

# **TIME** **MISSION**

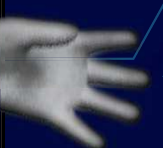
Stand-alone or part of a larger entertainment complex.

# TIME MISSION

Time Mission represents an innovative **mission room experience**, also known as challenge rooms, interactive game rooms, or immersive game rooms.







At each Time Mission venue, you'll discover **20 to 40** distinct rooms, each referred to as a **portal**. These portals present unique games set in different themed environments, putting your intelligence, strength, coordination, and speed to the test.

Scan to  
Watch



Time Mission  
30 Second Intro



Time Mission  
Briefing Video

Participants are equipped with RFID key bands, granting them access to these thrilling portals. Teams, comprising **2 to 5** individuals, are assembled to take on these missions. The gameplay for each portal lasts from **1 to 5 minutes**, and typically, participants engage for a total of **90 minutes**. After the adventures, teams receive their final scores via email.

The beauty of Time Mission lies in its **flexibility**. If your team doesn't conquer a portal on the first attempt, no worries! You can **replay** it as many times as you desire. This **versatility** makes Time Mission an excellent choice for corporate team-building exercises, family outings, and memorable party experiences.

“

*Literally,  
my new  
**favorite** place!*

”

“

*It's a great time for **all ages**. We  
have been in groups with kids as  
young as 7, teenagers, and adults.  
Each time has been a ton of fun!!!*

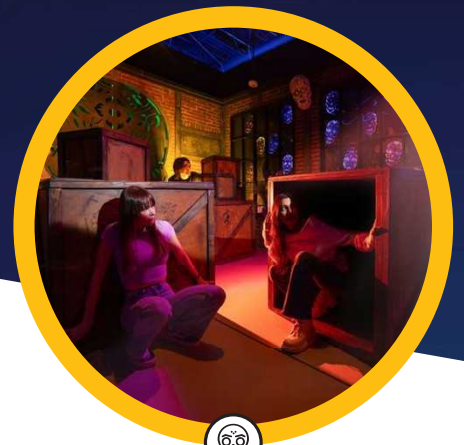
”



*Castle Conquest*



*Orbital Pit*



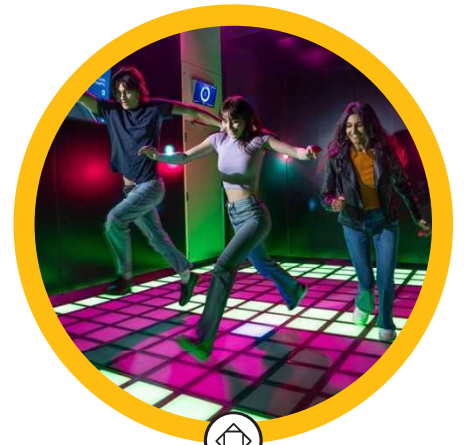
*Head Hunter*



*Pirates Attack!*



*Server Heist*



*Magma Mayhem*



“I **promise** you, this is unlike any other experience around!”

“I can imagine this would be a great **team-building** experience for coworkers, friends, or family. I can't wait for my next trip!”



Machine Gut



Jungle Temple



Orbital Relay



Lovecraft Circle



Private Eye



Submarine Plunge





Jungle Temple

“

My team had a great time! The variety of rooms and activities was **impressive**—everything felt **creative** and **unique**. The only downside was that a few rooms were a bit confusing to navigate. That said, **Michael** was an **outstanding host**—funny, helpful, and a big part of what made the experience so enjoyable.

- Pamela



”



