

REALITY ELEVATED CORPORATE EVENTS AND TEAM BUILDING

Six colleagues go in. One team comes out.

Full-body virtual reality in private rooms for up to six: you see each other, move freely and play together.

- 3 rooms · 18 players at once
- €50 per ticket incl. VAT · up to 25% off
- Speciality coffee and presentation space

The world's most advanced virtual reality. **Built for teams.**

Up to six people step into a room together, see each other and move freely. Your body is the controller.



Full-body motion capture

Sensors on wrists and ankles: every move counts.



Haptic vest and headset with audio

You feel every impact and the world around you.



Exclusive AAA-quality content

Original productions and licensed Netflix hits.



Personalised highlight video

Every player takes home their best moments.

90+

locations in 13 countries

6M+

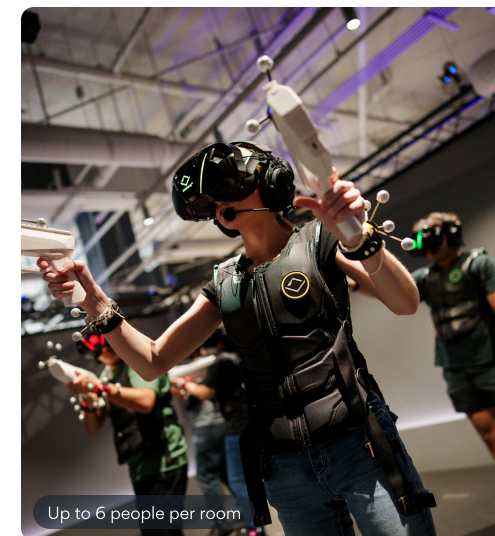
tickets sold

250,000+

5-star reviews



Private rooms for your team



Up to 6 people per room



What you experience in the room

From the office to the holodeck in five steps.

- 1 Online check-in**
Beforehand, everyone enters their details and accepts the terms on their phone. **Before arrival**
- 2 Welcome briefing**
Safety, rules and teams, for the whole group at once. **≈ 15 min**
- 3 Gearing up**
Sensors, haptic vest and headset. Our staff are on hand to help. **≈ 5–10 min**
- 4 The mission**
Up to 6 people per room, tutorial included. **30 min**
- 5 Your videos**
Each player gets their own personalised videos. **Yours to keep**

You've seen them on Netflix. Now it's your turn to play.

**MOST SOCIAL**

Squid Game Virtuals

Mini-games inspired by the series, with individual scoring. Fast, competitive and gore-free: perfect for building your event leaderboard.

Competitive

No gore

Replayable

**MOST EPIC**

Stranger Things: Catalyst

Escape Hawkins Lab and the Upside Down using telekinetic powers. Cooperative action from one of the world's most-watched series.

Cooperative

Action

**MOST INTENSE**

Rebel Moon: The Descent

Rebels against the Motherworld: descend through the skyscrapers, streets and mines of planet Daggus to destroy a refinery. Pure team action.

Cooperative

Action

Sci-fi

How much do you trust your team?

Four horror experiences. To get out, you have to cover each other. Each one stands alone, so there's no need to have played the others.



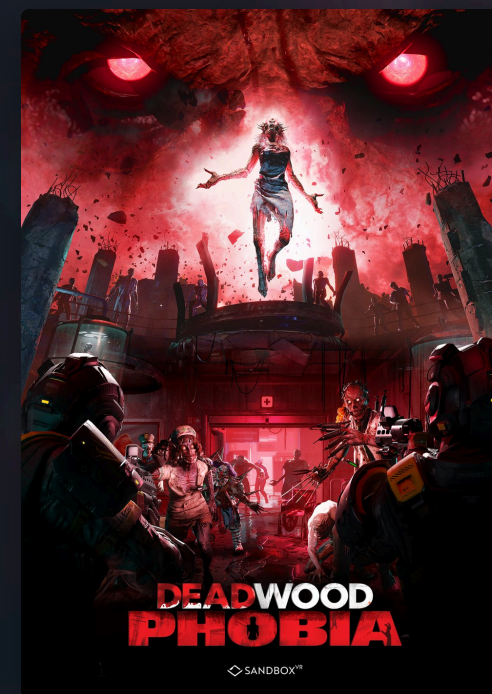
Infected jungle and giant monsters: where the virus began.



