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# Escape Room 2 - Breakout!

A tough team challenge to find an eight-digit combination, beat an alarm system and breakout!

- 75 minutes + debrief
- 3-24 (1-4 teams of 3-6 per team)
- For staff at any level
- No computer required
- 595 ex VAT



## Learning objectives

- to work on a complex task with multiple sub-tasks
- to encourage collaboration
- to stimulate creativity and problem-solving
- to test team skills (under pressure)
- to give a fun and memorable experience

## About the activity

Teams are 'locked in' the training room (in theory!) with a number of wall posters, locked boxes, Japanese Puzzle Boxes and other puzzles and clues. They have 75 minutes to escape the room. In order to exit the single door to the room, teams need three things:

- 800 points
- the solution to the T-puzzle
- the 8-digit code

Points are obtained from solving 12 problems, each worth 100 points. The T-puzzle has to be solved and then the 8-digit code. By solving the various puzzles around the room teams can – with a little ingenuity – find the eight numbers. But first they must unravel the secret of the Japanese Puzzle Box that contains a key to one of the locked boxes, which in turn contains further clues. Then of course, there's the coded hints sheet and the alarm to disable. No pressure then! There are six steps to opening the Japanese Puzzle Box. Instructions of course are available – but not in a straightforward way. Where would be the fun in that?

It seldom occurs to teams that once the door is breached, they can **all** escape, so a team could decide to let other teams do all the work and then walk out after them. Or all teams could split the tasks and pool their points and resources to ensure they meet the deadline. Strangely, this never occurs to groups who are so intent on competition they don't see the wood for the trees.

Teams can buy a 'hints' sheet if they want to be sure of getting some of the more difficult problems correct. Unfortunately, the hint sheet costs 200 points and is in code. Still, the decoder is on the walls of the room – if teams can recognise it! And when all three objectives are met there is still the buzzwire, to 'disable the alarm'!



# ESCAPE ROOM 2 BREAKOUT!

You're locked in a room, your team have 75 minutes to escape!

Pack contents



## Pack contents

- Trainer's Notes
- Trainer's PowerPoint
- Team Briefs
- A3 Posters
- Buzzwire and batteries
- Cashboxes
- Puzzle Boxes
- T Puzzles
- Jump Puzzles
- Dice Puzzles
- Hints Cards
- Clockfaces
- Team Resources (card, scissors, rulers)

## Five-year licence

This Northgate training activity comes with a five-year licence for repeat use with up to 24 participants. A licence is required for each site (or remote hub). To use with larger groups or for multiple site licences please contact us for a quote.

## Ideally suited to

Any teams to demonstrate some key teamwork lessons while having fun!

## Escape Room 2 - Breakout!

## FACTSHEET

### Customer reviews

” I've used Northgate Training resources to help make training courses more *interactive* over the last year and it has always generated consistently *high learner feedback*. I ran this activity as a Pre-Christmas Team Building event and we had our *biggest turn out ever!* I have had several enquiries about when I will be holding the next one. . .

Amy Mellor, Learning Consultant, First Rate Exchange Services Ltd

” It was *very successful*. They didn't manage to escape in the hour, but they *really enjoyed* it.

Jo Melling, L&D Consultant, Weston Group Plc



### Trainer's role (full guidance supplied in Trainer's Notes)


- Before the session begins various items are distributed around the room.
- Introduce the activity either verbally or with the Powerpoint.
- Issue each team with a Team Brief, a Japanese Puzzle Box, Clockface, Answer sheet, white card, scissors, and ruler.
- Announce the start of the activity: from this point teams have 75 minutes to escape
- Observe but don't get involved.
- If any team or teams come to you ready to escape, check the following:
  - their point score (800 minimum required)
  - their solution to the T-puzzle
  - the 8-digit code (correct numbers in the right order)
- If all the above are correct, take the group to the buzzwire to 'disable the alarm'. Three buzzes and the attempt has failed.
- Conduct the debrief.

### Northgate says...

Escape Room 2 - Breakout! is a fiendish challenge in which teams are really put to the test. Packed with great lessons - can YOUR teams rise to the challenge?!

### Ordering is easy!

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### Fast delivery

Digital files are accessed via our online Trainerhub and the hard copy pack is sent via courier:

£15 UK (next working day)

£29 Europe (1-3 working days)

£39 International (1-5 working days)

### Our guarantee

If you are not 100% happy we offer a 30-day no-quibble returns service on unused goods.



### Northgate customers