Castle Conquest



Orbital Pit



Magnifying Glass



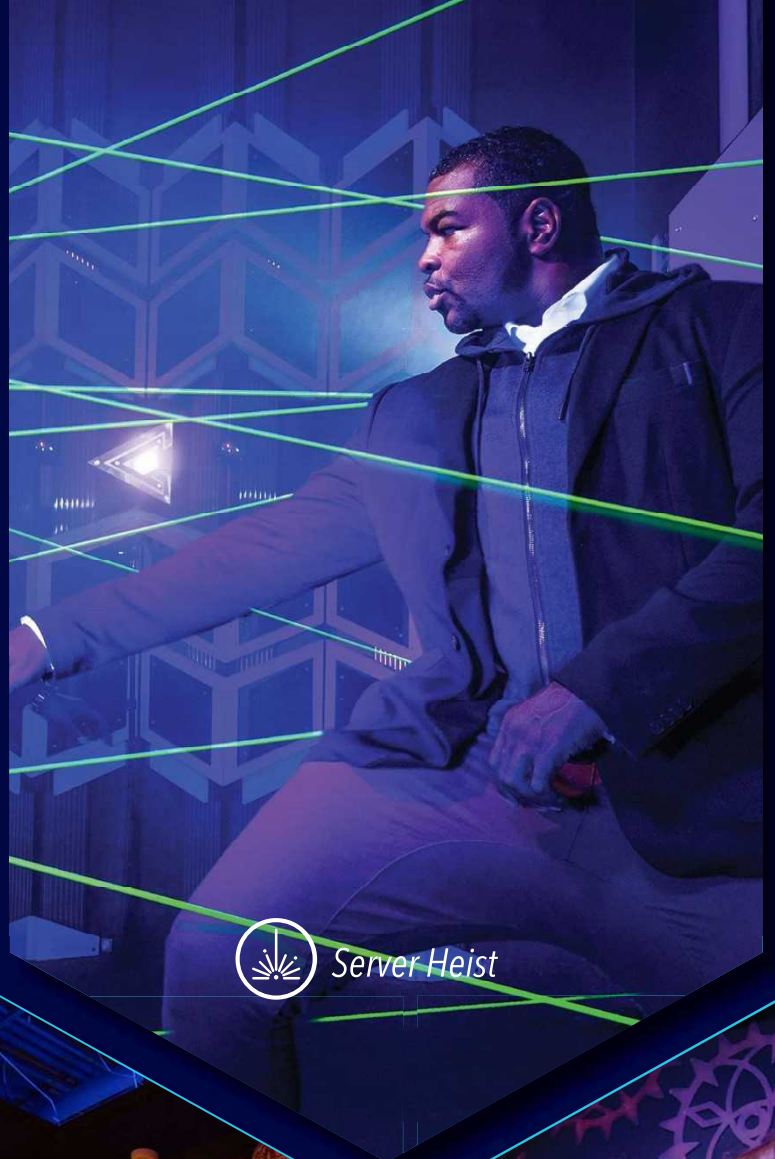
“

Easily one of the **best activities** that is fun for any type of group! Whether it's very physical or a brain teaser, each room has a concept that requires **unique approaches** and **teamwork**

- Amante



”



