



# TECHNOLOGY EXPERIENCES FOR SCHOOLS

Learn More  $(\rightarrow)$ 



# **OVER 20,000 STUDENTS HAVE ALREADY PARTICIPATED**

### What the students said

"It was lots of fun!" which was good."

### What the Teacher's said

"This is great! The kids are using lots of different skills. It's really interesting watching the different dynamics as they all work together!"

"Some of the puzzles were tricky and some were easy

"We worked well as a team and all used our strengths."



# WHAT EXACTLY **IS THE ESCAPE ADVENTURE GAME?**

- physical room.

• Our Escape Adventure games immerses teams into a challenging next-level combination of scavenger hunt, escape room, and augmented reality (AR)!

• The set up of the game is very agile, so we can play it indoors, outdoors, any location.

 You play incorporated puzzles and code-cracking elements while experiencing exciting AR features & geolocation technology, without the confines of a

• The puzzles and riddles are aligned with components of math, literature and life skills

• The game is very agile and adaptable to the needs of the groups. Puzzles and riddles are adjusted to the school curriculum particular towards Steam/Stem

# **CHOOSE YOUR STORYLINE**



## THE GAMES ARE STRUCTURE INTO:

# EASY MEDIUM HARD

WHICH REFLECTS THE REQUIREMENTS OF DIFFERENT YEAR LEVELS. ACCORDINGLY, THE GAMES ARE DESIGNED FOR YEAR LEVELS 4-13.

# **SEASONAL STORYLINE SPECIAL**



### THIS GAME IS ALSO AVAILABLE IN:

E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E
E<

- EASY
- MEDIUM
- HARD



## STORYLINE OPERATION MINDFALL

Our sources report that the secret research company, Spider Technologies, has developed a virus for mind control and has already infected 20% of the world population. Whether it be shopping behaviour, political attitudes, or even assassinations. To stop Spider Tech, we created Operation Mindfall and chose you as our agents. Your task: Obtain the antidote to stop Spider Tech! You only have a limited amount of time – can you do it?



## STORYLINE MAGIC PORTAL

Since the beginning of time, there have been magic portals that connect our world with a fantastic parallel world . Portal guardians make sure that the gates are well secured. But one of the portal guards has been put into a magical sleep – and now evil creatures are streaming into our world. Solve puzzles in enchanted places and collect enough crystals to re-seal the Magic Portal and save our world from destruction.





## STORYLINE BLACK OUT

Blackout your city was hacked by an unknown group of hackers, causing one of the biggest threats in modern times: a Blackout! The consequence is the complete collapse of the modern world as we know it. Unknown to the population, your city is currently already running on emergency power. You have limited time to stop the hackers, restore the power supply and avoid the biggest catastrophe in modern history! Good luck! Over and Out.



# HOW DO THE LOGISTICS WORK?

- We bring the game to your defined destination, such as school or camp.
- We provide all the equipment and host the entire experience with our amazing staff.
- If incorporated into a normal school day, we recommend to run 1hr 15min–1hr 30min sessions
- Considering that most schools have 3 blocks of 1hr 15–1hr 30min we can run up to 150 students per block, so 450 over 3 school blocks.
- We are happy to run the program for all school sizes. The smallest school we did had 25 students participating, student number of one school was 600 student, split over 4 sessions.
- Depending on student numbers and other curriculum requirements, we are happy to fit in and come back on different days/times.

# **BENEFIT FOR SCHOOLS:**



Cost effective and easy to organize as the program can be run at school



It can be funded from Steam/Stem budgets

# WHY CHOOSE US?



# 

### PRICE POINT STARTING AS LITTLE AS \$15 PER STUDENT

TO MEET YOUR NEEDS

### UNPARALLEL TECHNOLOGY AND CAPABILITY EXCLUSIVE AVAILABLE THROUGH THRILLZONE

### ULTIMATE VERSATILITY WITH UNLIMITED CUSTOMIZATION CAN BE Optimized to start at specific locations of your choice

### FLEXIBILITY OF LOCATION INSIDE OR OUTSIDE, WE ORGANIZE ALL THE LOGISTICS

UNIQUE FOCUS ON YOUR OBJECTIVES AND TAILORED

# WHAT ARE THE COST?

The costs are highly dependent on signed up students.

For 300+ Students the costs are \$15pp only

Travel cost for greater Auckland and Wakatipu Region are included. Outside this area we keep those costs as low as possible by visiting multiple schools in the same period of time.

# student	price pp	total
20	40	800
30	35	1050
40	30	1200
50	25	1250
60	25	1500
70	25	1750
80	23	1840
90	23	2070
100	23	2300
110	22	2420
120	22	2640
130	22	2860
140	21	2940
150	21	3150
160	20	3200
170	20	3400
180	20	3600
190	19	3610
200	18	3600
210	18	3780
220	18	3960
230	17	3910
240	17	4080
250	17	4250
260	16	4160
270	16	4320
280	16	4480
290	16	4640



# OUR ROLE



## **OPENING**

### **BRINGING NEW APPROACHES TO SOCIAL INTERACTION** WITH GAME-CHANGING TECHNOLOGY

### **CONNECTING STUDENTS IN A SAFE AND ENJOYABLE ENVIRONMENT**

### **CREATING A VIBRANT AND COOPERATIVE DYNAMIC THROUGH MULTIPLE MEDIUMS AR AND VR CAPABILITY**

### **OPENING NEW AVENUES TO EXPERIENCE LEARNING AND** TEAMBUILDING

## How to describe state-of-the-art Outdoor Escape Games?

1. The mission is **fully interactive** 

- 2. Each player has a **role** in the game
- 3. Players are **immersed** in the story
- 4. AR is part of the Real World
- 5. Players interact with real gadgets
- 6. The riddles have **High-Tech** Elements

7. They're meant to **motivate**, **engage** and bring **fun** to the whole team

## 

Please get in touch. We are happy to answer any questions by email, phone, WhatsApp, zoom, google meet. We are also happy to organize a little demo by zoom or google meet.

**INTERESTED TO BRING THIS EXITING PROGRAM TO YOUR SCHOOL?** 

We can provide contacts of schools who participated already as a reference.

# CONTACT

### MAX KOESTER 021 083 586 73 hello@thrillzone.co.nz