A valley overrun by zombies. Your choices change the ending.



The classic: barricaded inside an infested mansion.



Psychological horror: face your phobias.

Ten experiences. One for every team.

For first-timers: Squid Game Virtuals

For the brave: the Deadwood saga

For dinosaur fans: Age of Dinosaurs



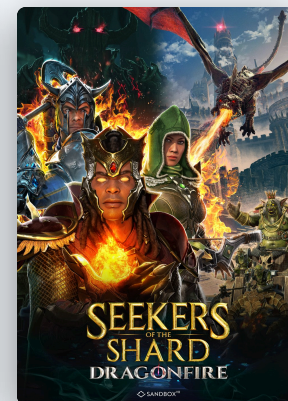
Competitive · no gore



Action · cooperative



Sci-fi · action



Fantasy · vote on your path



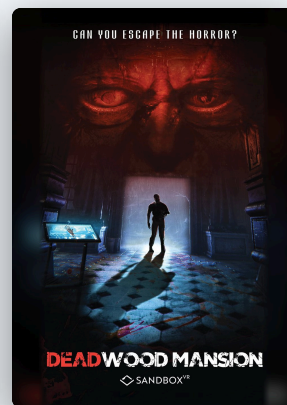
Sci-fi · teamwork



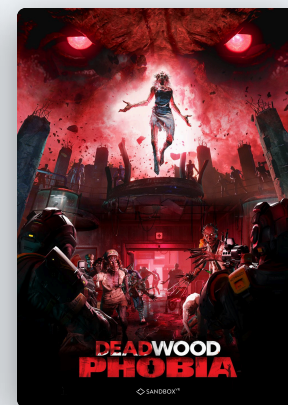
New · horror and action



Zombies · choices matter



Zombies · the classic



Psychological horror



Dinosaurs · no combat

See it before you live it.



The videos play in the web version of this dossier.



Nobody's on their phone. Everybody's playing.



Real teamwork

You have to talk, cover each other and decide together. Roles emerge naturally.



Healthy competition

Scores and an event leaderboard to spark friendly rivalry between departments.



For the whole team

No experience needed. Non-violent titles and gentler modes are available.



A shared memory

Everyone gets their videos: perfect material for internal comms.

You choose the goal. The game does the rest.

Tell us what you want to work on and we'll design the squads with you: who plays with whom and who's in charge.



Leadership

Put someone you want to develop in charge of a squad: they coordinate, decide and rally the group under pressure.



Communication

We mix people and departments who need to communicate better: on a mission, you talk clearly or you get nowhere.



Connection

We bring new joiners and remote workers into the fold: nothing bonds people like completing a mission together.

1

You tell us your goal and send us the attendee list.

2

We propose the squads and roles, then fine-tune them with you.

3

Afterwards, the leaderboard and videos spark a chat about what worked.



One ticket, one experience. Split them however you like.

Your company buys a pack of tickets. Each ticket is one 30-minute mission, not one person: the same employee can play once, twice or three times.

€50 per ticket incl. VAT · Monday to Sunday*

* Friday to Sunday afternoons and evenings: ask us about availability and pricing.



All in one day

Your whole team on the same day, with the rotation organised for you.



Spread over several days

By department or shift, on the dates that suit you best.

Example: a pack of 50 tickets can be split like this

50 × 1



50 people play once.

25 × 2



25 people play two different missions.

