









UNLOCK YOUR INNER CHILD AND REDISCOVER
THAT SENSE OF 'PLAY' AS SOON AS YOU ENTER
OUR SPACE. INSPIRED BY GEOMETRIC SHAPES,
ILLUSIONARY PUZZLE GAMES,
MC ESCHER STYLE BRANDING AND FEATURING
BOLD HUES OF COLOUR COMBINATIONS, OUR
SPACE PULLS YOU IN AND MAKES YOU PART
OF THE GAME FROM THE GET-GO.

WE'RE DEAD SERIOUS ABOUT HAVING FUN HERE - AND IN THE GOOD OLD FASHIONED WAY. SO, DISCONNECT FROM YOUR SCREENS AND YOUR BUSY LIVES AND ENTER THE WORLD OF IMAGINATION, CONNECTING WITH OTHER HUMAN BEINGS.

UNPLUG, AND GET UNLOCKED!



WHAT IS AN ESCAPE ROOM?

AN ESCAPE ROOM IS A REAL LIVE ACTION GAMING
EXPERIENCE FOR A GROUP OF 2-8 PEOPLE AT A TIME, MAKING IT AN IDEAL
ACTIVITY FOR FRIENDS, FAMILIES AND
COLLEAGUES.

ENTER A ROOM FULL OF HIDDEN SECRETS AND CRYPTIC CLUES AND SOLVE RIDDLES EVERY STEP OF THE WAY. YOU GET 60 MINUTES TO COMPLETE THE CHALLENGE.

THINK YOU'RE UP FOR IT?

HOW TO PLAY?





2
THE CLOCK IS TICKING
YOU ONLY HAVE 60 MINUTES



3 BE AN INVESTIGATOR & UNLOCK THE MYSTERY



4 SOLVE CLUES & PUZZLES & CRACK THE CODE



TIME SLOTS

2.30 - 4.00 PM

4.00 - 5.30PM 7.00 - 8.30 PM 5.30 - 7.00 PM 8.30 - 10.00 PM

10.00 - 11.30 PM



LIONHEART'S MYSTERY

OUR ESCAPE ROOM, THE EXPLORER, TELLS THE TALE OF BRITISH EXPLORER ALEXANDRA LIONHEART WHO MADE HER WAY TO INDIA BACK IN 1897. MORE THAN 100 YEARS LATER, WE DISCOVERED HER STUDY CHAMBER RIGHT HERE IN OLD GURGAON.

FOLKLORE TELLS US THAT HERS WAS A STORY OF REVENGE, BLACK MAGIC AND AN INDIAN PRINCE. FIND HER PRECIOUS

NECKLACE AND UNLOCK YOURSELF. BUT BEWARE — IT IS NOT FOR THE FAINT OF HEART!

VAULT 42

THE VAULT IS AN INTERNATIONAL SECRET ORGANIZATION THAT COLLECTS OBJECTS
WITH PARANORMAL ACTIVITY AND
EVIDENCE OF CONTACT WITH EXTRATERRESTRIAL CIVILIZATIONS AROUND THE WORLD.

THERE ARE SO MANY CURSED AND OBSESSED OBJECTS IN EACH BRANCH OF THE VAULT THAT IT'S ENOUGH TO DESTROY AN ENTIRE CITY. BUT THEY ALL LAY PEACEFULLY UNDER THE

PROTECTION OF THE ANTI-PARANORMAL FIELD...UNTIL ONE OF THE OBJECTS AT THE
VAULT 42 BRANCH SITUATED HERE IN A
BASEMENT IN GURGAON WENT OUT OF CONTROL.
COMING SOON!



NO. OF PLAYERS: 2-8 WEEKDAY - INR 3000 WEEKEND - INR 4000

RULES:

-PLEASE ALLOW TIME IN BETWEEN SLOTS FOR SANITISATION. EACH ITEM WILL BE UV SANITISED.
-ITS COMPULSORY FOR PLAYERS TO WEAR MASKS
& GLOVES THROUGHOUT THE EXPERIENCE TO ENSURE SAFETY
-SLOT BOOKINGS WILL BE TAKEN AT-LEAST ONE HOUR
IN ADVANCE
-PLEASE BE IN TIME FOR YOUR SLOTS. IF YOU ARE LATE,
THE SLOT MIGHT BE GIVEN TO SOMEONE ELSE.

