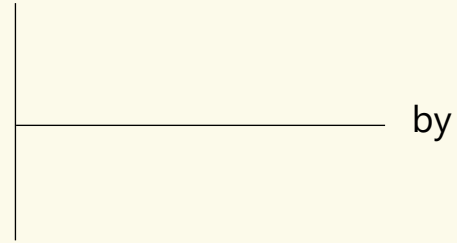
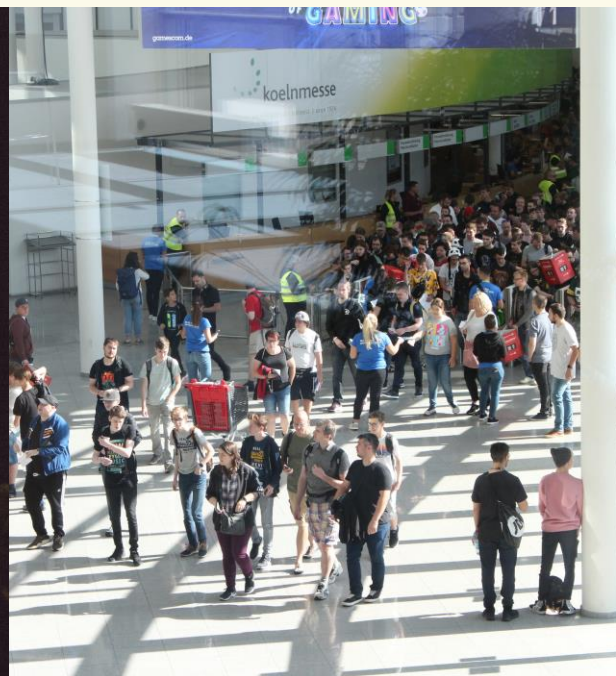


YOUR DIGITAL

GAMING-EVENT



2019, HOW BEAUTIFUL IT WAS...



...AND NOW, 2020?



CANCELLED UNTIL FURTHER NOTICE:



Christmas parties



Kick-off Events



Sales Conventions



**Onboarding &
Recruiting Events**

THE SOLUTION

YOUR DIGITAL TEAM EVENT

Innovative
Infotainment

5 - 10.000
participants

Product
Launch

Strategy-
Communication

Entertainment
for Conventions

Teamwork

Safety

Learning

Innovation

Home-Office

That means: A mixture of scavenger hunt, escape room and online team meeting.

As an individual mission for a brand or theme.

HOW IT WORKS

An Example:

Each group starts as a team of 2-6 persons. The invitation comes by E-mail. You will communicate via e.g. Zoom or Microsoft Teams and the team plays live together.



Several teams play with and against each other in 60-90 minutes.



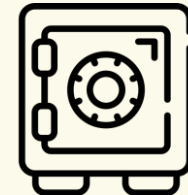
Clues are provided automatically by the game, by internet research or haptic material - depending on the game.



The team must share information and communicate a lot with each other.

