

Supernova

Your ship is crippled halfway to Khepri 5. Repair it, save the crew, retrieve the Seed.

ESCAPE ROOM

2-8 PLAYERS

~60 MIN

THE STORY

The Supernova seed ship went down on its run to Khepri 5, and the same impact left your own vessel damaged and drifting. Your crew has an hour to bring the ship back: sensors, medical bay, wiring, reactor. The Seed is still out there, and the future of human civilization depends on someone retrieving it.

Nobody repairs this ship alone. Once the first systems come online the crew fans out across six 360° rooms and works stations in parallel, calling findings back to each other over the video call. The ship keeps pulling you back together, too: some repairs only add up once every station has reported in, and the whole crew gets moved to wherever the next act happens. Most of the game happens in conversation.

The tone is quiet science fiction rather than horror. Holographic cyan panels, empty corridors, and a ship that comes back up one system at a time. Built for distributed teams of two to eight who want something to solve together over a call, with a host on hand to nudge a stuck crew forward.



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

HOW IT PLAYS

- 1 Join the ship**
Open your session link, pick a display name, and wait in the lobby until the crew is assembled.
- 2 Look around**
Each room is a full 360° view.
- 3 Open any station**
Any crew member can open any terminal.
- 4 Split up, then regroup**
Once the doors unlock, the crew can spread out across the ship and take stations in parallel.
- 5 Use your host**
A Superglue host watches the session from the operator console and can offer a nudge whenever the crew stalls.

