



MOBILE ESCAPE ROOMS

Work your way through clues, codes and keys to get you and your team out of the escape room. But hurry, the clock's ticking.

Growing in popularity for being a fully immersive team building activity or school and student event, we here at Leisure King have crafted and developed our very own mobile escape room, suited to go into any venue be it inside or outside.

Each Mobile Escape Room comes complete with a Games Master and assistant to guide teams through and offer clues to achieve their goal. The rooms are designed to have one main task – built up in several layers of clues, challenging activities, puzzles, patterns and codes all left by criminals. Whatever the teams are confronted with – they must face together, working quickly and decisively, channeling their inner detective to think like criminals to catch their own! However, teams must work quick, as they go head to head in who can solve their game the quickest before their 30minutes are up!

For larger groups of 50+ or if time is tight, we offer a table top escape game experience - see overleaf for game scenario. Alternatively a bespoke game can be developed to suit your objectives and incorporate key products as apps.

To enhance game play and suit all corporate style events, your mobile escape room can also be branded with your company logo, message or other graphics on either the exterior of the room or within the interior walls to ensure a complete corporate branding experience.

SUITABLE FOR: Ages 7+ - up to 8 players per room

GREAT FOR: Corporate Events, Student Events, Team Building Workshops, School Events

SET UP: Inside or Outside

REQUIRES: Standard electrical power.

STAFF INCLUDED: 1x Games Master and 1x Event Crew Assistant

TIME PER GAME:

Escape Room - 30 minutes per game with 10 mins re-set time required between games

Table top Game - 60 minutes per game with 30 mins re-set time per 5-10 boxes

SIZE: 6m length X 3m width X 3.3m height

OPTIONAL EXTRAS:

- Additional running hour

WHAT'S INCLUDED:

- Fully equipped Mobile Escape Room
- 1x games master and 1x event staff assistant
- Choice of 2 game scenarios (see overleaf)

GAME OPTIONS:

- Mobile Escape Room Half Day
- Mobile Escape Room Full Day
- Escape Boxes

CUSTOMER REVIEWS

"Thanks again to your team, they were so helpful from the start of the booking process to the finished product on the day. Our teams loved the escape rooms and haven't stopped talking about them since. Such a great addition to a team building day."

COMBINE WITH



Game Shows



Side Stalls



Sports Days



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MOBILE ESCAPE ROOM SCENARIOS:

CRIME SCENE:

Digital threats and a criminal that is always one step ahead – you've been brought into the deep-end of a fraud investigation since you've got a proven background in solving cases like this. Your team have gained insider information that your criminal is aiming to carry out his last digital hack before he flies off the radar for good, and you're up against the clock. Your evidence is around you – DNA profiles, fingerprints, soil samples and crime scene evidence that's being lined up under the microscope. Can you live up to your reputation of being the best out there and locate the criminal before his last scam?

CASINO HEIST:

Casino Owner and Mob Boss – now's your only chance to take him down for good. You're an undercover detective working at the casino trying to expose a major crime ring – the final piece of evidence you need to take the ring down is on a USB disk. Your mission is simple, retrieve the USB hidden in the Casino Owner's safe. He 'walks the floor' daily between 3pm – 3:30pm so your window is tight and it's your only chance whilst the office is empty. Whilst the owner is security conscious having hideaway places throughout his office, his memory isn't what it used to be, and has clues, passwords and reminders signposted around the office. It's down to you to decipher his information, locate the keys and crack the safe code – just make sure you're in and out undetected before your time is up!

TIME PER GAME: 30 minutes

TABLE TOP GAME SCENARIO:

SCENARIO:

Your trusted friend and colleague has been uncovered as an MI6 spy. He's been trying to catch a mole in MI5 but is now in deep trouble. It's down to you to help him, deciphering the puzzles and clues he's left for you, but you must find out who the mole is before the mole finds him. Work out where his safe house is by analysing his data, looking at the evidence and investigating the other spies. Once you've cracked where he is, organise his safe extraction - providing you can find the extraction code in time.

SUITABLE FOR: Up to 200 people with tables of up to 8 players per table / box. Players should be 16+

SET UP: Inside or Outside - table tops required!

TIME PER GAME: 60 minutes



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