

WHY CHRISTMAS AT ESCAPE HUNT



5* RATED ESCAPE ROOM THEMES



FUN PHOTO OPPORTUNITIES



EXPERT GAMES HOST



EXPERIENCED EVENT PLANNERS



FESTIVE DECORATED VENUE



PRIVATE HIRE OPTION AVAILABLE



WHAT IS ESCAPE HUNTING?

DEFINITION - The act of leaving humdrum everyday life behind for a period of intense excitement, during which you and your teammates attempt to follow a series of fiendishly clever clues to unravel an adventure and solve the mission.



Teams are set a mission and must explore the game to solve riddles and puzzles that take them on an adventure



All games are time bound. Teams work against the clock to achieve the mission in (record) time



There is no strenuous physical activity involved. All you need is a healthy, working brain



Players need to be observant and use communication and critical thinking skills to solve challenges and riddles









CALL 0330 118 0622







JINGLE BELLS

SLEIGH BELLS

WHATS INCLUDED?

- 1 x escape room per person
- · Welcome drink on arrival
- Pre-game Christmas nibbles

How Long

1.5 hours total

How Much

£30pp

WHATS INCLUDED?

- 2 X escape room per person
- · Welcome drink on arrival
- Pre-game Christmas nibbles
- 1 X bar drink (break)
- · Games start together
- Gift voucher for each player

3 hours total

£60pp

EVENT PLANNER FROM START TO FINISH / GAMES HOST FOR THE EVENT /

5* GAMING GUARANTEED 🗸

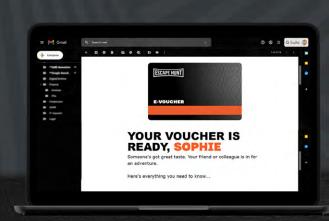




GIFT VOUCHERS

Looking to surprise someone with the ultimate gift? We've got you covered with a whole range of EPIC 5* Adventures that are guaranteed to knock your socks off and leave you craving more! Enter new worlds with highly immersive venue experiences including Escape Rooms, City Hunt Adventures and VR experiences. We also have Play At Home games you can enjoy from the comfort of your couch. Our gift experiences are the perfect way to treat your colleagues select a voucher below and surprise someone with the gift of adventure.







With our gift card option, your card will arrive accompanied with a letter which you can personalise with a message for the recipient.

With our e-vouchers give the gift of adventure within minutes, as your personalised message will accompany an e-voucher and get delivered straight to your inbox to forward at the perfect time.

These vouchers can be used in venue on any of our adrenaline fuelled escape room, outdoor or VR experiences



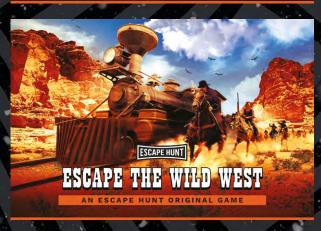


ESCAPE ROOMS

Step into an out of this world adventure with our highly immersive 5* escape rooms.

Brand new worlds re-created in epically themed rooms for pulse-racing real-life adventures.







I CHOOSE BIRMINGHAM



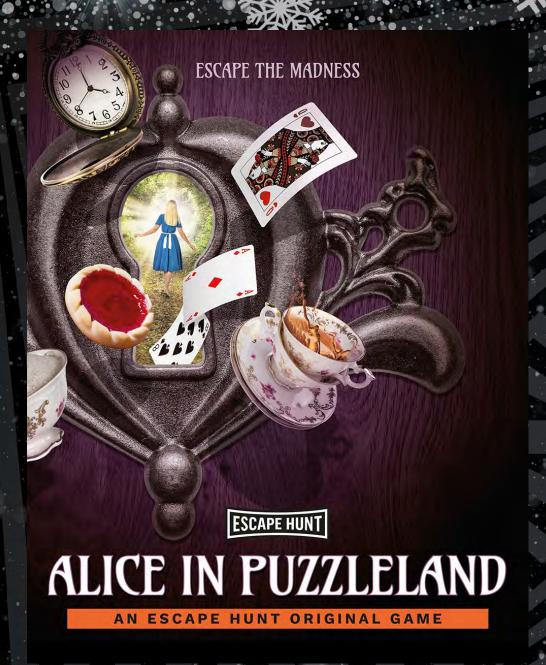


BEST 60 MINUTES EVER

TRIPADVISOR REVIEW ...



CALL 0330 118 0622



THE MAD HATTER IS IN TROUBLE. SAVE HIM FROM THE QUEEN OF HEARTS WITHOUT LOSING YOUR HEADS.

