

## Virtual Escape Rooms

Our Escape Rooms are secure, no-install, virtual events that work on all screen-share platforms. With an immersive storyline, clues of varying difficulty, detailed graphics, and an advanced escape room platform, this program will energize and bond your team. In each escape room program, participants will need to use the information concealed in their virtual surroundings by carefully inspecting the objects they find, interacting with them, finding clues, solving puzzles, and deciphering codes to ultimately find the 4 DIGIT ESCAPE CODE to solve the mystery.

Your group will play in teams of 4 to 6 players, with a captain to lead each team. Each team will choose a time convenient for them to virtually gather to complete the episode. At the end of the play period selected by your organizer, all the scores will be compiled, and a final scoreboard will be sent to all participants showing where their team placed and announcing the winning team.

This delivery method allows you the flexibility to provide an activity for small to very large groups in multiple locations across the country or even across the world, without the headache of coordinating schedules and timezones.

## Treasure Hunt Trilogy

### [Episode 1: The Cave](#)

In this first virtual episode called **The Cave**, teams are put into the shoes of an agent of the Artifacts Bureau, dedicated to finding lost historical artifacts and turning them over to the National Museum. As they progress, your team (as the agent) combines their observations and newly revealed Bureau information to discover an urgent mission unfolding.

### [Episode 2: The Heist](#)

In this second virtual episode of the Treasure Hunt Trilogy called **The Heist**, teams continue along the path to find an ancient treasure and thwart a thieving scheme. The team's Artifacts Bureau agent character must find the answers before the shady Dr. Pilfer.

### [Episode 3: The Treasure](#)

In this third episode called **The Treasure**, as teams finally reach the location of the treasure, they must still unravel how to reach it. And to add further challenge, the scheming Dr. Pilfer is close on their heels - and he must not reach the treasure first!

## Program Details

**Group Size:**

Unlimited

**Team Size:**

4 to 6

**Program Length:**

60 to 90 minutes

**Space Requirement**

N/A

**Setting:**

Indoor

**Physicality:**

Low

## Program Elements

- ✓ Collaboration & Accomplishing Common Goal
- ✓ Communication
- ✓ Fun & Engaging Interaction
- ✓ Innovation & Problem Solving