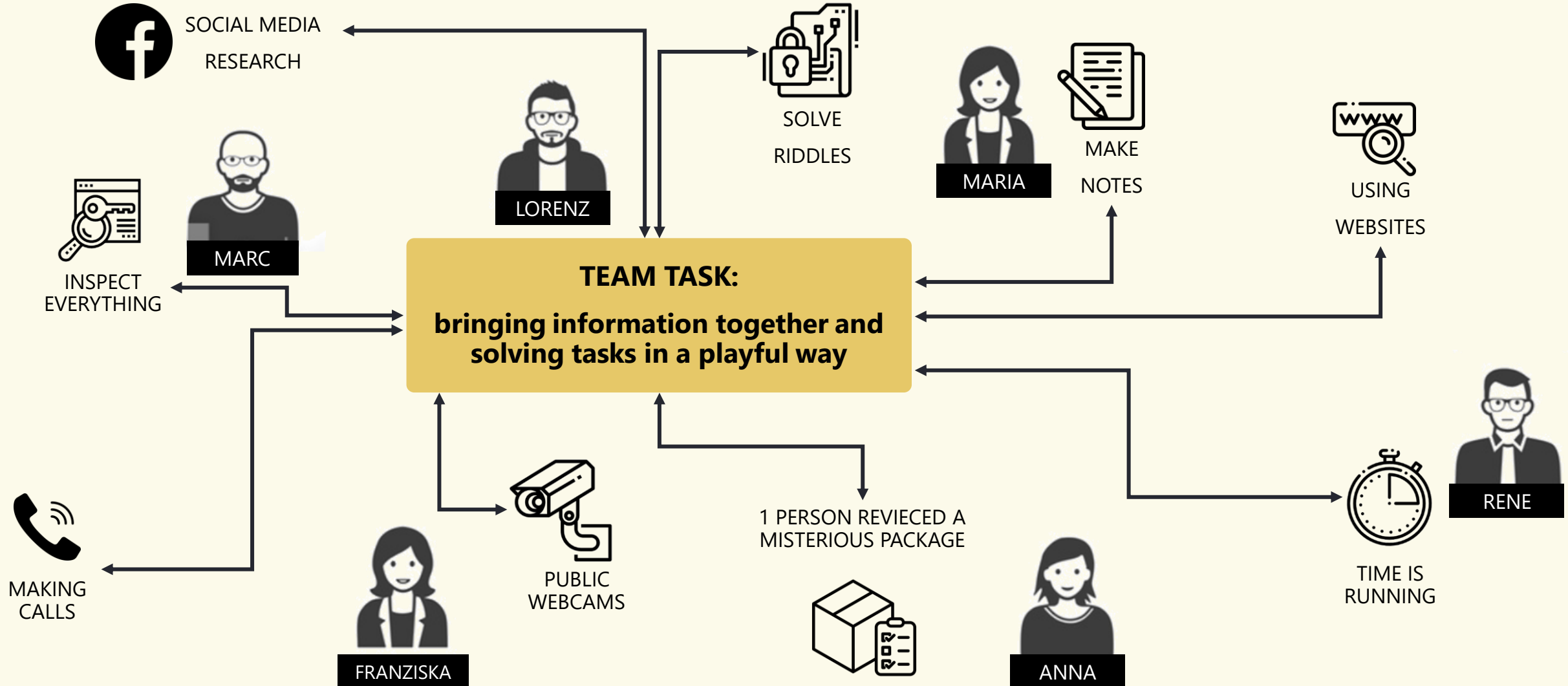


Varied tasks with different roles must be solved in order to get closer to the solution.



Can the team solve all the riddles to complete the game successfully? The time is running...

THE INTERPLAY



EXAMPLE MOBILE.DE



The players travel in time and find themselves in different centuries in which they must solve tasks.

Primarily the history of automobile development is played through and thus the brand is thematically integrated.

Using "Point & Click" and control panels the team can interact with the environment and enter solutions. Objects can be zoomed in and hints can be displayed as support. The players remain on the game surface on the monitor and communicate, for example, via zoom.