Q

How Many

2-6

COMPANIE OF THE SECOND

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How Long

60 minutes

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How Old

PG (8+)

Adults must acompany u16's in the room

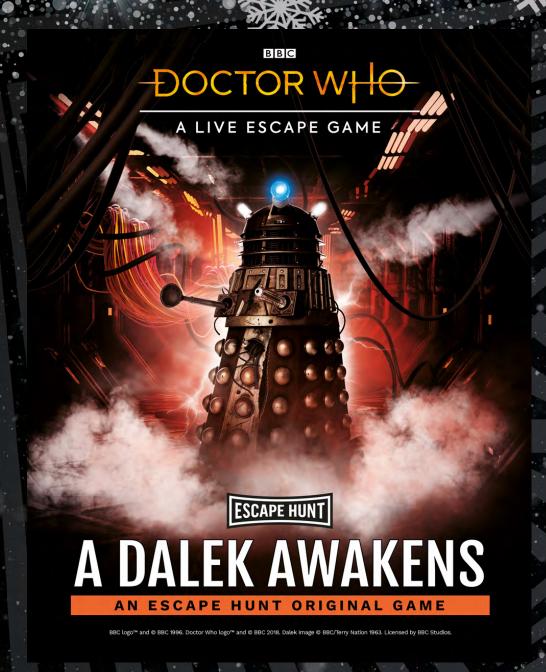
Step into Wonderland, where the Hatter has been accused of stealing the Queen's Tarts. With Alice nowhere to be seen, it's time for you to fill her shoes.

You find yourself at the Hatter's cottage. The table is set but no one is around.

A sign on the lawn reads 'Tea Party Cancelled by Royal Decree'. Curiouser and curiouser...

Find and return the Queen's Tarts in 60 minutes, or it's off with the Hatter's head. Chop chop.





THE DOCTOR NEEDS YOU: A ROGUE DALEK, A SPACESHIP ON THE VERGE OF DESTRUCTION AND AN IMPOSSIBLE CHOICE...

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How Many

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60 minutes

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How Old

PG (8+)

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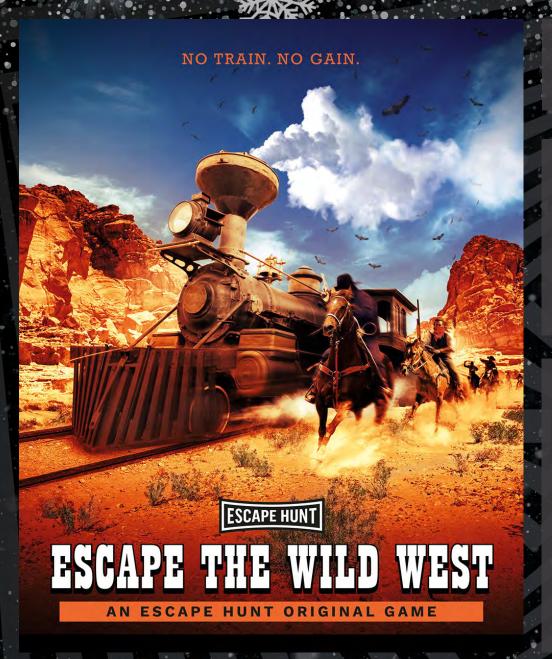
Step on board a doomed spaceship, where a rogue Dalek has tapped into the power system, in an attempt to recharge its weapons. Should the Doctor's most feared enemy be successful, it will exterminate all in its path.

You the Doctor's friends, must prevent this catastrophe. Shutting down the ship's power core will ensure the Dalek cannot activate its weapons. However, the ship's life support systems rely on the same energy source, meaning that shutting down the power would result in the death of all 10,000 passengers.

You have just 60 minutes to find a way out of this impossible situation. You must defeat the Dalek to allow the spaceship to continue safely on its journey. Take too long and your destination will be extermination!



CALL 0330 118 0622



YOU'VE STRUCK GOLD BUT WORD GOT OUT AND NOW THE VULTURES ARE CIRCLING.

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How Many

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How Long

60 minutes

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How Old

PG (8+)

Adults must acompany u16's in the room

Step into the Wild West, where the tiny frontier town of East Victoria is celebrating the discovery of gold.

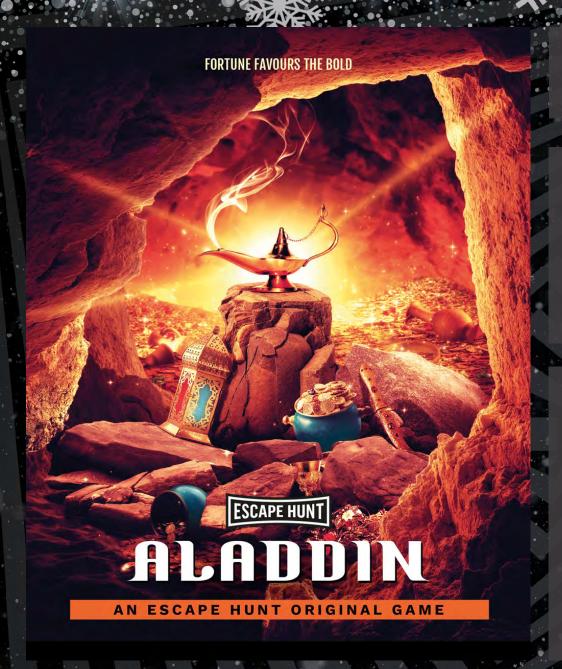
But the celebrations turn sour when news arrives that the bloodthirsty Bill French Gang are on their way to claim the gold – and kill everyone in East Victoria for good measure!

