

Backrooms Escape

Your video call just noclipped out of reality. The exit only opens for a team.

ESCAPE ROOM

3-10 PLAYERS

~60 MIN

THE STORY

A routine video call, and then the floor gives out. Your whole team noclips out of reality and lands in the Backrooms: an endless, empty office that hums under dead fluorescent light. There is a way out. It only opens for a group that moves together, and it is a long way down to find it.

Backrooms Escape is a cooperative escape room that runs in the browser. Your team descends through five rooms you can look around in full 360: the yellow Level 0 office, the Long Halls, a red-lit utility floor, the flooded Poolrooms, and the Threshold at the bottom. Every puzzle is built from symbols and counts, so a team spread across time zones can play with no shared language. And nothing here can be solved alone. Every puzzle is made so a single person cannot finish it, so the team is always talking, comparing what they see and working out the next move together. Most of the game happens in conversation.

The mood is eerie and quiet: damp carpet, buzzing lights, and rooms that go on forever. There is no gore, and nothing jumps out at you. It was built for remote teams, and a game master can hand out nudges when a group gets stuck. People who have never played anything like this keep up fine.



PLAYERS	3-10 players
DURATION	~60 min
TYPE	Escape room
PLATFORM	Browser, no installs
PRICING	Per session or membership



HOW IT PLAYS

- 1 Join the call and the game**
Everyone opens the session link in a browser and types a name.
- 2 Look around each level**
Drag to look around each room in full 360.
- 3 Work as a team**
Anyone can open a puzzle, and everyone sees the same shared state.
- 4 Some moments need everyone**
A few things will not budge for one person alone.
- 5 Find the way out**
Five levels stand between your team and the exit, each one stranger than the last.