Server Heist



Zumba Mayhem

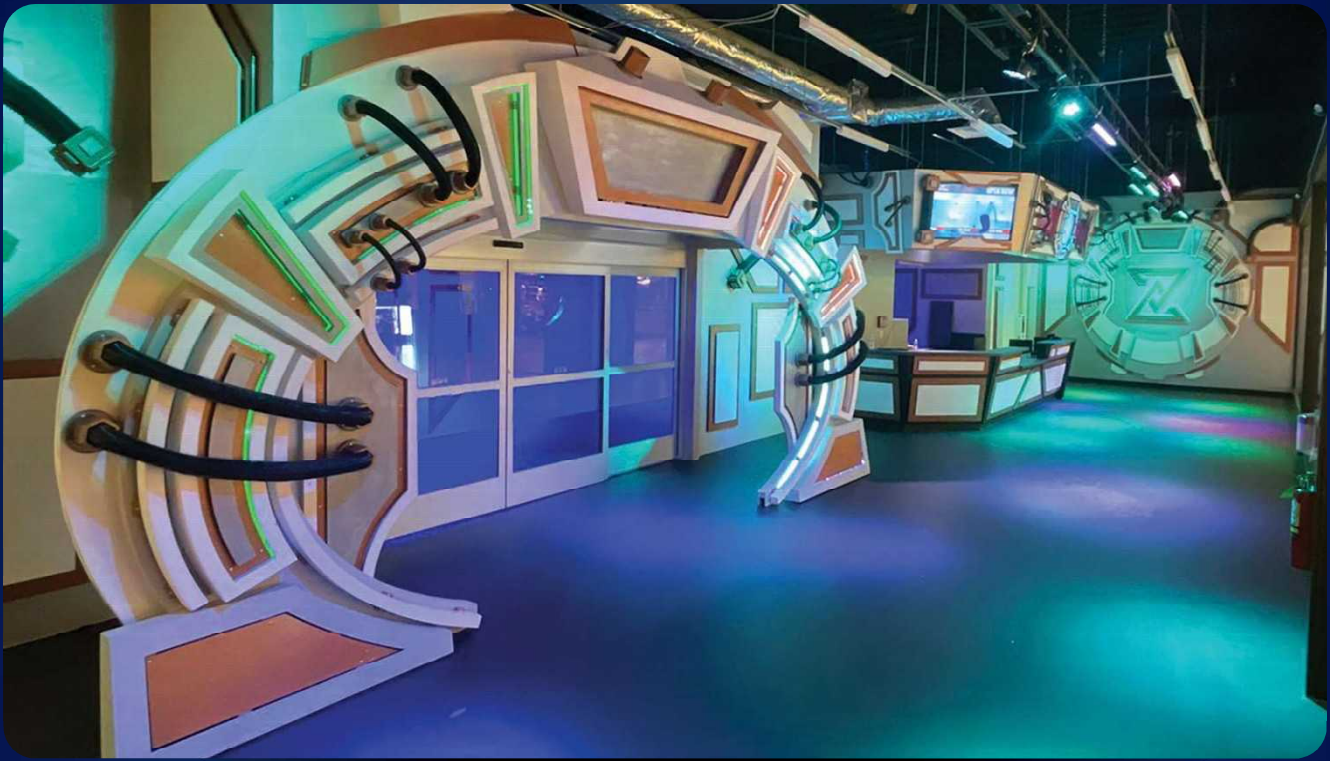


Head Hunter



Machine Gut











# CENTRALIZED SCORING



## RELIABLE SOFTWARE SUITE

Software includes features for flawless operation, reporting and maintenance.

API connections available with different POS and booking systems.





# SCORECARDS BY EMAIL



MANASSAS

PORTAL NAME	HIGHSCORE	ATTEMPTS
-------------	-----------	----------

Alien Awakening	39	1
Artificial Intelligence	0	0
Big Bang	65	1
Control Room	100	1
Egyptian Tomb	56	3
Element Zero	40	1
Flash Back	100	1
Glitch Matrix	15	1
Head Hunter	20	3
Koi Gardens	100	1
Looking Glass	40	1
Lovecraft Circle	75	2
Machine Gut	0	0
Magma Mayhem	0	0
Martian Greenhouse	50	2
Mayan Court	76	1
Orbital Pit	80	1
Orbital Relay	0	0
Paleontologist's Study	9	1
Persian Palace	50	1
Piano Piano	35	2
Pirates Attack!	87	1
Private Eye	4	1
Server Heist	53	1
Submarine Plunge	50	4
Tartarus Abyss	0	0

Travel Date: 04-20-2025 04:16 PM  
Travel Time: 90 Minutes

**Team Name:**  
Sane Falcons

**Team Players:**  
John Snider  
Li Li  
Pamela Rodriguez  
Alberto Rodriguez

**PORTALS PLAYED** 21/26  
**TOTAL ATTEMPTS** 31  
**TOTAL SCORE** 1144

**YOU EARNED THE TITLE**

Key Master  
1040-1559

## TOP 10 TEAMS OF THE DAY

1. Frosty Hamsters	1436	(21/26)
2. Sincere Beetles	1244	(21/26)
3. Loud Rhinos	1164	(17/26)
4. Sane Falcons	1144	(21/26)
5. Academic Flies	1114	(19/26)
6. Distinct Owls	1113	(22/26)
7. Discreet Hippogriffs	1001	(20/26)
8. Clumsy Zombies	939	(16/26)
9. Frosty Wolverines	924	(14/26)
10. Chaotic Pigs	883	(18/26)

### Best Team of last 30 days:

Lucky Geckos 1996 (24/26)

### Best Team of last 365 days:

Spotless Jellyfish 2093 (24/26)

# STANDARDIZED PORTAL SIZES

9 Standard Room Sizes (in meters)



2x3



2x4



3x3



3x4



3x5



3x6



4x4



4x5



4x6



10 feet high

No on-site construction

Installation &  
assembly 6-8 weeks





# A COMPLETE PACKAGE



## SAFETY FIRST

Our portals always **open from the inside** with a regular lever

Only an active team or staff member can **enter** the portals by tapping their **RFID bracelet** on the reader next to the door

The software can be **connected** to a **fire alarm**, so in case of an emergency, all the games and music will stop automatically



## ROOM STRUCTURES

Powder-coated steel frame (**ISO 12944 Certified**)

Polyurethane Foam wall panels (**Class A fire rating**)

We offer a range of **9 standard sizes** for our game area, from 2m x 3m to 4m x 6m



## DECOR

Immersive, **artistic**, and mind-blowing designs

**Built to last** with minimal maintenance required

Futuristic reception and hallway to **enhance the customer experience**



## SOFTWARE

Reliable and robust system to ensure **smooth operation**

User-friendly and **lightning-fast** to enhance the customer experience

Integrated with smartwaiver and several booking systems to make it **easy for customers** to reserve their experience



## ELECTRONICS

**Custom-built** circuit boards to ensure optimal performance

Industrial UL listed components for **safety and reliability**

Testing protocols and manuals to ensure **quality control** and **customer safety**



