



ESC

**THE
CYBER
ESCAPE
ROOM
CO.**

YOUR NEXT FAVOURITE TRAINING SESSION

SERIOUS OUTCOMES. SERIOUSLY FUN.

CYBERESCAPEROOM.CO

THE BREAK IN

AN IMMERSIVE OT SECURITY INCIDENT 4 PLAYERS • 45 MINUTES

You're the on-site response team at Planet Energy. Overnight, a Local Equipment Room locked itself down, CCTV cut out, and a PLC went dark.

Maintenance can't get in. Access controls are unresponsive. And the clock is ticking.

Your job? Get inside, stabilise the equipment, and report back to the SOC before the outage becomes a headline nobody wants to write.

This isn't a classroom session... it's a fast-paced OT incident played out through physical locks, real kit, and a WhatsApp-based SOC team guiding you through the chaos.

Teams investigate, interrogate clues, bypass access controls, and uncover what (or who) triggered the outage.

LEARNING OUTCOMES



Password Security

Weak credentials → fast compromise. See it happen in real time.



Physical Security

Tailgating, cloned access cards.. the stuff attackers love.



Removable Media

What happens when someone plugs in random USBs... again.



Digital Footprint

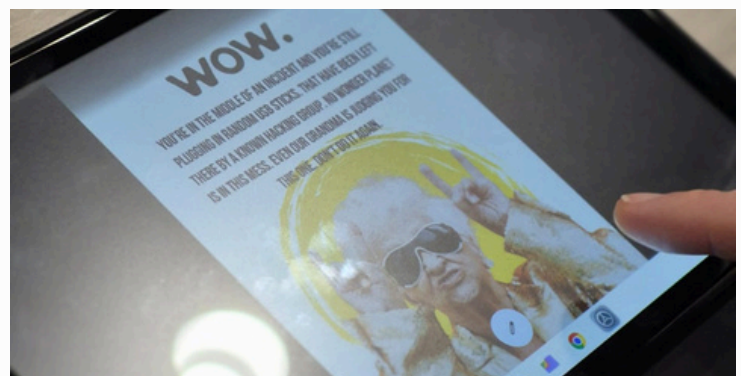
Oversharing online? The attacker in this scenario hopes so.

WHAT TO EXPECT

A hands-on, high-pressure OT challenge.

You'll unlock physical boxes, decode route plans, restore CCTV feeds, identify tampering in system logs, and report findings to SOC via structured WhatsApp updates.

It feels urgent, it feels real, and it gets teams talking about OT security in a way that PowerPoints never could.



THE BREACH

AN IMMERSIVE WHODUNNIT EXPERIENCE
5 PLAYERS • 30 MINUTES

A ransomware attack has locked down High Tech Inc's systems and the hackers are playing games. Literally.

They claim they only needed one set of stolen credentials to get in. Now they've handed you five suspects, five methods of compromise, and five locations.

Crack the case and they'll hand over the decryption key. Get it wrong? Game over.

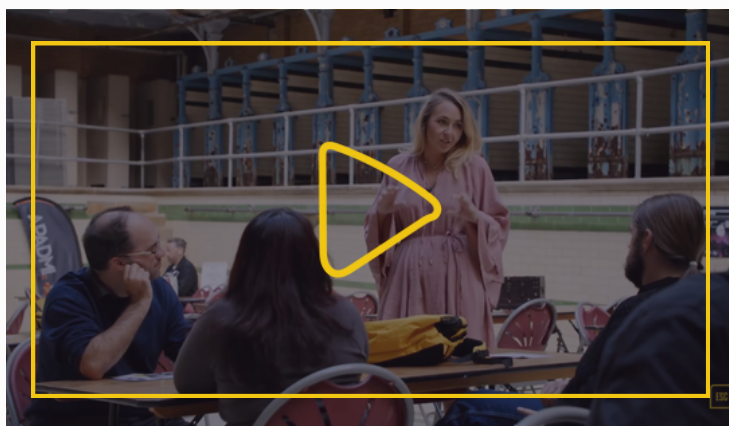
You'll analyse IT logs, phone records, internal emails, digital footprints and dodgy clues left behind a cunning attacker.

You'll get physical kit, CCTV images, social media profiles, interactive phone calls, and some truly questionable password practices.

DIVE IN TO THE EXPERIENCE

WATCH THE VIDEO

A quick look at how The Breach works - from the clues to the chaos. See it in action now.



CALL THE HACKER

Want a preview? Call Viper from The Breach Collective to hear her for yourself. Be careful though... she might bite.

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LEARNING OUTCOMES



Social Engineering

Spot vishing attack techniques, and hear them in action



Social Media Privacy

Understand how oversharing online hands attackers everything they need



Role-Based Attacks

See how attackers might target specific roles and understand your threat profile



Everyone's Responsible

Recognise that security isn't just IT's job, it's for everyone to consider.

THE HEIST

FLIP THE SCRIPT AND BE THE HACKERS
5 PLAYERS • 30 MINUTES

A lost rucksack on a train platform might not sound dramatic until you discover it belongs to a high-flying CEO... and it's overflowing with sensitive information.

