



**ESCAPE
MANOR**

SCHOOLS PACKAGE

**EXCURSIONS AND
INCURSIONS FOR BOTH
STAFF AND STUDENTS**

**(RECOMMENDED FOR GRADE SEVEN
STUDENTS AND ABOVE)**

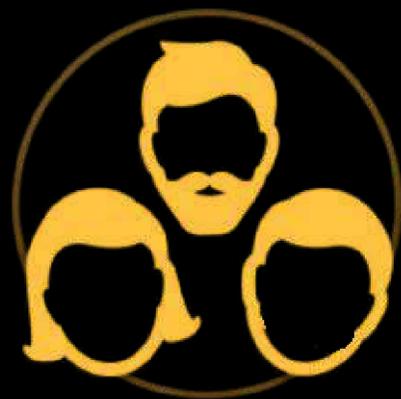


TEAM BUILDING | ENHANCE LEARNING AND DEVELOPMENT | YEAR ROUND FUN!

WHAT ARE ESCAPE ROOMS?

STUDENTS AND/OR STAFF WILL BE “LOCKED” INTO ONE OR MORE OF OUR STYLISED ROOMS...

Inside, they will find a series of puzzles to solve: progressing through a themed adventure to complete the room's challenges and escape before time runs out.



2-6 PLAYERS



50 MINUTES



WILL YOU ESCAPE?

We have six awesome escape rooms, each optimised for 2 to 6 people. Our rooms are generous in size, and a seventh or eighth guest can be accommodated on special request.

WHY ESCAPE ROOMS?



ESCAPE ROOMS ARE BECOMING THE MOST POPULAR (AND UNIQUE) CHOICES FOR SCHOOL EXCURSIONS.

Our escape rooms encourage critical thinking and teamwork, while fostering learning skills and development.

In a school context, escape room experiences address learning outcomes related to problem solving, and provide highly effective team-building opportunities for students and staff alike!



OUR ESCAPE EXPERIENCES



DEATH ROW

The law finally caught up with you in this adventure-styled room. You need to escape before you face the electric chair! Death Row is in many ways the most straightforward, but probably the most hands-on and adventurous!

(begins at quarter-to the hour e.g. 10:45am)



THE COVENANT

You have signed an unfortunate contract with a very evil lawyer and you need to get it back! Lou Cipher likes his deeper logic puzzles and symbolism – this moody room has less action and more thinking.

(begins at half-past the hour e.g. 10:30am)



THE WINE CELLAR

Famous wine maker, Martha Bradford, known for her full-bodied red wine is hiding a tasty secret! Our most beautiful, spacious and intricate room that strikes your senses; best if you love cryptic riddles.

(begins at quarter - past the hour e.g. 10:15am)



THE ASYLUM

Set in a 1940s operating theatre, you are taken on an ominous tour when your tour guide snaps! You are dealing with a lunatic, they are devious and unpredictable. This room rewards attention to detail and punishes assumptions.

(begins on the hour e.g. 10:00am)



CABIN 13

You placed your hands on the Ouija board and spoke the words “Is anyone else here with us?” The lights went out, you ran for your lives but not everyone escaped that night...

Your observation skills will be put to the test in the haunted Cabin 13.

(begins on the hour e.g. 10:00am)



THE MAGICIAN'S SECRET

"What's her secret?" the question that has captivated her audiences for years. Her performances are breath-taking, leaving patrons speechless...

Good communication skills will save the day in the Magician's Secret.

(begins at half-past the hour e.g. 10:30am)

RANSOM & RETURN



WE COME TO YOU!

Ransom and Return(RnR) is a portable puzzle game that involves two teams of 5-10 players in a race to save their friend!

A notorious group of kidnappers are plaguing Brisbane, and have taken your good friend. They will give him back - if they are given their one million dollar demand! It's up to you and your teammates to secure the *ransom*, with one team prioritising hacking into Gordon's bank account and transferring the ransom money, and the other focussing their efforts on finding Gordon safely to *return* him home.

THE FINER DETAILS



ONSITE ESCAPE ROOM

RANSOM & RETURN

SHOTGUN START

SCHOOL DISCOUNT: 20% OFF REGULAR PRICING

~~\$48.00 pp~~

\$38.40 pp

~~\$50.00 pp~~ for Cabin 13

\$40.00 pp for Cabin 13



1 hour session:

~~\$30.00 pp~~

\$24.00 pp

(minimum team size 10 players)

2 hour session:

