



# The Mission Rooms Collection



# Introduction and technical requirements

The first standardised Quest facility was built in the spring of 2022. It comprised 14 rooms in total and covered a floor area of around 200 m<sup>2</sup>.

Should customers wish to include more rooms or different Quest challenges, the additional rooms/missions must first be custom designed, developed and tested. In such cases, the project and its production time-frame will be extended.

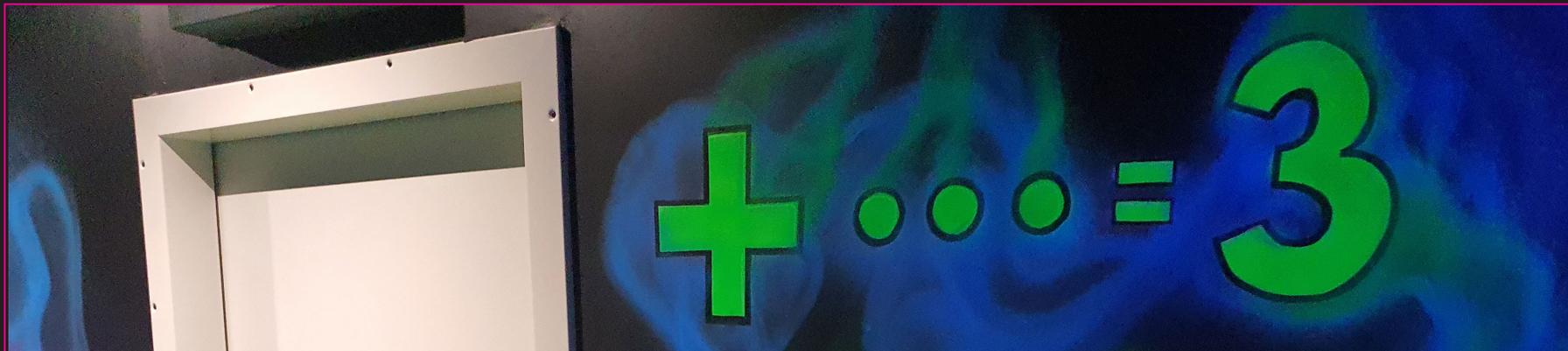
We are responsible for the interior of all rooms. Infrastructural work, such as the erection of walls, as well as internet and power outlets, needs to be completed by the customer before the arrival of our construction team on site to commence installation.

We further require electric cables and conduits to be pre-installed in or on the walls; electrical layouts will be supplied to the customer before the walls are erected.

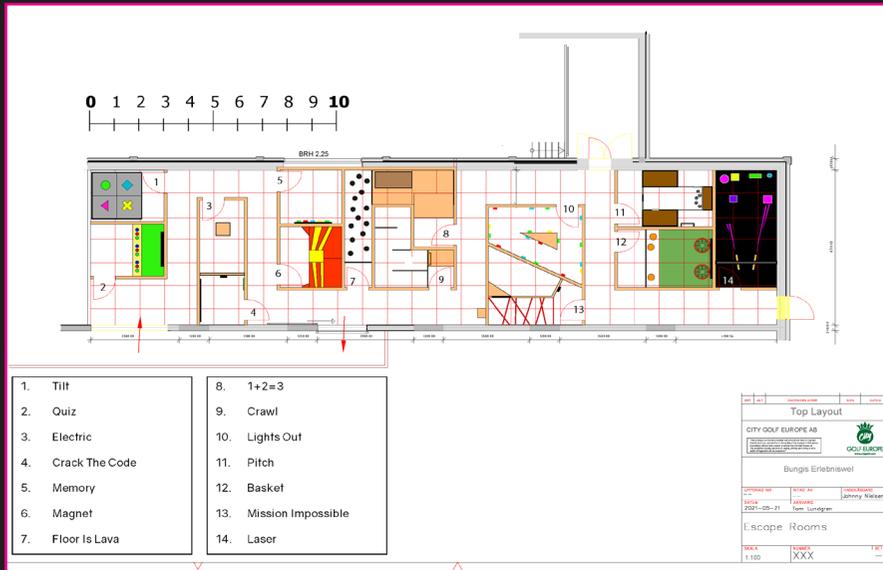
Other requirements prior to installation are:

1. Allocation of approx. 2 m<sup>2</sup> floor space for computer servers.
2. An allocated area with a large display screen for players/guests to view the product promotional video.
3. A computer for staff to register teams and monitor mission rooms.

