



HUXLEY



**The Exclusive Team Experience
& Team Development Agency.**

**01603 869740
team@huxleyevents.com**



www.huxleyevents.com



INVESTING IN YOUR TEAM WITH HUXLEY

Contact **your team** of experts to talk through your aims and objectives, and let us help achieve your perfect event.

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Our experiences have all been designed by our expert team who have 25+ years between them working with teams. We want to ensure you always choose the event that is most suited to **you and your team.**



CRACKED IT

A cross between an escape room and “race against the time” activity!

Teamwork, Communication, Competition
SUITABLE FOR 5+ participants
DURATION 1 Hour

Indoor Activity.



PRISON THEMED ESCAPE ACTIVITY

CRACKED IT

The Highlights

- Based on a prison breakout, escape style activity
- 45 minutes on the clock, to be able to escape from prison!
- Work in teams to “breakout” of prison and sneak past the guards
- Hands-on creative challenges, code-cracking, solving riddles

About The Experience

In this fast-paced prison-themed escape room style activity, you and your team will be given 45 minutes on the clock to solve all of the puzzles and break in the governor’s office and escape over the wall.

With a variety of activities that are mental, hands-on and creative, the challenge is designed to keep teams engaged in this classic race against time!



Expect to be immersed in the race to escape prison as you break out of your prison cell, decipher puzzles and conundrums to win points for your team! Not only are you racing against time and the other teams but you are also trying to discover who is the "corrupt" prison guard.

Throughout the event, you will collect digits in order to make your way into the governor's office. What will you find when you finally break in... get ready for the finale where all teams go head to head in a race against each other to build something that will allow them to escape over the wall and be crowned the winners of 'Cracked It!' Do you think you have what it takes to escape?

Cracked It Includes

- Full briefing from our energetic event manager
- Teams are split up into "cell blocks" of inmates, with up to eight guests
- Cell blocks then need to complete a series of time-sensitive challenges including creating rope ladders, matching fingerprints, puzzles & riddles
- The activity is split up into up to three main challenges
- Throughout the event, teams will be collecting four digits that will aid them in their escape
- As time draws to a close, which team will escape and which teams will be left behind
- Teams must break out of prison to have "cracked it"

Set Up Time: 1 Hour | 1 Hour Event | Pack Down Time: 1 Hour



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