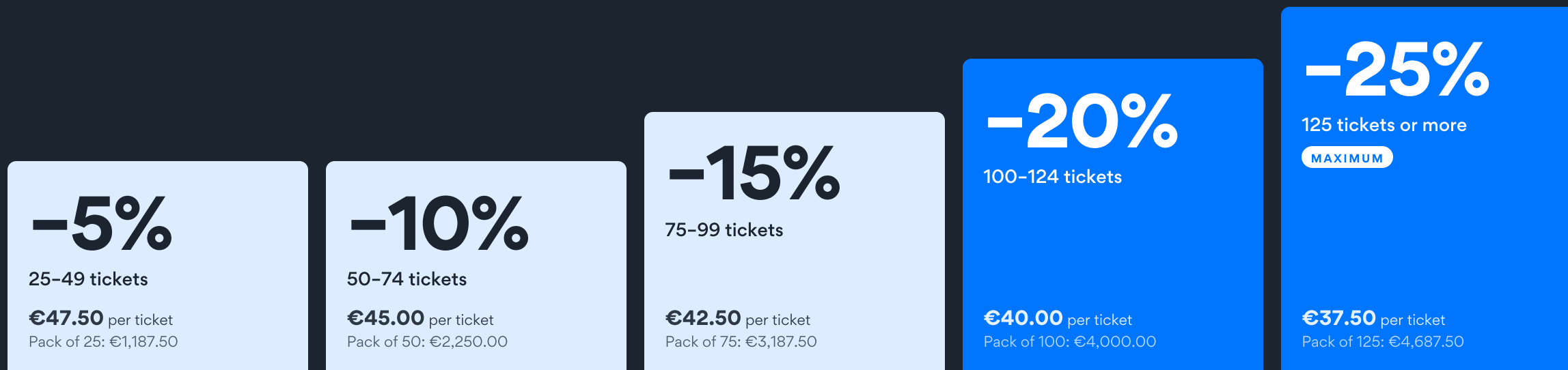
16 × 3



16 people play three times (with 2 tickets left over).

Each solid dot is one person; each ring, one more mission; grey dots are unused tickets.

The more you play, the less you pay. Up to 25% off.



The tier applies to the whole order. With 80 tickets, all 80 get a 15% discount.



We'll tell you when moving up a tier pays off. Sometimes buying a few more tickets works out cheaper.



One day or several. The discount still applies if you spread your tickets across different dates.

How many of you are there, and how many missions each?

Example: 40 people × 2 missions in 1 day. The interactive calculator is in the web version.

PEOPLE

40

MISSIONS PER PERSON

1 2 3

DAYS

1 day 2 days 3 days

TICKETS

80

DISCOUNT

-15%

ROTATION TIME

≈ 3 h 20 min

TOTAL INCL. VAT · €42.50/TICKET

€3,400.00

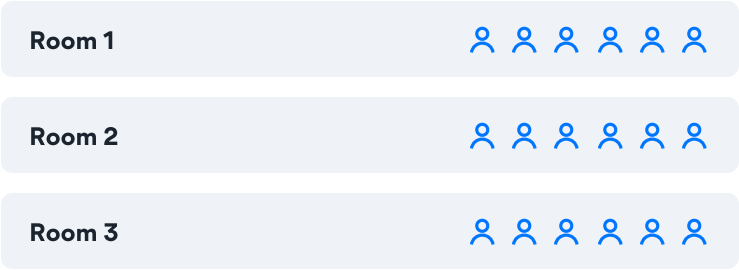
Add 20 more tickets to unlock a 20% discount.

Indicative estimate based on 3 rooms. Allow an extra 30–45 min for the welcome and wrap-up.

18

people playing at once

3 private rooms, up to 6 people in each.



Continuous rotation: two rooms start together and the third about 10 minutes later. From then on, as one group comes out, the next goes in. Meanwhile, everyone else is at the coffee bar, in the lounge or watching their videos.

While some play, the rest have a coffee.

