

# SAVE MANKIND from the Epidemic!

A unique team-building app that enhances team spirit and co-operation

- \* from 2 to 15 Teams, up to 105 participants
- \* analog and digital game tools with Augmented Reality
- \* follow-up by an experienced psychologist & HR Consultant



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**We take gamification seriously**



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# The Storyline

A wave of new dangerous infections is setting the world on the brink of disaster. Professor Robert Sens and his team was abducted 2 weeks ago. In addition to this six of the worst mutations of the Ebola virus were stolen from his lab. Now the spreading of these viruses have been reported among the world. The epidemic is spreading unceasingly. The WHO (World Health Organization) haven't been able to work out which of the 6 viruses it is or create an antidote to stop this epidemic.

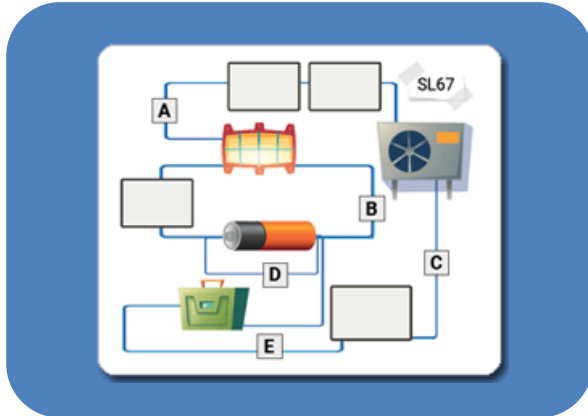


Agent Smith from WHO sends several teams to the laboratory in order to try and decrypt the viruses and create a suitable antidote. After a briefing the teams must enter the lab in order to look for clues.



# Applications

This modern game concept is suitable for team-building activities for small enterprises as well as large corporations and event agencies. Time limit can be set to 60 or 90 minutes within the CMS.



## Game mechanics

In order to work out which virus it is and to create an antidote different riddles and puzzles must be found and solved.



## Target group

Each team must work out which of the Ebola viruses is causing the epidemic and create an individual antidote in order to stop it. Due to the integrated notification system the game is suitable for both beginners and professionals.



## Location independent game

The laboratory is integrated into the game and it will be shown in the app as its own individual map, but also in printed format. Therefore the game could be played indoors as well as outdoors without having to change any settings.

Riddles and hints are also hidden in the map of the laboratory and in the app just like in an escape room.



## Resources & Tools

Prof. Dr. Sens' briefcase is complete with various tools that are needed to solve tasks and to play the game successfully. In addition to this the players will receive security badges. The MHHC (Mobile Human Health Controller) will also be needed, however this is found within the app.

# Game mechanics

## Discover and experience



The virtual laboratory and the analogue elements in the briefcase invite you to both discover and experience. Hints must be sought and attention must be paid to detail. Augmented reality and scientific phenomena all contribute to an unforgettable AHA! moment.

## Riddles and deciphering



The different tasks challenge the participants in different ways. The antidote can only be found with a lot of team spirit. In order to do this codes will have to be cracked, connections will have to be found and puzzles will have to be solved.

## Storytelling



During the briefing by Agent Smith the participants will become part of the story, each taking on a role of Dr Sens' lab team. Throughout the game these roles will become increasingly important. The constant increasing of people becoming infected and the time slowly ticking away creates a tension that all comes to an end with the use of a grand finale.

