

THE ULTIMATE

escape

**GAME
OVER**
ESCAPE ROOMS

game

EXPERIENCE



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 that 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, called escape gamers, that integrate these games into their daily activity of entertainment.



come with us

GAME OVER Escape Rooms design & create premium quality, themed escape games. We aim for 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 a continuous research aiming for 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.

GAME OVER in numbers

Our reach around the world.



YEARS

10+



EMPLOYEES

90+



COUNTRIES

33



CITIES

142



SCENARIOS

37



ROOMS

650



ESCAPERS

6M+

GREECE, PORTUGAL, FRANCE, SWITZERLAND, SLOVENIA, ROMANIA, GERMANY, UK, ITALY,
DENMARK, SWEDEN, NETHERLANDS, HUNGARY, SPAIN, AUSTRIA, BELGIUM, HUNGARY,
DENMARK, KOSOVO, CZECH REPUBLIC, USA, CANADA, UNITED ARAB EMIRATES, QATAR,
SAUDI ARABIA, KUWAIT, AUSTRALIA, NEW ZEALAND, ANGOLA, IVORY COAST.

We offer

TURN KEY ESCAPE ROOMS:
Choose your rooms from our catalogue



LOCATION ID:
Store Interior and Exterior Design



MARKETING SERVICES:
Complete marketing services package



SOFTWARE SOLUTIONS:
*Autohelp Hint System,
Room Control Panel App, Leaderboard*





our scenarios



**CHOCOLATE
FACTORY**
THE MYSTERIOUS RECIPE



**20.000
LEAGUES**



**TOP
SECRET**



THE TOYMAKER



ORIENT EXPRESS
THE MURDER



**HORROR
CIRCUS**



**NIGHTMARE
HOTEL**



**MINOTAUR'S
LABYRINTH**



**ONE THOUSAND
& ONE NIGHTS**



DRACULA



**LOST CITY OF
ATLANTIS**



**HAUNTED
MANSION**



**SCHOOL OF
MAGIC**



**SCHOOL OF MAGIC:
THE FOUR SECRET KEEPERS**



**ALICE IN
WONDERLAND**



ILLUMINATI



**TEMPLE
OF THE SKULL**



THE ORPHANAGE



**LA MISIÓN DEL
PROFESOR**



PIRATES
QUEEN ANNE'S REVENGE



**WALKING
DEATH**



WHITE HOUSE



CHERNOBYL



**SPACE
WARS**



**JACK THE
RIPPER**



MANIAC
I WANT TO PLAY A GAME



**TUTANKHAMUN'S
TOMB**



**THE ORDER OF
ASSASSINS**



NECROMANCY
AN OTHERS OVAK TIE IN



**JACK THE
RIPPER**
THE REVENGE

other rooms



**FORBIDDEN TEMPLE OF
MONTEZUMA**



**HUNTER'S
LODGE**



**THE CASTLE
OF FIRE & ICE**



PHANTAZMA
MEDIEVAL CASTLE



**PIRATES
OF CARIBBEAN**

coming soon



**LOST
FLIGHT**

new



**THE LAST
BUCCANEER**

what's included

- **Scenario-Storyline**
- **Wall Decorations and Theming**
- **Furniture and Special Constructions / Props**
- **Handmade state of the art game elements**
- **Electronic Props, Devices and Lighting**
- **Control Room Equipment**
- **Cameras - Speakers - Microphones**
- **Complete Installation of the Games**
- **Personnel Training**
- **Documentation and Manuals**
- **One Year Replacement Guarantee**
- **Lifetime Online Technical Support**



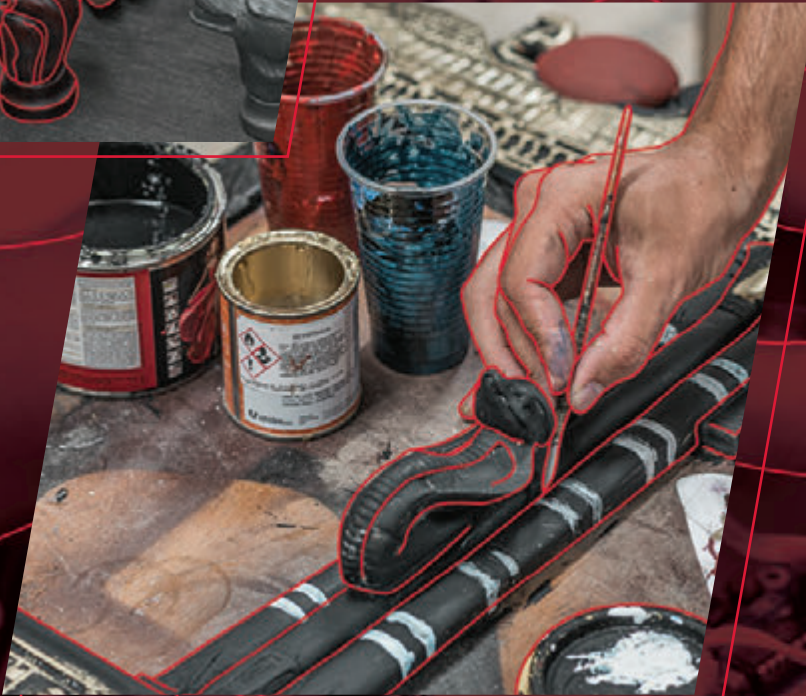
GAME OVER Escape Rooms are structured in order to meet all the safety rules & make the experience unique for the players.

More specifically:

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

production line

To meet our premium quality standards, we craft and refine of all the components of all rooms within our production sites, where, electronic engineers, carpenters, sculptors, and fine artists create our state-of-the-art escape rooms.



