

# EMAZE

Teams take a journey through three virtual maze sectors in this tablet based escape room game.

## How it works

Teams journey through three virtual maze sectors of virtual checkpoints. Each sector uniquely designed to stretch teams, challenging them to think, and act to solve puzzles and conundrums. Gradually more checkpoints are revealed allowing teams to the exit and Escape. Teams progress whether they solve the challenge or not however, teams loose points for getting answers wrong. The exception is at the exit point of each sector where the teams will need to share their part of the exit code in order for any of them to progress to the next sector.

## Learning outcomes

A fast paced highly interactive adventure through a virtual world. Different types of tasks mean the team need to identify strengths within the team and then work to maximise those strengths. Although not explicit from the start the teams will have to communicate with other teams (using the in-app messaging) and collaborate to escape each sector. Continuing that collaboration within the sectors will be of great benefit but not essential providing great debrief potential.

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## Key business benefits

- ✦ Playing to team strengths
- ✦ Problem solving
- ✦ Decisions under pressure
- ✦ Trust & learning lessons



8 - unlimited



Indoors/  
Outdoors



1.5-2 hours



Competitive/  
Collaborative

