MISSION: MAD HATTER

My child is 7/8, can they play too?
Mission: Mad Hatter is specially designed for children aged 9+ and has some puzzles and digital elements, children aged 7+ can take part as a family group.

My child is under 7, can they play?
This experience is not recommend for ages 7 and under due to its content – puzzles include, reading clues, counting, solving riddles and logic.

Is it scary?
Not at all - it's curious, playful and a little bit mysterious, but no jump scares. Some spaces are slightly darker, which can feel a bit atmospheric, but it's all part of the adventure rather than anything frightening.

Is it the same as Adventures in Wonderland?
It's based in Wonderland but it's a completely different experience. Where Adventures in Wonderland is all about open-ended play for younger children, Mission: Mad Hatter is an Escape Room, designed for older children and families to work together and solve clues and puzzles.

What happens if we're late to our slot?
Our teams set off into Wonderland every 10 minutes, so timing is key! We recommend arriving 10/15 minutes early so you've got time to get settled, have a quick pit stop, and be ready to dive straight into your adventure.

If you arrive late, we may not be able to fit you in, and you could miss out on the experience.

We have a team of 7. Can we squeeze one more in?
Mission: Mad Hatter is designed for teams of 3-6 players, so some of the puzzles only work within that group size.
If you're a bigger group, we recommend booking two slots so everyone can fully take part - and you can even turn it into a bit of friendly competition.

What happens if we don't finish in 75 minutes?
Even if time runs out, you'll have uncovered plenty of clues and had a brilliant adventure, and the Mad Hatter may just have one last trick hidden under his hat to help!

Is there somewhere we can leave our bags and coats?
Coats and bags can be left in the Riverbank, just ask a team member when you arrive.

Is it accessible?
Yes, but please let us know in advance any access requirements you may have and we'll do everything we can to support your visit, including sharing information about sensory elements like lighting and sound.

Is there lots of reading involved?
Your digital tablet provides the clues for the experience, so a basic level of literacy is helpful. However, since it's a team game the whole group can help each other out!

We have done your The Library of Enchantment, how is this different?
Mission: Mad Hatter is our newest Escape Room set within the Adventures in Wonderland space. It brings together play, puzzles, riddles and digital gaming, making it a brilliant return visit, with fresh challenges that build on the puzzle-solving fun of The Library of Enchantment.