“

marketing services

By joining the GAME OVER brand, you will be provided with impeccable IT & Artwork support.

All your marketing and promotional needs will be covered by our marketing department.

With our association you will secure access to marketing kits. Our team will be available anytime depending on your needs following our global marketing standards. Likewise, all your demands regarding web support will be covered by our web development department.

”



Graphics & design

- Social media content creation
- Promotional marketing campaign (complimentary or on demand)
- Google banners' campaign adaptation
- Newsletter design in accordance with GDPR
- High quality photo and video content of the rooms
- In-store screens, teaser videos
- Ad hoc graphic elements



Web & Software development

- Bilingual website creation & hosting
- Website SSL certification
- Unlimited number of corporate e-mail accounts (basic mail server)
- Updates / Website extensions
- Game Over cloud account access
- Web support, maintenance & updates
- Web & Google Analytics
- Booking system (complimentary basic, any third party system intergration)



Social media & online ads

- Creation of Social media pages (FACEBOOK, INSTAGRAM, TRIPADVISOR)
- Prescheduled social media promotion material
- Quality and Efficient of Social Media Channels *extra fees

location iD

We design and provide a variety of location ID options to make them stand out and enhance the experience of each visitor stepping into the venue.

We offer the option to fully or partially create/decorate the branch, following our Brand ID and provide a wide variety of custom theming decorations that enhance the level of the experience.

Merchandising

Increase your business revenue by adding our unique collection of Merchandise products.

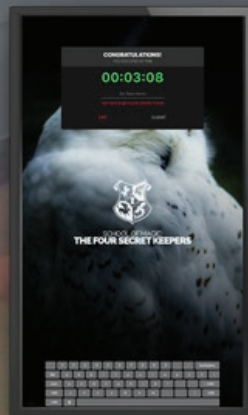
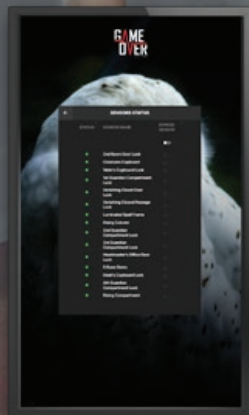
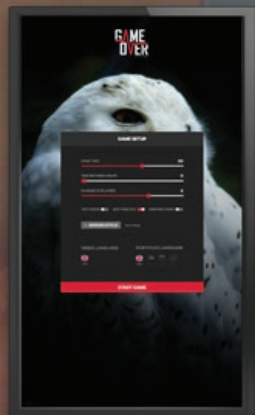
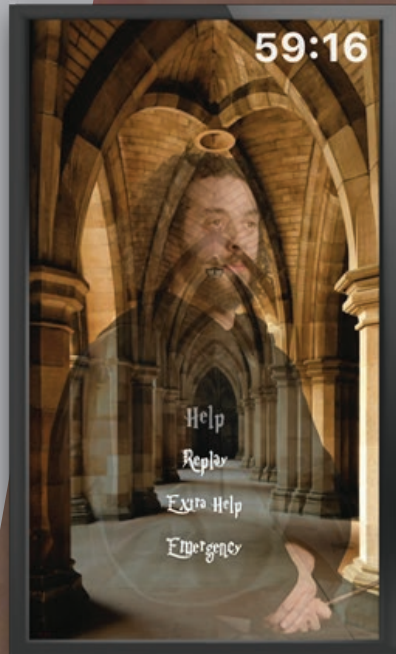
We design and produce branded clothing for GAME OVER employees but also a wide range of room-themed merchandising options.





The Autohelp Hint System is an **automated way to control & guide players** in an escape room. The main idea of AHS is that players automatically receive all necessary hints in video format, where professional actors guide them and **increase the immersion in the game**.

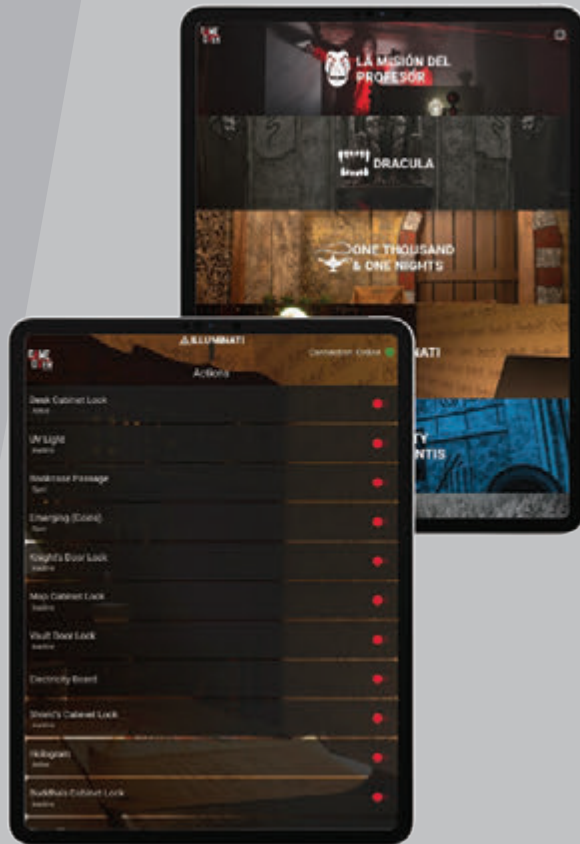
The biggest benefit of the Autohelp Hint System is that salary costs are crucially reduced for the operator, as there is no necessity for having a Game Master operating each room.



features

- One Game Master can operate 3-4 rooms at the same time
- Adjustable time frames between hints
- Available in English and in Local Language
- Countdown timer on screen
- Operation - Maintenance Manuals available
- Emergency button for further help
- Fully custom and on-theme screen case included in the room sets
- Audiovisual experience
- Ability to monitor whether the room has been correctly reset
- Compatible with any future upgrades that can be implemented remotely

*the AHS v2 system is optional



room control panel (RCP)

The Room Control Panel is a powerful tool for the owner/operator of the escape rooms.

