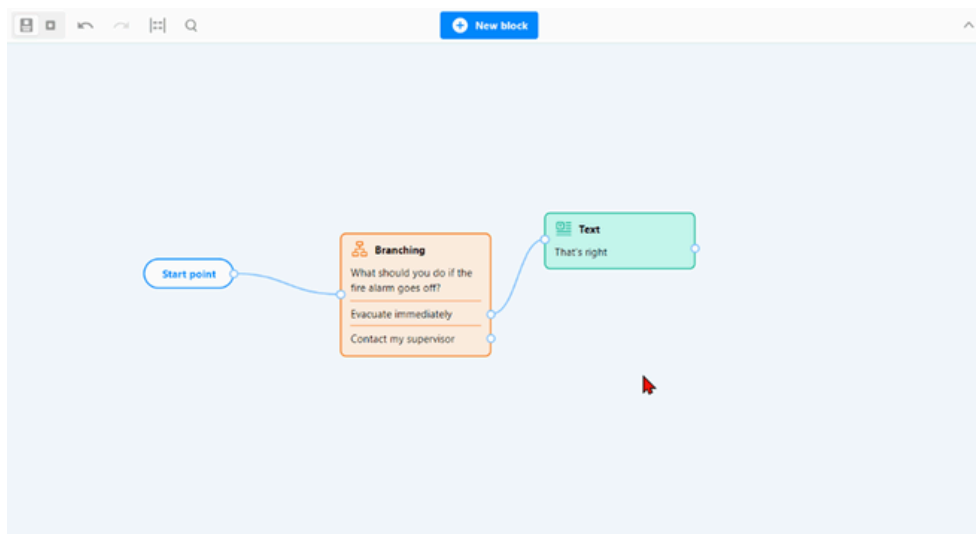
Start a new project and upload an image or a 360° photo that represents a room or environment. This image becomes the main scene of the escape room scenario.