Communication
via Zoom

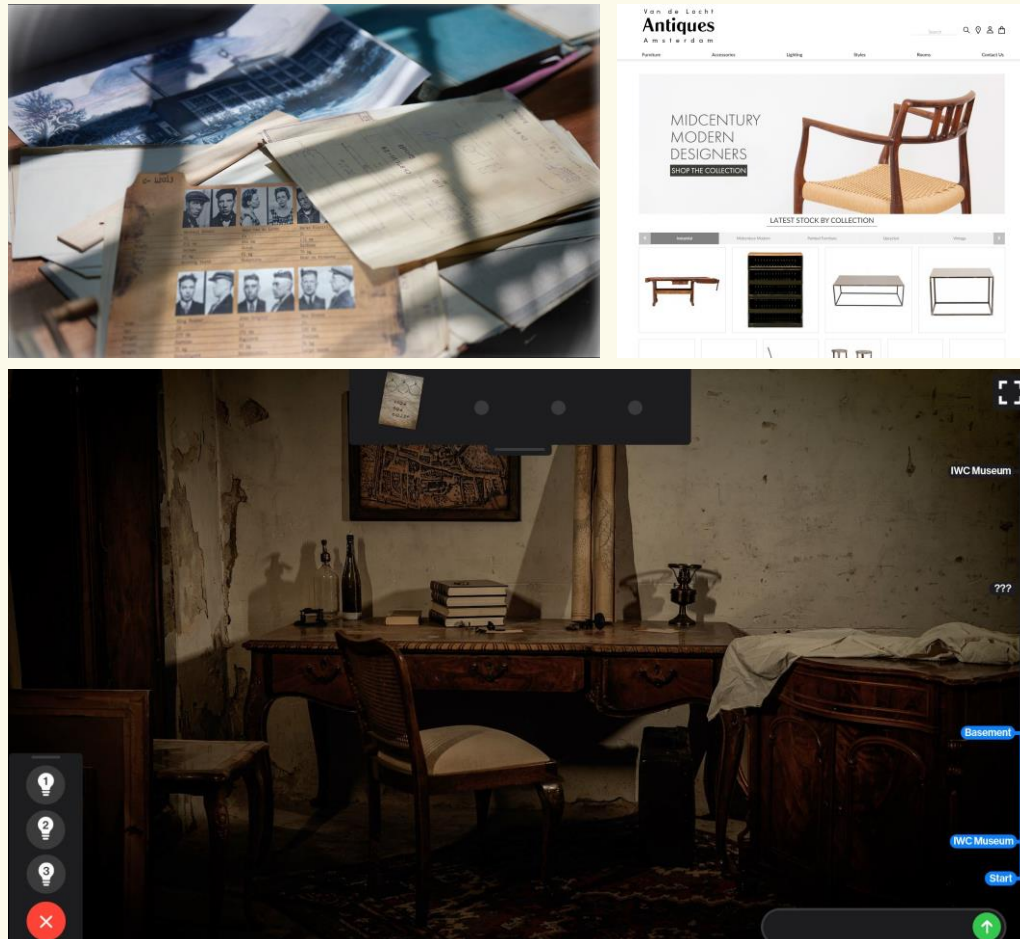


Duration approx.
90 min.



5-6/Teams
80 total

EXAMPLE IWC



The players are guided from the perspective of a person who is part of the game history.

The aim for the team is to learn about the founding history of IWC and to immerse in the time around 1880.

Tasks must be mastered in order to solve a secret. Through the game interface you can ask for help in the form of the person's thoughts. Objects can be collected and viewed. The solutions are entered via an input field..

The team must also do internet research and come across specially created micro-sites to gather all the important information.

In the end, the CEO talks to the team and thanks them for solving the mystery.



Communication
via Zoom

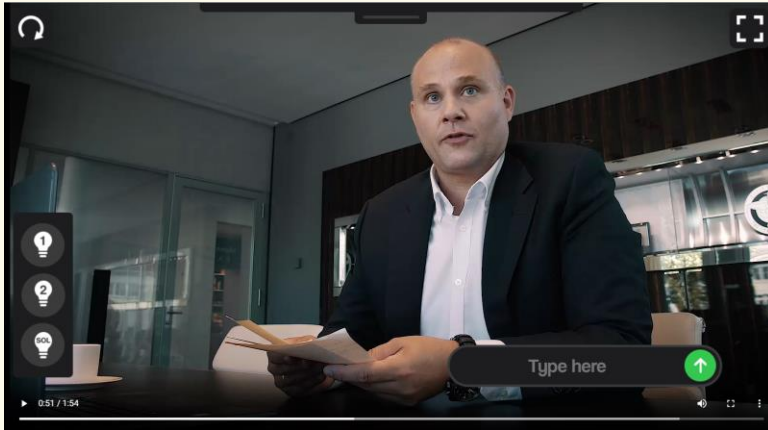


Duration approx.
60 min.



80 x 5s Teams
Worldwide at the
same time

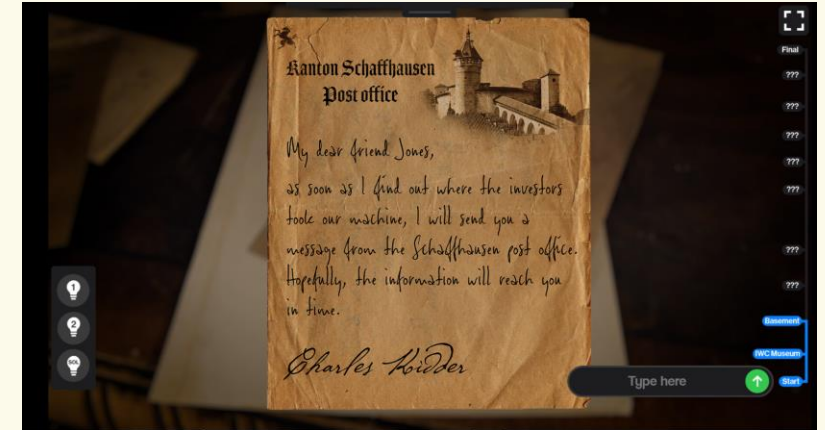
EXAMPLE IWC [1]



The players start with a video of the curator of IWC. He tells of a mysterious basement that has been found. Can the team help with the investigation? The CEO would like to have first results in 45 minutes...



