

THE ROYAL HEIST



DURATION

90 – 180 minutes
(subject to format and location)



REQUIREMENTS

A main room to fit a screen and all guests seated at a table.



GUEST NOS.

Up to 175 guests



SEE THE EVENT IN ACTION!



URGENTLY NEEDED: A team of consulting detectives with the sleuthing skills of Sherlock Holmes to assist in recovering some stolen valuables – one's Crown Jewels no less! Intelligence from Scotland Yard has revealed that the thieves have hidden these Royal valuables with the intention of selling them on the black market – we need to recover them and fast.

Each team must solve a series of clues to identify specific sites in the local area and then travel to the spots using the skills of navigation. At each of these locations a further fiendish set of cunning questions will require a little exploration and footwork to obtain the answers!

In addition, each teams' GPS tablet will alert them to hidden challenges along the way which help them to piece together the identity of the thieves and the location of the Royal rarities.

With the local area carefully examined, teams head back to H.Q. for an agreed rendezvous where each team views the CCTV tapes released of the heist for further clues and testing of their observational skills!

When the time is up, we will discover Cluedo style which team has investigative abilities to rival Sherlock Holmes and has correctly identified where the Crown Jewels are concealed. **In a finale reveal teams will see the Scotland Yard team attempt to recover and return the jewels to a grateful monarch!**

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THE HEIST

Guests arrive at their venue, are split into teams of three or four guests and handed their lock boxes containing:

- Briefing packs
- Clues, questions and maps
- GPS tablets
- Detective sleuthing kits

The first task is to work out just how to get into the locked box! Once that is sorted your Event Manager will brief the teams on their urgent mission for the day and send them on their way to solve their own real life crime case like Sherlock Holmes...in 'The Royal Heist'.

THE GAME IS AFOOT...

After the briefing, your teams will use their map reading expertise and ingenuity to get their team to their chosen locations as quickly as possible!

Armed with written cryptic clues and hard copy area location maps, each team must use their wits and intelligence to identify the locations where the clues can be answered. Once at these locations and by solving the cryptic clues hidden there, the teams will be closer to their goal...recovery of the Crown Jewels! In addition, breaking updates will be sent to the teams via their GPS tablet, triggered by their proximity to a new hidden clue. These reveal further challenges and instructions to gain crucial information vital to solving the case.

THE FINAL HOUR

In this last part of their mission for the day, brief excerpts from another cunning Crown jewels heist will be shown to each team back at HQ. They will then answer a series of questions relating to the excerpts. This is the ultimate test of observation and memory as no written notes may be taken!

THE END

It's all over and your teams have successfully followed the trail like bloodhounds - but which team has managed to crack the most clues, solve the case and ultimately discovered the hiding place of the jewels? We'll see...

ADD THAT SOMETHING EXTRA...

Bespoke GPS questions - £275 plus VAT

Personalise your Royal Heist to include product, industry or company related questions/ challenges of your own – including cheeky questions about company 'celebrities'!

****Foot based and black cab-based formats available – ask for details!**