2

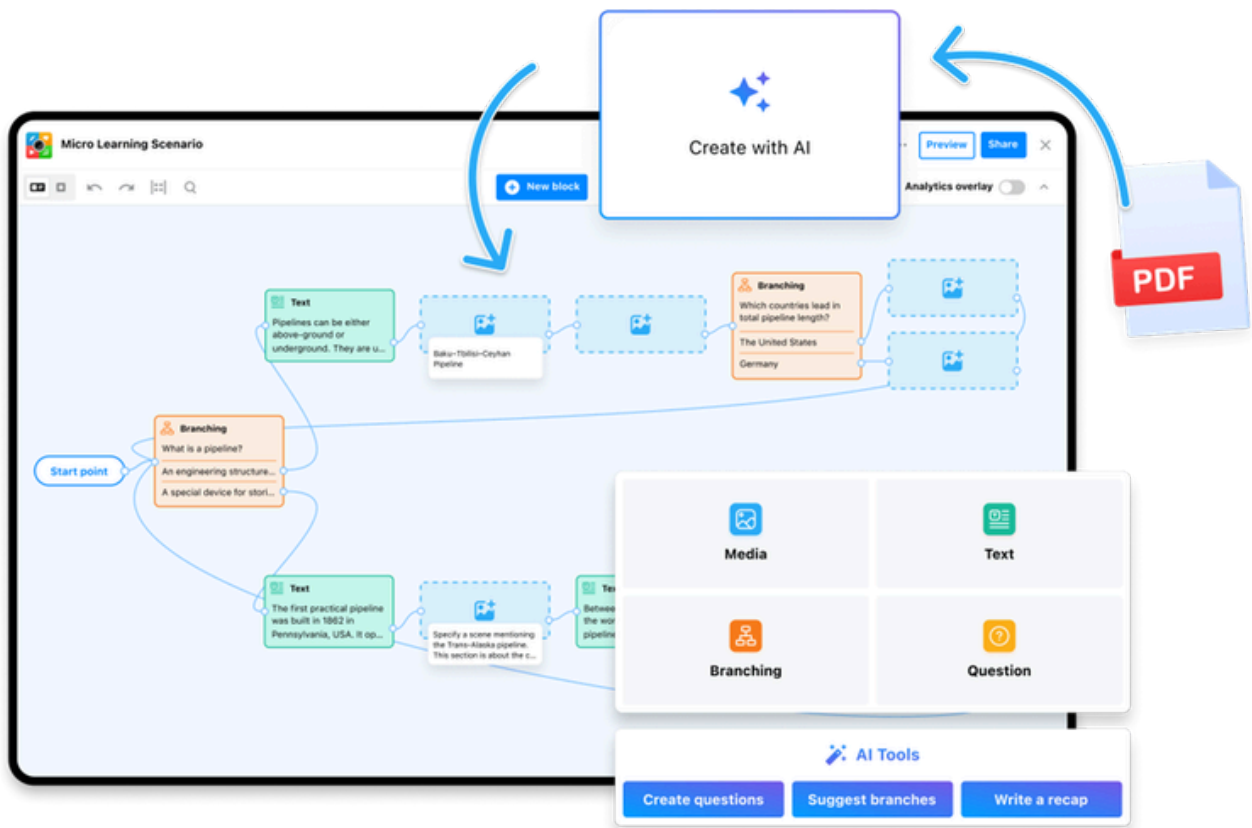
STEP 2: Add interactive hotspots

Place hotspots on objects in the image. Each hotspot can contain text, images, audio, video, links, or clues. Hotspots can represent locked items, hidden messages, or puzzle triggers.



STEP 3: Build a multi-scene scenario

Link multiple images or 360° scenes together to simulate movement between rooms. Use navigation hotspots to guide players through the scenario. It is integrated into an HTML page via an iframe. An iframe (short for inline frame) is an HTML element used to embed another document or website directly within the current page. It essentially creates a "window" that displays external content without requiring the user to leave your site.





LEVEL:



Beginner



OPEN GAME ART



BASICS

Open Game Art is a collaborative online platform offering a large library of free music and sound effects. Users can search, preview, and download sounds for use in projects such as games, videos, or digital escape rooms.

URL / Access: <https://opengameart.org/>

Type of sounds: Background - Atmospheric music



WHEN TO USE IT

Background and atmospheric music can be used in escape games to set the mood, reinforce the narrative, increase immersion, and subtly guide players' emotions (tension, curiosity, urgency, or calm).



SELECTION OF SPECIFIC SOUNDS/MUSIC

Link to a gallery of sounds/music

Link: [Search Art | OpenGameArt.org](https://searchart.opengameart.org)

Description: This gallery gathers the most downloaded background and atmospheric music tracks on OpenGameArt, spanning themes such as adventure, mystery, fantasy, science fiction, and suspense.

For background / atmospheric music

Theme	Description
Adventure	<p>Name: Adventure Theme</p> <p>What is it: A dynamic orchestral loop with a heroic and exploratory feel.</p> <p>Can be used for: Introducing the mission, exploration phases, or travelling between puzzle zones.</p> <p>Link: https://opengameart.org/content/adventure-theme</p>
Adventure	<p>Name: Exploration</p> <p>What is it: Light adventure music with a sense of discovery.</p> <p>Can be used for: Free exploration moments and early-game immersion.</p> <p>Link: https://opengameart.org/content/exploration</p>
Fantastic / Magical	<p>Name: Mystic Forest</p> <p>What is it: Soft, magical ambient music with fantasy tones.</p> <p>Can be used for: Enchanted worlds, magical artefacts, or fairy-tale themed escape rooms.</p> <p>Link: https://opengameart.org/content/mystic-forest</p>
Horror/ Thriller	<p>Name: Dark Tension Rising</p> <p>What is it: Slow, ominous ambient music that builds tension.</p> <p>Can be used for: Countdown phases, dangerous moments, or horror-themed rooms.</p> <p>Link: https://opengameart.org/content/dark-tension-rising</p>

