

Rise of the Mad Pharaoh

The professor stole a sarcophagus. Now the Pharaoh inside wants out.

ESCAPE ROOM

1-8 PLAYERS

~60 min

THE STORY

Professor Carter spent his career hunting one tomb. He found it, stole the sarcophagus and had it carried back to his study. Then he died, and the coffin has been restless ever since. Your team walks into the study with one job: send the Mad Pharaoh back to his rest before he rises.

The study belonged to a man with six obsessions, and each one left a desk behind: the Poet, the Egyptologist, the Cultist, the Codebreaker, the Cartographer and the Antiquarian. Players take a desk each, search it and report what they find. No desk gets you far on its own, so the team spends the hour comparing notes, passing things around and arguing over what a symbol means. Most of the game happens in conversation.

The mood is old-museum eerie: lamplight, velvet curtains, hieroglyphs on the walls and a gilded coffin in the middle of the room. It is spooky without gore, so it works for colleagues, friends and families alike. Up to eight players join on their own screens, and a full run takes about an hour.



PLAYERS	1-8 players
DURATION	~60 min
TYPE	Escape room
PLATFORM	Browser, no installs
PRICING	Per session or membership

HOW IT PLAYS

- 1 Join from one link**
Everyone opens the session link on their own device and types a name.
- 2 Claim a desk**
In the lobby, pick one of the six roles.
- 3 Look around the study**
The study is a full 360° room.
- 4 Share one room**
What one player opens, moves or unlocks changes for everyone.
- 5 Talk, and ask for help**
Say what you see out loud, even when it looks unimportant.