Through this, the Game Master is able to see the players' progress, but also bypass any game state, giving the option to help a team move forward, if they are still stuck after receiving all available AHS hints. This tool is also important to override any case of technical malfunction, without affecting the players' experience.

Features:

- Game Flow Monitoring
- Game Countdown Timer
- Ability to control or bypass any electronic component in the room
- Ability to reset the whole room instantly
- Mobility (Tablet) so the Game Master can have it with them everywhere
- Extremely easy to use, featuring a simple User Interface

AHS (leaderboard)



Leaderboards are quite common in the Escape Room Industry, however most of them are manual ones where the operators have to manually write down the best performing teams' records.

This new feature, thanks to the Autohelp Hint System's infrastructure, allows the operator to keep track of the best escape time in each room and automatically display those records on a screen, usually located at the reception area of the venue, **increasing the gamification design of the location.**

ROOM	TEAM NAME	ESCAPE TIME
SCHOOL OF MONKS	THE BULL	00:00:30
THE PROFESSOR	THE BULL	00:00:35
THE CITY OF FANTASY	THE BULL	00:00:42
WALKING DEAD	THE BULL	00:01:00
DRACULA	THE BULL	00:01:12
THE CITY OF FANTASY	THE BULL	00:01:14
THE CITY OF FANTASY	THE BULL	00:01:23
THE CITY OF FANTASY	THE BULL	00:01:43
THE CITY OF FANTASY	THE BULL	00:01:56
THE CITY OF FANTASY	THE BULL	00:07:32
THE CITY OF FANTASY	THE BULL	00:11:57
THE CITY OF FANTASY	THE BULL	00:52:59

