Centre VR

THE LOCKEY

ADVENTURERS

PASSPORT

Your Passport

Free Players & Free Games.

Once you have enjoyed your first real life escape room or virtual reality adventure, this passport should be stamped by one of our team.

Every time you complete an adventure or escape room listed in this passport, one player will be able to play for free on your next one.

Once you have collected 6 stamps in this passport, you will be able to enjoy one complete adventure or escape room, absolutely free.

Terms & conditions apply, please see our web site www.centrevr.co.uk/passport/tcs for details

COMPLETED

How many have you completed?

- ☐ Survival
- ☐ Chernobyl
- ☐ Dagger of Time
- ☐ Medusa's Gate
- ☐ Cosmos
- ☐ Cyberpunk
- ☐ Mind Horror
- ☐ The Prison
- ☐ Case 47
- ☐ Hannibal
- ☐
- ☐
- ☐
- ☐ Jungle Quest
- ☐ Alice In Wonderland
- ☐ Lost Pyramid
- ☐ Christmas
- ☐ Signal Lost
- ☐ Mission Sigma
- ☐ Sanctum
- ☐ House of Fear
- ☐ Ace Ventura
- ☐ The Clown
- ☐
- ☐
- ☐

Survival

Stranded on a desert island

"Survive and find a way to be rescued"

Stay alive, find food, water, build shelter, and find a way to attract attention to effect a rescue.
A challenging and dramatic adventure that requires teamwork.

30 - 60 MINUTES | AGES 7+ | 2-6 PLAYERS

COMPLETED

TIME:

Jungle Quest

A World full of puzzles

"Complete cooperation & coordination required"

Your team must complete a series of puzzles that require understanding and collaboration to enable you to return to our World.

30 - 60 MINUTES | AGES 7+ | 2-6 PLAYERS

COMPLETED

TIME:

Chernobyl

26th April 1986 - Ukraine

"Travel in time to experience this man made disaster"

Visit the city of Chernobyl before, during, and after the disaster in this gripping adventure. History has never been so interactive and immersive.

40 - 60 MINUTES | AGES 12+ | 2-6 PLAYERS

COMPLETED

TIME:

Alice In Wonderland

Our next adventure...

"Enter the world of one of the most famous stories of all time"

Expect the most unexpected and unpredictable adventures yet, with wierd and wonderful characters, and a curiouser and curiouser story.

From Nov/Dec 2020

COMPLETED

TIME:

Prince of Persia

Dagger of Time

"Control time!"

Team up to find a way out of a re-imagined Fortress of Time. Your team must work together to solve puzzles and use the power of time control.

30 - 60 MINUTES | AGES 12+ | 2,3 OR 4 PLAYERS

COMPLETED

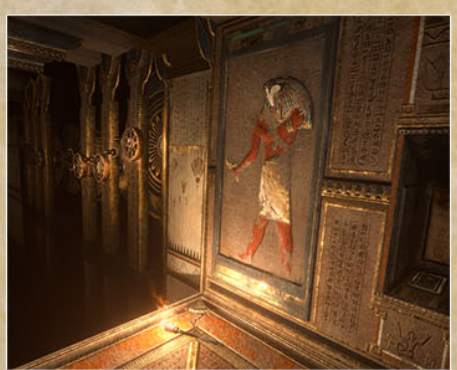
TIME:

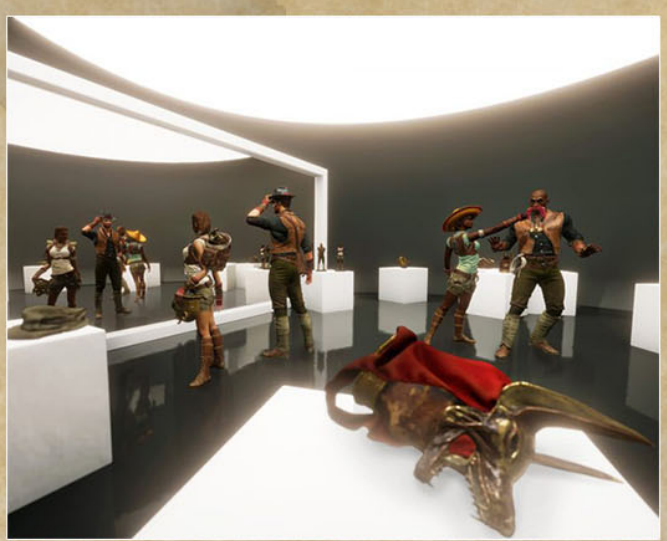
Assassins Creed

Escape The Lost Pyramid

"Indiana Jones style adventure"

Your team must find a way out of the pyramid of Nebka, experiencing a larger-than-life adventure too dangerous and impossible to live in real life.





