

WE DESIGN PREMIUM QUALITY  
THEMED ESCAPE ROOMS

**GAME  
OVER**  
ESCAPE ROOMS







## ABOUT ESCAPE ROOMS

ESCAPE ROOMS are interactive, really fascinating games that can put someone into a role according to the scenario. The goal of the game is to solve a number of riddles, find hidden objects & clues so the players can solve the mystery & escape from the room on time.

ESCAPE GAMES have become a worldwide trend of entertainment over the last few years, gaining fans that integrate these games in their daily activity of entertainment, called escape gamers.



## COME WITH US

GAME OVER Escape Rooms design & create premium quality, themed escape games. We aim in a fascinating, realistic player experience, as we combine high quality scenes with cutting edge technologies & unique riddles and puzzles attached to the storyline. In addition, our "new age" Marketing Services will help you keep your business on top level.

As a result of the continuous research aiming the innovation in our field, the quality of our Products & our special Marketing Plan, GAME OVER Escape Rooms consist one of the leading Escape Game companies worldwide.

## NETWORK

GAME OVER Escape Rooms network around the world.



YEARS

5+



EMPLOYEES

66



COUNTRIES

14



SCENARIOS

28



ROOMS

350





## WHAT'S INCLUDED

- |  |   |
|--|---|
| Transportation costs                     | ▶ Control room Equipment                    |
| Tickets & Accommodation of our personnel | ▶ Cameras, Monitors, Speakers               |
| All furniture and decoration             | ▶ Theatrical Scenes of the Game             |
| Room Scenography                         | ▶ Full Documentation of the Game            |
| Lighting, Special Devices and Effects    | ▶ Training of Managers and Game Supervisors |
| Game and Electric props                  | ▶ Online Technical Support                  |
| Special constructions                    | ▶ One Year replacement Guarantee            |
| Tricks, Riddles, Scenario                | ▶ for all our Tricks and Props              |
| Spare Parts                              | ▶ Manuals & Instructions                    |



Our turn key solutions include high quality hand made props & decorations, long tested electronic puzzles and mechatronics that all combined, present the unique outcome of our rooms. GAME OVER team guarantees that we will continue the hard work, aiming to innovate and increase our products quality.

## SCENARIOS



NEW ERA

- |   |  |  |  |   |
|---|--|--|--|---|
| <br>ALICE IN WONDERLAND            | <br>ILLUMINATI                    | <br>HORROR CIRCUS         | <br>TUTANKHAMUN'S TOMB    | <br>AZTEC EMPIRE TEMPLE OF THE SKULL |
| <br>JACK THE RIPPER                | <br>FORBIDDEN TEMPLE OF MONTEZUMA | <br>WALKING DEATH         | <br>ARKHAM PENITENTIARIES | <br>SPACE WARS                       |
| <br>TOP SECRET                    | <br>MIEVEAL CASTLE               | <br>MINOTAUR'S LABYRINTH | <br>PIRATES OF CARIBBEAN | <br>JACK THE RIPPER THE REVENGE     |
| <br>MANIAC I WANT TO PLAY A GAME | <br>THE ORDER OF ASSASSINS      | <br>CHERNOBYL           | <br>HUNTER'S LODGE      | <br>NECROMANCY                     |
| <br>PRISONERS OF WAR             | <br>LOST CITY OF ATLANTIS       | <br>CHOCOLATE FACTORY   | <br>HAUNTED MANSION     | <br>PIRATES QUEEN ANNE'S REVENGE   |
| <br>PHILOSOPHER'S STONE          | <br>LA MISIÓN DEL PROFESOR      | <br>WINTER IS COMING    |  |   |