For background / atmospheric music

Theme	Description
Horror/ Thriller	<p>Name: Pressure Atmosphere</p> <p>What is it: Minimalist and unsettling ambient soundscape.</p> <p>Can be used for: Psychological tension and thriller scenarios.</p> <p>Link: https://opengameart.org/content/pressure-atmosphere</p>
Mystery	<p>Name: Mysterious Puzzle</p> <p>What is it: Subtle background music with repetitive motifs.</p> <p>Can be used for: Puzzle-solving moments, investigations, or clue analysis.</p> <p>Link: https://opengameart.org/content/mysterious-puzzle</p>
Mystery	<p>Name: Secrets of the Unknown</p> <p>What is it: Atmospheric and discreet mystery music.</p> <p>Can be used for: Searching for clues or analysing evidence.</p> <p>Link: https://opengameart.org/content/secrets-of-the-unknown</p>
Sci-fi / Futuristic	<p>Name: Cyber Space Ambience</p> <p>What is it: Electronic ambient music with futuristic sound textures.</p> <p>Can be used for: Sci-fi escape rooms, digital worlds, or technology-based scenarios.</p> <p>Link: https://opengameart.org/content/cyber-space-ambience</p>
Realistic / Urban	<p>Name: City Night Ambience</p> <p>What is it: Atmospheric soundscape inspired by urban environments.</p> <p>Can be used for: Modern investigations, crime-themed games, or realistic settings.</p> <p>Link: https://opengameart.org/content/city-night-ambience</p>
Calm / Neutral Ambient	<p>Name: Crystal Cave Ambience</p> <p>What is it: Echoing ambient track with a calm mysterious feel.</p> <p>Can be used for: Discovery phases or calm puzzle solving.</p> <p>Link: https://opengameart.org/content/crystal-cave</p>



LEVEL:



Beginner

FREESOUND.ORG



BASICS

This is a website which has a very long list to download free sounds. The only thing asked is for credits sometimes, you can find different type of licenses: approved for free cultural works, Creative Commons, attribution nonCommercial and might need attribution.

URL / Access: <https://freesound.org/>

Type of sounds: Game sounds / Object sounds / Background - Atmospheric music / Sound effects



WHEN TO USE IT

The page has music to use in the escape room to sound like door opening, photo sounds, lock sounds, and every material sound.



SELECTION OF SPECIFIC SOUNDS/MUSIC

For background / atmospheric music

Theme	Description
Adventure	Background song of an adventure in a treasure island Link: https://freesound.org/people/ExpiredSoda/sounds/827900/
Fantastic / Magical	Is the ambient sound of an elf tabern. Link: https://freesound.org/people/Awsapps/sounds/628394/
Horror/ Thriller	The creator asks for credits, but it's suspense/horror background music. Link: https://freesound.org/people/SilverIllusionist/sounds/671927/
Mystery	A background music for suspense themes Link: https://freesound.org/people/EvanBoyeraman/sounds/757891/
Sci-fi / Futuristic	Cyberpunk related music background. Link: https://freesound.org/people/InAvision/sounds/479258/
Realistic / Urban	Sound of birds and cars in the background. Link: https://freesound.org/people/crk365/sounds/38895/



SELECTION OF SPECIFIC SOUNDS/MUSIC

For sound effect

Theme	Description
Adventure	It's the sound of a Sword slice. Link: https://freesound.org/people/Black%20Snow/sounds/109426/
Fantastic / Magical	Sound of a fairy wand. Link: https://freesound.org/people/Robinhood76/sounds/342432/
Horror/ Thriller	The sound of a ghost whispering. Link: https://freesound.org/people/Garuda1982/sounds/544313/
Mystery	It is a typical sound effect when you find a crucial clue. Link: https://freesound.org/people/jack_urbanski/sounds/495674/
Sci-fi / Futuristic	Sound of a laser gun. Link: https://freesound.org/people/soundslikewillem/sounds/645681/
Realistic / Urban	A motorbike driving around. Link: https://freesound.org/people/musicradiocreative/sounds/197106/



