

The fin way to celebrate and deuclop
your team

## CORPORATE EVENTS \& TEAM BUILDING



ESCAPE ROOMS IN WINCHESTER

## PROBABLY THEBEST RECEIVED TEAM DAY

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-1 hobsons choice

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## WHAT IS AN ESCAPE ROOM?

An inclusive, fun and memorable experience to develop your team through discovery, challenge and inspiration.


## BRILLIANT TEAM EVENT! <br> ...FOR A WIDE RANGE OF AGES, ABILITIES AND PERSONALITIES... THIS WAS A BIG HIT WITH EVERYONE

## 66

## WHY CLUECAPERS?

Up to 36 people at a time*

$\rho$
In the heart of Winchester


Creative problem-solving required


Team work essential



## MISSION TO

 WINCHINTZYThings may look familiar but not everything is quite as you might expect...

## A CURIOUS INHERITANCE

Explore the interactive exhibits in the Winsonian Institute and discover their hidden history.



TREEHOUSE: RETRIEVAL

Navigate the curious contraptions in the secret lab of a child genius to save this special place.

## £95 INCLUDING VAT PER INDOOR GAME

Equates to as little as $£ 13.20$ per person plus VAT for off-peak games (higher peak rate applies on Friday evenings and weekends). Maximum of 6 per team. Allow 1.5 hours with us including de-brief and team \& group photos.


This outdoor game is set in the history-packed grounds of Winchester Cathedral and will take most teams 60 to 90 minutes to play.

As each puzzle is solved you'll unlock another layer of the 3Dprinted capsule device (which is
 entirely unique to ClueCapers). You'll need to refer to multiple points of interest around the Outer Close to make sense of the objects you reveal within.

## VEXED IN VENTA

An outdoor game with the option to pit teams against each other!


## £45 INCLUDING VAT PER OUTDOOR GAME

Equates to as little as $£ 6.25$ per person plus VAT for off-peak Vexed in Venta games (higher peak rate applies on Friday evenings and weekends). Maximum of 6 per team, optimum 4 people. Allow 1.5 hours with us including debrief and team \& group photos.


## ESCAPE DAY

Fun \& challenge, worlds away from the office

Two indoor games per person Includes teas, coffees, juice, pastries \& fruit selection on arrival and lunch by The Bridge Patisserie

Exclusive use of venue from 10AM - 2.30PM

## PRICE

$£ 60$ per head
6-14 people (teams of 4-6)
Minimum $£ 600$ spend

## EVERYONE SEEMED TO COME AWAY WITH A BUZZ ABOUT THE WHOLE EXPERIENCE

## Kickstart your team day

One game per person
Includes teas, coffees, juice, pastries \& fruit selection on arrival with time for chat or to address the group

Exclusive use of venue from 9.30AM - 12PM

## PRICE

 £30 per head6-16 people (teams of 4-6) Minimum $£ 200$ spend

## ONE IN, ONE OUT



Suitable for a group of up to 36 people, one indoor and one outdoor game per person.

Groups of up to 18 can all play Vexed in Venta outdoors simultaneously, as up to 3 teams 'racing', followed by an indoor game each back at ClueCapers HO.

Groups of more than 18 will be split in to as many as 6 teams - half starting outdoors and half indoors.

## PRICE

£25 per person, 4-36 people

## ESCAPE, EAT \& MEET

Escape room experience for up to 18 people, one game per person.

Includes welcome refreshments from 9.30am and exclusive use of the ClueCapers venue.

This is followed by a delicious two course lunch at Winchester Royal
Hotel just 8 minutes walk away.
Also included is the use of
a private meeting room to 5 pm including presentation facilities and afternoon refreshments.

PRICE
from $£ 60$ per person, $8-18$ people

## INDIVIDUAL AND TEAM FEEDBACK

BY EMPHASIS HR \& TRAINING
Skilled HR professionals observe individual team members' key competencies demonstrated during the games - such as communication, problem-solving, collaboration and leadership.

Specific feedback will be given on team strengths, and areas for development.

Includes refreshments on arrival; plus exclusive use of venue.

## PRICE

from $£ 80$ per person
Optimum of 4 people per team


## SUPERB FOR FUN, TEAMWORK AND MAKING YOU THINK

## ONE DAY TEAM BUILDING WORKSHOP

## WITH EMPHASIS HR \& TRAINING

Designed to give your team an understanding of their strengths and development needs, the day begins with welcome refreshments and a team escape exercise at ClueCapers followed by lunch and afternoon activities at a neighbouring venue.

Topics include creating a trust culture and giving and receiving feedback, culminating in an action plan to move the team forward.

## PRICE

$£ 900$ for up to 6 people $£ 1200$ for 7 - 12 people

## I've heard of Escape Rooms but what actually happens in one?

At ClueCapers you and your team will be set a specific mission in one of our three parallel universes. You'll have up to 75 minutes to explore your environment and appreciate your team members' various innate skills while solving a series of puzzling challenges to complete your objective. Think The Crystal Maze but less overtly physical, with much more time to think and with the emphasis on facing the challenges together - there's no chance of leaving Gary from IT locked up in the Aztec zone!

## I don't like the thought of being locked in a room with my colleagues for that long; can I escape sooner?

While your mission will always dictate that you mustn't leave the portals until it's safe to do so, it doesn't mean that our escape rooms are actually locked. It's absolutely fine to pop out to the loo for example.

> Phew, thanks, but Janice from Accounts is claustrophobic, and Ian in HR is partially sighted; will this activity still be suitable for them?

Absolutely! We're very happy to discuss in advance any concerns you might have and we will do our utmost to make the games accessible for everyone e.g. with some large font clues for lan. People like Janice are usually fine, especially once they see the rooms in our parallel universes are much the same as they're used to. Please note that our premises are accessed by stairs though we have seating in all of our games.

## Our team are a really competitive bunch but your rooms are all different; how will we know who the winners are?

In our escape rooms we always recommend putting the emphasis on simply having fun and enjoying a shared experience with your colleagues. The games themselves are often challenging enough without worrying about finishing first or last. However if you must make it competitive we can apply our "time modifiers" to adjust for the varying difficulty of the games; so the team in the hardest room goes in first and the team in the most accessible room goes in last. But don't worry, no one has ever accused our games of being "too easy!".

# We're playing our games in the evening and will likely go the pub beforehand, could that be a problem? 

We really don't recommend drinking alcohol before playing our games, even one drink can impair your problemsolving skills and cause frustration! We also reserve the right to refuse entry or halt a game if we consider there is risk of damage to our hand-crafted worlds. However, we do see ClueCapers as a wonderful kick-start to your day or evening, something that is sure to get conversation flowing in any subsequent hostelries.

Okay, sounds good, but what's your location like? Not in the middle of nowhere I hope? ClueCapers is situated in the heart of Winchester right next to the famous statue of King Alfred. The nearest car park is just a 2 minute walk away at Chesil Street but we also have a suitable setting down point outside if you happen to be coming in via coach, mini-bus or taxis. If arriving by public transport we're another 2 minute walk from the bus station and 15 mins from the train station.

Amazing! Finally, are there any onward activities you particularly recommend? Winchester is chock-full of cafes, pubs, restaurants and cocktail bars. We're always happy to recommend our favourites in any genre.

If you still have questions about your upcoming experience with us you'll find even more FAQs on our website and you can catch us on the phone on 01962870793 . Alternatively, send an e-mail to corporate@cluecapers.co.uk and the team will reply as soon as possible.