coming soon

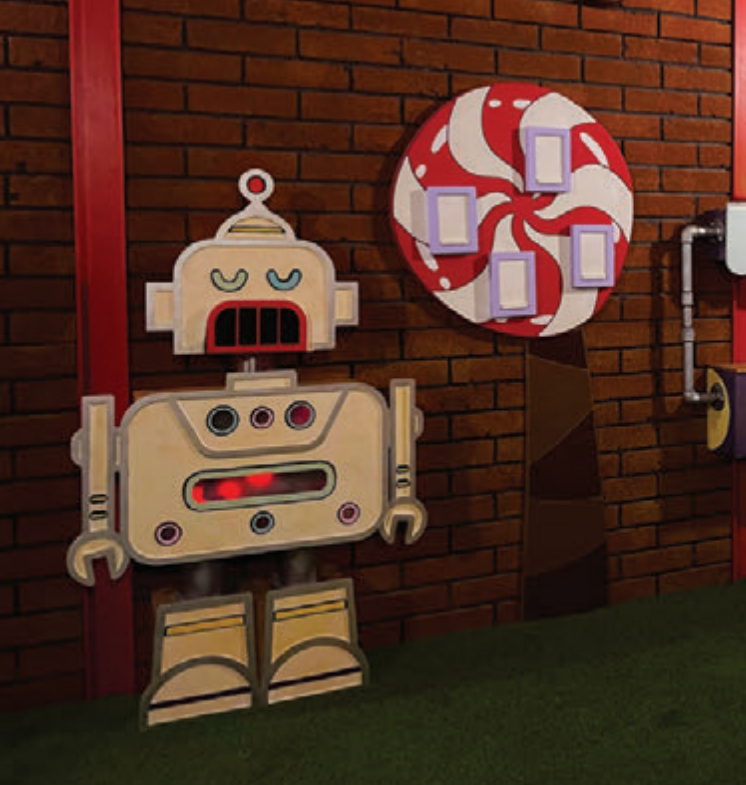


**LOST
FLIGHT**

new



THE LAST BUCCANEER



CHOCOLATE FACTORY

THE MYSTERIOUS RECIPE

MYSTERY
Room
category

4
Difficulty
level

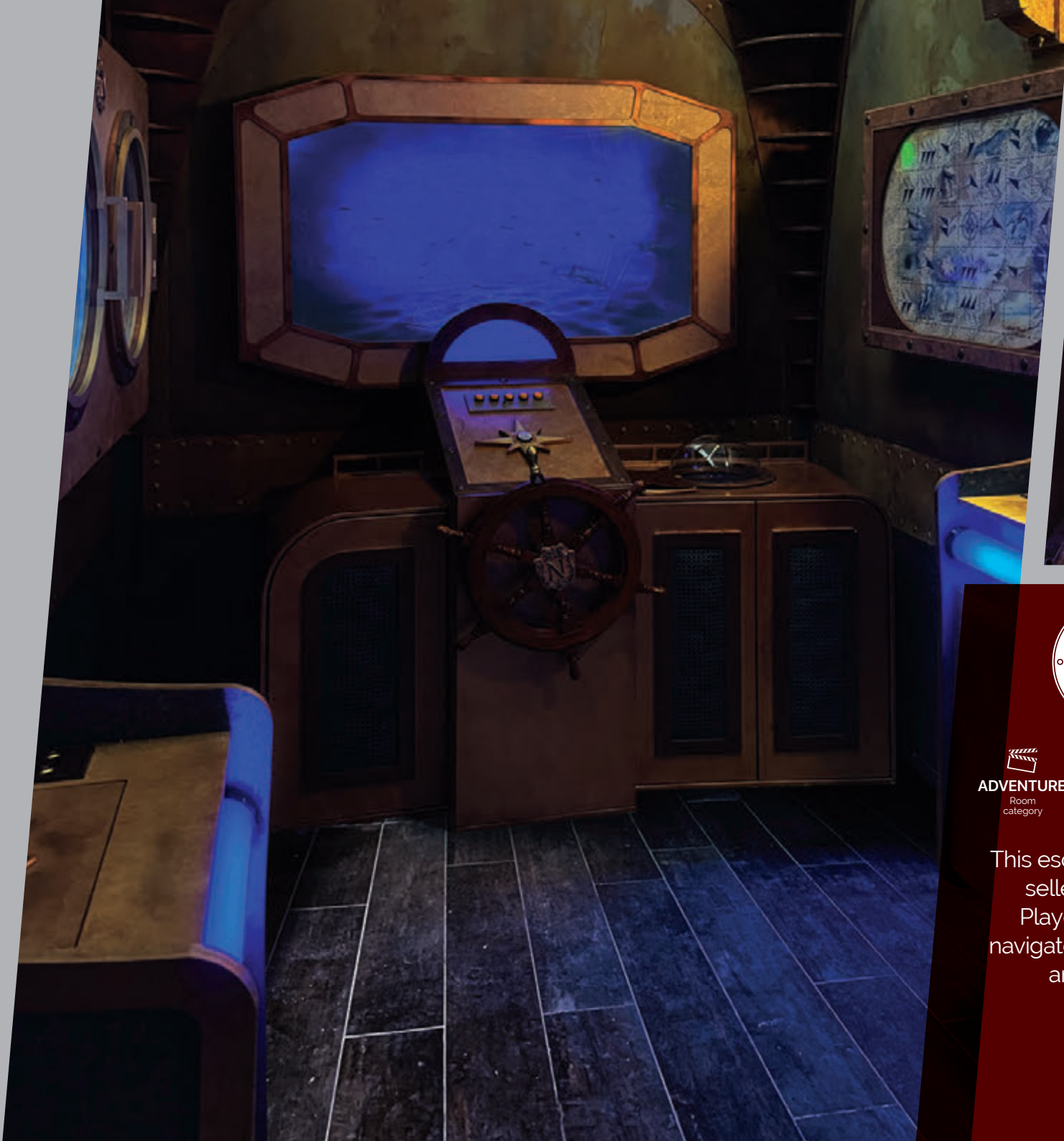
45m²
Suggested
space

60'
Action
duration

2-6
Number of
players

14
Puzzles
& riddles

A mystery for adults and kids. Sneak into a chocolate factory and use all your senses to turn on the machinery and claim the precious recipe, before time runs out.



