



WHY ESCAPE ROOMS?



TEAMWORK



PROBLEM SOLVING



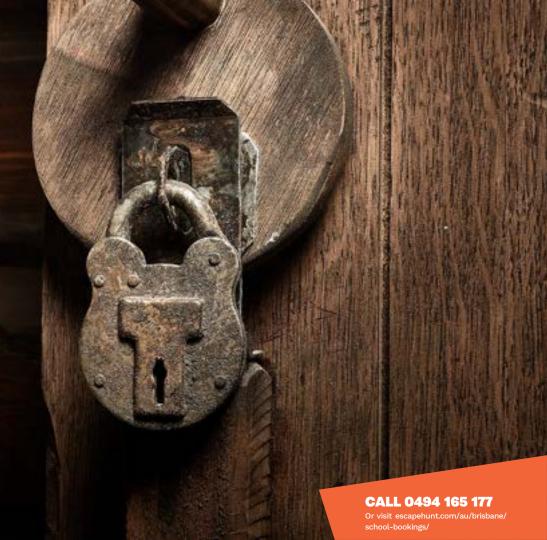
COMMUNICATION



CIRRICULUM TIE-IN



FUN FOR ALL AGES!



CIRRICULUM TIE-IN

Escape Rooms help develop 4 out of the 7 general capabilities outlined by the Australian Curriculum!



CREATIVE AND CRITICAL THINKING

Escape rooms require students to work together in groups to solve problems and puzzles.

Exploring the room for clues generates inquiry and reflection. They will then have to analyse, synthesis, and evaluate to generate ideas to solve the puzzles and complete their mission!



PERSONAL AND SOCIAL CAPABILITY

Great escapes require collaboration, communication and teamwork in a fun (and sometimes competitive) environment!

Social management, social awareness, selfmanagement and selfawareness are required for a record escape!



LITERACY

The puzzles in our escape rooms challenge word and visual comprehension.

Whether it be deciphering clues or solving riddles, they will need to use their word knowledge, grammar, text, and visual knowledge to escape the room!



NUMERACY

Many escape room puzzles require numerical skills!

Solving equations, recognising patterns, spatial reasoning, and interpreting statistic information will be key to their escape!

CALL 0494 165 177



Leap into new worlds, find clues and complete ground-breaking missions in an adrenaline-fuelled race against the clock.

Packed with excitement, our school events encourage teamwork, problem solving, and communication!



'AN ABSOLUTE HIT WITH OUR HIGH SCHOOL STUDENTS!'



'GOOD FUN FOR A VARIETY OF AGES'

TESTIMONIAL

GOOGLE REVIEW

CALL 0494 165 177

AVAILABLE PACKAGES

Choose from three escape room packages, or a package for an online or outdoor escape!

PACKAGE 1: SINGLE GAME



1 X ESCAPE ROOM PER PERSON

10 - 36 PARTICIPANTS

AVAILABLE:

MONDAY – FRIDAY, 10AM – 5PM

DURING SCHOOL TERMS

TEAM PHOTO

1.5 HOURS TOTAL

\$35 PP (incl GST)

PACKAGE 2: DOUBLE GAME



2 X ESCAPE ROOMS PER PERSON

10 - 36 PARTICIPANTS

AVAILABLE:

MONDAY – FRIDAY, 10AM – 5PM

DURING SCHOOL TERMS

TEAM PHOTO

3 HOURS TOTAL

\$65 PP (incl GST)

PACKAGE 3: PLAY & SWAP



1 X ESCAPE ROOM PER PERSON

30 - 60 PARTICIPANTS

AVAILABLE:

MONDAY - FRIDAY, 10AM - 5PM DURING SCHOOL TERMS

ARRIVE IN 2 WAVES

TEAM PHOTO

3 HOURS TOTAL

\$32 PP (incl GST)



SCHOOL PACKAGES

Take your adventure one step further with our range of corporate event packages for a truly unforgettable event.

CALL 0494 165 177

PACKAGE 4: OUTDOOR GAME



1 X OUTDOOR ESCAPE SESSION

5 - 20 PARTICIPANTS

2KM WALK THROUGH SOUTH BRISBANE

AVAILABLE:

MONDAY – FRIDAY, 10AM – 5PM DURING SCHOOL TERMS

TEAM PHOTO

2.5 HOURS TOTAL

\$25 PP (incl GST)

PACKAGE 5: REMOTE GAME



1 X REMOTE DIGITAL ADVENTURE

UNLIMITED PARTICIPANTS

HOSTED DIGITALLY BY AN EXPERT GAME MASTER

AVAILABLE:

MONDAY - FRIDAY, 10AM - 5PM DURING SCHOOL TERMS

1.5 HOURS TOTAL

\$25 PP (incl GST)

GOT SOMETHING SPECIAL IN MIND?

