

24 June 2020

Escape Hunt plc
("Escape Hunt" or the "Company")

Launch of Remote Escape Room Experiences

Escape Hunt plc (AIM: ESC), a leading operator of escape rooms in the fast-growing experiential leisure sector, is pleased to announce that it has launched remote versions of its most popular 5* rated escape room experiences ***Doctor Who: Worlds Collide*** and ***The Fourth Samurai*** via remote platforms.

In this brand-new remote experience, friends, families and colleagues can come together via Zoom and play Escape Hunt's physical escape rooms - ***Doctor Who: Worlds Collide*** and ***The Fourth Samurai*** - from their own homes. Customers will take control of a real-life expert games master, move them around the physical room, find hidden clues, solve puzzles and battle to escape before time runs out.

Both games are charged per game on an hourly basis and are suitable for 1 to 6 players over eight years old. For more information access: <https://escapehunt.com/uk/play-at-home-games/>

Richard Harpham, Chief Executive, commented: *"We are delighted to be expanding our range of 'at home' experiences with remote play games. Initial trials of the games have been extremely successful and it is fantastic that now, using technology, we can give people the opportunity to play our popular physical escape rooms in their own homes."*

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Notes to Editors

About Escape Hunt plc

The Escape Hunt Group is a global leader in providing live escape-the-room experiences with a network of owner-operated sites in the UK and a global network of franchised outlets in six continents. The Company was re-admitted to AIM in May 2017 and has a strategy of creating high quality premium games and experiences, which incorporates branded IP content. (<https://escapehunt.com/>)

In ***Doctor Who: Worlds Collide***, a tear in space and time has been detected and the Cybermen are about to break through! In the offices of ChronosCorp HQ, where eccentric billionaire Alastair Montague's efforts to develop commercial time travel have caused a tear in the fabric of space and time, the Doctor's friends must investigate the incident. The remains of Montague, his prototype time engine and his extensive collection of time-related artefacts are all there to work with. The fate of the universe is at risk. Take too long and the human race will be "upgraded".

In ***The Fourth Samurai***, to win freedom, the mind must be sharper than the sword. Teams step into ancient Japan as highly trusted Samurai warriors, where the imperial emperor orders them to defeat the evil warlord Tanaka Masamune. But Tanaka is no ordinary enemy; he is protected by a powerful curse that makes him invincible to even the strongest warrior. The only way to beat him is to steal the magic stone from the handle of his sword. Teams have one hour to break free and complete their mission!

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