20.000 LEAGUES


ADVENTURE
Room
category


4
Difficulty
level

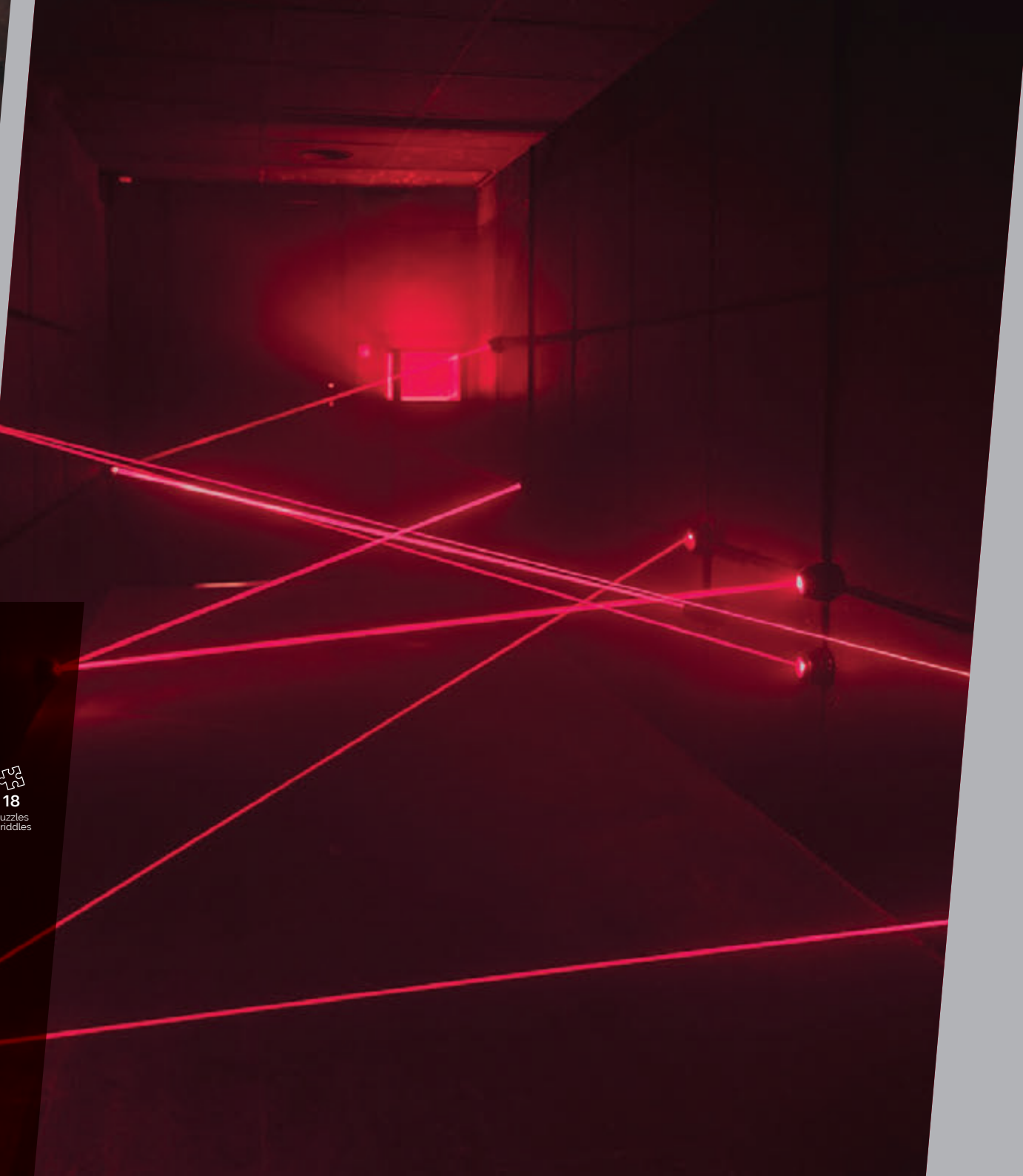

40-45m²
Suggested
space


60'
Action
duration


2-6
Number of
players


15
Puzzles
& riddles

This escape room, inspired by the famous best seller, simulates the legendary Nautilus. Players will live a 60' experience trying to navigate the submarine, exploring its mysteries and facing unexpected challenges.



TOP SECRET



ADVENTURE
Room
category



Difficulty
level



35m²
Suggested
space



60'
Action
duration



2-6
Number of
players



18
Puzzles
& riddles

An espionage-themed room, in which the players have to escape a prison and steal top secret files by breaking into the high security vault.



THE TOYMAKER

HORROR
Room
category

4
Difficulty
level

45m²
Suggested
space

60'
Action
duration

2-6
Number of
players

14
Puzzles
& riddles

A thrilling exploration of an old toymaker's shop will reveal an incredible serial killer story. The Toymaker is a technologically advanced escape game with a great atmosphere, unique effects, and spooky animatronics.



ORIENT EXPRESS THE MURDER


MYSTERY
Room
category


4
Difficulty
level


45m²
Suggested
space


60'
Action
duration


2-6
Number of
players


14
Puzzles
& riddles

Live the thrilling experience of a crime investigation, inside the famous and luxurious Orient Express Train, back in the day. Players will explore a variety of train's venues, following the Inspector's leads to expose the murderer. A highly advanced room in terms of scenography and technological applications.



HORROR CIRCUS



Horror
Room
category



Difficulty
level



55m²
Suggested
space



60'
Action
duration



3-6
Number of
players



16
Puzzles
& riddles

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.



NIGHTMARE HOTEL



Room category



Difficulty level



45-50m²
Suggested space



60'
Action duration



2-6
Number of players



15
Puzzles & riddles

An unforgettable, scary adventure inside a realistic Haunted Hotel-themed escape room. The frequent and clever jumpscars, the unique atmosphere, and the engaging gameplay create a one-of-a-kind experience.





MINOTAUR



MYTHOLOGY
Room
category


4
Difficulty
level


40m²
Suggested
space


60'
Action
duration


2-6
Number of
players


19
Puzzles
& riddles

This room is a representation of King Minos' Labyrinth in ancient Crete.
A very popular mythology-themed room, with challenging gameplay and innovative tech that is sure to wow players.



ONE THOUSAND & ONE NIGHTS


ADVENTURE
Room
category


3
Difficulty
level


45m²
Suggested
space


60'
Action
duration


2-6
Number of
players


14
Puzzles
& riddles

Be part of a cinematic experience and explore the secrets of a kingdom in the east. This room's immersive set, innovative features, and engaging gameplay will be popular among all ages.



DRACULA


MYSTERY
Room
category


5
Difficulty
level


55m²
Suggested
space


60'
Action
duration


2-6
Number of
players


14
Puzzles
& riddles

Dracula is a room with a gothic atmosphere and intricate riddles. Players will enjoy the immersive storytelling while revealing the multiple mysteries inside Dracula's castle.



LOST CITY OF ATLANTIS


MYTHOLOGY
Room
category


3
Difficulty
level


45m²
Suggested
space


60'
Action
duration


2-6
Number of
players


15
Puzzles
& riddles

An underwater part of the lost city of Atlantis.
A technologically advanced room with
a great atmosphere that simulates one of
the greatest ancient mysteries of all time.



HAUNTED MANSION


HORROR
Room
category


4
Difficulty
level


55m²
Suggested
space


70'
Action
duration


2-6
Number of
players


16
Puzzles
& riddles

A horror-themed room with an intense atmosphere and creepy jumpscares. The combination of immersive sounds and visual effects will amaze and enhance every player's experience.



SCHOOL OF MAGIC


ADVENTURE
Room category


3
Difficulty level


50m²
Suggested space


60'
Action duration


2-6
Number of players


18
Puzzles & riddles

An escape game adventure, inspired by the famous series. A combination of technologically advanced features and riddles, amazing audio and visual effects, bring this magical experience to life.



