

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
 - How Much £35pp

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

- **How Much**
- £70pp

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

1.5 hours total

5* GAMING GUARANTEED 🗸

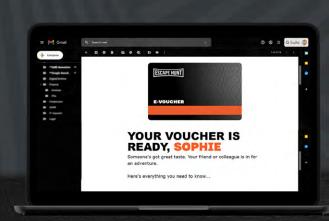




GIFT VOUCHERS

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

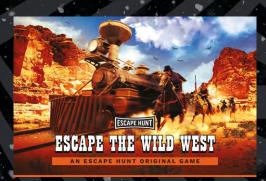
Step into an out of this world adventure with our highly immersive 5* escape rooms.

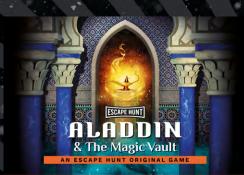
Brand new worlds re-created in epically themed rooms for pulse-racing real-life adventures.

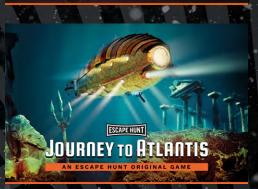












THE ROLLS ROYCE OF ESCAPE ROOMS

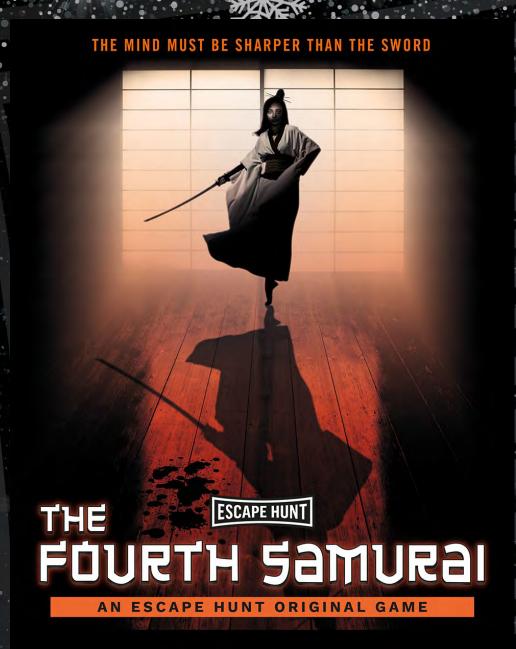
I CHOOSE BIRMINGHAM

BEST 60 MINUTES EVER

TRIPADVISOR REVIEW



CALL 0330 118 0622



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



How Many

2-6

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How Long

60 minutes

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How Old

PG (8+)

Adults must acompany u16's in the room

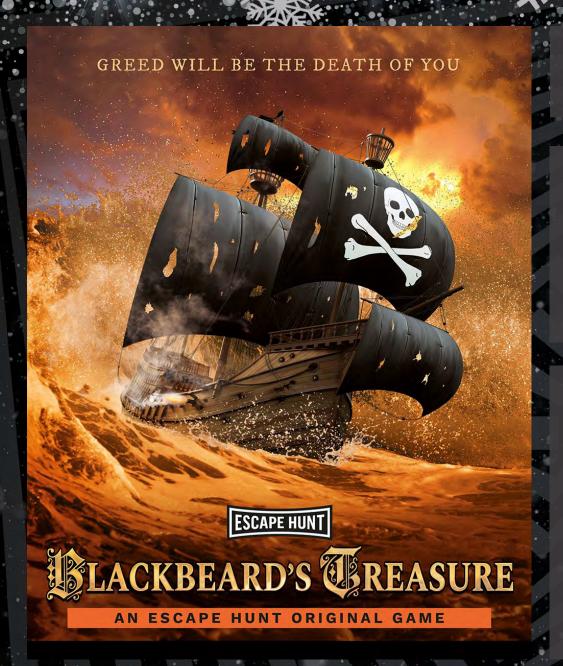
Step into ancient Japan, where the imperial emperor has ordered you, his most trusted samurai warriors, to defeat the evil warlord Tanaka Masamune.

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.



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

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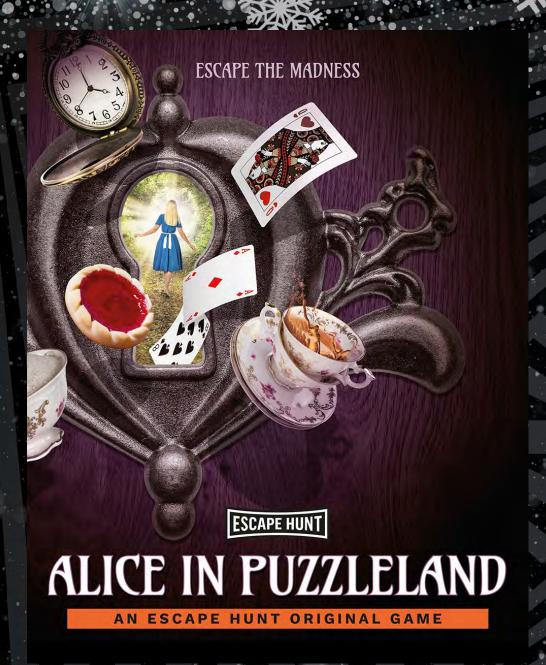
Step onto a pirate galleon in the middle of a battle for control of the High Seas. Your captain, the terrifying Blackbeard, has just been killed and his ship is shot to pieces and sinking fast.