The curator takes the players into the basement via Facetime. He then leaves the cell phone while he searches elsewhere in the basement (change to "freeze frame"). Now objects can be clicked on...



..e.g. the drawer opens, and the players find this letter. Maybe the information leads to an old warehouse in the town hall...

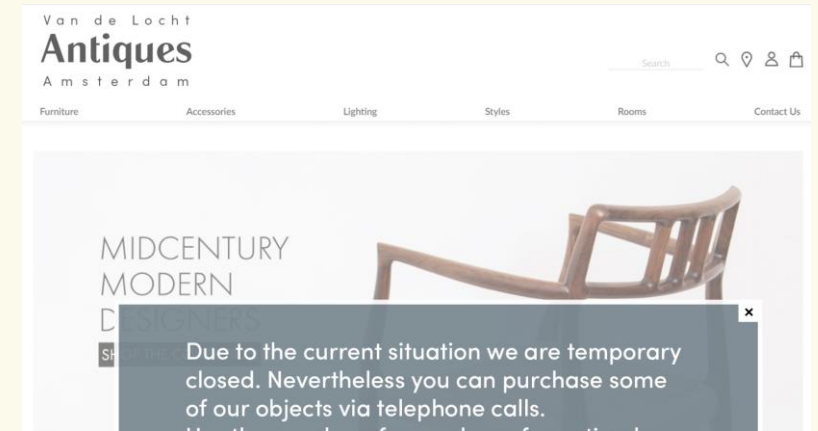
EXAMPLE IWC [2]



..in which the journey continues. Other boxes contain secrets and antique objects from the founding period.



Back at the museum at IWC, the curator shows all the objects found again. Among a time machine, but an antique pocket watch is missing.



..but the players find them on a specially created website and buy them.

EXAMPLE IWC [3]



...and the journey continues. Own commercials (here: Youtube spot) are also used...



..and after a few more stops it comes to the final. The players solve the riddles and find the secret sketchbook of the founder of IWC!



Finally, the CEO thanks the team with a video message. The future of the company is saved, and a personal message makes the brand experience perfect.

ALL OF A PIECE

We deliver a finished online escape game, playable from home, which also contains your ideas and visions, if you wish. Perfect for **Christmas parties, customer events, product presentations, annual kick-off events, employee training** and much more.

Here is an overview of elements from past projects:

The base	other possibilities	Timings & Price
<ul style="list-style-type: none"> • Plot & Story • audiovisual elements • Programming • analogue & digital riddles • Time Tracking of the teams • Implementation 	<ul style="list-style-type: none"> • e.g. video shooting on place • Extensive branding • Product Placement • Participation by employees • Use of internal company software (e.g. Slack Chat) • and much more 	<ul style="list-style-type: none"> • 4-8 Weeks (depending on effort) • 5.000 – 100.000€ (depending on the degree of individualisation, video, photo, IT, speaker etc.) • Helpful: Conversion per employee + useful life

REFERENCES 2020



Two adventure games
for customer events for
customer loyalty in the
B2B sector



Telling the brand
history using an online
game as employee
motivation

Internationaler
Pharmakonzern im
S&P 500 mit 70.000
Mitarbeitern

Innovative employee
training for a new
product based on an
online game

CONTACT

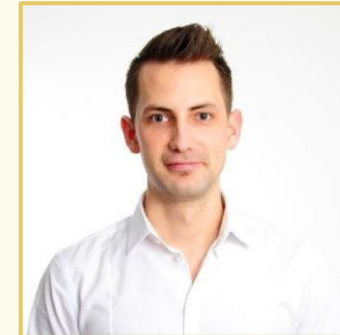
Interested in your digital gaming event? We are happy to show you the games and mechanics via ZOOM or something similar!

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