SCHOOL OF MAGIC: **THE FOUR SECRET KEEPERS**


ADVENTURE
Room
category


4
Difficulty
level

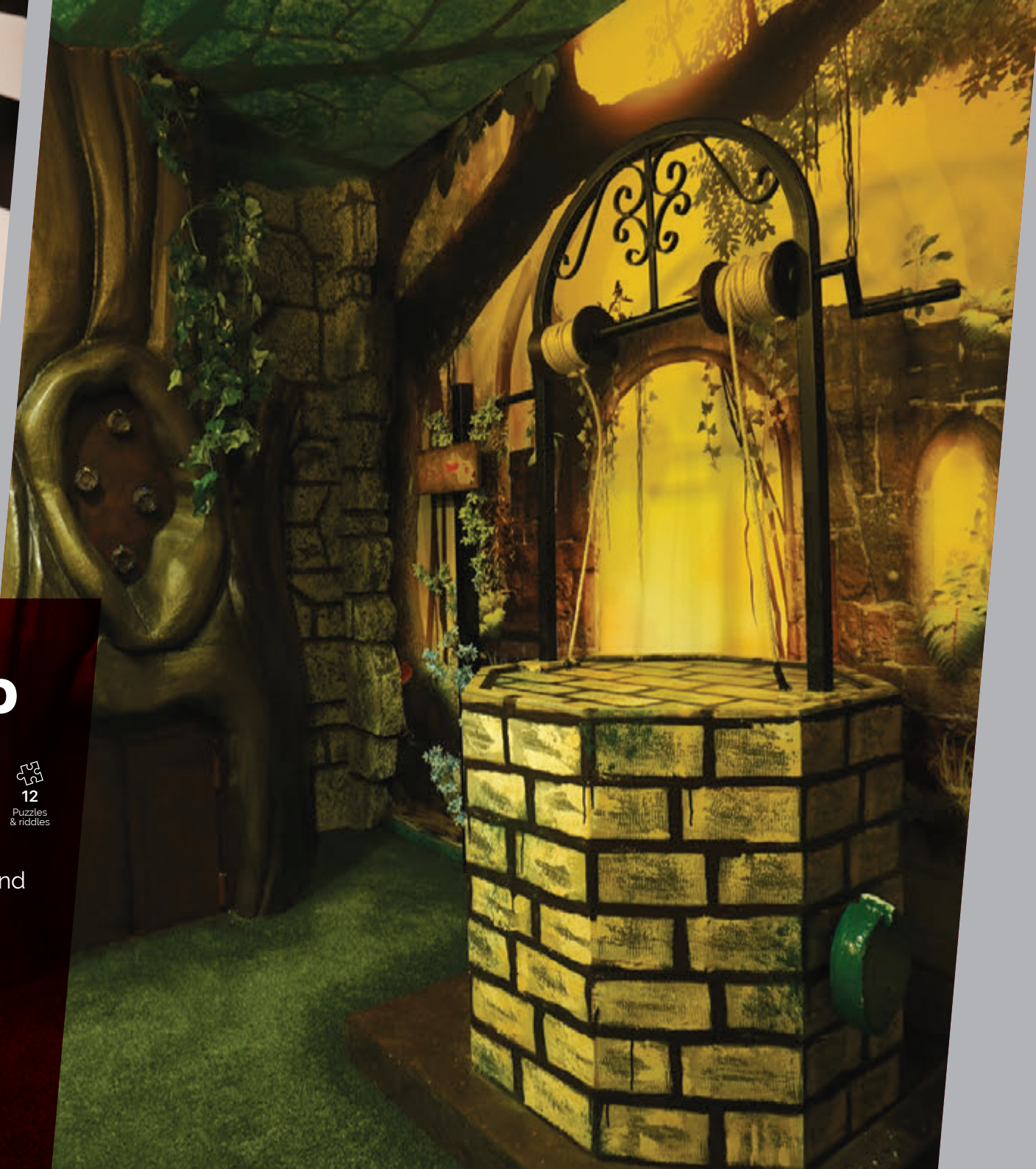

45m²
Suggested
space


60'
Action
duration


2-6
Number of
players


16
Puzzles
& riddles

A magical adventure, inspired by the Wizarding World, enriched with wow factors and technological effects that together with the state-of-the-art theming and riddles, offer a unique experience.



ALICE IN WONDERLAND



FANTASY
Room
category


3
Difficulty
level


40m²
Suggested
space


60'
Action
duration


3-6
Number of
players


12
Puzzles
& riddles

Live an Adventure inside Alice's Wonderland
and try to escape in time.
An escape game that both children
and adults will love.



