

# HOMEPAGE (Desktop)

Most of the homepage should look the same as our current one – the only changes being:

1. Adding a Number Counter somewhere before or after the badges (see “Homepage (Mobile)” design page)
2. The Games CTAs
3. Escape Masters section



Not sure about the CTA design or layout, but this is where the games should go

## ESCAPE MASTERS

These games are meant to be played. Complete any 4 of our escape rooms to become an ESCAPE MASTER, granting you exclusive perks:

- Unique code for 20% off ALL future games
- Permanent Victory Photo on our Wall of Fame
- Exclusive Access to our Secret Escape Master Game


Would like a standout section above, to discuss the “VIP Status” and benefits we call Escape Masters.


The rest of the webpage can stay the same





# HOMEPAGE (Mobile)

CHAMBERS GUARANTEE: 100% PRIVATE GAMES  
(We will never group you with strangers.)












#1 Top Rated  
Locally-Owned  
Escape Room


From over 1,500+ player reviews on  
[Google](#), [Yelp](#), [TripAdvisor](#)









35,036  
Players  

(icons) 


11,240  
Games  


1,573  
5-Star Ratings  



CAN YOU ESCAPE...


...IN 60 MINUTES?

Chambers Escape Games brings the most immersive, high-tech, and cinematic games as the best escape rooms in Honolulu! Test your wits, skill, and teamwork as you race against the clock in the most exhilarating real-life adventure you will ever play!




FIND THE  
CLUES







SOLVE THE  
PUZZLES



ESCAPE!





CHOOSE YOUR GAME

We offer two types of escape rooms:

Live-Action & Virtual Reality

Both have immersive environments, engaging puzzles, and cinematic multiplayer gameplay.

Which will it be? Take your pick!

Game Carousel (Similar to the model website)

View All Games

ESCAPE MASTERS

....



# Games Page (Desktop/Mobile)

Their site:

Prison Break

CELL 1

Complete your daring escape!

up to 8 players | 9 / 10 difficulty

Learn More

The Depths

You're not alone in these waters.

up to 8 players | 7/10 difficulty

Learn More

The Heist

Recover a priceless painting!

up to 8 players | 8/10 difficulty

Learn More

Special Ops: Mysterious Market

Trust no one. save everyone.

up to 8 players | 8 / 10 difficulty

Learn More

Gold Rush

Find the gold!

up to 8 players | 7/10 difficulty

Learn More

Playground

Rule the school!

up to 12 players | 6/10 difficulty

Learn More

Our site:

Virtual Reality Escape Rooms

If you thought live-action escape rooms were fun, wait until you try our virtual reality escape rooms! We utilize some of the most advanced VR equipment and technology available to create a truly immersive and interactive experience. Our games are team-based and free roam — meaning you and your group are able to play together in the same space, completely untethered by wires or cables. Jump, duck, crouch and pass things to each other in a virtual space that maps right on to the physical one. Our games feel so real, you won't believe you never left the room...

IMPORTANT INFO:

Must be 48 inches / 4 feet tall to play

Not all glasses fit in headsets (see FAQ)

TAP FOR OVERVIEW

BOOK NOW

More Info

TAP FOR OVERVIEW

BOOK NOW

More Info

TAP FOR OVERVIEW

BOOK NOW

More Info

ADD-ON GAMES

Hospital of Horror

0:00 / 0:45

⏮ ⏪ 🔊 ⏩ ⏭ ⋮

Add it to your VR game at checkout!

Laserbots

0:00 / 0:31

⏮ ⏪ 🔊 ⏩ ⏭ ⋮

Add it to your VR game at checkout!

Notes:

- We will have 8 games, so need 8 CTAs
- Mobile-optimized photos = good
- I like our “Tap for Overview” method – let’s keep that!
- Need to find a good, elegant solution for the buttons – right now ours are not very aesthetic, and too cumbersome (especially on mobile).
- Will keep the section for “Add-On Games” at the bottom

Overlay text:

- Title
- Overview
- Player Count
- Stages
- Difficulty



# Game Info (Desktop/Mobile)

**Their site:**

The Escape Game > Honolulu > Escape Rooms > The Heist

The Heist

up to 8 players

8/10 difficulty

60 minutes

360 room view

60 Minutes to Complete a Successful Art Heist

Attn. Agent, your mission should you choose to accept it: pull off the ultimate museum heist. A priceless Monet painting has recently gone missing from the Barclay Museum of Historical Art. We have reason to believe it's been nabbed by the museum's curator, Vincent Hahn. Your mission – slip through the museum galleries undetected, break into Hahn's office, recover the painting, and high-tail it out of there before he returns!

The Heist is the second escape room we released and it still remains one of our most popular games to this day!

View Game Times

Have a large group? Contact events team.

The Heist Official Trailer - The Escap...

Search Watch later Share

More videos

0:47 / 1:03

CC YouTube

Watch the The Heist game trailer

**Our site:**

Space Station Tiberia

↓

TRAILER

PHOTOS

OVERVIEW

Hurling through orbit, Space Station Tiberia is on a mission to intercept a 'planet killer' meteor on a collision course with Earth. Moments ago, the station was struck by an intense radiation storm. Restoring functionality to the station and the anti-meteor laser array is the only thing between the human race and complete extinction. Are you up to the task?

BOOK NOW

Difficulty

Intermediate

Time Limit

60 Minutes

Group Size

2-5 Players

Reviews

We had a blast! We did the space station puzzle and this is definitely a different experience from a typical escape room. Our game runner Kantos was very helpful in explaining how to operate the system and troubleshoot as needed.

**Notes:**

- Their layout is more elegant, and has a larger footprint for video and photos. Also much, much better designed for mobile.
- Need a cleaner way for us to depict “Difficulty” “Group Size” and “Stages” (instead of “Time Limit”)
  - *Note: They have it as part of the header photo, which is good for mobile.*
- Ideally we would have each of our “Game Info” pages uniquely themed to each of our games (e.g. space, underwater, fantasy...)... but for this project, you can either:
  - A) Do one themed page, as a sample
  - B) Keep a uniform theme to apply to all of the games