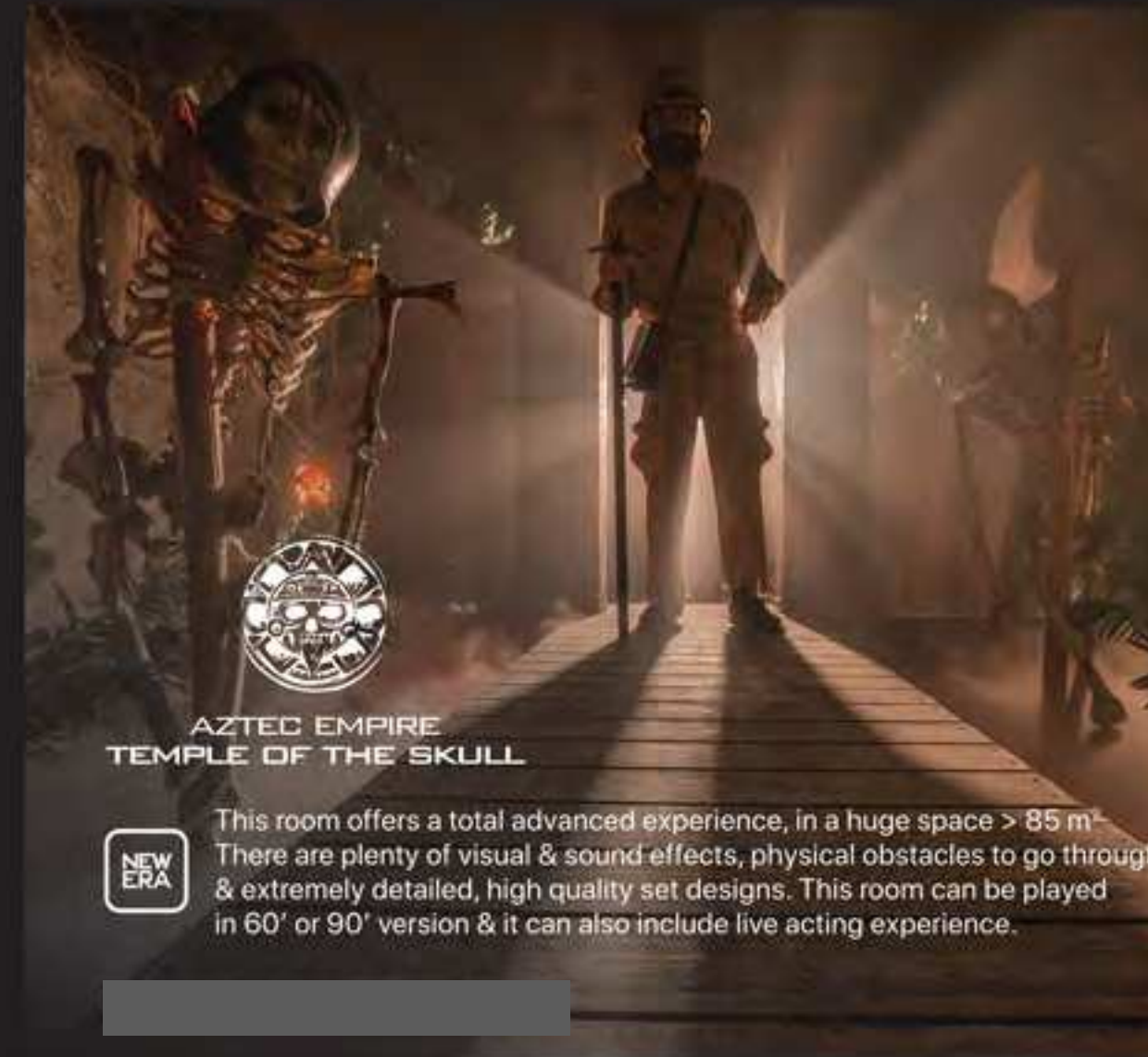


**JACK THE RIPPER**  
THE REVENGE

Back in the 1880s London the players take part in the hunt of the notorious serial killer, Jack the Ripper. A technologically advanced room with great scenography.  
\*This room requires live acting role



- SCENARIO CATEGORY  
**Adventure**
- DIFFICULTY LEVEL  
**87%**
- SUGGESTED SPACE  
**90m<sup>2</sup>**
- GAME DURATION  
**60'-90'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**18**



**AZTEC EMPIRE**  
TEMPLE OF THE SKULL

**NEW ERA**  
This room offers a total advanced experience, in a huge space > 85 m<sup>2</sup>. There are plenty of visual & sound-effects, physical obstacles to go through & extremely detailed, high quality set designs. This room can be played in 60' or 90' version & it can also include live acting experience.