ILLUMINATI


ADVENTURE
Room
category


4
Difficulty
level

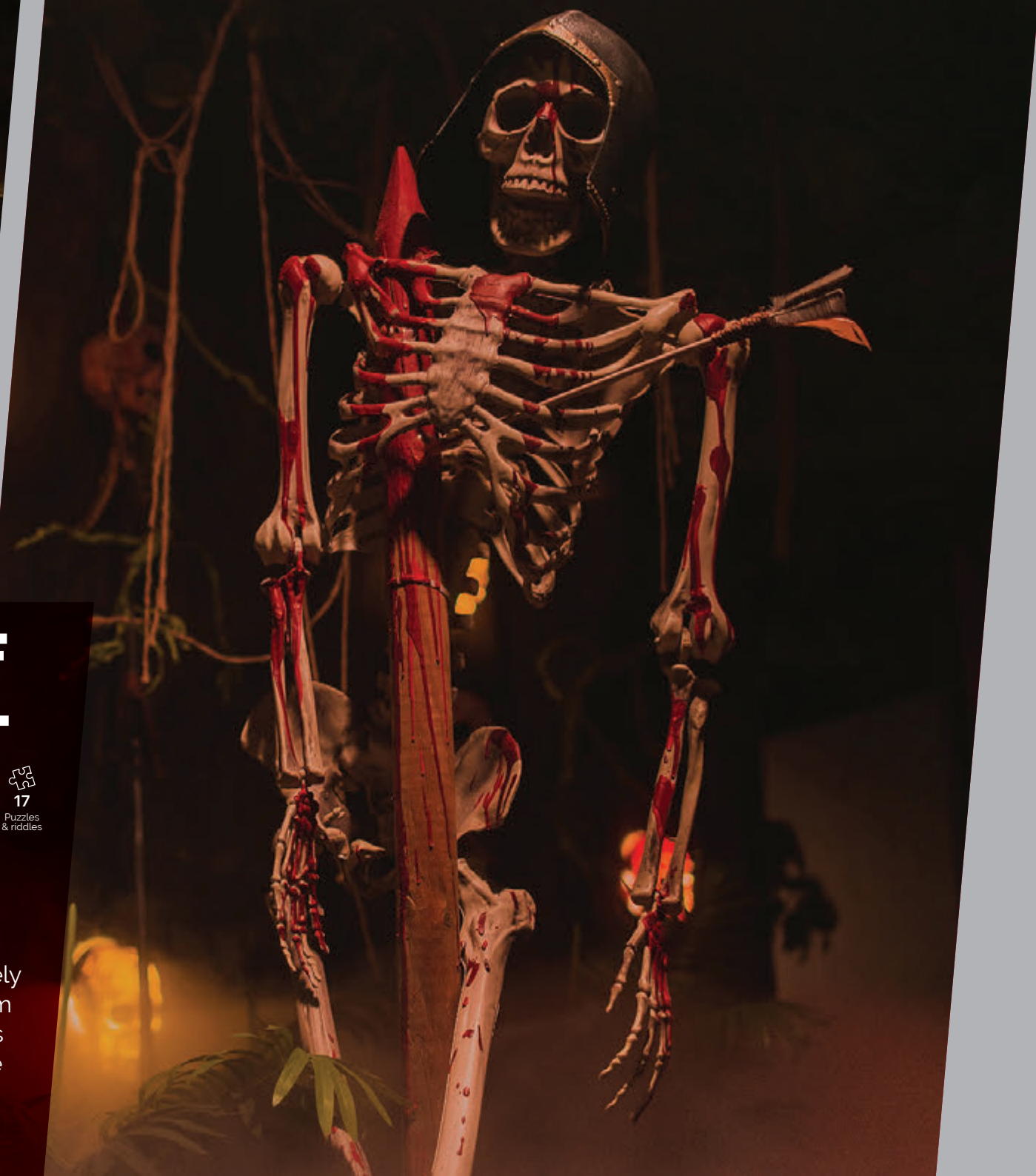

50m²
Suggested
space


60'
Action
duration


2-6
Number of
players


18
Puzzles
& riddles

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



TEMPLE OF THE SKULL


ADVENTURE
Room category


4
Difficulty level


100m²
Suggested space


60-90'
Action duration


2-8
Number of players


17
Puzzles & riddles

This room offers an immersive adventure in a large space of over 85m². It features carefully-timed visual and sound effects, physical obstacles to navigate, and extremely detailed, high-quality set designs. The room can be played in 60 or 90-minute versions and can also be enjoyed as an experience featuring live-acting by a trained actor.



THE ORPHANAGE



HORROR
Room
category



4
Difficulty
level



40m²
Suggested
space



60'
Action
duration



2-6
Number of
players



12
Puzzles
& riddles

A spooky and mysterious experience inside an abandoned orphanage, full of the stories and memories of children that once lived there. The challenging gameplay of this room ties into the storyline and atmosphere of The Orphanage.



LA MISIÓN DEL PROFESOR



ADVENTURE
Room category


4
Difficulty level


55m²
Suggested space


60'
Action duration


2-6
Number of players


17
Puzzles & riddles

Be a member of the famous crew, to complete a money heist in the National Mint. Avoid the security and print as much money as you can.



PIRATES

QUEEN ANNE'S REVENGE


ADVENTURE
Room
category


4
Difficulty
level


50m²
Suggested
space


60'
Action
duration


2-6
Number of
players


18
Puzzles
& riddles

A representation of the notorious Queen Anne's Revenge, ship of the mighty Blackbeard. Software-aided riddles and an intricate set design makes the ship come alive for an unforgettable pirate adventure.



WALKING DEATH


HORROR
Room
category


3
Difficulty
level


40m²
Suggested
space


60'
Action
duration


2-6
Number of
players


15
Puzzles
& riddles

Two years have passed since the Apocalypse began. Humanity is under threat of extinction but there are still survivors, searching for shelter in a world full of danger and zombies.



WHITE HOUSE


ADVENTURE
Room
category


5
Difficulty
level


45m²
Suggested
space


60'
Action
duration


2-6
Number of
players


15
Puzzles
& riddles

Live a thrilling adventure inside the Oval Office, in the White House, trying to save the world from a nuclear holocaust. A challenging escape room for all ages.



CHERNOBYL



ADVENTURE
Room
category


3
Difficulty
level


30m²
Suggested
space


60'
Action
duration


2-6
Number of
players


15
Puzzles
& riddles

An adventure inside an old abandoned Reactor, full of hidden secrets, puzzles, and automations, that players will have to make their way through to ultimately escape.




SPACE WARS


ADVENTURE/
SCI-FI
Room
category


3
Difficulty
level


40m²
Suggested
space


60'
Action
duration


2-6
Number of
players


16
Puzzles
& riddles

An escape game inside a realistic spaceship. Extremely technologically advanced features and riddles, including a custom video game, bring this amazing space adventure to life.