With no sheriff around and no cavalry riding to the rescue your only hope is a rusty old locomotive that hasn't worked in years – but with just one hour to get it going and escape with your lives, you need to think fast and work even faster.

There isn't a second to lose.



CALL 0330 118 0622



ENTER A MYSTICAL CAVE AND RETRIEVE THE MAGIC LAMP WITHOUT BEING TRAPPED UNDERGROUND FOR ETERNITY.

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How Many

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How Long

60 minutes

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How Old

PG (8+)

Adults must acompany u16's in the room

Step into a mysterious cave where you believe a magical and powerful lamp is hidden within. You and your team are prepared to risk anything to retrieve it.

To gain entry to the cave, you have enlisted the help of a local sorcerer. Upon his command of 'Open Sesame' the great cave door rolls back. Once inside, your eyes adjust to the dim light and you realise that the cave is full of puzzles and quests designed to guard the treasure hoarded within.

Navigate your way through the mysterious cave and seek out the lamp. But be warned – legend states that those who remove the lamp risk the cave's wrath and could remain trapped for eternity.



VIRTUAL REALITY











EXCELLENT, IMMERSIVE AND SO FUN

TRIPADVISOR REVIEW

LOVED IT... WOULD 100% RECOMMEND

TRIPADVISOR REVIEW



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ESCAPE ROOMS

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THE ROLLS ROYCE OF ESCAPE ROOMS

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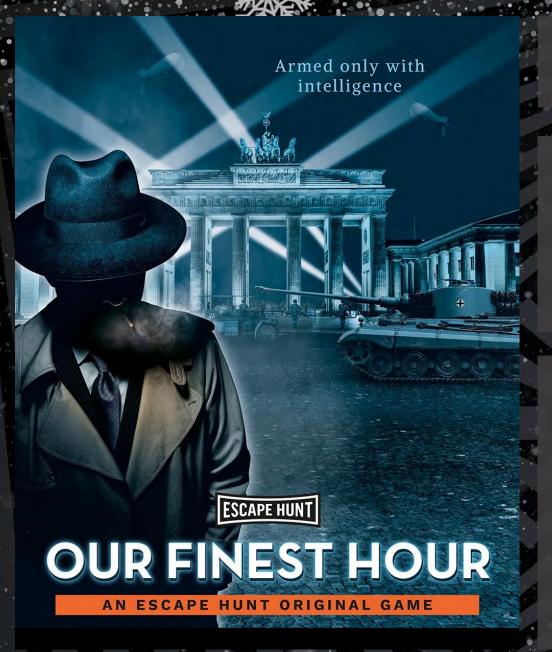


BEST 60 MINUTES EVER

TRIPADVISOR REVIEW ...



CALL 0330 118 0622



DESTROY NAZI SUPERWEAPONS, ARMED ONLY WITH INTELLIGENCE.

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60 minutes

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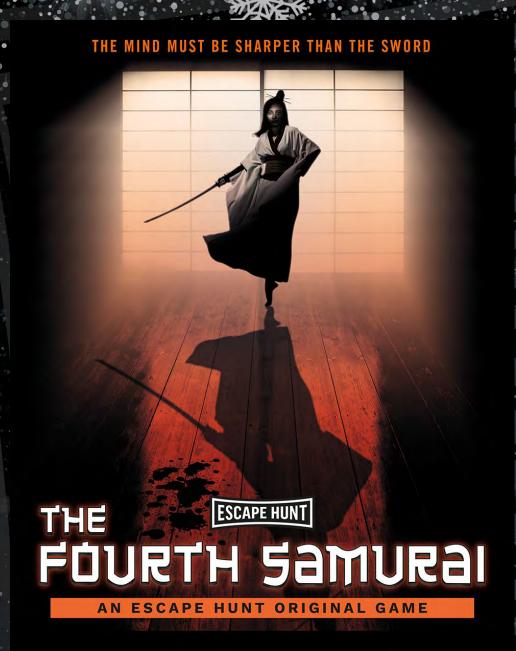
Step into 1942, when the world is at war. The Nazis have developed a series of devastating new superweapons that could obliterate Britain and win the war at a stroke.

As MI6's top agents you've been chosen to find and destroy these fiendish inventions before they destroy us. The latest news from HQ is that the superweapons are primed and ready to launch, so you have precisely 60 minutes to discover their location, destroy them and save Britain.

