



Tired of the usual dull and conventional team - building events in Durban? Mindgame Escape is the perfect place for employees to work together to achieve one simple goal: SUCCESS! You will enter Mindgame Escape as a group, and escape as a TEAM!

THE ULTIMATE ESCAPE ROOM EXPERIENCE!

Bring your company/ friends to form your own team of adventurers: gather clues, solve puzzles, combine information, decipher secret meanings, and trigger hidden mechanisms.

Success can only be achieved by working together, and they will need to combine their brainpower to stay cool and benefit from each other's strengths while the clock is ticking. An escape room is not only fun, but an excellent platform to encourage team members to communicate, work together and solve puzzles by thinking outside of the box.

- ✓ NB: Snacks and drinks are included in the packages. Snacks are delicious finger food platters. Platter options will be sent for you to select.
- ✓ Drinks include water, soft drinks, and fruit juice.
- ✓ All dietary restrictions are catered for. Please include dietary restrictions when booking.
- ✓ Email us: adventure@mindgame.co.za with the following information:
*Date*time*number of players*contact number*type of package* and we will get back to you ASAP!

Granada Square 2nd Floor – Room 205 16 Chartwell Drive, Umhlanga
adventure@mindgame.co.za 087 238 2524

PACKAGE 1:

R450 per person (10 -21 players)

- The entire venue is reserved for your group/company.
- Exclusive use of two rooms of your choice for 1 hour dedicated to your group.
- 1-hour game time per person
- Snacks and Soft Drinks
- Team Photo's (Digital)
- Dedicated Game Masters for both rooms
- Social Media mention and tagging
- The entire experience is expected to take up to 2 hours.

- 30 minutes for pre-game introduction and snacks.

- 1-hour game time.

- 30 minutes for post-game discussion and drinks.





PACKAGE 2

R490 per person **(22 - 36 players)**

- The entire venue is reserved for your group/company.
- Exclusive use of The Order and Bunker 51 and Forgotten Temple for 2 hours dedicated to your group.
- 1-hour game time per person
- Additional team-building activities
- Snacks and Soft Drinks
- Team Photo's (Digital)
- Dedicated Game Masters for both rooms
- Social Media mention and tagging
- The entire venue is reserved for your group/company.

The entire experience is expected to take up to **3 hours.**

- 30 minutes for pre-game introduction and snacks.

- 2-hours game time.

- 30 minutes for post-game discussion and drinks



TERMS AND CONDITIONS:

We require 50% downpayment to secure booking. Bookings are essential and need to be confirmed, with a **50% deposit**, at least **7 working days** in advance.

When making a pre-booking and reserving a slot, payment needs to be received within 72 hours of reserving your slot or else the pre-booking will automatically be cancelled. Bookings are **only confirmed once payment has cleared in our account.**

We accept EFT and Credit Card/Debit Card as payment. All event bookings are refundable when **cancelled 7 working days in advance.** No refunds are offered for games cancelled within 7 working days or less prior to your booking or in case of no-show. In most cases, we can reschedule your game if you contact us at least 5 working days prior to your booking.

WHY AN ESCAPE ROOM?

- Escape games develop respect for **contribution**. Each player will be required to utilize their strengths to solve a particular puzzle or riddle. Our games are designed to utilize the strengths of different personality types – from mathematical and analytical to “out of the box” thinking. This encourages each member of the team to take part and leverage the strengths of each team member.
- Escape games build **camaraderie** through timed pressure. The pressure created for the teams to escape the room encourages the participants to develop a common goal – to escape in time. Even if there are people who have poor relationships in the workplace, the ticking clock will force each member to contribute so that they can escape together as a team.
- Escape games uncover **communication** styles. People will be required to communicate in various ways. This plays a huge role in helping the organization reach greater heights. The lessons which will be learned in the escape room scenarios can be applied in workplace meetings and presentations.
- Encourages workers to **listen** to each other. For the participants of the escape room to be successful, they need to communicate with each other. They need to listen and feed off different views and opinions, encouraging open communication in the room and ultimately in the workplace.