BOOK YOUR SPOT AT WWW.UNLOCKED.CO.IN
OR CONTACT THE GAME MASTER





FORGET MONOPOLY AND SCRABBLE; WE'RE LIVING IN
THE GOLDEN AGE OF DESIGNER BOARD GAMES. JOIN
US AS WE EXPLORE THE RISE OF THIS CURIOUS TREND,
TAKE A CLOSER LOOK AT SOME OF OUR FAVOURITE
TITLES. PICK A CLASSIC LIKE UNO,
QUORIDOR OR DOMINOES AND IF YOU ARE
FEELING A BIT ADVENTUROUS THEN PICK A STRATEGY
GAME LIKE SETTLERS OF CATAN, PUERTO RICO OR THE
NOTORIOUSLY
COMPLEX TERRA MYSTICA.

WE HAVE TRAVELLED FAR AND WIDE AND CURATED A LIBRARY OF OVER 120 GAMES — SOME THAT WILL LEAVE YOU IN SPLITS WHILE OTHERS THAT REQUIRE FOCUSED GAME-PLAY, ELABORATE RULES AND A CUT-THROAT COMPETITIVE SPIRIT. NO MATTER WHAT MOOD YOU ARE IN, WE HAVE A BOARD GAME FOR YOU.

AND THE BEST PART IS - NOW YOU DON'T EVEN NEED A 'GAME NIGHT IN' WHEN YOU HAVE THE OPTION OF A 'GAME NIGHT OUT' WHERE WE HAVE THE FOOD AND DRINKS COVERED FOR YOU.



KEY

PICK YOUR CATEGORY

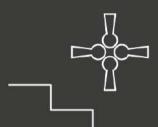
CHOOSE BETWEEN PARTY, CARD, ALL-TIME FAVOURITES, GATEWAY STRATEGY, MEDIAL STRATEGY AND MARATHONERS.

PICK YOUR LEVEL

THE GAMES ARE DIVIDED INTO THREE LEVELS OF DIFFICULTY - EASY, MEDIUM AND HARD. YOU CAN ALWAYS ASK THE GAME MASTER TO HELP YOU CHOOSE!

PICK YOUR GAME

ON THE BASIS OF THE NUMBER OF PLAYERS











TERMS & CONDITIONS

WE ARE FOLLOWING ALL SAFETY PROTOCOLS TO ENSURE THAT YOU CAN HAVE AN OPTIMAL UNLOCKED EXPERIENCE AND CAN ENJOY OUR BOARD GAMES & ESCAPE ROOM.

BOARD GAME RULES:

- ALL BOARD GAMES ARE UV SANITISED AFTER EVERY USE SO KINDLY BE PATIENT.
- ONE TABLE ONE GAME AT A TIME.
- PLEASE REQUEST OUR GAMEMASTER TO PROVIDE YOU WITH THE GAMES AS THEY
 KEPT LOCKED FOR SAFETY PURPOSES.
- FEW GAMES MIGHT BE NOT AVAILABLE AS THEY ARE BEING 'QUARANTINED'
- WE RESERVE THE RIGHT TO REFUSE ANY GAME TO A GROUP, SPECIALLY DURING PEAK HOURS.
- BOARD GAMES ARE TO BE RETURNED IN THE SAME CONDITION WITH ALL THE COM-PONENTS IN PLACE OTHERWISE A FINE OF INR 2000 OR MORE WILL BE LEVIED.