SELECTION OF SPECIFIC SOUNDS/MUSIC

For object sound

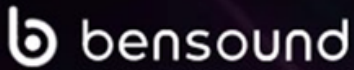
Theme	Description
Door	The sound of a creaky door. Link: https://freesound.org/people/Black%20Snow/sounds/109426/
Clock	A clock ticking. Link: https://freesound.org/people/Robinhood76/sounds/342432/
TV	Static TV sound. Link: https://freesound.org/people/Garuda1982/sounds/544313/
Window	The sound of a window being broken by someone. Link: https://freesound.org/people/bruno.auzet/sounds/553768/
Gun	The sound of reloading a gun. Link: https://freesound.org/people/Ericksoundschmiede/sounds/635815/
Hammer	A hammer hitting metal. Link: https://freesound.org/people/freekit/sounds/719920/
Keyboard	A person using a keyboard. Link: https://freesound.org/people/samchitto/sounds/170850/
Typewriter	A person using a typewriter. Link: https://freesound.org/people/Alshred/sounds/403768/
Keys	Keys shaking. Link: https://freesound.org/people/Uzbazur/sounds/156905/



LEVEL:



Beginner



Bensound



BASICS

A platform offering free and royalty-free background music tracks that can be used to create immersive atmospheres, tension, or mood in digital escape rooms and educational games.

URL / Access: <https://www.bensound.com/>

Type of sounds: Background - Atmospheric music



WHEN TO USE IT

Background and atmospheric music from Bensound can be used to set the emotional tone of an escape room, increase immersion, create suspense or urgency, and help players feel part of a story world (mystery, adventure, fantasy, sci-fi, etc.) without distracting them from solving puzzles.



SELECTION OF SPECIFIC SOUNDS/MUSIC

Link to a gallery of sounds/music

Link: <https://www.bensound.com/royalty-free-music>

Description: This gallery contains royalty-free music organised by mood and genre (cinematic, mystery, acoustic, electronic, dark, etc.), making it easy to find suitable background tracks for different escape room themes.

For background / atmospheric music

Theme	Description
Adventure	<p>Name: Adventure</p> <p>What is it: Upbeat cinematic track with rhythm and momentum.</p> <p>Can be used for: Exploration phases, mission start, time-based challenges.</p> <p>Link: https://www.bensound.com/royalty-free-music/track/adventure</p>
Fantastic / Magical	<p>Name: Epic</p> <p>What is it: Orchestral, heroic music with fantasy tones.</p> <p>Can be used for: Magical worlds, final revelations, heroic endings.</p> <p>Link: https://www.bensound.com/royalty-free-music/track/epic</p>
Horror/ Thriller	<p>Name: Theatre Of Delays</p> <p>What is it: Dark, slow-building track with tension.</p> <p>Can be used for: Hidden dangers, locked-room tension.</p> <p>Link: https://www.bensound.com/artist/theatre-of-delays</p>
Mystery	<p>Name: Artefact</p> <p>What is it: Soft, looping track with subtle intrigue.</p> <p>Can be used for: Investigation puzzles, clue discovery, decoding tasks.</p> <p>Link: https://www.bensound.com/royalty-free-music/track/artefact-cello-reflective</p>

For background / atmospheric music

Theme	Description
Sci-fi / Futuristic	<p>Name: Sci-Fi</p> <p>What is it: Electronic sounds with a futuristic feel.</p> <p>Can be used for: Space missions, hacking puzzles, futuristic labs.</p> <p>Link: https://www.bensound.com/royalty-free-music/track/sci-fi</p>
Realistic / Urban	<p>Name: Bass Buzzer</p> <p>What is it: Modern, cool background beat.</p> <p>Can be used for: City-based stories, detective missions, modern settings.</p> <p>Link: https://www.bensound.com/royalty-free-music/track/lofi-nerd-bass-buzzer-cool-fuzz-bass</p>



LEVEL:



Beginner



SFXR



BASICS

A browser-based sound effect generator inspired by retro 8-bit video games that allows users to create, play, and export custom chiptune-style sounds for game interfaces, interactions, and events.

URL / Access: <https://sfxr.me/>

Type of sounds: Sound effects (e.g., pickups, explosions, jumps, power-ups)



WHEN TO USE IT

Use SFXR – Sound effects when you need quick, custom sound effects for game interactions - such as a character jump, collision, correct or incorrect answers, countdown alerts, or level transitions - especially in digital escape rooms or retro game-themed activities.