As part of The Breach Collective, your job is simple: exploit everything you can find.

The CEO's digital life is wide open. Their passwords? Questionable. Their social media? Even worse. Their device security? Let's just say, you're about to have some fun.

With real devices (yes, actual laptops... not props), your team will dig through digital clues, crack passwords, and uncover just how exposed someone becomes when security slips.

You'll hunt for financial details, spot OSINT weaknesses, and pull off the ultimate heist.

LEARNING OUTCOMES



Think Like an Attacker

See how threat actors exploit careless behaviour and weak digital habits



Social Media Privacy

Understand how oversharing online hands attackers everything they need



Password Hygiene

Experience first hand why weak passwords are an easy win for criminals



Asset Management

Discover the consequences of lost devices - and why reporting them quickly matters



**“AN EXPERIENCE THAT
GENUINELY CHANGES
BEHAVIOUR.”**

- SCOTTISH POWER

ELEMENTARY

A VICTORIAN MYSTERY WITH MODERN LESSONS
5 PLAYERS • 45 MINUTES

it's 1889 at Hawthorne Clockworks, a moment away from unveiling a revolutionary invention.

But when the blueprints vanish and a ransom note signed "The Grey Fox" appears, everything grinds to a halt.

With Sherlock Holmes out of town (typical), it's up to Dr Watson and your team to crack the case.

Time is running out and every clue matters. No pressure.. just Victorian espionage at its finest.

Step into Sherlock's office and investigate the clues he left behind.

You'll search for answers in books, ciphers, suspicious letters, and curious contraptions... and there's even a rather clever origami puzzle that brings encryption to life.

There's no tech here. Just your team, your wits, and some surprisingly modern insights into information security.

LEARNING OUTCOMES



Insider Threats

Explore how trust can be exploited from within, without it always being malicious



IP Protection

Understand why protecting ideas takes more than just a password



Data Encryption

Experience encryption physically... with origami. (Just trust us).



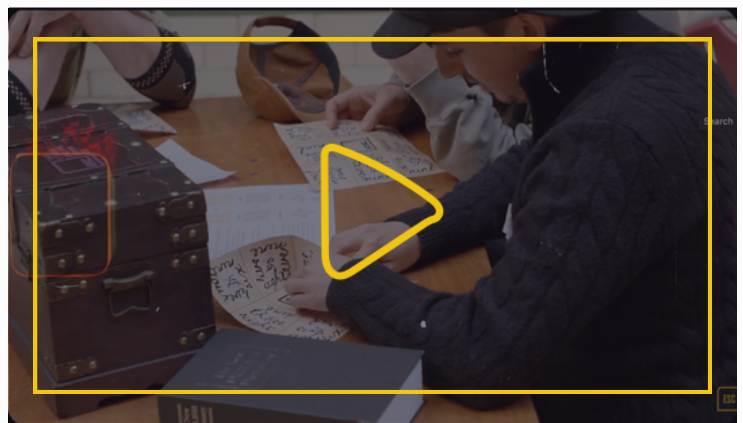
Code Breaking

Use book ciphers, Morse code, and more to uncover intel

DIVE IN TO THE EXPERIENCE

WATCH THE VIDEO

Get a behind-the-scenes look at Elementary... the Victorian mystery where your team becomes Watson's secret weapon.



SKYSHIELD

A STEM SPARKING CYBER MISSION FOR TEENAGERS 5 PLAYERS • 45 MINUTES • FOR SCHOOLS

SkyShield, the satellite powering global comms, has been hijacked by ZeroByte, a once brilliant hacker group with a complicated past.

The STEMInist Society has activated its highest alert... and instead of calling veteran engineers, they've recruited a new kind of agent: bright curious teenagers ready to take on a real STEM challenge.

With only 45 minutes to stabilise the system, your team must decode clues, follow evidence, and outsmart a hacker group that never plays fair.

It's fast, hands-on, and built to ignite confidence in science, technology, engineering and maths.

Designed specifically for schools, SkyShield blends teamwork, investigation, and puzzle-solving to show students what STEM looks like in the real world.

Teens will analyse suspicious emails, inspect photos, decode ciphers, run simple terminal commands, isolate threats, and unlock physical artefacts.

No prior knowledge needed - just curiosity, teamwork, and a willingness to think like a girl.

DESIGNED FOR SCHOOLS

Operation SkyShield was built specifically for secondary school pupils to boost STEM engagement through hands-on play, storytelling, and meaningful challenge.

It's equal parts mystery, science, teamwork, and digital investigation... designed to help teenagers see themselves as problem-solvers, engineers, and future cyber specialists.

BUILT IN COLLABORATION WITH

Insight 

LEARNING OUTCOMES



STEM Confidence & Curiosity

Shows students how STEM skills apply to real investigations and technologies.



Phishing & Digital Safety

Helps teens recognise manipulative messages, fake links, and emotional triggers



OSINT & Digital Investigation

Students learn how to interpret clues hidden in images, patterns & online footprints



Encryption & Codebreaking

Hands on puzzles introduce real cryptography concepts like ciphers.