- SCENARIO CATEGORY  
**Adventure**
- DIFFICULTY LEVEL  
**90%**
- SUGGESTED SPACE  
**100m<sup>2</sup>**
- GAME DURATION  
**60'-90'**
- PLAYERS NUMBER  
**2-8**
- PUZZLES & RIDDLES  
**19**




**WALKING DEATH**

Two years have passed since the Apocalypse began. Humanity is under extinction but there are still survivors, searching for shelter to hide from the Zombies.



- SCENARIO CATEGORY  
**Horror**
- DIFFICULTY LEVEL  
**85%**
- SUGGESTED SPACE  
**55m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**15**



**WINTER IS COMING**

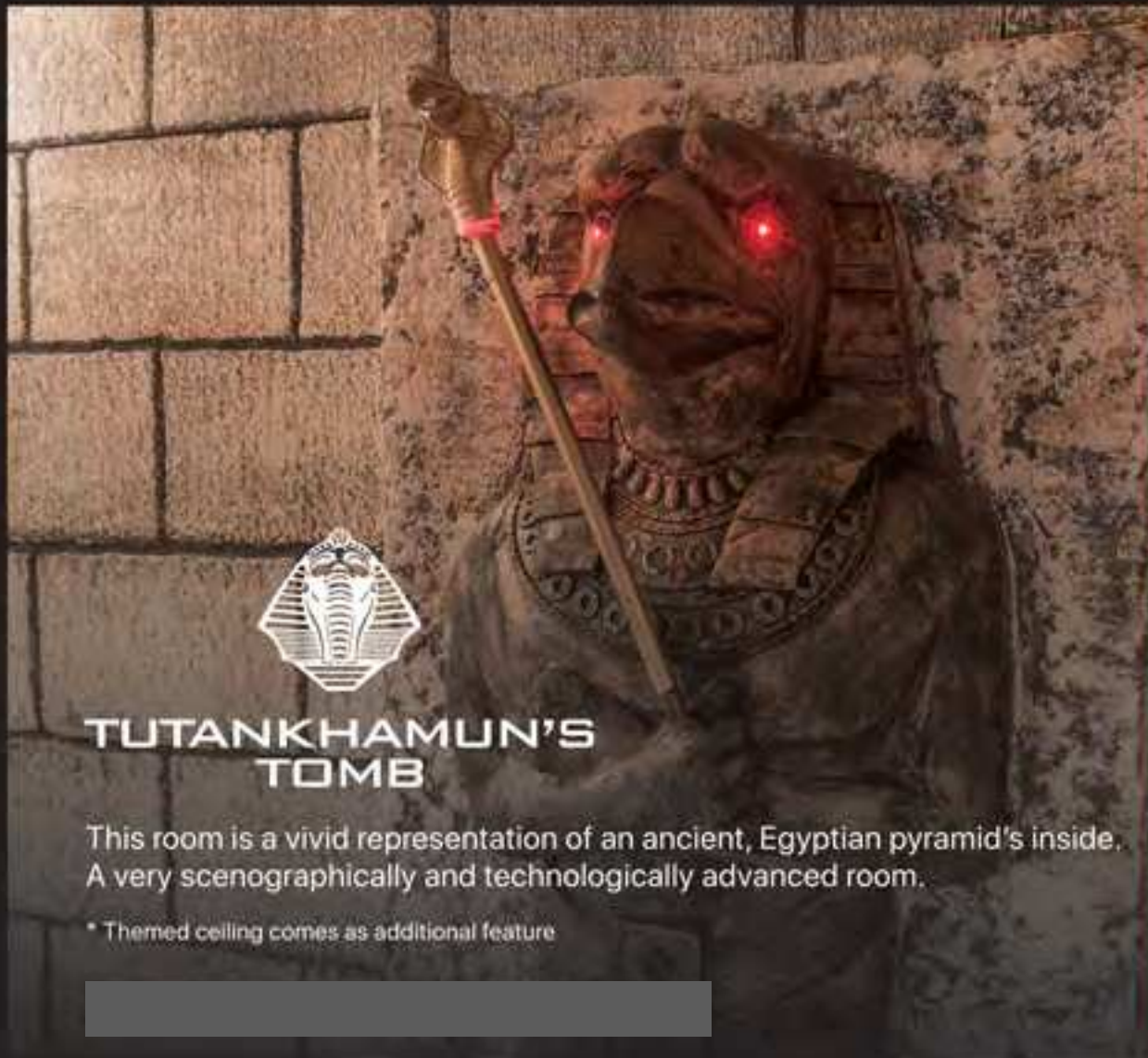
The story is taking part into the famous Castle Black of Game of Thrones tv series and your mission is to save the world from the dead. A very scenographically and technologically advanced room.