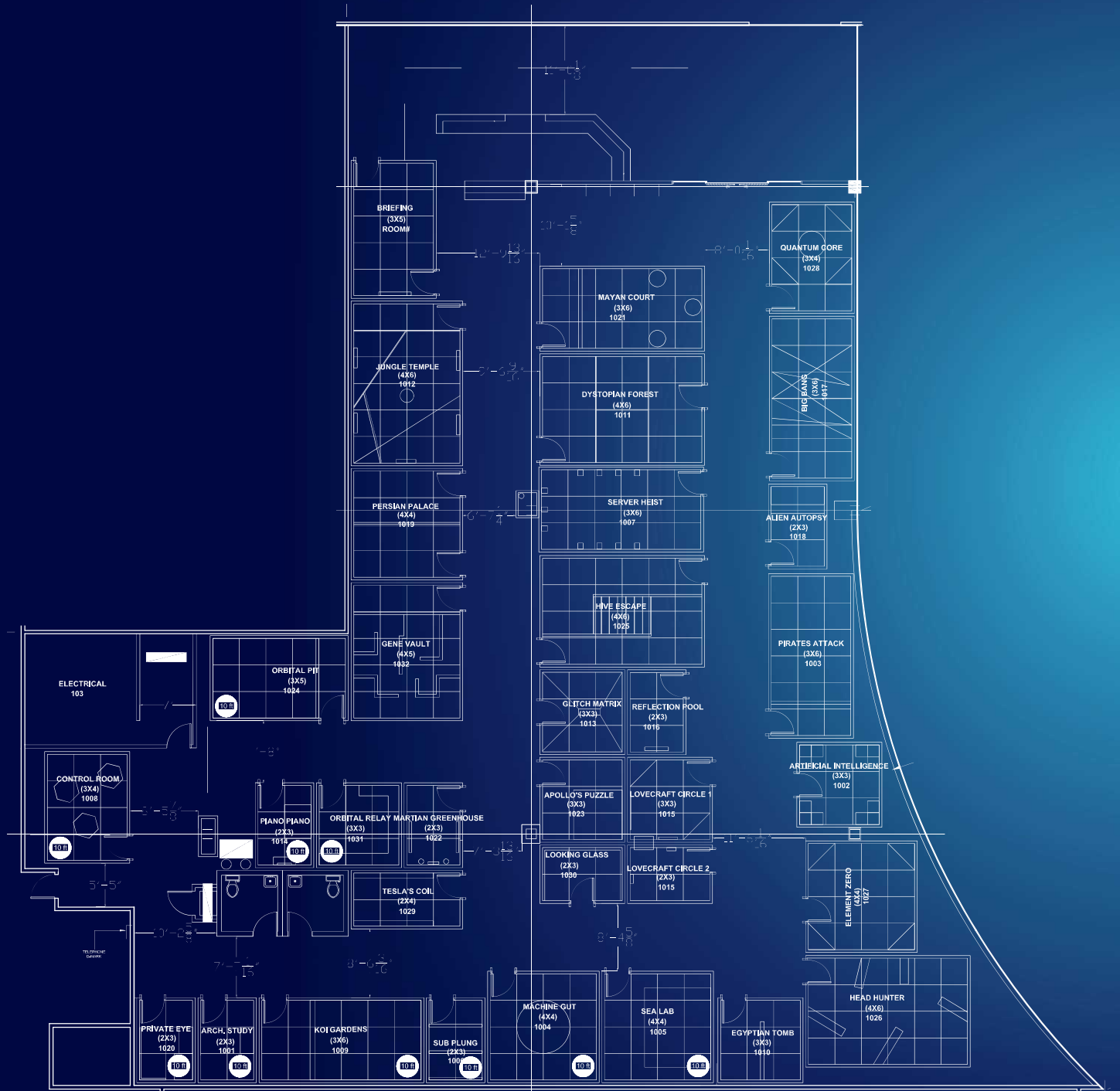
## NETWORK

Ultra-fast gigabit network for **optimal connectivity**

Intelligent **infrastructure** with **each portal having its own switch** for better control