ALL TIME FAVOURITES

GAMES PLAYERS JENGA 2+ UNO 2-10 TABOO 2 TEAMS PICTIONARY 2 TEAMS CONNECT 4 2 LUDO 2-4 MONOPOLY 2-6 2 TEAMS SEQUENCE SCRABBLE 2-4 CLUEDO 3-6

2

2

2-5

3-6

2+

2-4

2-4

PLAYERS

PARTY

| GAMES | PLAYERS |
|--|---------|
| CRANIUM | 4-16 |
| PICTUREKA | 2+ |
| CARDS AGAINST HUMANITY | 6+ |
| SOCIAL HUMOUR | 6+ |
| WHAT DO YOU MEME? | 2-20 |
| CODENAMES | 2-8 |
| SAY ANYTHING | 3-8 |
| WORD ON THE STREET | 2-10 |
| ONE NIGHT REVOLUTION | 3-10 |
| BLOOD BOUND | 6-12 |
| BRUHAHA | 2-6 |
| ALL OR NOTHING | 2-4 |
| | |

CARD

GAMES

CHESS

BATTLESHIP

QUICK PICK

DOMINOES

BLINK

MONOPOLY DEAL

SCOTLAND YARD

UNO EMOJI 2-10 EXPLODING KITTENS 2-5 1+ PICTUREKA CARD GAME 2-7 PIT 3-8 PICMIX 2-4 DIXIT 2-6 COUP 2-4 DIFFERENCE 2-6 DOBBLE 2-8 CIAO 2-6









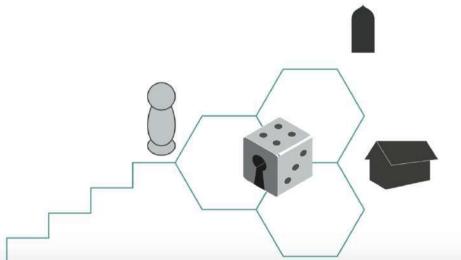
STRATEGY

GATEWAY

GAMES PLAYERS 2 OR 4 QUORIDOR 2 QUARTO 2 PYLOS 2-4 QUIXO 2 OTHELLO 2-4 BLOKUS 2-5 SUSHI GO GLOOBZ 2-6 2-6 CIAO 2-4 HAPPY PARTY CATAN DICE GAME 1-4 CATAN JUNIOR 2-4 MARRAKECH 2-4 2-8 TSURO 2-5 POW! KINGDOMINO 2-4 POINT SALAD 2-6

MEDIAL

| | GAMES | PLAYERS |
|-----|---------------------------------|----------------|
| | SPLENDOR | 2 - 4 |
| | TICKET TO RIDE - EUROPE | 2-5 |
| | MONOPOLY - GAME OF THRONES | 2-6 |
| 0 | CATAN | 3-4 |
| 0 | CATAN SEAFARERS EXTENTION | 5-6 |
| • | CATAN EXPLORERS AND PIRATES | 3-4 |
| 200 | CATAN TRADERS AND BARBARIANS | 3-4 |
| 0 | DOMINION | 2-4 |
| 0 | AZUL | 2-4 |
| 0 | CAMEL UP | 2-8 |
| 0 | PANDEMIC | 2-4 |
| | 7 WONDERS | 2-7 |
| | CARCASSONE | 2-5 |
| • | TOKAIDO | 2-5 |
| | RISK | 2-6 |
| | HOBBIT BOARD GAME | 2-5 |









STRATEGY

MEDIAL

ACQUIREKATAMINO

COUP REBELLION

• BOHNANZA 2-7

2-6

1-2

3-6

MARATHONERS

| GAMES | PLAYERS |
|--|---------|
| RISK LEGACY | 3-5 |
| POWERGRID | 2-6 |
| PUERTO RICO | 3-5 |
| CATAN CITIES & KNIGHTS | 3-4 |
| TERRA MYSTICA | 2-5 |
| TERRAFORMING MARS | 1-5 |
| • SCYTHE | 1-5 |
| ISTANBUL | 2-5 |
| SENJI | 3-6 |
| CIVILIZATION: A NEW DAWN | 2-4 |
| LORD OF THE RINGS BOARD GAME | 2-4 |
| LOST LEGENDS | 2-5 |