\* The iron throne is an extra optional feature    \*\* Themed ceiling comes as additional feature



- SCENARIO CATEGORY  
**Adventure**
- DIFFICULTY LEVEL  
**80%**
- SUGGESTED SPACE  
**30-35m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**16**





**TUTANKHAMUN'S TOMB**

This room is a vivid representation of an ancient, Egyptian pyramid's inside. A very scenographically and technologically advanced room.

\* Themed ceiling comes as additional feature



- SCENARIO CATEGORY  
**Historical**
- DIFFICULTY LEVEL  
**85%**
- SUGGESTED SPACE  
**30-35m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**15**



**SPACE WARS**

An escape game inside a realistic Spaceship. Extremely technologically advanced features & games, even an actual video game, brought in real life together with wow factors and special effects.



- SCENARIO CATEGORY  
**Adventure Sci-Fi**
- DIFFICULTY LEVEL  
**80%**
- SUGGESTED SPACE  
**5x8m**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**3-6**
- PUZZLES & RIDDLES  
**16**

**GAME OVER**



**PIRATES**  
QUEEN ANNE'S REVENGE

Representation of the notorious Queen Anne's Revenge, ship of the mighty Blackbeard. Technology embedded into great set of designs & props makes the ship "alive".



- SCENARIO CATEGORY  
**Adventure**
- DIFFICULTY LEVEL  
**90%**
- SUGGESTED SPACE  
**55m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**18**



**NECROMANCY**

Somewhere in town, an old house exists that everyone avoids. The spirits that are imprisoned there are eternally immersed in a nightmare without an end.

\*This room requires live acting role



- SCENARIO CATEGORY  
**Horror**
- DIFFICULTY LEVEL  
**90%**
- SUGGESTED SPACE  
**100m<sup>2</sup>**
- GAME DURATION  
**60'-70'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**17**



**LOST CITY OF ATLANTIS**

An underwater part of the lost city of Atlantis, one of the greatest mysteries of all times. A technologically advanced room with great scenography.

\* the watergate is optional \*\*Themed ceiling comes as additional feature

SCENARIO CATEGORY  
**Mythology**

DIFFICULTY LEVEL  
**90%**

SUGGESTED SPACE  
**42m<sup>2</sup>**

GAME DURATION  
**60'**

PLAYERS NUMBER  
**2-6**

PUZZLES & RIDDLES  
**15**

**MANIAC**  
I WANT TO PLAY A GAME

Inspired from the famous movie series, this room will awake all your instincts for survival.

SCENARIO CATEGORY  
**Horror**

DIFFICULTY LEVEL  
**90%**

SUGGESTED SPACE  
**28-30m<sup>2</sup>**

GAME DURATION  
**60'**

PLAYERS NUMBER  
**2-6**

PUZZLES & RIDDLES  
**16**



**PHILOSOPHER'S STONE**

An escape game adventure, inspired by the famous movie series. A combination of extremely technologically advanced features and games, plenty of wow factors & visual effects, bring in real life a unique experience!

SCENARIO CATEGORY  
**Adventure**

DIFFICULTY LEVEL  
**82%**

SUGGESTED SPACE  
**55m<sup>2</sup>**

GAME DURATION  
**60'**

PLAYERS NUMBER  
**2-6**

PUZZLES & RIDDLES  
**18**

**JACK THE RIPPER**

Back in the 1880s London the players take part in the hunt of the notorious serial killer, Jack the Ripper. A technologically advanced room with great scenography.

