

**WHERE:**

Escape Room Palm Springs  
2500 N. Palm Canyon Drive #B3  
Palm Springs, CA 92262  
1.760.779.8888



# Escape Room Palm Springs

SOLVE PUZZLES



**WHEN: (Rain or Shine)**

April 9, 2018

PROGRAM START TIME: 10:30 AM  
PROGRAM END TIME: 11:30 AM

**COST:**

\$27.00 STUDENT

\$24.00 CHILD GUEST (8 +)

\$26.00 ADULT GUEST

**(one adult per homeschool Family)**

**Registration Opens: February 9, 2018**



**Registration Closes: March 15, 2018 by 5:00 p.m.**

**NO late registrations or refunds will be processed after this date. NO EXCEPTIONS**

- ◆ **NOTE:** If you have multiple Homeschool students, each Homeschool student must be registered for all Field Trips using their own designated flex fund account. Any duplicate orders for the same field trip on one student's account will not be allowed.
- ◆ All students must be accompanied by a registered adult.

*Field Trip Photography Disclaimer:* "Please be advised that photographs will be taken at this event for use on the SCS website, marketing materials, and all other SCS publications. If you do not want you or your child to be photographed please advise the Field Trip Coordinator.

**Special Guidelines:**

- ◆ Space is limited; first serve.
- ◆ No use of membership passes.
- ◆ Recommended for ages 10 and up, but open to ages 8 and older.
- ◆ **Adult registration limited to one per homeschool family.**

**PROGRAM INFORMATION**

This field trip is a unique opportunity for children to learn about critical thinking, logic and deductive reasoning, reading and comprehension, and teamwork through fun, interactive play.

Students will communicate, organize and succeed together among noise, chaos and the pressure of a ticking clock (60 minutes). Using their wits, clues and each other, they will enjoy the victory of success while working in a stressful but exciting environment.

**Students will attend 1 of 4 hands-on Escape Rooms being offered.  
(preferences will be taken the day of the field trip during check-in.)**

**PARKING:** \$ FREE

(subject to change)



**KATHLEEN CRUDO**

EDUCATIONAL FIELD TRIP COORDINATOR

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Your lookout has been casing Last National Bank for months. You and your crack team have been assembled to pull off this caper which will involve sneaking past the bank's high-tech security, hacking your way into a computer, and working out and deciding how you'll break into the vault. Your objective: Get as much loot as you can before the police come and spoil all the fun. Recommended ages 8 and up; maximum 6 players.



The "unsinkable" Titanic is going down. Fortunately, you overheard the captain speak of a hidden life boat at dinner. This may be construed as mutiny but you decide to gather your crew and work your way through Captain Smith's cabin anyway. Discover what secrets Captain Smith has been keeping from the passengers and crew. Recommended ages 10 and up; maximum 16 players.



Merlin's Magic School is in trouble. The entire school was accidentally cursed during a talent show, and only you and your team are able to save everyone by finding Merlin's hidden spell book. In this game you'll have to figure out what to do with magical objects, get help from a magical creature, and work your way into Merlin's secret study. What's in there? Only Merlin knows. Recommended ages 8 and up; maximum 10 players.



In Salem, Massachusetts in the late 1690s, a man & a woman fall in love. But shortly before the wedding, the man finds a magic spell in his fiancée's hand-writing - the spell was to make him fall in love with her by unnatural means. He rejects her & calls off the wedding, calling her an evil witch. "I'll show you an evil witch!" she vows & turns him into a vampire, but that isn't all: he finds his coffin impossible to open! Now it's up to you & your team to uncover the secrets of their love & help the vampire reclaim his coffin. Recommended ages 10 and up; maximum 10 players.