How a 25-person event rotates



TICKETS	ONE-DAY ROTATION	SPLIT OVER 2 DAYS
25 (-5%)	≈ 1 h 20 min	≈ 50 min per day
50 (-10%)	≈ 2 h 10 min	≈ 1 h 20 min per day
75 (-15%)	≈ 3 h 20 min	≈ 2 h per day
100 (-20%)	≈ 4 h	≈ 2 h 10 min per day
125 (-25%)	≈ 4 h 50 min	≈ 2 h 40 min per day

Indicative times, adjusted for each event. Allow extra time for the welcome and wrap-up.



Coffee by El Magnífico. Matcha and tea by Sans & Sans.

Our coffee is roasted by El Magnífico in Barcelona, and our matcha and teas come from Sans & Sans. We make them at our bar, between games.



Welcome coffee

A pick-me-up while the whole team arrives.



Break between missions

While one group plays, the others chat about the mission over coffee.



After-work drinks

Beer and nibbles to round off the day and hand out the prizes.

ESPRESSO

AMERICANO

FLAT WHITE

CAPPUCCINO

LATTE

COLD BREW

MATCHA LATTE

TEA

Play, present and raise a glass, all under one roof.

Three private rooms, a lounge with screens, a speciality coffee bar and an outdoor terrace. All on one floor.

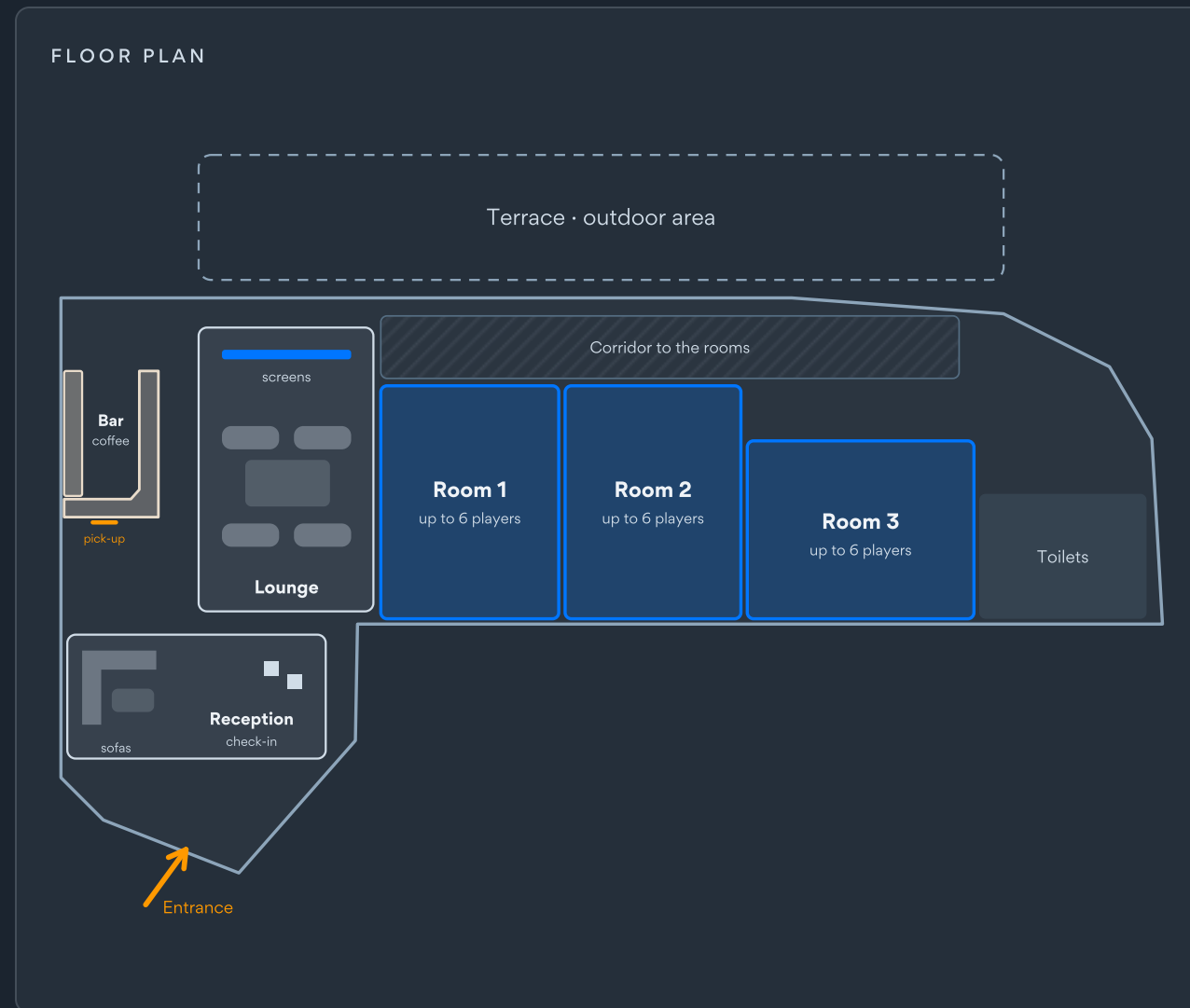
-  Lounge with screens for presentations, videos and the event leaderboard.
-  Speciality coffee bar next to the waiting area.
-  Reception with sofas and check-in kiosks: fast entry for groups.
-  Outdoor terrace for the welcome or after-work drinks.

