

### **The Vault Escape 5-8 ppl. (Min chrg 4) \$32 pp\* (discounted @ 7+)**

Well, you just wanted to withdraw some cash, but surprise! You walked straight into a charming gathering of bank robbers. They graciously escorted you into a top-notch vault and cut you off from the world. Your only company? The bank's own "Automated Response System"! Buckle up for a merry-go-round of techy puzzles. Now, you're just trying to get out of there in one piece. Also: **The Vault Diamond Heist: (New in 2024!)** Plot twist, you're back at the bank, but this time, you're the one eyeing the vault! Let's see how much sparkly loot you can stuff in your pockets and still manage to waltz out. Welcome to The Heist, a game where the points matter as much as your criminal mastermind skills.



### **MURDER! at Bar Noir 5-8 ppl. (Min. chrg 4) \$32pp (discounted @ 7+)**

Welcome to 1931, the era of prohibition where someone's decided to play hide and seek permanently. The boys in blue smell something fishy and they're not far behind. Our friends at the organized crime club are on the federal radar, and their snooping might just let the cat out of the bag about our secret watering hole. Use your CSI skills as a detective to unmask the mystery miscreant before the cops turn up and ruin the fun by closing our beloved speakeasy. Just a heads up, some parts of this adventure might be as dimly lit as a politician's promises. So, if you're spectacles-inclined, don't forget to bring them along.



### **Meltdown 5-8 ppl. (Min. chrg 4) \$32 pp\* (discounted @ 7+)**

Discover the charm of the 1970s with a twist – a thrilling escapade in a Nuclear power station, where a minor glitch turns your casual tour into an adrenaline-pumping race against time. The goal is to outsmart the radiation shields, reach the reactor core, and save the day before the reactor throws a catastrophic tantrum! We've got the ladders, we've got the crawl spaces, but we need you! Or more specifically, at least one ladder-climbing enthusiast and one crawling expert. Consider this the first thrilling chapter in a two-part adventure saga, with the thrilling sequel, Blackout Escape, waiting in the wings.



### **Blackout 5-8 ppl. (Min chrg 4) \$32 pp\* (discounted @ 7+)**

Stranded in a nuclear facility's sub-level maintenance area due to a power station hiccup? Left to deal with a temperamental reactor in less-than-5-star conditions? Drama! Can you hit the 'restart' button on the reactor before a not-so-fun explosion decorates your exit? Some participants might need to brush up their stair-climbing skills, and a few may need to practice their limbo dance techniques. Consider this a thrilling sequel to your favorite Meltdown escape! Yes, it is quite dark. No, you may *not* bring your own flashlight.



### **the Dwelling 8-15 ppl. (Min chrg 5) \$32 pp\* (discounted @ 8+)**

Congratulations! You've scored an invitation to an exorcist party at a Manor House with a spicy history. But twist alert! The spirits seem to have a different guest list in mind. This isn't your average escape room, oh no. It's a multi-level, knees-bending, back-stooping, staircase-climbing, communication-requiring behemoth! Best enjoyed with a crowd of 8-15 brave souls. Because, as they say, "the more the scarier." Seriously though, this escape will not 'intentionally' give anyone nightmares.