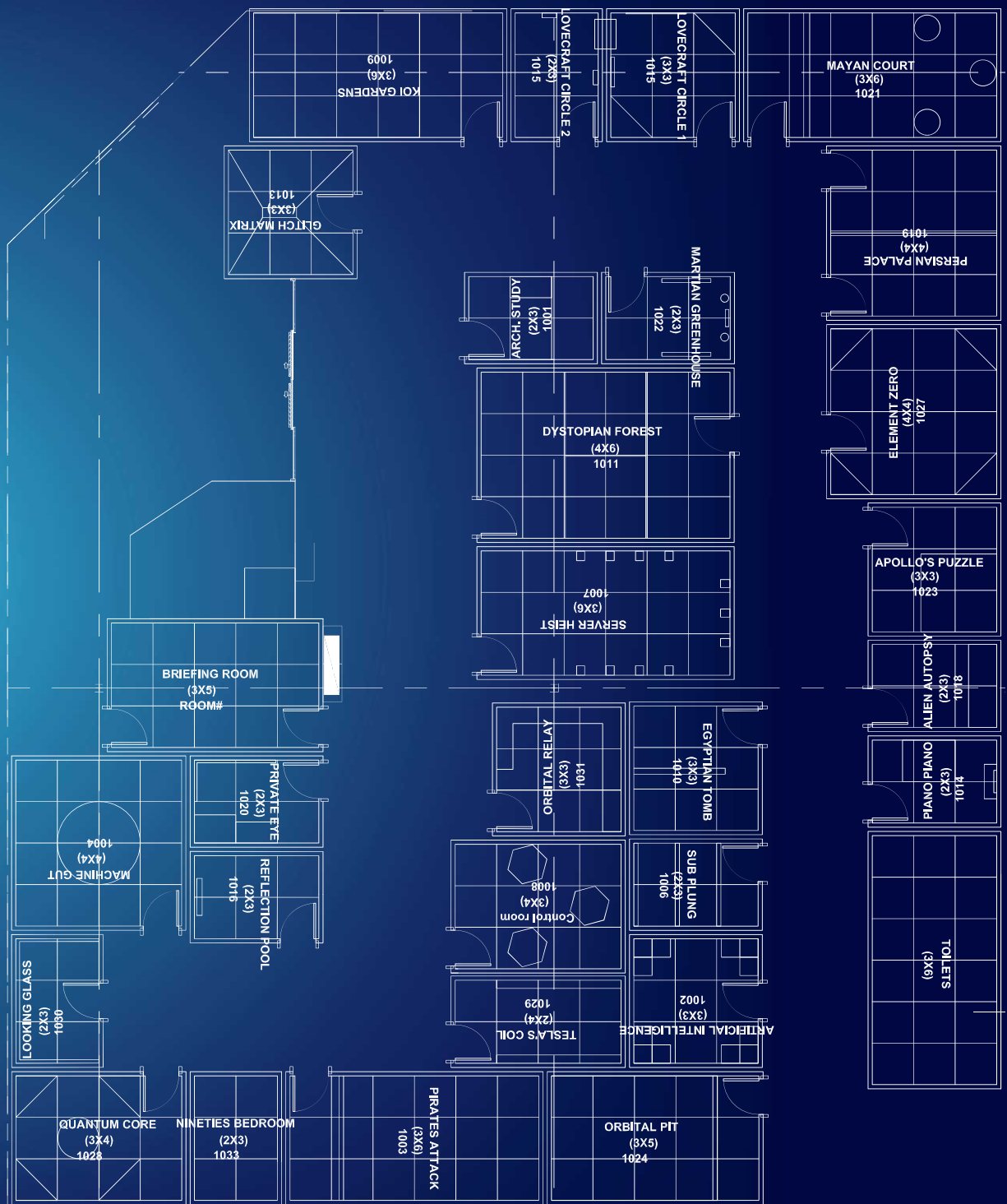
Set up for remote support to ensure **quick response times** and **minimal downtime**

# 32 ROOM FLOOR PLAN EXAMPLE





# 27 ROOM FLOOR PLAN EXAMPLE



# IN THE NAME OF THE GAME

60%

## SKILL GAMES

These games require precision, hand-eye coordination, and quick reflexes. You'll need to **move your body** and **focus your mind** to complete these challenges successfully!

20%

## PHYSICAL GAMES

These challenges are specifically designed to test your **endurance**, **strength**, and **fitness** levels. Expect to climb, jump, and run your way to victory!

20%

## "BRAIN" GAMES

These games are specifically designed to **test** and challenge your **mental** abilities, including problem-solving, critical thinking, and logic.

## 2 GAME MODES

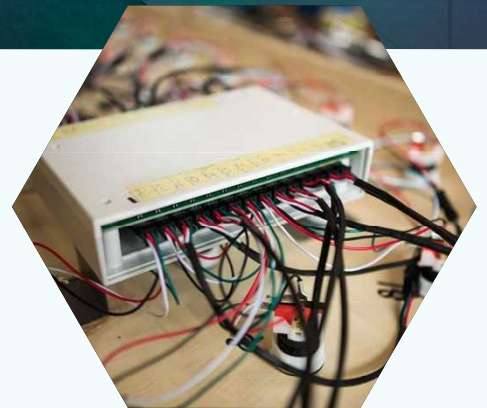
ACTION  
MODE

**Action Mode:** Fast-paced challenges, quick reflexes, and physical agility with high-energy and excitement.

PUZZLE  
MODE

**Puzzle Mode:** Solve intricate puzzles, unravel mysteries, and embark on a thought-provoking adventure that tests your problem-solving skills.





## CONTINUED INNOVATION

Our commitment to **innovation** and developing **new concepts** remains a top priority at Time Mission. We are constantly seeking to enhance the **customer experience** and provide new and exciting challenges for our players. Our team of creative designers and engineers work tirelessly to develop **cutting-edge** games.

