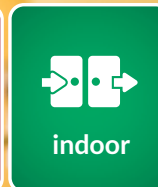
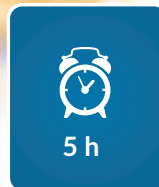


# HOTEL

## FULL OF SECRETS



*Beautiful woman + money = big trouble.*

The story of "Hotel full of secrets" combines what's best in criminal riddles. In the center of events is (to be accurate lies;) wealthy, known for their moods and emotional outbursts 35-year-old British citizen, Katherine Lisiecki. During her life she ostentatiously caused obsession among men. The woman is the heiress to the family fortune and the president of the board of the company Amber Luxury, inherited from her father, producing and selling jewelry made of amber. Once her dead body is found in the hotel room, machine of suspicions is started. Was it revenge of lover, or perhaps robbery? What is the connection between money-loving Egyptian Minister Muhammad, Katherine's assistant Jessica, the entrepreneur Nicholas Mienicki and truculent journalist Pasternak? Where the big money is, must be big problems ... Amber business is an undoubtedly exciting job!



### A game for:

- new teams, which are getting to know each other
- experienced teams that want to gain new conclusion - regarding mutual communication
- troubleshooters in cooperation with other
- all those who want to experience the team solving problems



### The challenge:

Teams get their information through the interrogation of witnesses. Professional dressed up actors take the roles of the suspects, which allows for full interaction and participants immersing to live and exciting performance. When collecting the evidence, the participants are supposed to fulfill demanding task, inscribed in the storyline, the execution of which - beside the physical and intellectual effort - requires the cooperation and good communication in the team. The combination of original logical tasks with real forensic techniques provides the greatest emotions, even for the most demanding participants. After the meeting and analyzing all the available data, participants create their forensic version (thesis), that indicates the killer, the motive, the location and the murder weapon. The culmination of the program is a trial, during which the participants pick out the guilty and ultimately find out who really killed.



### Logistics:

The game takes place in the hall (interviewing, the trial). Training room, three hotel rooms, dressing room for the actors (near the bathroom), access to the hotel bar, reception desk and a place for interrogation are necessary. The game involves professional actors.



### The foundation:

- standards of communication in a team
- delegation of tasks
- small team management



### Benefits:

- developing the skills of teamwork and communication
- an opportunity to practice the skills of logical thinking and associating the facts
- unforgettable adventure - playing the role of detectives straight from the action films, participants will be able to integrate with each other



### Extensions / variants:

1. The training part, for example on the norms of communication in a team, delegating tasks, managing a small team e.t.c.
2. Version of the game with an extended part on cooperation between the task teams. Other versions available on individual order.



### The game through the eyes of participants:

„All my life I dreamed to be a detective. This game gives me such a chance - I have the opportunity to unravel the non-trivial mystery, and that always gives the feeling of sweet victory.”

„I feel like the heroine of Agatha Christie's novel. My master!!  
Long live the mysteries!”

*“Everyone is a potential killer, only his lust for murder is hidden under the surface of the norms of social behavior.”*

Antoni Kepiński