30 - 60 MINUTES | AGES 12+ | 2 OR 4 PLAYERS

COMPLETED

TIME:

Assassins Creed

Beyond Medusas Gate

"Ride the ship of the Argonauts"

Find a way out of a vast Aegean coastal cave system where the legendary ship of the Argonauts is anchored. Can you sail her to safety?

30 - 60 MINUTES | AGES 12+ | 2 OR 4 PLAYERS

COMPLETED

TIME:

A Christmas Story

Save Christmas

"Experience the joy of Christmas, anytime of the year"

A family fun adventure, in a beautiful setting, ideal for younger children. Can you help Santa and his elves save this Christmas?

30 - 60 MINUTES | AGES 7+ | 2-6 PLAYERS

COMPLETED

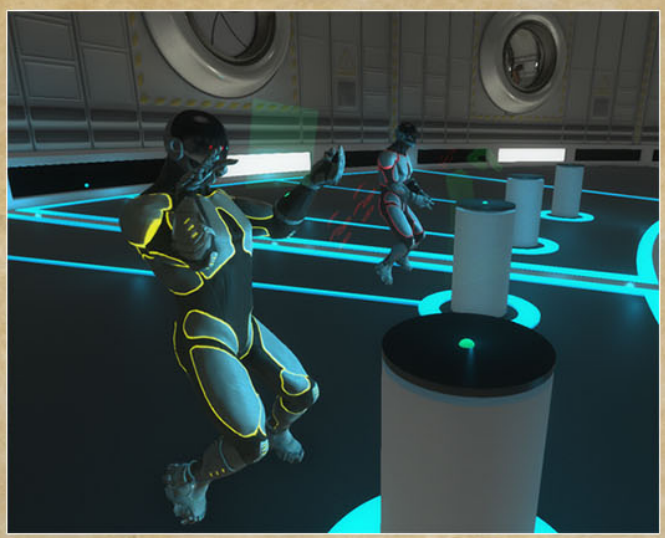
TIME:

COSMOS

A Space Adventure

"Use your hands in this futuristic experience"

Your team are aboard a sabotaged space station and things are not right. You need to work together to fix everything.



40 - 60 MINUTES | AGES 12+ | 2-6 PLAYERS

COMPLETED

TIME:

Signal Lost

Communications Down!

"Where did the crew disappear to?"

Your consciousness will be digitally integrated into the experimental engineer robots. You must restore the station's systems to correct the rapidly decaying orbit that will end in the destruction of the station.

30 - 60 MINUTES | AGES 7+ | 2-6 PLAYERS

COMPLETED

TIME:

Cyberpunk

A Futuristic Heist

"Beam into cyborg thieves of the future"

Your Cyborg team are each equipped with special skills and have decided to steal rare data from the archives of an influential corporation.

40 - 60 MINUTES | AGES 12+ | 2-6 PLAYERS

COMPLETED

TIME:

Mission Sigma

Secret Services

"A nuclear misile is pointing at the city, with a timer!"

Infiltrate the bunker of a terrorist organisation. You and your team must disarm a nuclear missile that is counting down to launch. No pressure!

40 - 60 MINUTES | AGES 12+ | 2-6 PLAYERS

COMPLETED

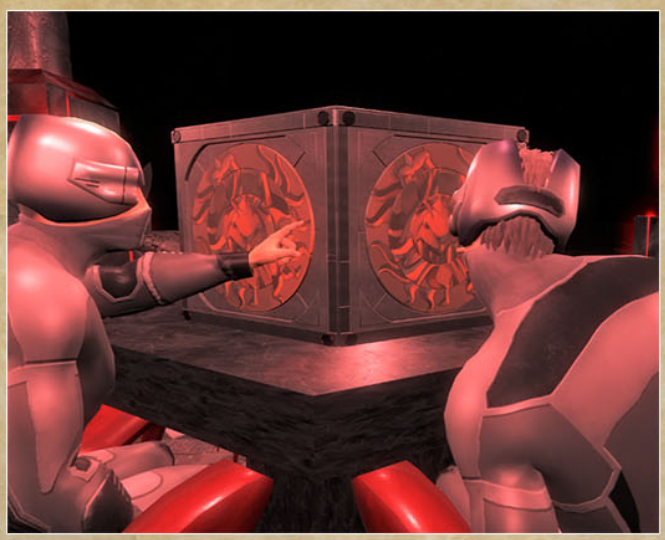
TIME:

Mind Horror

Enter the mind of a maniac

"Use your hands inside this horrific experience"

As detectives you enter the mind of a maniac believed to have kidnapped a child. Complete the tasks to unravel the clues and discover the truth.



