

Mind the Generation Gap

The founder is retiring and the succession code is sealed in the vault. Four generations stand between you and it.

ESCAPE ROOM

3-10 PLAYERS

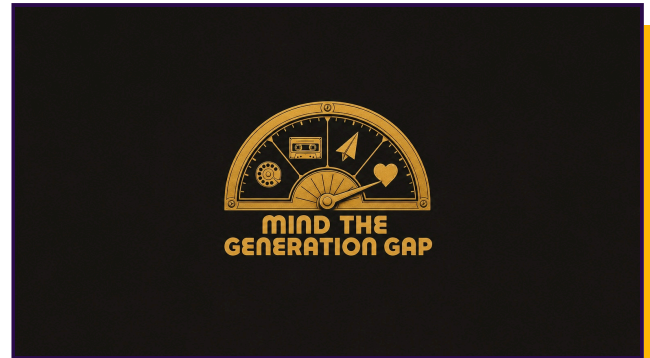
~60 min

THE STORY

The founder of Vanderger Industries is retiring after fifty years, and he's left one last test behind him. The plan naming his successor is sealed in a vault in the Boardroom of Tomorrow, and the only way up is the Time Elevator: four floors, four perfectly preserved decades of office life, each one certain it knew how the job should be done.

Your team rides through a 1972 executive suite, a 1994 cubicle farm, a 2012 startup loft and a 2024 content studio, winning over each generation before the elevator moves on. Everyone shares one tower. You see the same rooms, the same objects and the same progress, and several moments need more hands than any one person has. Most of the game happens in conversation, describing what you're looking at and working out who takes what.

It's corporate comedy rather than horror, and the jokes are affectionate and visual: fax machines printing cover sheets for cover sheets, a rolodex the size of a dinner plate, a wall of hexagon lights that would like you to know it's on brand. Almost nothing depends on reading English. The clues are icons, numbers, portraits and patterns, so mixed and international teams start on level ground.



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



HOW IT PLAYS

- Join from a link**
Your host sends one link.
- Look around the floor**
Each room is a full 360 space.
- You're all in one tower**
Anyone can open anything, and everyone sees the same state as it changes.
- Say what you're seeing**
Nobody has the whole picture from where they're standing.
- Some moments need everyone**
A few things on each floor won't move for one person, however clever.
- Your host has nudges**
A facilitator watches from an operator console and can offer a hint whenever you want one.