Our game rooms come in **9 standard sizes**, ranging from 2x3 to 4x6 meters. This allows for easy replacement of games with new ones of the same size, ensuring a consistently innovative and engaging experience for our customers. We are committed to regularly **developing** and introducing **new games** and concepts to keep your customers coming back for more. With our standard room sizes, we can quickly adapt and **rotate games** while maintaining a high level of quality and excitement.

# INVESTOR HIGHLIGHTS

## HIGH **REVENUE** POTENTIAL



Fun for all ages (6+)

100-160 players / hour

Ticket price: \$25-\$40 pp.



## LOW **COST** STRUCTURE

### Low Staff Requirements

**No staff** is required **inside** the game as every portal resets itself like an arcade game.

Players can access a **touch screen** outside each portal for tips, reducing the need for staff interaction.



### Low Square Footage

When compared to activities like karting and bowling, our game area requires **minimal square footage**. Without reception or other amenities, each portal and hallway requires only 260 sq. ft. of space average.



### Minimal Maintenance

Our games are designed with **durability** and **longevity** in mind, requiring minimal maintenance.

Any employee can perform **basic repairs** if needed.



# 20-40 PORTALS

Number of Portals	Revenue at Full Capacity	Square Footage Game Area (Excl. Reception)	Number of Staff Members (Slow Time)	Number of Staff Members (Busy Time)
20	~ \$2,000/hr	~ 5,000 sqft	1	1-2
25	~ \$2,500/hr	~ 6,000 sqft	1	1-2
30	~ \$3,000/hr	~ 7,000 sqft	1	1-3
35	~ \$3,500/hr	~ 8,000 sqft	1	2-3
40	~ \$4,000/hr	~ 9,000 sqft	1	2-4