15 - 60 MINUTES | AGES 14+ | 2-6 PLAYERS

COMPLETED

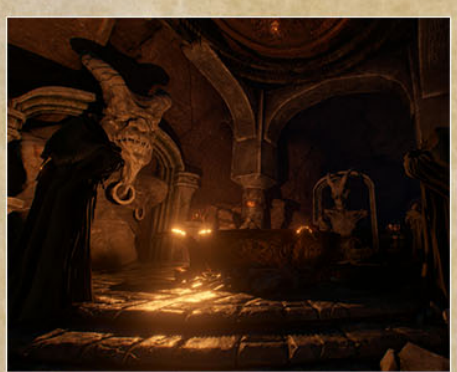
TIME:

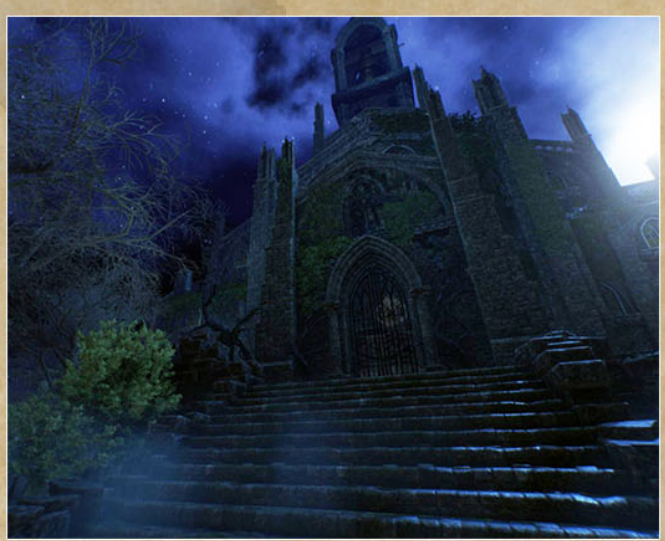
Sanctum

HP Lovecraft's World

"Follow your missing investigative friend"

Discover the chilling secrets of the monastery on the hill, in an effort to rescue your friend. Uncover the truth and save the World!





30 - 60 MINUTES | AGES 16+ | 2-6 PLAYERS

COMPLETED

TIME:

The Prison

Can you escape?

"You've been framed, but this is no TV comedy Show!"

Your friends have their freedom and the escape plan is set. Now you'll need all the courage, all the cunning, and all the luck to get to freedom.

30 - 60 MINUTES | AGES 18+ | 2-6 PLAYERS

COMPLETED

TIME:

House of Fear

The Scariest Experience

*"Be that person from the movie in **that** house!""*

Our scariest experience. A cabin in the woods. At night. No electricity. A chainsaw. Blood on the floor. Are you sure?

40 - 60 MINUTES | AGES 18+ | 2-4 PLAYERS

COMPLETED

TIME:

REAL LIFE ESCAPE ROOMS

Spy Files: Case 47

Good morning Anderson.

"Everyone wants to be a spy!"

Travel back to the 1960's to find the identity of the man behind an elaborate frame, that's resulted in your team being handcuffed in your own offices!

COMPLETED

TIME:

Ace Ventura

Who are you gonna call?

"Bring out the pet detective in you!"

Embark on an adventure like no other. To rescue a precious and sacred bat reveered by two jungle tribes. Where will this trail lead you?

COMPLETED

TIME:

REAL LIFE ESCAPE ROOMS

Hannibal

Please don't eat me!

"You wake up in a cage, and your captor is Hannibal!"

You have 80 minutes until Hannibal returns from the shops with all the trimmings for tonight's meal. You really dont want to stay for dinner!

COMPLETED

TIME:

The Clown

Roll up, roll up!

"This clown won't be making you laugh."

Enter the strangely uncomfortable world of Krusty the clown. Visit Krusty's dressing room to discover his deadliest secrets.

From Sep/Oct 2020

COMPLETED

TIME:

Team Building

Without limits

Take your team building to the next level with an exciting experience that they will remember and enthuse about long after the event.

See close up, how each member of your team performs, whilst being invisible to them, so not distracting them with your presence.

Our wide range of themes and activities means that you will be able to find one that aligns to your aims.
We also have qualified phsycologists available to anaylse the data from each of the teams performance, if required.

For Business

Comprehensive facilities

We welcome businesses and organisations of all sizes for meetings and conferences.

We offer:

- 24 hour availability
- Meeting and conference facilities
- Venue exclusivity options
- Comprehensive presentation facilities
- Tea & Coffee, chilled, filtered water
- Kitchen
- Lockers
- Parking (under cover)
- Disabled facilities
- Corporate packages

Centre VR

01202 878300

www.centrevr.co.uk

centrevr@centrevr.co.uk

Richmond Gardens Leisure and Shopping Centre
Old Christchurch Road, Bournemouth, BH1 1EN

THE LOCKEY

01202 836511

www.thelockey.com

escape@thelockey.com

Ace Ventura/The Clown
2 Yelverton Road, Bournemouth, BH1 1DF
Spy Files: Case 47/Hannibal
35 The Triangle, Bournemouth, BH2 5SE