SELECTION OF SPECIFIC SOUNDS/MUSIC

Link to a gallery of sounds/music

Link: <https://sfxr.me/>

Description: Interactive sound generator providing a gallery of built-in sound effect presets (e.g., pickups, explosions, jumps, power-ups) and real-time controls for creating and tweaking custom audio clips. Users can preview sounds instantly and download them as WAV files for use in games, interactive content, or digital escape rooms.

For background / atmospheric music

Theme	Description
Adventure	<p>Name: Power-Up What is it: Rising chime with energy. Can be used for: Unlocking chapter or next level. Link: https://sfxr.me/ → Click power-up icon</p>
Fantastic / Magical	<p>Name: Pickup Coin What is it: A quick, bright chime sound. Can be used for: Collecting clues, finishing a task. Link: https://sfxr.me/ → Click coin icon</p>
Horror/ Thriller	<p>Name: Explosion What is it: Big, lo-fi burst sound. Can be used for: Wrong answers or door traps. Link: https://sfxr.me/ → Click explosion icon</p>
Mystery	<p>Name: Laser Shoot What is it: Sharp, electronic burst. Can be used for: Activating switches or choosing options. Link: https://sfxr.me/ → Click laser iconreflective</p>

For background / atmospheric music

Theme	Description
Sci-fi / Futuristic	<p>Name: Jump</p> <p>What is it: Quick spring-like pop.</p> <p>Can be used for: Moving characters between puzzles.</p> <p>Link: https://sfxr.me/ → Click jump icon</p>
Realistic / Urban	<p>Name: Blip/Select</p> <p>What is it: Mild confirmation bleep.</p> <p>Can be used for: UI selections.</p> <p>Link: https://sfxr.me/ → Click blip/select icon</p>



ZAPSPLAT

LEVEL:



Beginner

ZAPSPLAT



BASICS

Zapsplat is a large online library of sound effects and audio assets, offering thousands of free and premium sounds suitable for games, escape rooms, videos, and interactive educational projects. When using audio from ZapSplat with a **Basic (free) account**, you must include an attribution that clearly names **ZapSplat** and links to their website. For example, Sound effects provided by Zapsplat.com

URL / Access: <https://www.zapsplat.com/>

Type of sounds: Sound effects



WHEN TO USE IT

Sound effects can be used in escape games to provide feedback to players' actions, reinforce interactions with objects, signal success or failure, and create tension or urgency during gameplay.



SELECTION OF SPECIFIC SOUNDS/MUSIC

Link to a gallery of sounds/music

Link: <https://www.zapsplat.com/sound-effect-category/game-sounds/>

Description: This gallery contains game-oriented sound effects such as clicks, alerts, success and failure sounds, suspense cues, and interaction feedback suitable for escape games.

For sound effect

Theme	Description
Adventure	<p>Name: UI Positive tone</p> <p>What is it: Short positive sound effect suggesting discovery or progress.</p> <p>Can be used for: Finding a clue or unlocking a new puzzle.</p> <p>Link: https://www.zapsplat.com/?s=UI+positive+tone</p>
Fantastic / Magical	<p>Name: Magic spell whoosh</p> <p>What is it: Magical shimmer or spell-casting sound.</p> <p>Can be used for: Activating enchanted objects or magical mechanisms.</p> <p>Link: https://www.zapsplat.com/?s=magic+spell</p>
Fantastic / Magical	<p>Name: Fairy sparkle chime</p> <p>What is it: Light, sparkling chime effect.</p> <p>Can be used for: Correct actions in fantasy-themed rooms.</p> <p>Link: https://www.zapsplat.com/?s=magic+sparkle</p>
Horror / Thriller	<p>Name: Suspense sting</p> <p>What is it: Sudden sharp sound that creates tension.</p> <p>Can be used for: Wrong choices or time warnings.</p> <p>Link: https://www.zapsplat.com/?s=suspense+stingreflective</p>