Carrer de Bilbao, 140-144, Barcelona

Next to Westfield Glòries and the 22@ district. Open daily, 10:00 to 22:00.

Getting here

Metro L1 Glòries and L4 Poblenou · Tram T4, T5 and T6 · Bus 7, 192 and H14. Limited parking nearby.



Whether you're 25 or 125, here's how your event runs.

Team • 25 people

25 tickets • -5% • ≈ 2 h

10:00	Arrival, quick check-in and welcome coffee.
10:15	Briefing in the lounge: safety, teams and leaderboard.
10:30	Rotation starts: two rooms at once, the third 10 minutes later.
11:10	The first groups watch their videos as the leaderboard updates.
11:50	Wrap-up: final leaderboard, prizes and group photo.
12:05	All done. Everyone gets their videos.

Company • 125 people

125 tickets • -25% • 1 or 2 days

Format	Arrivals in waves of 18: nobody waits around for hours. Each person is on site for about 75–90 minutes.
Every 40 min	New wave: 15-min briefing, then into all 3 rooms.
Rotation	≈ 4 h 50 min in one day, or ≈ 2 h 40 min a day if you split it over two.
Meanwhile	Coffee, videos on screen and your own programme in the lounge.
Final	Champions' final: the top 6 on the Squid Game leaderboard go head to head, live.
Wrap-up	Prize-giving and group photo.

No surprises. **Except in the game.**



Online check-in

The person booking gets a link to forward to the team: everyone registers on their phone, so nobody queues on the day.



Before you play

You can play wearing glasses. Not recommended during pregnancy or for people with heart or vision problems.



Something for everyone

Age of Dinosaurs: no combat. No-gore mode in Stranger Things, Dragonfire, Deadwood Valley and Mansion; comfort mode for vertigo in Squid Game.



Your videos

Attendees get their videos by email, and their progress is saved for next time.



Booking and invoicing

A fixed quote with VAT itemised and an invoice in your company's name. Tickets can be used in one day or spread over several.



Easy to reach

A 10-minute walk from Glòries (L1) and Poble Nou (L4) metro stations. Limited parking nearby: public transport is best.

Ready to play?

- 1 Tell us your plan**
Number of people, missions per person and dates.
- 2 We send you a proposal**
Tickets, discount, agenda, coffee and venue, all in one document.
- 3 You confirm. Game on.**
Attendee list, online check-in and you're all set.

CORPORATE EVENTS · LES GLÒRIES

Events team · Les Glòries

 glories@franchise.sandboxvr.com

 Carrer de Bilbao, 140-144, 08018 Barcelona



Scan to see the venue and the experiences:
sandboxvr.com/es/barcelona/glories