

ESCAPOLOGY

SEVEN DEADLY SINS

Free yourself from a DEADLY CURSE! (Not suitable for young children)

In the late 19th century, during an ill-fated Halloween service, the deranged minister of Crickley Church decided to kill his entire congregation after their confessions had convinced his twisted mind that they had, among themselves, committed the 7 Deadly Sins. In order to punish them for their sins, the evil minister passed around poisoned bread and wine. As the congregation choked on their last breaths, the minister incited a curse on the children playing in the rooms beneath the church, and then buried himself alive in the church's hidden crypt, determined to haunt the church forevermore.

Your Great Grandfather was one of those innocent children. You began to think back on the mysterious deaths of family members and close friends ever since that fateful night.

Trawling the many ancestry websites to gather your evidence leads to a terrifying conclusion. Every year on Halloween someone related to a member of the congregation dies an unnatural death. As you study the pattern of these accidents and the people involved you discover that you are next - and time is running out... In your panic, you contact the American Paranormal Society and they have told you that the only way to end the curse is to find the body of the evil minister and drive a sacred dagger through the remnants of his heart. This will lift the curse, and the souls of the victims will finally be able to rest in peace.

ANTIDOTE

Nevada Desert, United States, May 25th, 2015.

You are a team of scientists investigating Dr. Brandt's abandoned laboratory. You've been tasked with finding the only known antidote to virus TS-51 before it gets passed into enemy hands.

However, during the investigation a clumsy member of your team bumps into a shelf, sending vials of the highly contagious virus crashing to the ground. One of them breaks and sends plumes of deadly vapor into the air.

If you do not find the security override code and antidote within 1 hour the facility will self-destruct, and there will be no escape. Do you have what it takes to defeat Dr. Brandt and save yourselves and the World from destructive chemical warfare?

LOST CITY

Can you FIND THE TREASURE?

Archibald Tucker was one of the greatest explorers of the 1930s. His tales of adventure were known the world over and his prized journal documented every adventure. While exploring an abandoned temple in The Lost City, he uncovered a treasure so rare, no man alive had seen it! A sudden gust of wind slams the temple door shut - sealing Tucker and his journal inside! Both were never seen again.

Your team of treasure hunters decide it's time to finish Tucker's quest. Armed with the latest technology, your research points you to the exact whereabouts of the lost journal which holds the secrets to finding the treasure. In your backpacks, you've brought all the materials essential for your adventure! You approach the temple confidently, but once inside angered spirits awaken and deem you unworthy of the riches held within.

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MANSION MURDER

Scottish Highlands; New Year's Eve, 1999.

You are Robert Montgomerie, the only remaining direct heir to the Kildermorie Estate and the Montgomerie family fortune. As the guests raise a toast, a scream fills the air...Your Grandfather is found dead in the library, it looks like murder, and you are being blamed!

The only evidence that proves your innocence is hidden in the Mansion. Can you gather enough together to prove your innocence? And the biggest challenge of all... is it even remotely possible to solve the mystery before the clock strikes 12?

Do you have what it takes to find the family killer before you are framed and lose your inheritance?

VEGAS HANGOVER

Your friend is getting hitched. Piece your night together and SAVE THE DAY!

Well, look who's come to. You remember anything about last night? I bet you don't. All of you were pretty sloppy. Let me give you a bit of a refresher. Your little group here came into the wrong casino last night. All of you were about two drinks away from falling flat on your faces. Does this ring any bells?

Well, what about the part where you spilled the beans that you were holding your best friend's wedding rings for him? Oh...now your memory is slowly coming back isn't it? When you ran out of cash you made a deal with me and you were so wasted I convinced you to put the rings up as collateral. I have to admit I didn't expect you to ACTUALLY do it... So..now I have your rings... cause I don't lose...Ever!! But...I'll give you one chance to get your friend's rings back. I hid them away somewhere in this very penthouse. I'll give you one hour to find them. See? I am not a heartless monster... Oh...but who is a heartless monster is my husband.

WHO STOLE MONA?

Vladimir Stepenaov's Gallery, Somewhere in Russia

The art world is in shock, the most famous painting in the world, the Mona Lisa is missing. The Louvre in Paris that housed the world-famous art piece by Da Vinci, has offered a massive reward, of \$50 million.

As an underworld art dealer yourself, you hear on the grapevine that the flamboyant and extremely dangerous Russian billionaire and art gallery owner, Vladimir Stepanov, is responsible for the theft. Your group secures an invite to his gallery. You manage to sneak away from the guards and are able to hide out until the gallery closes. One of the world's greatest pieces of art lies in wait.

Use teamwork to uncover its location and make it out. But you mustn't get caught, if Stepanov's

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guards discover you, it will surely be the end for your group. Work fast and remember, time is of the essence!