Rooms must be min. 2,5 m in height. Some interior fixtures are bolted to the floor; it is essential that City is informed beforehand if drilling into the floor is possible/permissible.



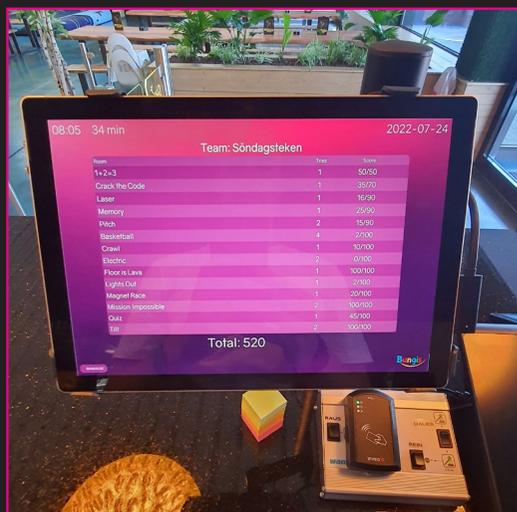
Quest missions are suitable for all age groups. However, for players under 9 or 10 years of age, we recommend that an adult is present in the group. The maximum number of players per team is 4. If the group is larger than 4, they must be divided into two or more teams.



Capabilities, attributes and skills that enable high scoring in Quest Mission Rooms:

- Accuracy
- Quick thinking
- Strength
- Agility
- Problem-solving
- Team play

Quest Mission Rooms at Bungis, Germany. 14 rooms in total.

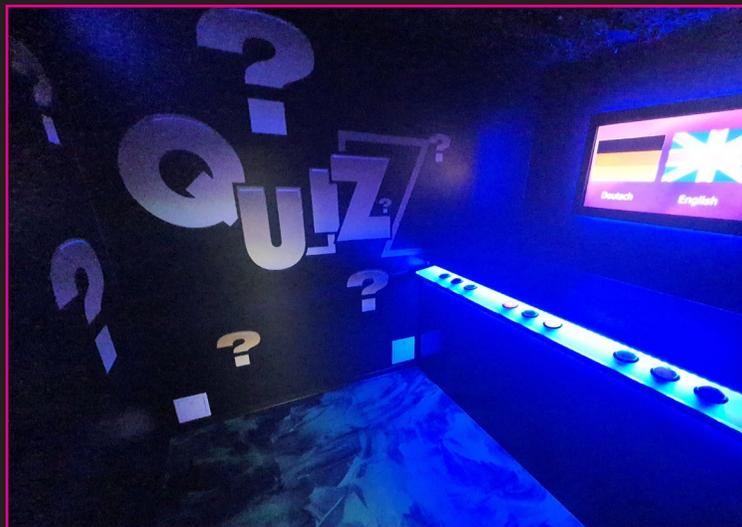


# Mission Rooms

## TILT

**The mission:** Guide the ball through gates using your own body weight and balance, playing against the clock.

**Appropriate abilities:** Accuracy and team play.



## QUIZ

**The mission:** Answer questions at the push of a button, before time expires.

**Appropriate abilities:** Problem-solving and quick thinking.

## ELECTRIC

**The mission:** A screen displays symbols and colours as clues. Find the connection between what appears on the screen to solve the task.

**Appropriate abilities:** Problem-solving and team play.



## CRACK THE CODE

**The mission:** Discover the context and answer with the push of a button, before time expires.

**Appropriate abilities:** Problem-solving and quick thinking.

## THE FLOOR IS LAVA

**The mission:** Avoid stepping on the floor and push buttons in certain combinations to be able to solve the mission, before time runs out.

**Appropriate ability:** Agility and strength.



$$1 + 2 = 3$$

**The mission:** Find and enter the correct code or mathematical number, within a set time limit.

**Appropriate abilities:** Problem-solving, agility and strength.

A mission room with three separate areas.