CANADA

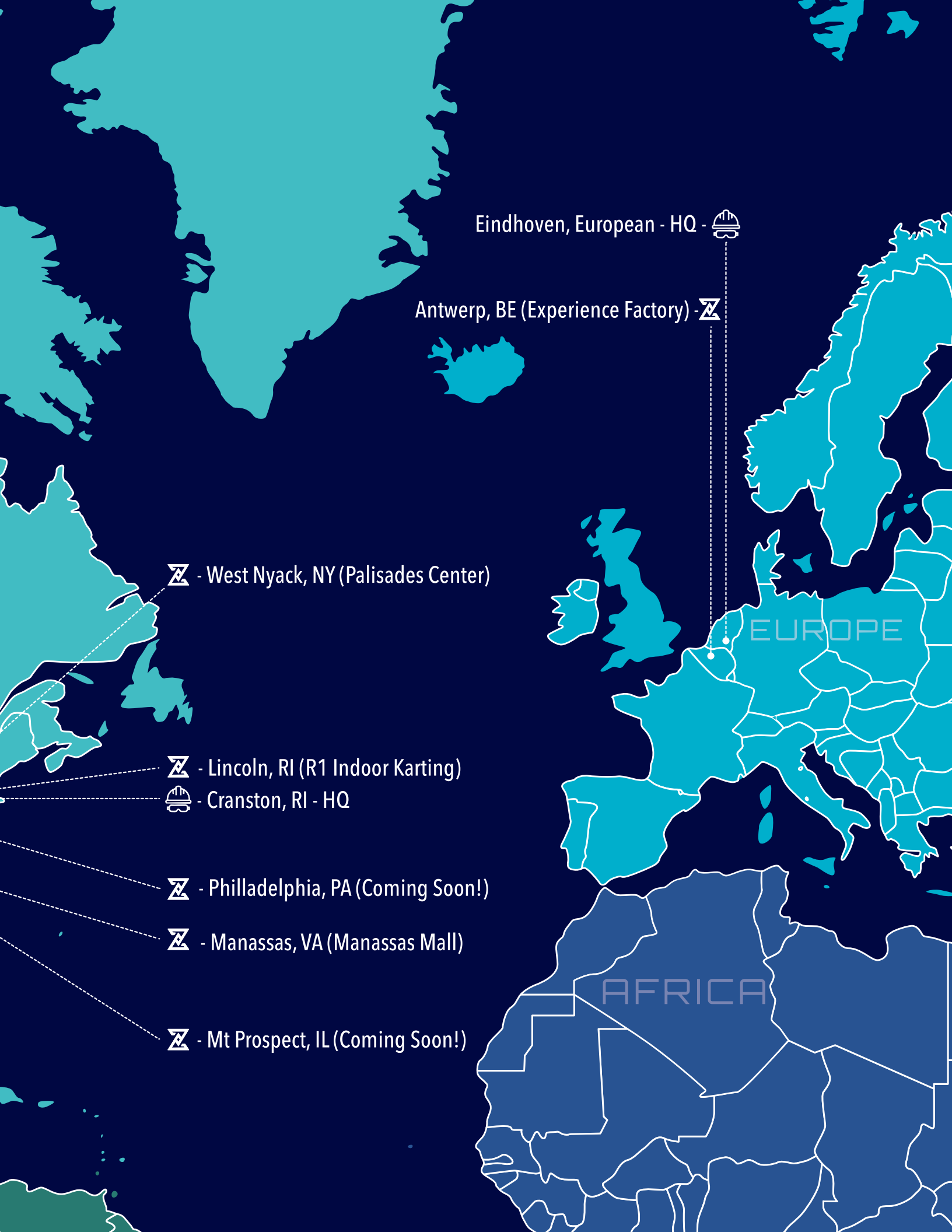
USA

MEXICO

THE TIME MISSION  
PRODUCTION  
TEAM PLUS  
CURRENT  
AND FUTURE  
LOCATIONS

CONCEPTUALIZATION... DEVELOPMENT... **EXECUTION!**





Eindhoven, Europe - HQ - 

Antwerp, BE (Experience Factory) - 

 - West Nyack, NY (Palisades Center)

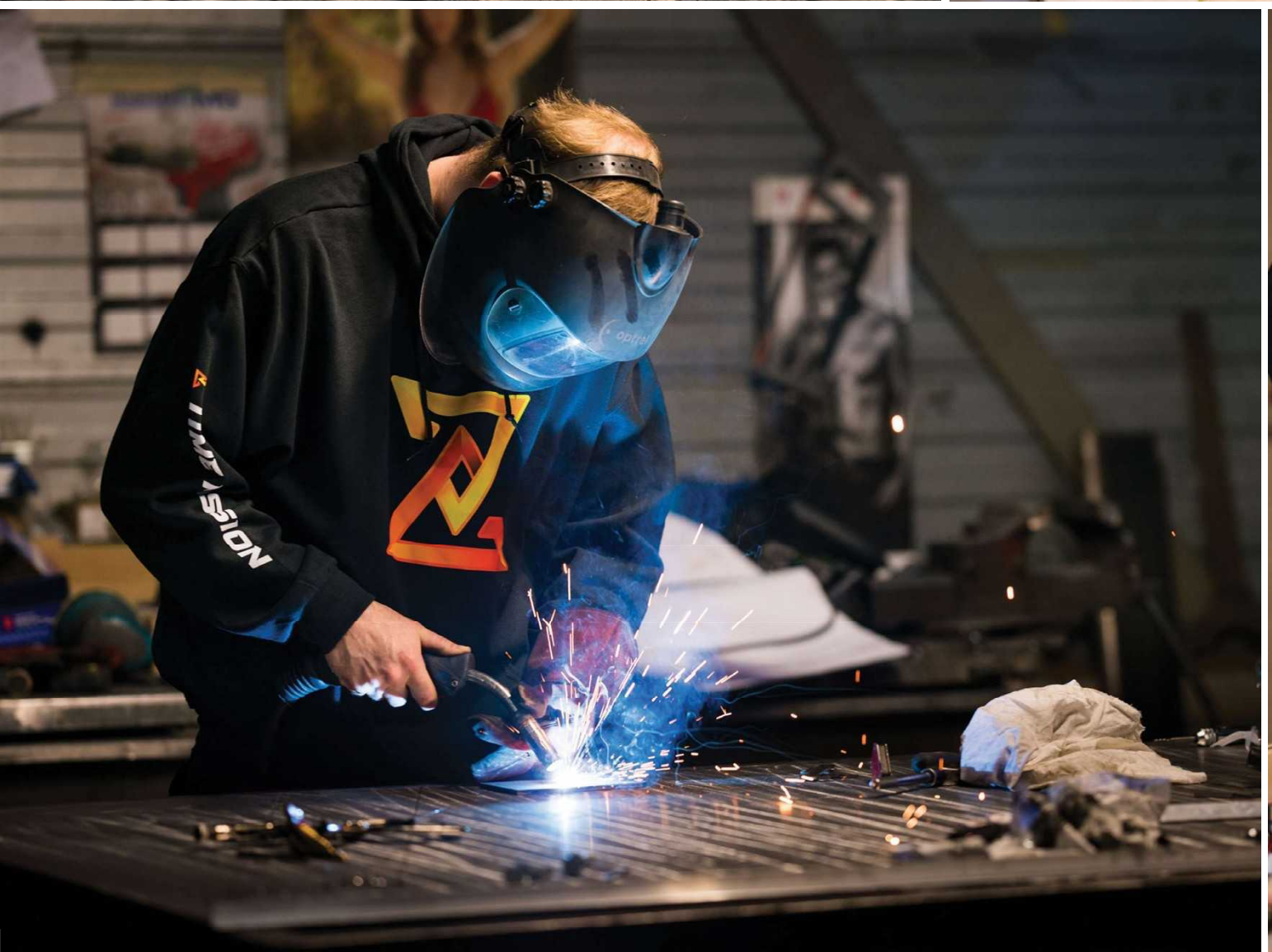
 - Lincoln, RI (R1 Indoor Karting)