SCENARIO CATEGORY  
**Mystery**

DIFFICULTY LEVEL  
**87%**

SUGGESTED SPACE  
**35m<sup>2</sup>**

GAME DURATION  
**60'**

PLAYERS NUMBER  
**2-6**

PUZZLES & RIDDLES  
**16**





**TOP SECRET**

An espionage escape game, in which the players have to escape a prison and steal Top Secret Files by breaking into the high security Vault.



- SCENARIO CATEGORY  
**Adventure**
- DIFFICULTY LEVEL  
**95%**
- SUGGESTED SPACE  
**40m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**18**



**LA MISIÓN DEL PROFESOR**

Be a member of the famous crew, to complete the Money Heist, robbing the National Mint. Avoid the security & print as much money as you can. This room can also include live acting experience.



- SCENARIO CATEGORY  
**Adventure**
- DIFFICULTY LEVEL  
**92%**
- SUGGESTED SPACE  
**70m<sup>2</sup>**
- GAME DURATION  
**60'-90'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**17**




**CHERNOBYL**

An adventure inside an old abandoned Reactor, hides a lot of secrets, puzzles and technology to let the players escape.



- SCENARIO CATEGORY  
**Adventure**
- DIFFICULTY LEVEL  
**80%**
- SUGGESTED SPACE  
**30m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**15**



**HAUNTED MANSION**

A horror room, with intensive atmosphere and scary jump-scares. Sound and Visual effects combination increase the player's experience.



- SCENARIO CATEGORY  
**Horror**
- DIFFICULTY LEVEL  
**87%**
- SUGGESTED SPACE  
**55m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**16**





### ORDER OF ASSASSINS

This room is a vivid representation of a Templar Tomb built in the Middle Ages. Breathtaking effects & wow factors, immersive atmosphere combined with a lot of mechatronics & premium quality scenography, provide a unique outcome.



-  SCENARIO CATEGORY  
Historical Adventure
-  DIFFICULTY LEVEL  
85%
-  SUGGESTED SPACE  
40m<sup>2</sup>
-  GAME DURATION  
60'
-  PLAYERS NUMBER  
2-6
-  PUZZLES & RIDDLES  
16



### MINOTAUR'S LABYRINTH

This room is a representation of King Mino's Labyrinth in ancient Crete. A very popular Greek mythology theme, with challenging game play consisted of 19 steps.



-  SCENARIO CATEGORY  
Mythology
-  DIFFICULTY LEVEL  
95%
-  SUGGESTED SPACE  
40m<sup>2</sup>
-  GAME DURATION  
70'
-  PLAYERS NUMBER  
2-6
-  PUZZLES & RIDDLES  
19



### FORBIDDEN TEMPLE OF MONTEZUMA

The room is a true representation of an ancient Aztec Temple in the Jungle. Tempting gameplay, a lot of technology behind the scenes & also high quality theming scenography make this room unique.

\* Themed ceiling comes as additional feature \* Sand floor comes as additional feature









-  SCENARIO CATEGORY  
Historical Adventure
-  DIFFICULTY LEVEL  
95%
-  SUGGESTED SPACE  
35m<sup>2</sup>
-  GAME DURATION  
60'
-  PLAYERS NUMBER  
2-6
-  PUZZLES & RIDDLES  
16



### CHOCOLATE FACTORY

A mystery for adults and kids. Sneak into a Chocolate Factory, use all your senses, turn on the machinery to win the time and claim the precious recipe.



-  SCENARIO CATEGORY  
Mystery
-  DIFFICULTY LEVEL  
80%
-  SUGGESTED SPACE  
25m<sup>2</sup>
-  GAME DURATION  
60'
-  PLAYERS NUMBER  
2-6
-  PUZZLES & RIDDLES  
15





## ARKHAM PENITENTIARIES

Drawing inspiration from the greatest deco investigation comics of our time, Arkham Prison pits the players against the criminal masterminds that run the city.