Contact our Events Management team to discuss a fully customised event!

From full venue hire, to events where we come to you – we would love to create a memorable experience for your students!

EVENT SPACE

Book exclusive use of our outdoor event space after your game to debrief with your students.

Tables, yard games, and a minifridge provided.



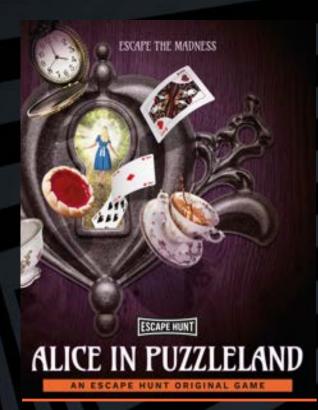
SCHOOL PACKAGES

Take your adventure one step further with our range of corporate event packages for a truly unforgettable event.

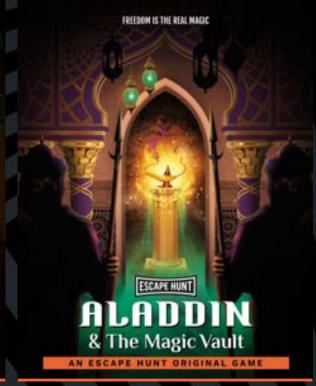
OUR ESCAPE ROOMS

We have six exciting indoor adventures to choose from!

CALL 0494 165 177







AN ESCAPE HUNT ORIGINAL GAME



ESCAPE ROOMS

Step into an out of this world adventure with our highly immersive 5* escape rooms where you'll experience pulse-racing real-life adventures

CALL 0494 165 177





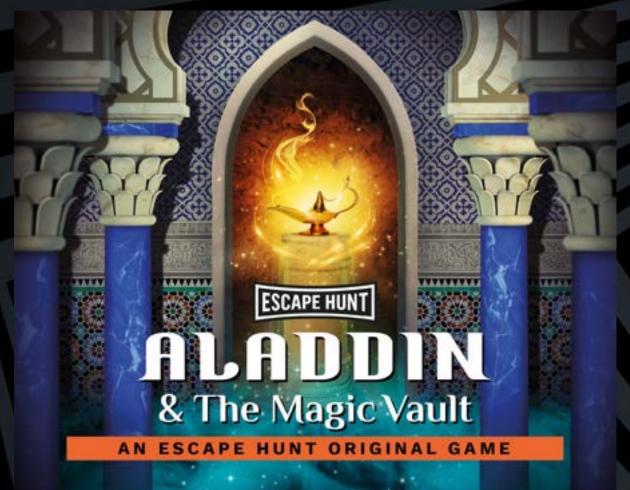




ESCAPE ROOMS

Step into an out of this world adventure with our highly immersive 5* escape rooms where you'll experience pulse-racing real-life adventures

CALL 0494 165 177





The evil Sorcerer Abanazar has tricked Aladdin out of the magical lamp. It's up to you to retrieve it from his impenetrable Magic Vault. Can you rescue the genie before it's too late?

Q

HOW MANY 2-6

HOW LONG 60 minutes

HOW OLD PG (8+)

Adults must acompany u16's in the room

?

DIFFICULTY

Intermediate

CALL 0494 165 177





The Mad Hatter is in trouble after being accused of stealing the Queen's Tarts. Step into Wonderland and save him from the Queen of Hearts without losing your heads. Chop Chop.

0

HOW MANY



HOW LONG 60 minutes

2-6



HOW OLD PG (8+)

Adults must acompany u16's in the room

?

DIFFICULTY

Intermediate

CALL 0494 165 177





The terrifying Blackbeard has just been killed and his loot lies unguarded. You and your shipmates need to work together if you're going to make it out of this sinking ship with the treasure.

Q

HOW MANY 2-6



HOW LONG 60 minutes



HOW OLD PG (8+)

Adults must acompany u16's in the room



DIFFICULTY

Intermediate+

CALL 0494 165 177





Step into 1942 when the world is at war and the Nazis have developed a series of devastating new superweapons. As MI6's top agents can you discover their location, destroy them and save Britain?

Q

HOW MANY

2-6



HOW LONG

60 minutes



HOW OLD

PG (8+)

Adults must acompany u16's in the room

? DIFFICULTY

Intermediate

CALL 0494 165 177





The Queensland Government is under threat. Step into old Government House where a mystery criminal has planted a bomb, threatening to destabilise the political landscape. Can you find and disarm the bomb before it's too late?