For sound effect

Theme	Description
Horror / Thriller	<p>Name: Heartbeat fast</p> <p>What is it: Accelerated heartbeat sound effect.</p> <p>Can be used for: Countdown moments or high-pressure situations.</p> <p>Link: https://www.zapsplat.com/?s=heartbeat</p>
Mystery	<p>Name: Puzzle interaction click</p> <p>What is it: Soft mechanical or digital click.</p> <p>Can be used for: Interacting with puzzle elements.</p> <p>Link: https://www.zapsplat.com/?s=puzzle+click</p>
Mystery	<p>Name: Mysterious reveal tone</p> <p>What is it: Subtle tonal sound suggesting a reveal.</p> <p>Can be used for: Discovering hidden information.</p> <p>Link: https://www.zapsplat.com/?s=mystery+reveal</p>
Sci-fi / Futuristic	<p>Name: Computer confirmation beep</p> <p>What is it: Electronic confirmation sound.</p> <p>Can be used for: Successful digital actions or hacking puzzles.</p> <p>Link: https://www.zapsplat.com/?s=computer+beepreflective</p>
Sci-fi / Futuristic	<p>Name: Laser zap</p> <p>What is it: Short sci-fi laser sound.</p> <p>Can be used for: Futuristic traps or security systems.</p> <p>Link: https://www.zapsplat.com/?s=laser</p>

For sound effect

Theme	Description
Realistic / Urban	<p>Name: Alarm warning beep</p> <p>What is it: Warning or alert sound.</p> <p>Can be used for: Time pressure or incorrect actions.</p> <p>Link: https://www.zapsplat.com/?s=alarm+warning</p>
Realistic / Urban	<p>Name: Button press click</p> <p>What is it: Realistic button press sound.</p> <p>Can be used for: Physical or digital interaction feedback.</p> <p>Link: https://www.zapsplat.com/?s=button+click</p>
Realistic / Urban	<p>Name: Metal latch lock</p> <p>What is it: Metallic locking or unlocking sound.</p> <p>Can be used for: Opening boxes or doors.</p> <p>Link: https://www.zapsplat.com/?s=lock</p>
Realistic / Urban	<p>Name: Electric buzz</p> <p>What is it: Continuous electrical buzzing sound.</p> <p>Can be used for: Broken devices or malfunctioning systems.</p> <p>Link: https://www.zapsplat.com/?s=electric+buzz</p>
Realistic / Urban	<p>Name: Success notification tone</p> <p>What is it: Short positive audio cue.</p> <p>Can be used for: Correct answers or task completion.</p> <p>Link: https://www.zapsplat.com/?s=success+notification</p>



LEVEL:



Beginner



MIXKIT



BASICS

Mixkit is a free online platform offering high-quality sound effects and background music that can be used without attribution. It is ideal for creating immersive soundscapes in educational escape games.

URL / Access: <https://mixkit.co/free-sound-effects>

Type of sounds: Sound effects / Background - Atmospheric Music / Game Sounds



WHEN TO USE IT

Mixkit sounds can be used to create atmosphere, tension and feedback in escape games. They help signal success or failure, build suspense during timed challenges, and immerse players in specific themes such as mystery, adventure, or science fiction.



SELECTION OF SPECIFIC SOUNDS/MUSIC

Link to a gallery of sounds/music

Link: <https://mixkit.co/free-sound-effects/>

Description: This gallery contains categorized sound effects such as alarms, impacts, transitions and ambient sounds that are easy to browse and download for escape game use.

For Background / atmospheric music

Theme	Description
Adventure	Free Adventure Stock Music Link: https://mixkit.co/free-stock-music/tag/adventure/
Fantastic / Magical	Free Fantasy Stock Music Link: https://mixkit.co/free-stock-music/tag/fantasy/
Horror/ Thriller	Free Horror Stock Music Link: https://mixkit.co/free-stock-music/tag/horror/
Mystery	Free Mystery Stock Music Link: https://mixkit.co/free-stock-music/tag/mystery/
Sci-fi / Futuristic	Free Sci-fi Stock Music Link: https://mixkit.co/free-stock-music/tag/sci-fi/



