

Virtual Treasure Hunt Trilogy: The Treasure

In this third episode called **The Treasure**, teams face the final challenges in the Treasure Hunt Trilogy 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 the ultimate fun and challenging bonding opportunity for your team.

As teams finally reach the location of the treasure, they must still unravel how to reach it. And to add further challenge, the scheming Dr. Pilfer is close on their heels - and he must not reach the treasure first!

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