

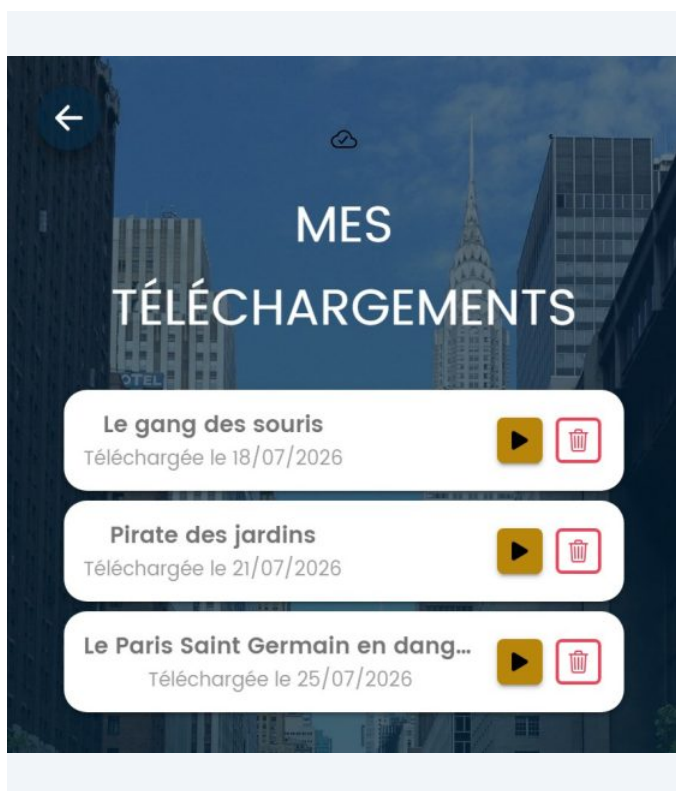


Escape Game City
Presentation brochure

TOURISM AND EVENTS

A game trail to sell or give away, with no logistics

Turn your tour into a treasure hunt: your visitors scan a code, play on their own phone, and you see afterwards how far they got.



10

published games

4.6/5

average rating

309

player reviews

What it changes for you

Sell access directly

You set the price, the game is paid for online and the money lands in your account. No till to run, no stock to manage.

Or hand out codes

Generate hundreds of access codes at once, with an expiry date, and export them as CSV to print or email.

It works with no signal

The trail downloads before departure. Your visitors play deep in a vineyard or down in a cellar, and their progress syncs when the network comes back.

You know where it stalls

Success rate, average time, hints used, and the exact step where groups give up — enough to fix a trail rather than guess at it.

How it works

1. You write the trail

Steps, clues, puzzles, points on the map. You play it yourself in the browser before anyone else touches it.

2. You hand out access

A QR code on a leaflet, a link in a booking confirmation, or a batch of codes left at the front desk.

3. You follow the games

Every game reports back: duration, success, drop-offs. You adjust the trail from one season to the next.

The plan we recommend

Pro

39 € / month

or 390 € per year

- Unlimited private games and access codes
- Full statistics and CSV export
- Your logo on team sessions

The Pro plan lifts the quotas on private games, access codes and team sessions, brings the commission down to 10% and makes your statistics exportable. It is the one that fits an activity running all year round.

The three plans

Feature	Discovery	Pro	Organisation
Price	Free	39 € / month	1 490 € / year
Review turnaround for publication	within 10 working days	within 5 working days	within 2 working days
Commission on public sales	25 %	10 %	0 %

No commitment on the Pro plan. Prices exclude VAT. Commission applies only to games sold through the public catalogue: a free game, or one handed out by access code, is never charged. Stripe card fees remain yours.

Tell us about your project

Tell us which tour you want to turn into a game. We will show you the tool on your own case, not on a generic demo.

Book a demo: <https://www.v2.escapegamecity.com/en/nous-contacter?sujet=pro>

Try it without installing: <https://jouer.escapegamecity.com>