

Ronin Realm

A cursed port, a legendary katana — and neither team escapes without the other.

ESCAPE ROOM

2-8 PLAYERS

~60 MIN

THE STORY

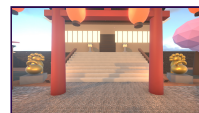
A legendary katana lies buried somewhere in Yomi, the ghostly port city, and the old master at the end of the pier will only surrender it to a party he judges worthy. Your group arrives as wanderers and wakes split in two: half in the lantern-lit streets under the cherry trees, half down among the docks and fishing piers. A sealed gate stands between the districts, and the hour starts running the moment you enter.

Neither side can leave without the other. The city holds answers the dock team needs, the docks hold answers the city team is missing, and mirror portals are the only way anything passes between them. Most of the hour goes into talking: describing what you are looking at, comparing what each side has turned up, and working out together what it means. No single player ever sees the whole picture, so the party that keeps talking is the party that gets out.

Yomi rewards curiosity. You can pick up almost anything, turn it over, read what is scratched into it, and question the townspeople who linger in the streets. It suits friends and teams who would rather talk their way through a room than race it, and it plays fresh every time, since the layout, the codes and the hiding places all reshuffle on each run.



PLAYERS	2-8 players
DURATION	~60 min
TYPE	Escape room
PLATFORM	Browser, no installs
PRICING	Per session or membership



HOW IT PLAYS

- 1 Join from one link**
Open the invite link and pick a name.
- 2 Explore in first person**
Move with the keyboard and look with the mouse, the same as any first-person game.
- 3 Pick things up and inspect them**
Almost every crate, vase and lantern can be picked up and turned over.
- 4 Share everything with your team**
What one side of the party discovers, the other side often needs.
- 5 Finish it together**
A few doors only open when both districts act at once, so keep the conversation going right up to the final gate.