SELECTION OF SPECIFIC SOUNDS/MUSIC

For sound effect

Theme	Description
Typing	Free Typing Stock Sound Effects Link: https://mixkit.co/free-sound-effects/discover/typing/
Walking	Free Walking Stock Sound Effects Link: https://mixkit.co/free-sound-effects/discover/walking/
Water running	Free Water Sound Effects https://mixkit.co/free-sound-effects/water/
Knocking	Free Knocking Stock Sound Effects Link: https://mixkit.co/free-sound-effects/discover/knocking/
Scratching	Free Scratching Stock Sound Effects Link: https://mixkit.co/free-sound-effects/discover/scratching/
Whistling	Free Whistling Stock Sound Effects Link: https://mixkit.co/free-sound-effects/discover/whistling/



SELECTION OF SPECIFIC SOUNDS/MUSIC

For object sound

Theme	Description
Door	Free Door Sound Effects Link: https://mixkit.co/free-sound-effects/discover/door/
Clock	Free Clock Sound Effects Link: https://mixkit.co/free-sound-effects/clock/
TV	Free Electronics Sound Effects https://mixkit.co/free-sound-effects/discover/electronics/

Game sound

Theme	Description
Wrong answer	Free Error Sound Effects Link: https://mixkit.co/free-sound-effects/error/
Correct answer	Free Success Sound Effects Link: https://mixkit.co/free-sound-effects/discover/success/



LEVEL:



Beginner

**MURF.AI**

Murf AI (Text-to-Speech / Voice Generator)



BASICS

Murf AI is an easy-to-use text-to-speech tool that allows you to create professional, natural-sounding voiceovers. It provides a wide selection of voices ideal for narrations, in-game characters, clues, and atmospheric messages in a digital escape game.

URL / Access: <https://murf.ai/>

Type of sounds: Game sounds / Voiceovers / Narration



WHEN TO USE IT

Use Murf AI when you need spoken narration, character voices, audio clues, mission briefings, or any type of voice communication inside the digital escape game. This tool is especially useful for creating atmosphere, telling the story, and guiding players without requiring a live facilitator.



HOW TO USE IT

Write or paste your text into Murf AI, choose a voice, adjust tone and speed if needed, and generate the audio file. You can then download the voiceover and upload it into your digital escape game platform as narration, hints, or in-game messages.



SELECTION OF SPECIFIC SOUNDS/MUSIC

Description: This gallery contains categorized sound effects such as alarms, impacts, transitions and ambient sounds that are easy to browse and download for escape game use.

Theme	Description
Narrator Voice	Clear storyteller voice for intros and scene explanations.
Character Voice – Hero	A warm, engaging voice ideal for the “guide” character.
Character Voice – Villain	Dark or mysterious voice for antagonist messages.
AI / Robot Voice	Professional tone for instructions or briefing sequences.
Alarm Announcement	Synthetic-style voice suitable for futuristic or sci-fi settings.
Audio Clue – Whisper	Sharp, urgent voice for emergency messages and tension.
Puzzle Hint Voice	Neutral voice that gives players subtle hints.
“Access Granted” Voice	Strong confirmation line for puzzle completion feedback.



SELECTION OF SPECIFIC SOUNDS/MUSIC

Theme	Description
"Error Detected" Voice	Slightly robotic error message for wrong answers.
Countdown Voice	Intense, time-pressure voice for final minutes.
Multilingual Voiceover	Generate voices in multiple languages for localization.
Detective / Mystery Voice	Deep tone ideal for noir or investigation-themed games.
Child/Youth Character	Friendly young voice for playful or magical moments.
Cinematic Narration	Dramatic narrator voice for big reveals or plot twists.



LEVEL:



Beginner

Uppbeat

UPPBEAT



BASICS

Uppbeat is a free copyright-safe sound and music library ideal for creating feedback and atmosphere in digital escape games.

URL / Access: <https://uppbeat.io/>

Type of sounds: **Game sounds**



WHEN TO USE IT

Game sounds are ideal for giving immediate feedback, enhancing immersion, and guiding player attention in a digital escape game.



HOW TO USE IT

Search, preview, and download a sound from Uppbeat, then upload it into your escape game platform as audio feedback for actions such as correct answers, errors, or item unlocks.