JACK THE RIPPER



MYSTERY
Room
category


3
Difficulty
level

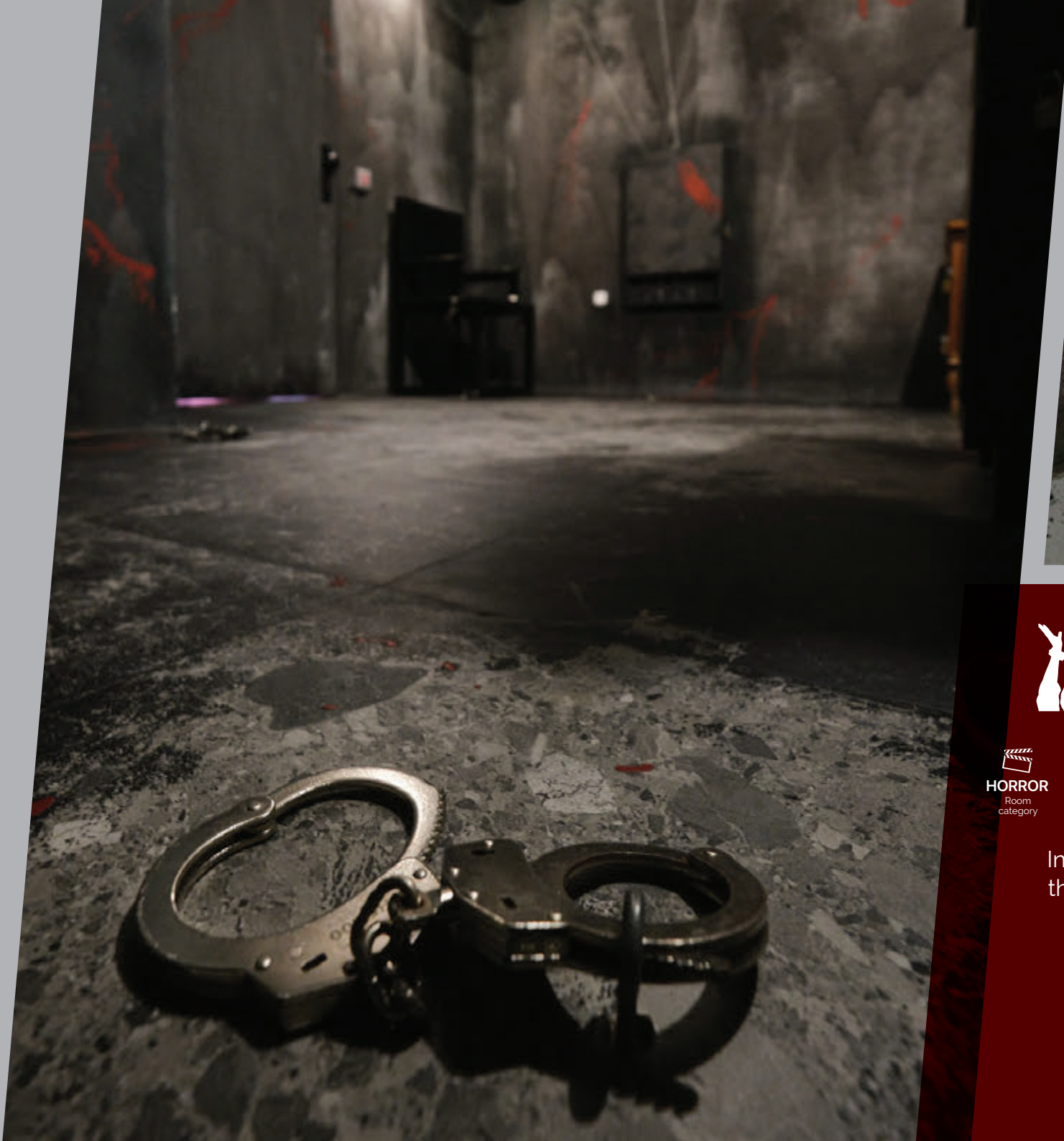

35m²
Suggested
space


60'
Action
duration


2-6
Number of
players


18
Puzzles
& riddles

The players will take part in the hunt for the notorious serial killer, Jack the Ripper, in this 1880s-themed room, whose elaborate set design and use of technologically advanced effects are sure to wow players.



MANIAC

I WANT TO PLAY A GAME


HORROR
Room
category


4
Difficulty
level


30-35m²
Suggested
space


60'
Action
duration


2-6
Number of
players


16
Puzzles
& riddles

Inspired by the famous movie series,
this room will awaken all the players'
survival instincts.



TUTANKHAMUN'S TOMB



HISTORICAL
Room
category


3
Difficulty
level

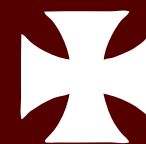

30-35m²
Suggested
space


60'
Action
duration


2-6
Number of
players


15
Puzzles
& riddles

This room is a vivid representation
of the interior of an ancient Egyptian pyramid.
A very scenographically advanced room.



ORDER OF ASSASSINS


MYSTERY
Room
category


4
Difficulty
level


40m²
Suggested
space


60'
Action
duration


2-6
Number of
players


16
Puzzles
& riddles

This room is set in a representation of a Templar tomb built in the Middle Ages. Breathtaking effects, an immersive atmosphere, and high-quality scenography combined with advanced mechatronics create a unique experience.

live act



NECROMANCY

AN VTHENS DRAK TIE IN



This atmospheric horror experience is inspired by classical ghost stories from Victorian-era literature and features a rich storyline, memorable jumpscare and immersive puzzles. It is strongly advised that this room features a live actor.

live act



JACK THE RIPPER

THE REVENGE


MYSTERY
Room
category


4
Difficulty
level


100m²
Suggested
space


90'
Action
duration


2-8
Number of
players


18
Puzzles
& riddles

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



✉ info@escapegameover.com

f GAMEOVER Escape Rooms

📷 escape_game_over

▶ GAMEOVER Escape Rooms

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