~~\$39.00 pp~~

\$31.20 pp

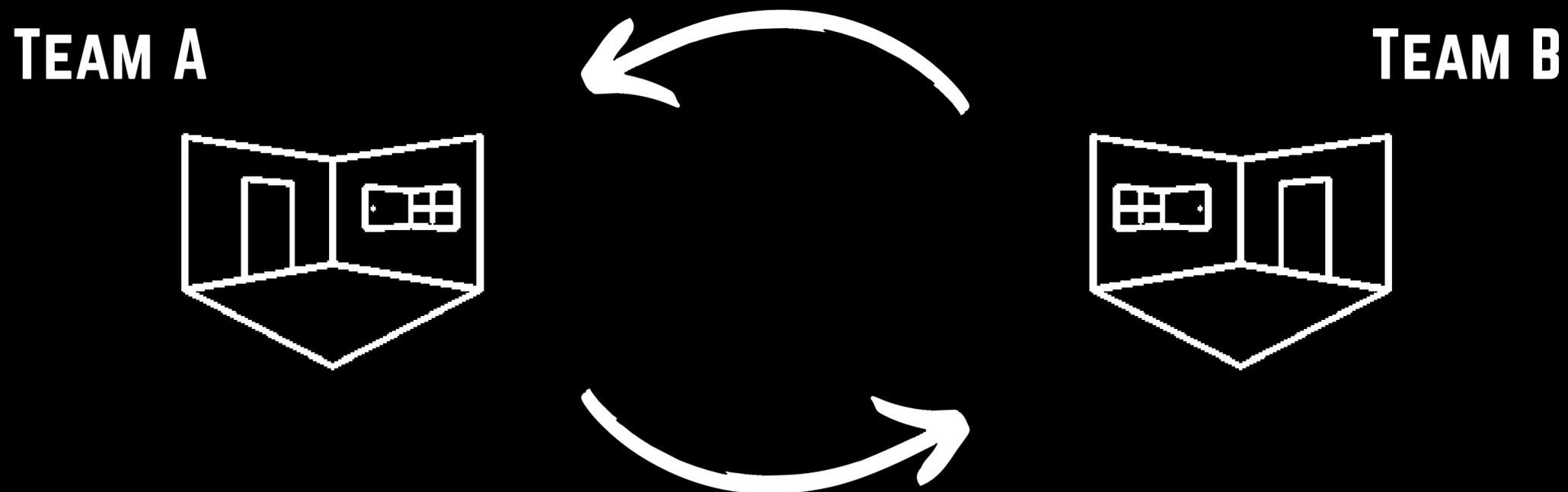
(minimum team size 5 players)

We offer the option to start your rooms at the same time rather than in 15 minute increments. This comes with a small price increase.

~~\$54.00 pp~~

\$43.20 pp

TEAM BUILDING REVERSE CHALLENGE

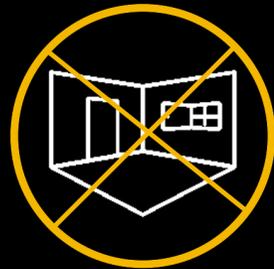


This is where teams play their first room in round one, then swap to experience each others rooms in round two. This is what we call a “reverse challenge”.

Many groups find great benefit in swapping rooms and comparing experiences. It tends to stimulate some friendly competition!

Reverse challenges are not exclusive to two teams. This can be applied to all of our rooms and to larger groups.

RECOMMENDATION & AVAILABILITY



TENTATIVELY BLOCKED ROOMS

If you need time to decide on times/dates/room we can block off some time for you



MAXIMUM 6 PEOPLE

For the ideal experience where no one misses out on puzzles, we recommend no more than 6 people in one team. However, we can accommodate groups of 7 upon request.

YOU'RE WELCOME TO GIVE US A CALL, OR YOU CAN HAVE A LOOK AT OUR LIVE BOOKINGS TO SEE WHAT WORKS BEST FOR YOUR TEAM. BOOKINGS LINK HERE:

[HTTPS://WWW.ESCAPEMANOR.COM/BRISBANE/BOOKING](https://www.escapemanor.com/brisbane/booking)

OUR LOCATION & PARKING



LOCATION

Level 4,
51 Edward Street,
Brisbane City,
Brisbane, 4000

We have various nearby
restaurants, bars, and
cafes for you to indulge in!



PARKING

First Parking
53 Albert Street

Secure Parking
60 Edward Street Carpark
10 Felix Street Carpark
200 Mary Street Carpark
201 Charlotte Street Carpark
126 Margaret Street Carpark

PUBLIC TRANSPORT

Bus ✓ Train ✓ Ferry ✓

BUS CHARTER SERVICE

There is a loading zone on both Edward and Felix
Street available for school bus charter services to
stop.



GAME TIMES

Our rooms kick off at the
time stated on the booking,
and if you're not on time,
the game will start without
you.

We suggest you arrive at
least *15 minutes* prior to
the time stated on the
booking so we can sign you
in and give your team a
brief.

WILL YOU ESCAPE?

BOOK YOUR NEXT ESCAPE EXPERIENCE TODAY!



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