## MEMORY

**The mission:** Push illuminated buttons that emit sound and light signals, repeating a pattern that develops into a longer loop.

**Appropriate abilities:** Problem-solving and quick thinking.

## TRAFFIC LIGHT

**The mission:** Throw balls through holes to score as many points as possible, before time runs out.

**Appropriate ability:** Accuracy.



## MAGNET

**The mission:** Move balls to the finishing line using magnets, before time runs out.

**Appropriate abilities:** Problem-solving, agility and team play.



## CRAWL

**The mission:** Find hidden buttons located in the room, and then press them within a set time limit.

**Appropriate abilities:** Agility and quick thinking.



## BASKETBALL

**The mission:** Throw basketballs into moving hoops. Collect as many points as possible, within a set time limit.

**Appropriate abilities:** Accuracy, quick thinking and team play.

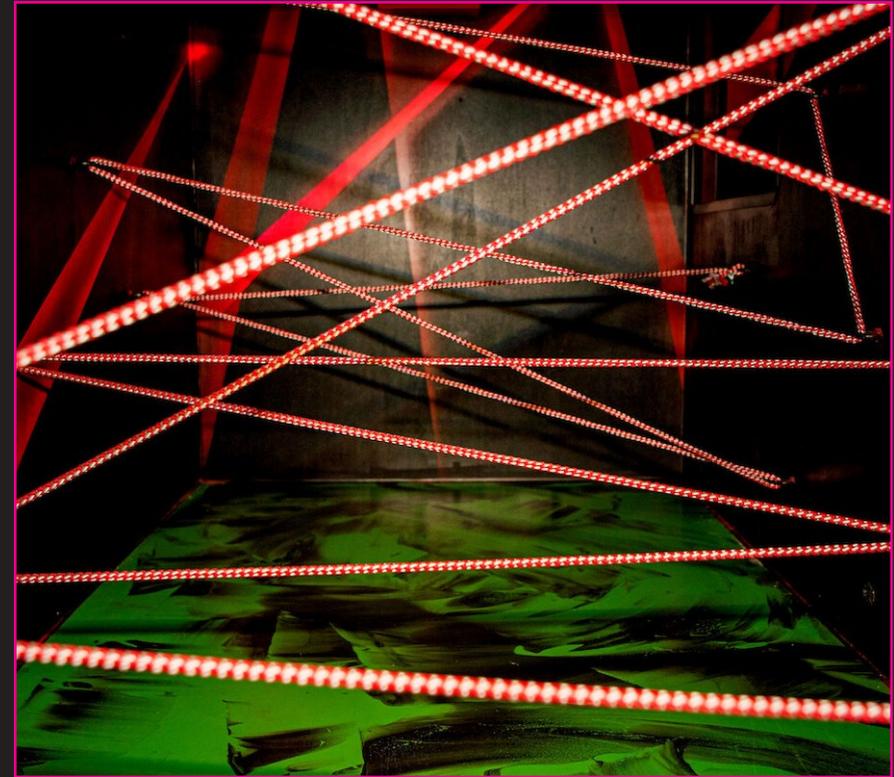


## MISSION IMPOSSIBLE

**The mission:** Find and enter the correct code, within a set time limit.

**Appropriate abilities:** Agility, team play and strength.

A mission room with two separate areas.