SELECTION OF SPECIFIC SOUNDS/MUSIC

Link to a gallery of sounds/music

Link: <https://uppbeat.io/sfx>

Description: A curated collection of game sound effects suitable for puzzles, feedback, interactions, and digital interfaces.

Game sounds

Category	Description
Objects / Interactions	<p>Action: Treasure Unlock</p> <p>Description: Perfect for unlocking treasure chests or revealing rewards.</p> <p>Link: https://uppbeat.io/sfx/treasure-chest-magic-reward/14933/34412</p>
Objects / Interactions	<p>Action: Item Collect</p> <p>Description: Short, clean sound for picking up items.</p> <p>Link: https://uppbeat.io/sfx/puzzle-game-collect-item/167452/45014</p>
Objects / Interactions	<p>Action: Lock Mechanism</p> <p>Description: Perfect for locks, safes or combination puzzles.</p> <p>Link: https://uppbeat.io/sfx/door-mechanism-unlocked-gears-turning/8086/23943</p>
Progress / Achievement Sounds	<p>Action: Level Up</p> <p>Description: Energetic sound indicating level completion or major progress.</p> <p>Link: https://uppbeat.io/sfx/level-up-female-anime-voice-game-alert/165958/56612</p>
Magic / Fantasy Effects	<p>Action: Magic Spark</p> <p>Description: Magical sparkle, ideal for spells or light-based clues.</p> <p>Link: https://uppbeat.io/sfx/magic-sparkle-impact/7385/23358</p>



SELECTION OF SPECIFIC SOUNDS/MUSIC

Game sounds

Category	Description
Magic / Fantasy Effects	<p>Action: Secret Discovery</p> <p>Description: A discovery sound for clues or hidden elements.</p> <p>Link: https://uppbeat.io/sfx/ohh-surprised-crowd/166862/43870</p>
Magic / Fantasy Effects	<p>Action: Fairy Chime</p> <p>Description: Gentle chime used for whimsical or magical discoveries.</p> <p>Link: https://uppbeat.io/sfx/brass-chimes-sparkle/9205/25340</p>
Magic / Fantasy Effects	<p>Action: Spell Cast</p> <p>Description: A casting sound to signal activating magical abilities.</p> <p>Link: https://uppbeat.io/sfx/magic-spell-light-magic/8681/22646</p>
UI / System Sounds	<p>Action: Puzzle Click</p> <p>Description: Neutral mechanical click for partial progress feedback.</p> <p>Link: https://uppbeat.io/sfx/puzzle-game-button-click/167460/45024</p>
UI / System Sounds	<p>Action: Button Click</p> <p>Description: Clear UI button click for selections or confirmations.</p> <p>Link: https://uppbeat.io/sfx/button-push-metallic/65/1347</p>
UI / System Sounds	<p>Action: Error Glitch</p> <p>Description: Distorted error tone adding tension for wrong answers.</p> <p>Link: https://uppbeat.io/sfx/error-glitch/12951/28839</p>
UI / System Sounds	<p>Action: Digital Confirm</p> <p>Description: High-tech confirmation sound for futuristic settings.</p> <p>Link: https://uppbeat.io/sfx/ding-positive-digital-bell/166654/47166</p>



SELECTION OF SPECIFIC SOUNDS/MUSIC

Game sounds

Category	Description
Tension / Threat / Dramatic Impact	<p>Action: Dark Hit</p> <p>Description: Strong dramatic hit suitable for thriller moments.</p> <p>Link: https://uppbeat.io/sfx/cinematic-hit-suspense-piano-slam/167750/55242</p>
Tension / Threat / Dramatic Impact	<p>Action: Heartbeat Tension</p> <p>Description: Pulsing heartbeat effect for countdowns or high tension.</p> <p>Link: https://uppbeat.io/sfx/transition-heartbeat-tension-loop/10820/28550</p>
Sci-Fi / Tech Activation	<p>Action: Hologram Activate</p> <p>Description: Ideal for activating holograms, panels or AI dialogues.</p> <p>Link: https://uppbeat.io/sfx/sci-fi-technology-holographic-display/168099/55433</p>