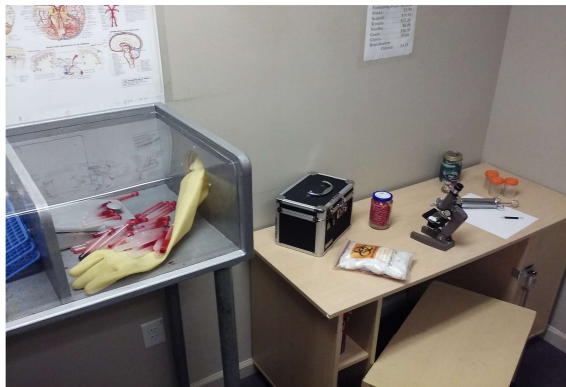


### **Final Breath\*\*\* 8-14 ppl. (Min. chrg 5) \$32 pp\* (discounted @ 8+)**

You and your merry band are spirited away to a subterranean "processing facility" where villainous whims have you trapped amid a cocktail of noxious fumes. A cozy 75 minutes is all you have to break free before your not-so-friendly hosts return. This adventure might require some stair-scaling and a bit of crawling. Ideal team size? 10-14, because who doesn't love a crowd? This room is perfect for larger, more seasoned groups. If you've got any players under 16, worry not! We've got a "no-handcuffs/ no-blindfold" version available. \*\*\*Now, for those in your group with a fear of small spaces, let's just say this experience may have them feeling a bit...*tight*. Please, **no claustrophobic players**. Consider yourselves forewarned..

### **SteamPunk Time Machine 5-8 ppl. (Min. chrg 4) \$32 pp\* (disc @7+)**

You've found yourself taking an unexpected jaunt through the cosmos to a bustling railway workshop in good ol' 1898 London. Equipped only with peculiar gadgets and gizmos, you'll need to reconstruct the clockwork guts of a Time Machine to hitch a ride back to the future. Otherwise, you're in danger of becoming a permanent resident in the era of steam-punk wizardry. And remember, you'll need at least a duo of adventurers, each under 200lbs, with the agility to tackle some steep steps. Buckle up, time travelers.

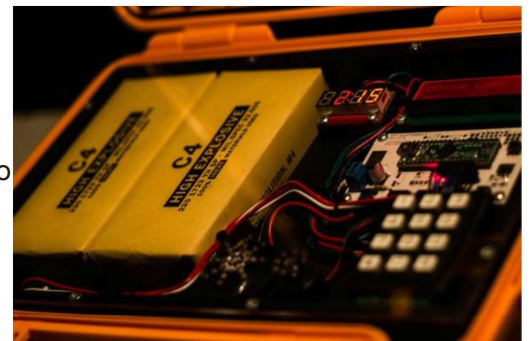


### **CDC Labs – Viral Containment 4-7 ppl. (Min 3) \$32 pp\* (disc 6+)**

Oops! The CDC Laboratories have had a bit of a mishap, a world-ending one, to be precise. A contagion, so potent, it could wipe out humanity has been unleashed. The pesky virus is playing hide and seek, jumping from lab to lab, and the powers that be are all set to play a fiery game of tag - they're planning to incinerate the entire facility, with no regard to who's inside. Hunt down the elusive anti-virus and high-tail it out of there before you become part of the world's hottest barbecue.

### **Mission Impossibly 3-5 ppl. (Min. chrg 2) \$32 pp\* (discounted @ 4+)**

So, you and your squad of secret agents have a date with an enigmatic den of global mischief-makers with a rather explosive personality, all set to stir up a storm in Washington DC. Your mission, should you choose to accept it, is to engage in a flirtation with a ticking time bomb, sweet-talk it into disarming, and make a grand exit before everything goes 'kaboom'! Just a heads up, someone from your party might have to channel their inner contortionist and get a bit 'crawly' to make a successful departure from this thrilling escapeade.



### **CheckMate 8-12 ppl. (Min. chrg 6) \$32 pp\* (discounted @ 8+)**

Here's a riddle to put a smile on your face! You're stuck in a room that's a blast from the past, brimming with games, toys, and sports galore. Your goal is to nab the ToyMaker's top treasure and return it in a brisk 74 minutes and 59 seconds. Why? Well, you wouldn't want to become the latest addition to his 'collection,' would you? And remember, this isn't a one-player game. Grab a friend, or maybe nine. A dash of agility from 2-3 of your players will be needed to conquer this nostalgic challenge!

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Advance Booking Required

[www.MichiganEscapeGames.com](http://www.MichiganEscapeGames.com)

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4/2024 \*prices subject to change

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