 - Cranston, RI - HQ

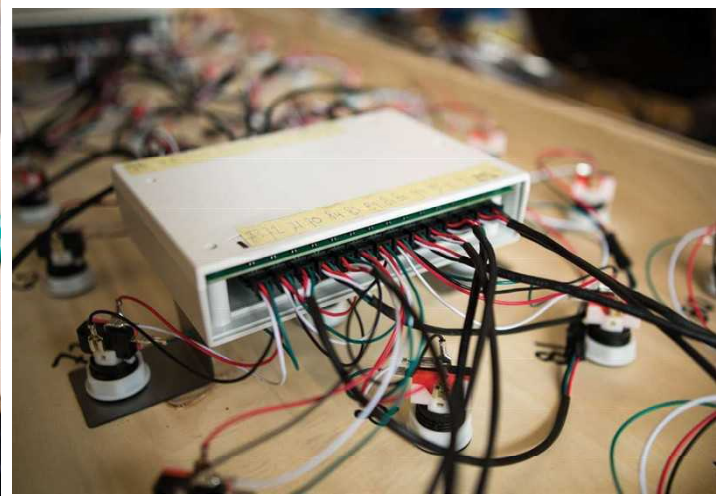
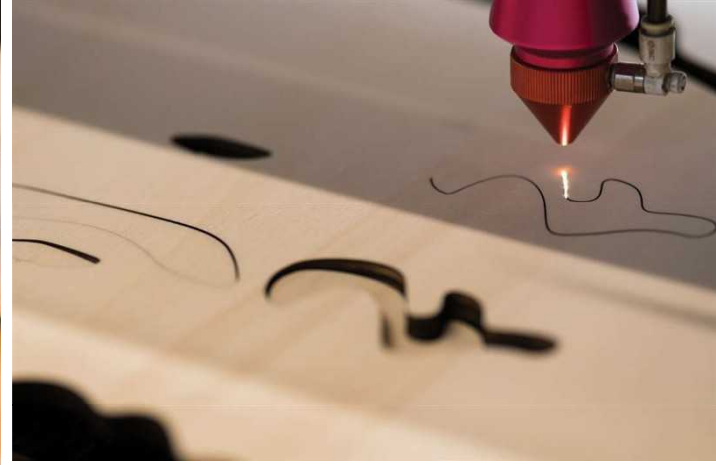
 - Philadelphia, PA (Coming Soon!)

 - Manassas, VA (Manassas Mall)

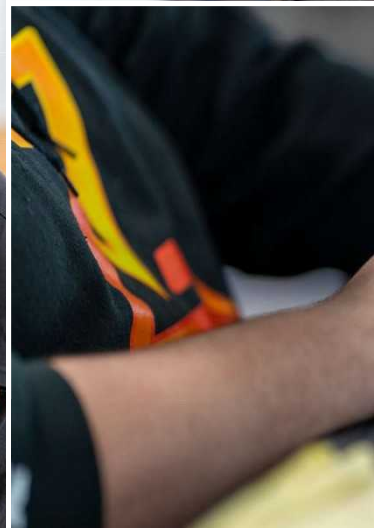
 - Mt Prospect, IL (Coming Soon!)

















# JOIN OUR CREATIVE TEAM

At Time Mission, we are always seeking **talented artists, creators, and game enthusiasts** to join our dynamic creative team. If you have a passion for immersive experiences, innovative design, and pushing the boundaries of **interactive entertainment**, we want to hear from you. As a member of our team, you will have the opportunity to **collaborate** with like-minded individuals, contribute your unique skills, and help shape the future of Time Mission. **Join us** on this exciting journey and let your creativity soar!

Contact: [info@TimeMission.com](mailto:info@TimeMission.com)







# EMPOWERING EDUCATION

## Through Collaboration

Time Mission is dedicated to fostering **creativity** and innovation in the fields of **art** and **technology**. We are actively seeking partnerships with schools and **colleges** that focus on these areas of study. Imagine a semester-long project or a group class undertaking an immersive experience at Time Mission. This collaboration would offer students a **real-world** application of their **skills**, allowing them to delve into the realms of **game design**, storytelling, and technology integration. If you represent an educational institution interested in collaborating with us, we would love to explore the possibilities together. Let's create unforgettable learning experiences for the **next generation** of artists and creators.

**Contact: [info@TimeMission.com](mailto:info@TimeMission.com)**







## A TIME TRAVEL ADVENTURE!

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[info@TimeMission.com](mailto:info@TimeMission.com)



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[Sales@TimeMission.com](mailto:Sales@TimeMission.com)

Scan to Watch...



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30 Second Intro



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Briefing Video