The stakes couldn't be higher – take too long and there won't be any Britain left to save.







TO WIN FREEDOM, THE MIND MUST BE SHARPER THAN THE SWORD.

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60 minutes

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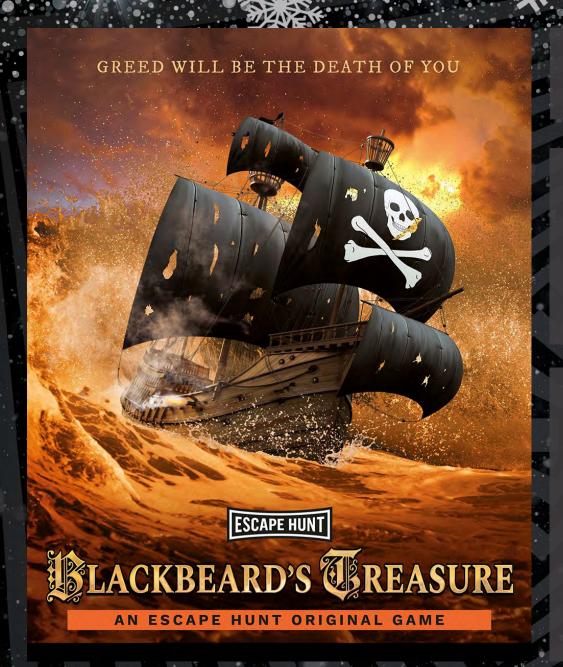
Step into ancient Japan, where the imperial emperor has ordered you, his most trusted samurai warriors, to defeat the evil warlord Tanaka Masamune.

But be warned, Tanaka is no ordinary enemy; he is protected by a powerful curse that makes him invincible to even the strongest warrior. The only way to beat him is to steal the magic stone from the handle of his sword – but first you must escape from the dungeon his henchmen have thrown you into.

You have one hour to break free and complete your mission; any longer and you pay – with a fate worse than death.



CALL 0330 118 0622



BLACKBEARD IS DEAD, HIS LOOT LIES UNGUARDED. SINK OR SWIM? IT'S UP TO YOU.

2-6

60 minutes

How Old

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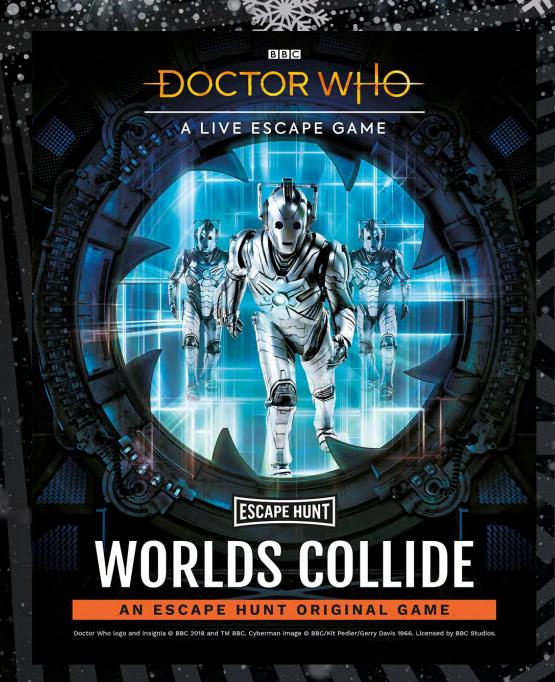
Step onto a pirate galleon in the middle of a battle for control of the High Seas. Your captain, the terrifying Blackbeard, has just been killed and his ship is shot to pieces and sinking fast.

With no chance of victory, you and your scurvy shipmates decide to jump ship - after helping yourself to the contents of Blackbeard's legendary treasure chest.

You've broken into his cabin to grab all you can, but now the door has jammed shut and you've just 60 minutes to escape; any longer and you'll drown - if the sharks don't get you first.



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THE DOCTOR NEEDS YOU: A TEAR IN SPACE AND TIME HAS BEEN DETECTED, AND THE CYBERMEN ARE ABOUT TO BREAK THROUGH!

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How Many

2-6

T

How Long

60 minutes

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How Old

PG (8+)

Adults must acompany u16's in the room

Step into the future. Enter the offices of ChronosCorp HQ, where eccentric billionaire Alastair Montague's efforts to develop commercial time travel have caused a tear in the fabric of space and time. The Cybermen are ready to take advantage and attack Earth.

You, the Doctor's friends, must investigate the incident. The remains of Montague, his prototype time engine and the extensive collection of time-related artefacts acquired over the course of his experiments, are all that you have to work with.

In just 60 minutes the Cybermen will break through. The fate of the universe is in your hands. Take too long and the human race will be "upgraded".





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