SCENARIO CATEGORY  
Adventure

DIFFICULTY LEVEL  
80%

SUGGESTED SPACE  
25m<sup>2</sup>

GAME DURATION  
60'

PLAYERS NUMBER  
2-6

PUZZLES & RIDDLES  
15

GAME OVER



## PHANTAZMA

This room can be provided in two different modes. The MEDIEVAL CASTLE mode is about medieval history into a mysterious castle. The PHANTAZMA mode is a dark, scary, abandoned tower with many strange rumors about it. It can also host a live actor role.



SCENARIO CATEGORY  
Horror

DIFFICULTY LEVEL  
90%

SUGGESTED SPACE  
30m<sup>2</sup>

GAME DURATION  
60'

PLAYERS NUMBER  
2-6

PUZZLES & RIDDLES  
16



## HUNTER'S LODGE

A true representation of a Hunter's Lodge, & a fascinating scenario to escape from. Great atmosphere and gameplay consisted of riddles and games attached to the theme.

\* Themed ceiling comes as additional feature



SCENARIO CATEGORY  
Mystery

DIFFICULTY LEVEL  
80%

SUGGESTED SPACE  
25m<sup>2</sup>

GAME DURATION  
60'

PLAYERS NUMBER  
2-6

PUZZLES & RIDDLES  
15



## PIRATES OF CARIBBEAN

In this room the players sneak into Pearl's cabin, the ship of a mighty Pirate, to search the map with the locations of the famous "5 treasures of Caribbean"



SCENARIO CATEGORY  
Adventure

DIFFICULTY LEVEL  
80%

SUGGESTED SPACE  
28-30m<sup>2</sup>

GAME DURATION  
60'

PLAYERS NUMBER  
2-6

PUZZLES & RIDDLES  
15



**NEW ROOMS**



**HORROR CIRCUS**

A Horror Escape Game inside a Cursed Circus, full of scary effects and amazing atmosphere. High technologies and wow factors embedded in the great scenography, make this room really popular among students and adults.

- SCENARIO CATEGORY  
**Horror**
- DIFFICULTY LEVEL  
**85%**
- SUGGESTED SPACE  
**55m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**16**




**ILLUMINATI**

You have the chance to reveal the deepest secrets of the Illuminati conspiracy and find the Legendary Holy Grail. Amazing storyline and challenging gameplay, including technologically advanced games, make this room really popular.

- SCENARIO CATEGORY  
**Mystery**
- DIFFICULTY LEVEL  
**97%**
- SUGGESTED SPACE  
**55m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**18**



**ALICE IN WONDERLAND**

An Adventure inside Alice's Wonderland where players should escape in time. An escape game that both kids and adults will love.

- SCENARIO CATEGORY  
**Fantasy**
- DIFFICULTY LEVEL  
**80%**
- SUGGESTED SPACE  
**40m<sup>2</sup>**
- GAME DURATION  
**60'**
- PLAYERS NUMBER  
**2-6**
- PUZZLES & RIDDLES  
**16**





When an escape game is in operation, the players have to solve a number of riddles & puzzles step by step & find the exit within an hour. During these 60 minutes there is an operator (Game Master) watching them through cameras so if they need a hint, he communicates with them by typing in a in-room monitor or talking to them directly through a microphone. As a result of this requirement, escape game companies need to have enough personnel to operate all the rooms properly. Of course this is a high expense for the business owner but necessary to keep the quality of the service in high level.

## AUTOHELP HINT SYSTEM

Autohelp Hint System is an automated way to control & guide the players in the room. The main idea of AHS is that the players receive automatically the necessary hint from a themed touch screen attached to the scenography. The biggest benefit of the Autohelp Hint System is that the customer reduces crucially the personnel salary costs, as there is no necessity of having one Game Master operating each room.

### FEATURES

- ONE GAME MASTER CAN OPERATE 3-4 ROOMS AT THE SAME TIME
- ADJUSTABLE TIME FRAMES BETWEEN THE GIVEN HINTS
- AVAILABLE IN ENGLISH AND LOCAL LANGUAGE
- COUNTDOWN TIMER ON SCREEN
- THEMED BACKGROUND FOR EACH ROOM
- OPERATION -MAINTENANCE MANUALS AVAILABLE
- EMERGENCY BUTTON FOR FURTHER HELP
- SPARE PARTS



What are you doing here, children? This chamber is very dangerous! Hurry, you must find the Philosopher's Stone & escape before the room is sealed again!



