

A Confinement Hamilton Event

HOSTED TABLE GAME SESSIONS

Hosted Tabletop Escape Games



If your team enjoy quiz nights, solving puzzles, games and working on cryptic clues, then they will love our Hosted Game Sessions!

This event is popular for work functions, team building sessions and for groups of mixed ages, and fitness levels.

The game is played seated at a table. It's great for a social environment with drinks in hand.

These games can be hosted either in our venue at 6 Sapper Moore-Jones Place, or at a venue of your choice. We have good relationships with several venues throughout the city, so our team are happy to work with you to find a suitable location.

Combine the session with platters and drinks and it makes a fantastic function.

The games are hosted by our experienced Game Masters who will ensure that your team have a fun, enjoyable time. They will ensure the competitive rivalry is alive and will be happy to conduct prizegiving ceremonies at the end of the event.



THERE ARE THREE GAMES TO CHOOSE FROM:

Roaring 20's: (*our favourite!*) Clarke and his wife Lacy have been invited to a party by Edward Shaw, who is infatuated with Lacy. Clarke knows that he cannot trust him and his fears are confirmed when he is taken and locked into a room! He needs your help to escape.

Time Paradox: Felix loves inventing things. He made a Time Machine for a project. The machine is malfunctioning and has accidentally sent himself back in time to 3200 BC. It needs an override code he can't remember, can you help?

Kill Room: I have been kidnapped and woken up in a plastic lined room with a clock on the wall. I have found a note from a past victim, it looks like I have an hour to escape or else... can you help me?

WHAT DOES THE GAME INVOLVE?

- The ideal team size is 4 players to ensure everyone can actively participate.
- The game lasts approximately an hour.
- They will be able to ask for a clues during the game. Each clue incurs a penalty card which adds 1 minute to their time.
- The Game Master will announce as each team progresses onto the next envelope, ensuring all teams are aware of their rival's progress.
- The winner will be the team that finishes first, allowing for penalties.

Each team is given four closed envelopes. Each envelope contains a variety of written items, from which they must determine a four-digit code. Teams will be supplied cards numbered 0 to 9. When they think they have the correct code, they will display it on the table in front of them, using the numbered cards and raise their hand. The Game Master will then confirm if their answer is correct.

DATES AVAILABLE:

These games can be hosted at times to suit.
Offsite bookings need to be made a minimum of 10 days in advance.

Give us a call at 07 838 0058 or email us at events@confinement.co.nz to book.

