



virtual room

THE ULTIMATE TEAM-BASED VR EXPERIENCE

Social Events with a WOW Factor



melbourne@virtual-room.com



[/virtualroommelbourne](https://www.facebook.com/virtualroommelbourne)



+61 3 8529 2908



[/virtualroommel](https://www.instagram.com/virtualroommel)



melbourne.virtual-room.com



[/virtualroommel](https://twitter.com/virtualroommel)



73-75 Peel Street, West Melbourne, VIC 3003



What is Virtual Room?

- Virtual Room is the world's best team-based virtual reality experience and the only one specifically designed for social groups and parties (not gamers)
- It is a totally unique experience for social events – quite simply it's team building with a WOW factor
- Designed from the ground up to be a fun and social experience, it blends the escape room concept with a full 3D cinematic experience to deliver a unique, immersive and mind-blowing adventure
- Played in groups of 2, 3 or 4 where each player has their own dedicated room - you will talk to each other, walk around, bend, throw objects and collaborate together to solve the puzzles and challenges.
- The adventure lasts ~45 minutes and sends you back into 5 different time periods such as ancient Egypt or the moon landing
- Guaranteed no motion or seasickness unlike other more inferior VR experiences

It's unlike anything you've ever experienced before - immersion, freedom, adrenaline, the ultimate thrill!

Who is Virtual Room For?

- **Virtual Room can be played by anyone aged 10 and over**
- **It is a perfect team building activity, birthday party, hen's night or bucks event**
- **There is no strenuous physical activity required, all you need is a healthy, working brain!**
- **Players who normally wear glasses or contact lenses should wear these during the game**
- **Virtual Room is not recommended for pregnant ladies, people suffering from epilepsy or those in a wheelchair**



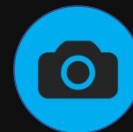
Companies & team building events



Friends and families – birthdays, hens, bucks parties etc



Schools, colleges and universities



Travellers and tourists



The Virtual Room Missions

- There are two Virtual Room missions, both following a time travel theme
- Chapter 1: Your mission as the Omega Team is to set off into historical periods of time such as ancient Egypt and the medieval ages to recover vital pieces of information lost by the Alpha Team
- Chapter 2: Earth is once again threatened, you must travel back in time to places like the ancient Aztecs and recover valuable energy sources to combat a life threatening plague.
- Teams must play Chapter 1 before they can play Chapter 2 as it is much more challenging



Players have 45 minutes to complete the mission



Players are monitored in the game and can request hints from a dedicated Game Master



Teams can compete against each other to see who finishes the mission first



Complimentary dress up photo shoot after the game



Virtual Room Packages

- Here at Virtual Room, we aim to give you a customised experience that meets your team building needs
- Our party events give your group exclusive access to our premise – you have the entire venue to yourselves!
- If you have less than the required amount of people (10) then you can simply book online
- Catering can also be organised by request

SINGLE GAME SESSION

- 10 – 30 participants, \$59 per person
- 1 hour for 10 to 15 people
- 2 hours for 16 - 30 people (1st group of up to 15 play then swap)

DOUBLE GAME SESSION

- Play Mission 1 and Mission 2
- 10 – 15 participants
- 2 hours \$109 per person

FULL VENUE HIRE

- Up to 15 players per hour
- Min 2 hours, \$700 per hour

If you have more or less than the required number of players, please contact us and we will sort something out!



THANK YOU!

Virtual Room Melbourne extends our warm gratitude for taking your time to read our Social Event Packages. If you have any questions please feel free to contact us:



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KEY TERMS & CONDITIONS

- Full pre-payment is required prior to your event for the estimated number of participants – payment can be made via credit card or bank transfer
- Minimum numbers: There is a minimum amount of 10 players for our corporate event packages
- Final attendee numbers and refunds:
 - Final numbers of players are required no less than 5 business days prior to the event
 - On the day, we will note the number of attendees and you will be refunded for any who did not attend or charged for any extra players
- Cancellation policy: Events cancelled with less than 5 business days notice will attract the minimum 10 person charge
- Rescheduling: Events may be rescheduled with at least 3 business days notice. A \$200 rescheduling fee will be charged if you give us less than 5 business days notice of any rescheduling
- Exclusivity: If you do not pay for a minimum of 10 players, the venue will not be set aside for your exclusive use and there are no refunds available for players who do not attend