## Role allocation

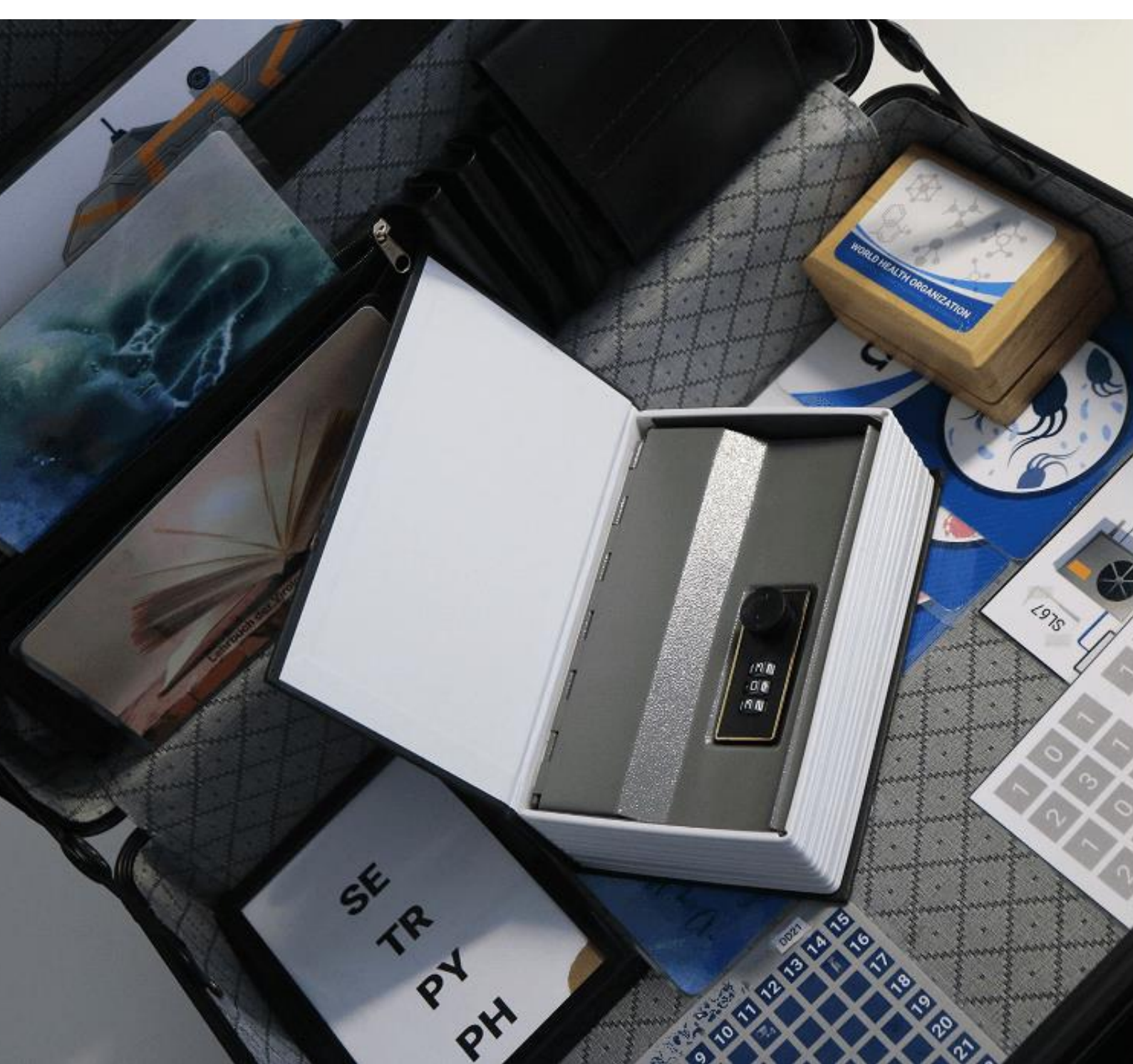


Each of the participants will receive one of the 7 security badges belonging to one of Dr Sens' team. Every participant then has their own skills and clues that will be needed in order to complete the mission. In order to achieve their goal the participants must work together.

## Hint system



The fully automated hint system offers simple or advanced hints for each puzzle and riddles thus helping teams when they are stuck. However if the participants choose to use these hints it costs valuable time resulting in the number of infected people increasing.



If you are interested in our unrivalled team-building application or have any questions, please contact us for a free consultation.



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