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

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How Many

2-6

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How Long

60 minutes

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How Old

PG (8+)

Adults must acompany u16's in the room

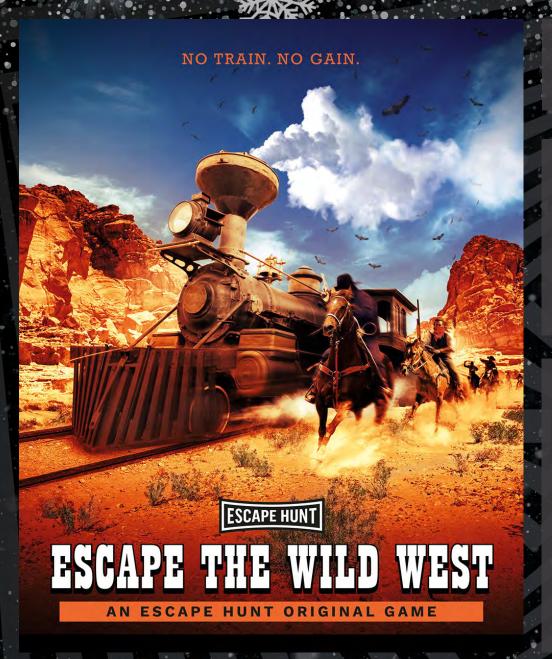
Step into Wonderland, where the Hatter has been accused of stealing the Queen's Tarts. With Alice nowhere to be seen, it's time for you to fill her shoes.

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.





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

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How Many

2-6

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

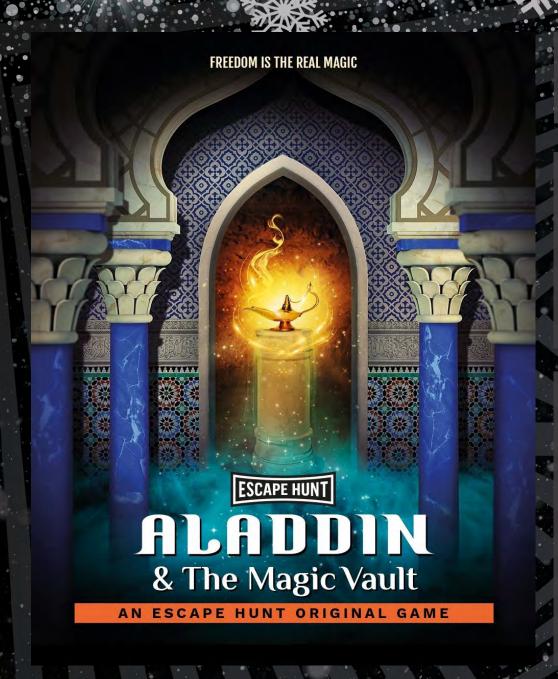
But the celebrations turn sour when news arrives that the bloodthirsty Bill French Gang are on their way to claim the gold – and kill everyone in East Victoria for good measure!

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.



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CAN YOU RETRIEVE THE LAMP FROM THE EVIL SORCERER'S IMPENETRABLE MAGIC VAULT?

How Man

2-6

(I) How Lo

60 minutes

How Old

PG (8+)

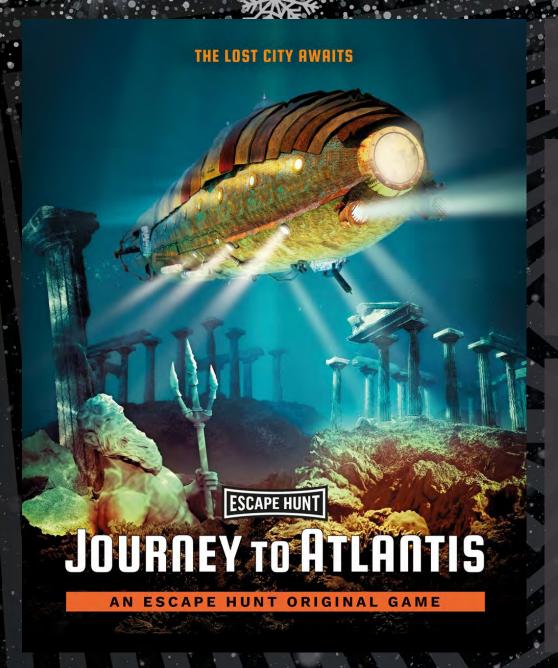
Adults must acompany u16's in the room

Having escaped from the cave of wonders with the lamp in hand all of Aladdin's dreams became true.

That was until Sorcerer Abanazar returns to take his revenge...

Having tricked Aladdin out of the lamp he whisks it away to a heavily guarded palace in the desert. Abanazar then uses his fearsome power to enrich himself and attack his enemies, bringing misery and destruction across Arabia.

It's up to you to get the lamp back and rescue the genie before it's too late. But it won't be easy, the lamp is being held in the infamous Magic Vault, secured with powerful spells that will take all your wits to break!



STEP ABOARD THE MIGHTY NAUTILUS SUBMARINE ON ITS JOURNEY TO THE FABLED CITY OF ATLANTIS.

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How Many

2-6

How Long

60 minutes

How Old

PG (8+)

Adults must acompany u16's in the room

A recent attack from a mysterious foe has left the ship severely damaged, and Captain Nemo badly injured.

BBBBBB

Taking to the helm, you have just 60 minutes to steer the ship to sanctuary and locate Atlantis. If you fail, Atlantis may go undiscovered for another two thousand years.





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