2

HOW MANY 2-6



HOW LONG 60 minutes



HOW OLD PG (8+)

Adults must acompany u16's in the room



DIFFICULTY

Introductory

CALL 0494 165 177





Six invaluable pieces of jewellery that were on loan to the local theatre for a recent show have been stolen and hidden in the prop maker's studio. Can you find the missing jewels and unravel the mystery?

2

HOW MANY 2-6



HOW LONG 60 minutes



HOW OLD PG (8+)

Adults must acompany u16's in the room

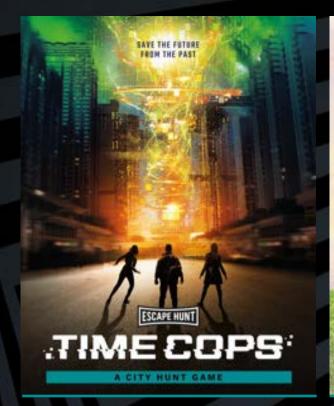


DIFFICULTY

Advanced

CALL 0494 165 177

OUTDOOR **ESCAPES** Scavenger Hunt meets Escape Room in this adventure through West End! CALL 0494 165 177 Or visit escapehunt.com/au/brisbane/ school-bookings/







'GREAT FUN OUTDOOR ADVENTURE'

TRIPADVISOR REVIEW



'SO MUCH FUN, 10/10 WOULD DO AGAIN'

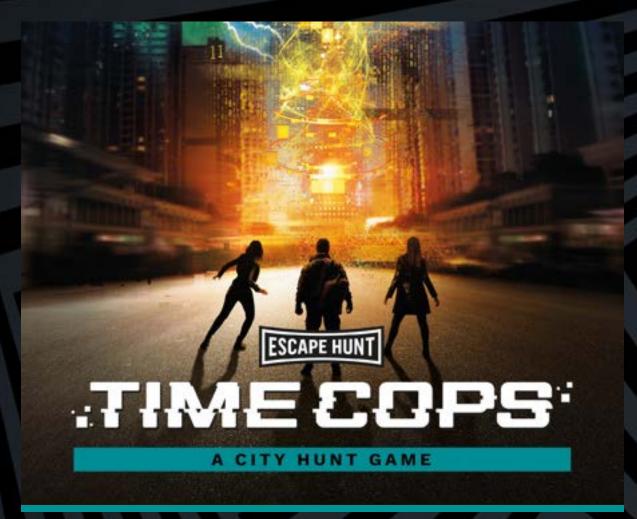
TRIPADVISOR REVIEW



OUTDOOR ADVENTURES

Imagine an escape room with no doors, a treasure hunt with more challenges, and a city like you've never seen it before. Step outdoors in these City Hunt adventures.

CALL 0494 165 177





Become Time Agents and stop the deadly artificial intelligence from being released! Hit the streets with a briefcase full of gadgets and a device that communicates with the future, can you help save humanity?



HOW MANY 2-6

Recommended per team



HOW LONG 90 minutes



HOW OLD All Ages

One player in each team must be 18+

CALL 0494 165 177





COMING SOON!

O HOW MANY

2-6

Recommended per team

HOW LONG

90 minutes

HOW OLD

All Ages

One player in each team must be 18+

CALL 0494 165 177

REMOTE DIGITAL ADVENTURES

Log in via Zoom for a remote game hosted by our expert Game Masters!





HOW IT WORKS

Join via Zoom

Break into teams

Solve puzzles to earn points

Get help from live Game Masters

Highest scoring team wins!

WHAT YOU WILL NEED

Each player will need:

- Computer
- Smart phone with the LoQuiz App downloaded
 - Internet Connection



REMOTE DIGITAL ADVENTURES

Enjoy the thrill of an escape room from the comfort of your own home or office. Hosted by one of our expert Game Masters, this is the perfect option for remote teams!

CALL 0494 165 177

CONTROL THE MISSION, REAP THE REWARDS



AN ONLINE TEAM ADVENTURE



Welcome Candidates! Does your team have what it takes to pass the Five Eyes entrance exam and join the most formidable spy organization in the world?



HOW MANY

3-6 players per team, unlimited teams







CALL 0494 165 177





You and your teammates are mission control, guiding the most skilled thieves in the world as they take on the world's most audacious heist.

HOW MANY

3-6 players per team, unlimited

teams

HOW LONG 60-75 minutes

All Ages **HOW OLD**

Best suited for ages 12+

CALL 0494 165 177



IMPORTANT INFORMATION Add-ons, T&C's, and more **CALL 0494 165 177** Or visit escapehunt.com/au/brisbane/ school-bookings/

AVAILABILITY

School packages are available Monday – Friday, 10am – 5:00pm.

