

Escape Room Challenge



***Save the Date:* Saturday, July 11, 2020**

Time: Afternoon (to be scheduled - 12:00 pm first slot)



Location: Irvine, CA

Cost: \$32.00 per person

The **CHALLENGE**: escape from the assigned room within 60 minutes! To succeed, you will need to use your intelligence, imagination, and creativity ... escape rooms are a physical and mental adventure game in which participants must work with their teammates to find clues around the room and solve puzzles in order to escape. You might be trying to solve the disappearance of the Cain family, or discover where the Mafia hid the treasure, or even lift the curse of the Black Knight!

The escape games require minimal physical activity and no outside knowledge. They provide interactive fun ... perfect for everyone!

WHAT DO I NEED TO COMPLETE AN ESCAPE ROOM?

- **TEAMWORK:** Work with your group members to decipher clues, open locks, and solve riddles.
- **SPEED:** Find clues and complete puzzles before time runs out!
- **COMMON SENSE:** There's more than meets the eye. Use your resources to crack difficult puzzles.
- **A SENSE OF HUMOR:** Have fun and enjoy your challenge.

Once we have all solved and escaped our selective room, we will caravan to a local restaurant (yet to be defined). More details to follow.

Please sign the signup sheet at the meetings or contact me directly.

NOTE: we have a limit of 32 people.

If you have any questions, please contact Vicky Kovacs, vmkovacs@sbcglobal.net
cell: (714-904-1719)

The Escape Rooms



The ATTIC

Sixty years after the disappearance of the Cain family, prospective residents have come to the manor... every one of them citing strange behavior in the household. Voices echoing from the ceiling and footsteps go pitter-patter across the attic floors.

4-13 people



MAFIA HEIST

Learn the secrets of an abandoned mafia hideout— have a seat at the bar and discover what treasures lie behind closed doors.

How much can you escape with before time runs out?

4-13 people



The CURSE of the Black Knight

Since the passing of the great Knight Melkor and disappearance of his sword, a great curse has fallen on the town. It has long been said that the only way to bring back balance to the land is to return to sword to its rightful home.

Can you lift the curse before time runs out?

3-6 people (More physical (some climbing, some crawling, uses fog and laser)