## LIGHTS OUT

**The mission:** Find and push illuminated buttons that light up at random.

**Appropriate abilities:** Quick thinking and agility.

## LASER

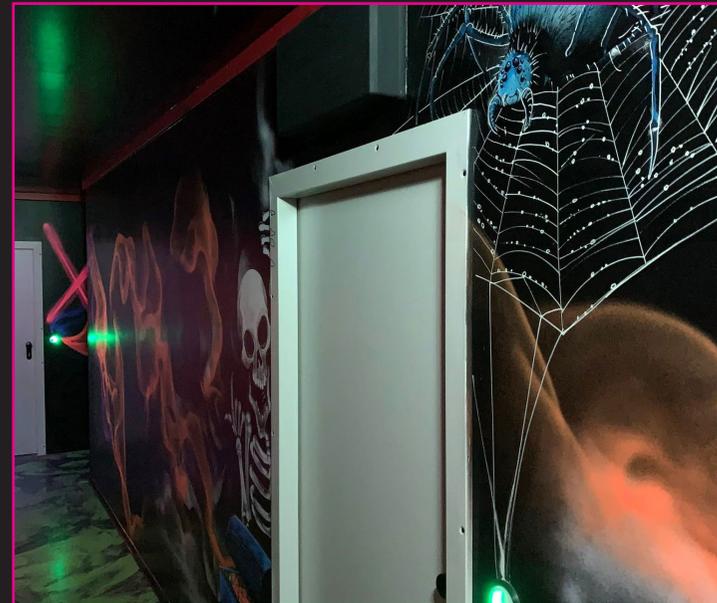
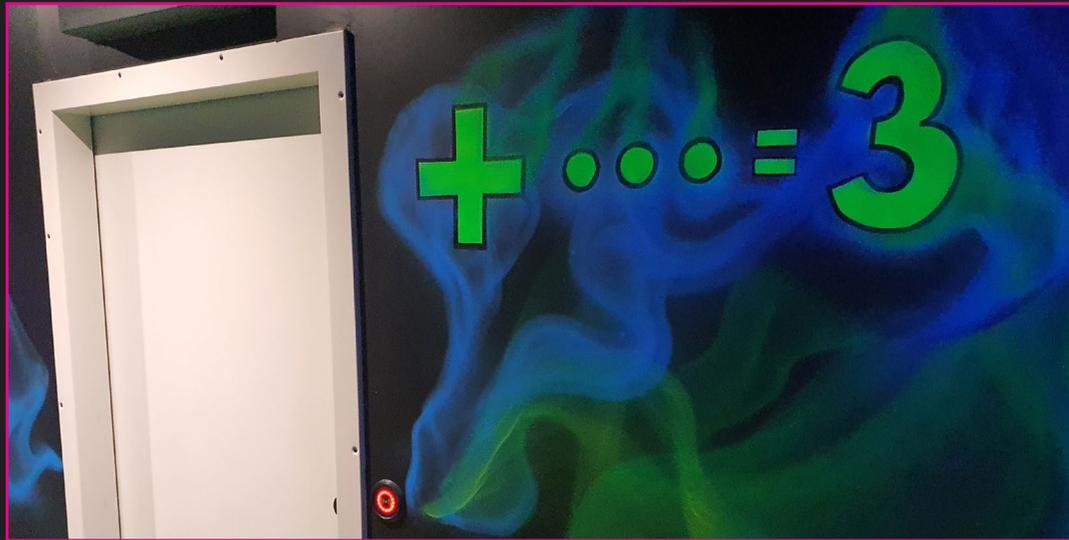
**The mission:** Shoot at targets, which randomly glow green for a few seconds, with a laser gun to score. The room is designed with glow-in-the-dark, neon-lit designs.

**Appropriate abilities:** Accuracy and quick thinking.



# Corridor theming and inspiration

In addition to the theming and amazing designs of individual mission rooms, all the corridors connecting the rooms are custom designed with inspirational graphics and symbols. These give players a hint of what to expect before they enter each room in front of them.



# Easy to have. Easy To play

Quest missions and rooms are determined and designed together with you - our customer. The final version is built to your specifications and customised to the space available.

The big advantage of this product is that it is fully automated. Each Quest room re-sets itself after use, and is ready for the next players to enter. This offers you operational reliability throughout your facility with a minimum of staffing.

## Mission rooms for new Quest projects

Every Quest facility is unique. We design and plan each entity based on your specific needs and preferences.

You can choose from our recommended range of standard Quest rooms or you can specify your own ideas and preferences for room designs and dimensions. You can also select the preferred room sequence and an individual corridor design.

**Step 1:** Contact us directly or request information on our website.

**Step 2:** In the next stage, we will send you a checklist of questions to complete. Based on your input, we will then prepare customised drawings for your Quest facility. If you require changes to our initial proposal, we will alter the drawings and the presentation to accommodate your feedback.

**Step 3:** We will send you the draft agreement after all parts have been agreed in advance.

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Find out more...

View the Quest video on our YouTube channel.



**QUEST. A new product from City Golf Europe**