Escape Room time slots: 10:30am | 12:00pm | 1:30pm | 3:00pm | 4:30pm

> Outdoor Game time slots: 10:45am | 12:15pm | 1:45pm | 3:15pm

> > Remote Game time slots: Flexible

To check availability, call us on 0494 165 177

STAFF EVENTS

To book an event for your hardworking staff, please check out our <u>Corporate Event Packages.</u>

Available 7 days a week, 9am – 9pm

FUNCTION SPACE

Time in the event space can be booked at a rate of \$50 / 45 minutes (minimum addon 45 minutes)

You will receive exclusive use of our outdoor event space after your escape game, with access to a minifridge, yard games, tables, and seating.

CUSTOM EVENT PLANS

Got something specific in mind? We would love to work with you to customise the perfect event for you and your students!

From large and unique groups, to whole day events, accessible events, unique addons, or anything out of the box – get in contact with our Events Team to discuss a custom event plan to suit your needs.

TERMS AND CONDITIONS

Payment

- Full payment is due on date specified on invoice, unless other arrangements are agreed to with management.
- Late payment of invoice may incur an accumulative late fee of \$35 for every 5 days the invoice is late.

Cancellation

 For the cancellation of an event more than 7 days' notice is required to be eligible for a refund. If cancellation occurs less than 7 days prior to an event, no refund can be granted.

Changes in Numbers

- For a reduction in numbers, more than 7 days' notice is required to be eligible for a refund or adjustment to invoice. If reduction in numbers occurs less than 7 days prior to an event, no refund or adjustment to invoice can be granted.
- Increase in numbers is subject to room availability. Escape Hunt reserves the right to refuse increased numbers based on available rooms.
- There is a strict limit of 6 players per escape room.

Final Numbers

- · Final numbers are due one week prior to your event date to secure your booking.
- Failure to provide final numbers or to pay invoice prior to the event may result in cancellation of your event.

Personal Items

- Personal valuables are to be kept with owners at all times, unless a special arrangement has been made in advance.
- Escape Hunt cannot take responsibility for any items left within the lobby or event space.

Catering

- Catering is only available for those using the function space as part of an event booking.
- · Catering is to be arranged independent of Escape Hunt.
- Escape Hunt Staff will receive the delivery of catering orders and setup catering orders in the event space during gameplay.

Intoxication

If any intoxicated patron refuses to comply with our policies or staff direction they
will not be allowed to play the escape rooms, failure to comply may result in
security being called to the venue at the expense of the individual.

Plus Ones

- No additional non-playing guests may attend the event unless approved in advance by Escape Hunt.
- Number of additional non-playing guests must be provided alongside final number of playing guests for approval.

Under 15's & Supervision

- There must be one player in each escape room that is aged 15+ at all times. This
 player counts towards the capacity limit of 6 players per room.
- If a child exits the escape room, Escape Hunt staff cannot take responsibility for their supervision, unless a special arrangement has been made in advance.
- A supervising adult in a room of under 15's may play at a discounted rate of 50% off their individual entry fee.

Function Space

- 30 mins usage post game included in all event packages
- Extra hire fee is \$50 per 45 min block. Minimum of 45min
- Latest hire time is 9:00pm all bookings must conclude and depart the function space by 9:00pm
- Customers must vacate by pre-agreed finish/departure time. Overstaying beyond allotted time will result in an extra charge or additional hire fee.
- Note: Our event space is outdoors and can be subject to the weather. If weather
 impedes our ability to host you in our event space, we will make every effort to
 accommodate you inside. If this is unavailable we will either provide you with the
 equivalent value of a bar tab at a nearby bar, or refund your 'event space' payment.

Additional Promotions

 No additional promotions or vouchers can be applied to Events bookings, unless specified in the terms of the promotion or voucher.

ESCAPE HUNT BRISBANE

BASEMENT, 77 RUSSELL STREET WEST END, QLD 4101

Located in the Australia Post Complex on Russell Street. Entry via lower car park, down the ramp at the end of the car park.

By Car

There is metered on-street parking just out the front and in surrounding streets. Limited free customer parking is available on the street level carpark for customers of the complex.

By Train

We're a 10 minute walk from the South Brisbane train station on the Gold Coast / Beenleigh / Cleveland lines.

By Bus

Catch the 199 and get off at the Archive Bar on Boundary St or catch the 196 and get off at the corner of Boundary and Browning St. Both will deliver you just around the corner.

CALL 0494 165 177

