

## Virtual Treasure Hunt Trilogy: The Heist

In this second virtual episode of the Treasure Hunt Trilogy called **The Heist**, teams will continue to hone their deductive skills with the second set of challenges in the ongoing scenario. Our Escape Rooms are secure, no-install, virtual events that work on all screen-share platforms. With an immersive storyline, clues of varying difficulty, detailed graphics, and an advanced escape room platform, this program is an interactive and engaging experience for your team.

Continuing along the path to find an ancient treasure and thwart a thieving scheme, the team's Artifacts Bureau agent character must find the answers before the shady Dr. Pilfer.

Participants will need to use the information concealed in their virtual surroundings by carefully inspecting the objects they find, interacting with them, finding clues, solving puzzles, and deciphering codes to ultimately find the 4 DIGIT ESCAPE CODE to solve the mystery.

Your group will play in teams of 4 to 6 players, with a captain to lead each team. Each team will choose a time convenient for them to virtually gather to complete the episode. At the end of the play period selected by your organizer, all the scores will be compiled, and a final scoreboard will be sent to all participants showing where their team placed and announcing the winning team.

This delivery method allows you the flexibility to provide an activity for small to very large groups in multiple locations across the country or even across the world, without the headache of coordinating schedules and timezones.

Put on your game face and your detective hat, and be the first to solve the mystery! Remember, this is a team challenge - the fastest and most collaborative team will win. Good Luck!

### Program Details

**Group Size:**

Unlimited

**Team Size:**

4 to 6

**Program Length:**

60 to 90 minutes

**Space Requirement**

N/A

**Setting:**

Indoor

**Physicality:**

Low

### Program Elements

- ✓ Collaboration & Accomplishing Common Goal
- ✓ Communication
- ✓ Fun & Engaging Interaction
- ✓ Innovation & Problem Solving