



escape the mob



1 00:00-00:03 introduction

A short video sets the scene telling participants about a diamond heist and how they are implicated. They learn that they must create an alibi to clear their names, recover the diamonds and ultimately Escape the Mob.

2 00:03-00:08 entering the game

Teams enter their team name into the app, dress up in 1930s kit and take a team selfie. Teams are instructed by the Go Team app to complete a word puzzle a correct answer gives them entry into the game!

3 00:08-00:10 challenges

Whether out and about or simply in the conference room on entering the code accurately, teams are instructed select a location on the tablet. At each location there is a different challenge. Once complete teams select another location.



4 00:10-01:10 creating an alibi

Teams complete a series of escape style challenges including quizzes, photo, video, smell, and sound with the help of the kit in their bag. Teams earn points and find out their time and location on the night of the heist and they record this in their pocket book.

5 01:10-01:15 solving the mystery

When the allocated time is up out and about teams return to base. Teams transpose their recorded alibi times and locations onto a poster, they may need to collaborate with other teams to complete. They then realise that they must collaborate with other teams using their colour coded cards to decipher a mystery code.

6 01:15-01:30 celebrate!

The deciphered code is the cryptic combination code to a padlocked box where inside they find a key! The key enables them to open a locked box and discover the diamonds. They have Escaped the Mob- everyone celebrates!