## AUTOHELP HINT SYSTEM v2

The newest achievement of GAME OVER Escape Rooms Team, is to present the AHS v.2. Having such a powerful tool in our hands we decided to grab the chance & evolve it into an immersive feature that will send the escape game experience to the next level. The critical evolution among other improvements, is that instead of the typical AHS stand, and text form given, we now have a significantly larger screen, embedded in the room sets, and hints given in Video mode, where Professional Actors guide the team & increase the Immersion of the Game.

### WHAT'S NEW

- INCREASED HARDWARE DURABILITY
- DECREASED MAINTENANCE NEEDS
- COMPLETELY NEW OPERATIONAL SOFTWARE
- UPGRADED USER INTERFACE EXPERIENCE
- SIGNIFICANTLY LARGER SIZE
- FULLY THEMED, SCREEN CASE EMBEDDED IN THE ROOM SETS
- AUDIOVISUAL EXPERIENCE : PROFESSIONAL ACTORS GIVE IMMERSIVE VIDEO HINTS
- ABILITY TO MONITOR IF THE ROOM IS CORRECTLY RESETED
- COMPATIBLE WITH REMOTE FUTURE UPGRADES





## SAFETY FIRST

GAME OVER Escape Rooms are structured in order to meet all the safety rules & make the experience unique for the players.

More specifically:

- ⊗ All mechanisms are powered by low voltage (12-24W)
- ⊗ In case of power failure all door locks are released automatically
- ⊗ Players can abandon the escape room anytime, by pushing the panic button located near the exit.

## LOCATION ID

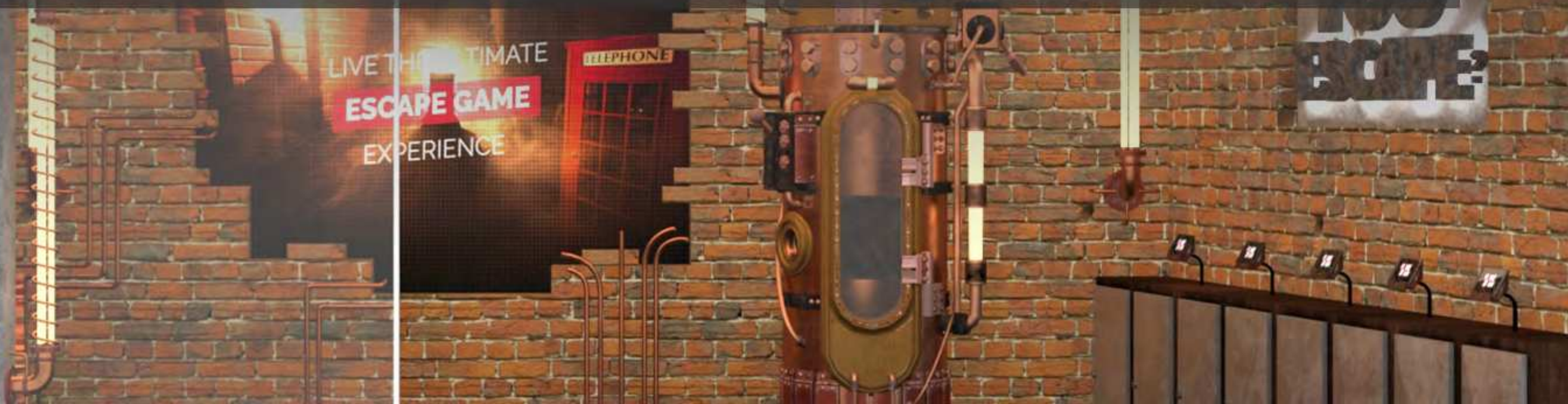
- ▶ 3D Virtual Preview creation
- ▶ Guidance on location branding according to company's design standards
- ▶ GAME OVER logo sign
- ▶ Rooms door signs
- ▶ Rooms Lightboxes (OPTIONAL)
- ▶ Indoor / Outdoor Branding / Decoration Idea & Design
- ▶ Reception / Lounge Area Theming (OPTIONAL)

# GAME OVER

LIVE THE ULTIMATE  
ESCAPE GAME  
EXPERIENCE

TELEPHONE

CAN YOU  
ESCAPE?





# **MARKETING SERVICES**

Coming under the GAME OVER Escape Rooms brand ID & marketing kits, you will be provided with extreme IT & dedicated Artwork support.  
A complete Marketing Plan with Campaign Actions will be settled for launching the new product to the local community.

All your promotional needs will be covered by our professional design dpt.

You will immediately gain access to our basic media kit & printable or digital graphics will be available anytime depending on your campaign, according to our global marketing standards.

Also all your demands regarding web support will be covered by our web developing dpt.



## **GRAPHICS & DESIGN**

- ▶ 3D BRANDING PREVIEWS OF AVAILABLE STORE AREAS
- ▶ CORP. BRANDED PRINTABLE GRAPHICS (INDOOR & OUTDOOR)
- ▶ BASIC MARKETING KIT - SEASONAL FIRST STEP PROMO MATERIAL
- ▶ SOCIAL MEDIA STANDARD GRAPHICS CREATION
- ▶ SOCIAL MEDIA CONTENT CREATION (POSTS OF ALL KIND)
- ▶ MARKETING CAMPAIGN PROMO ARTWORK (WEB & PRINT DESIGNS)
- ▶ BRANDING PRINTABLE ARTWORK OF ANY KIND
- ▶ GOOGLE BANNERS GRAPHICS CREATION
- ▶ NEWSLETTER DESIGNS FOR CLIENTS AGREED WITH GDPR
- ▶ PHOTOS OF ROOMS & PLAYERS ACTIVITIES
- ▶ TEASER VIDEOS OF GAME EXPERIENCE
- ▶ EXTENDED TEASER VIDEO FOR STORE'S TV SCREEN
- ▶ CREATION OF ALL CUSTOM ARTWORK NEEDS (ONLINE & PRINTABLE)



## **WEB & SOFTWARE DEVELOPING**

- ▶ CUSTOM HTML WEBSITE CREATION
- ▶ WEBSITE MOBILE OPTIMIZATION
- ▶ WEBSITE HOSTING
- ▶ WEBSITE SSL CERTIFICATION
- ▶ UNLIMITED NUMBER OF CORP. E-MAIL ACCOUNTS
- ▶ BILINGUAL WEBSITE
- ▶ UPDATES / WEBSITE EXTENSIONS
- ▶ GAME OVER CLOUD ACCOUNT ACCESS
- ▶ EXTREME IT SUPPORT
- ▶ SOFTWARE UPDATES
- ▶ SEARCH ENGINE OPTIMIZATION (SEO)
- ▶ WEB ANALYTICS & GOOGLE ANALYTICS
- ▶ BOOKING SYSTEM



## **SOCIAL MEDIA & ONLINE ADS**

- ▶ SOCIAL MEDIA PAGES & ACCOUNTS CREATION (FACEBOOK, INSTAGRAM, YOUTUBE, TRIP ADVISOR, GOOGLE BUSSINESS)
- ▶ <sup>1</sup> SOCIAL MEDIA PAGES & ACCOUNTS MONITORING
- ▶ <sup>1</sup> SOCIAL MEDIA PAGES & ACCOUNTS MANAGEMENT
- ▶ <sup>2</sup> SOCIAL MEDIA PLATFORMS ADVERTISING (ADWORDS, SPONSORED POSTS)
- ▶ <sup>1</sup> ORGANIZE MONTHLY SOCIAL MEDIA CALENDAR & POSTS
- ▶ NEWSLETTER CAMPAIGNS FOR CLIENTS AGREED WITH GDPR

<sup>1</sup> EXTENDED PART OF OUR MARKETING SERVICES. COMES WITH AN EXTRA FEE.

<sup>2</sup> CUSTOMER SETS BUDGET & PAYMENT FOR ONLINE ADVERTISING.