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Joker asylum escape room walkthrough

There are no spoilers in this review. However, if you prefer to know absolutely nothing about this room, just know that I highly recommend the Joker's Asylum. Now stop reading and make the reservation! Updated (November 2015) I've now played the whole room at Markham Omescape, and here's how I would rank them (based on my personal experience). From best to worst (but honestly, there are no bad rooms in Omescape): Mysterious Study Penitentiary Joker's Asylum Kingdom of Cats Dark Altar Click here for a list of other escape rooms I've tried. Original Review Joker's Asylum is my 5th escape adventure, and my second in Omescape. Joker is also one of the most challenging escape rooms in Omescape. Without giving much, our group of 5 was subdivided into 2 small groups. I was in the smallest group (group of 2), and was led to a different room than the larger group. The two groups will then have to work together to solve the puzzles. Personally, I'm not enjoying shared games as much. I feel like I'm missing out on some of the experience, but that's just my personal preference. Anyway, the game itself is very well designed, with several rooms. It wasn't that scary, but the script was a bit disturbing and scary, probably attributed to the scary crazy music playing in the background. Did we manage to escape? Yes! In no time, but we asked for several clues, so really, not. Summary The Bottom Line: I recommend 6 players for Joker. It's a bit of a more advanced piece, so try Kingdom of Cats, Mysterious Study, or Dark Altar before you try it. Score: 4.5/5 Address: 7501 Woodbine Avenue, Markham (Woodbine and Esna Park) In fact, I have some exciting news for you guys! Since you went that far in my blog, I think it's time I share with you guys that I'm hosting a gift with OMESCAPE San Jose to give five OMESCAPE tickets to five lucky winners (one ticket per winner!). This is one of the most exciting gifts I've ever held and I'm so excited for you guys to come in because I love, love, love escape rooms! So how do you enter, you ask? Let's take care of the rules below :) [Rules] 1. Follow @missmisschelle and @omescapeinsf on Instagram - let's check it out! 2. Like the Instagram photo here and like this blog (click on the heart at the bottom of this post). 3. Tag 3 friends in the comment box on the Instagram photo of step 2. 4. Leave a comment on this blog telling me which escape room you want to try for yourself - Kingdom of Cats, Dark Altar, or Joker's Asylum! Also include your name, your handle and your email in your comment. All steps must be completed for your registration to be valid. And that's all there is to it! The gift will end in seven days - please come back to this same blog and I'll announce the winners here in this post! :) The winning winners 24 hours to claim their prize. Please keep in mind that these tickets will only be valid for the San Jose OMESCAPE location (not OMESCAPE San Francisco). Good luck! For those interested in buying OMESCAPE tickets, use my MISMISSCHELLE discount code to save 10% on the entire booking price! Finally, thank you OMESCAPE for having us! Next time, I'm going to totally book the Dark Altar escape room :) [UPDATE] I have chosen the five random gift winners via Random.org - congratulations to Wendy, Jennifer, AJ, Pearl, and Anthony! I hope you all enjoy OMESCAPE San Jose as much as I do! Please be on the lookout for an email from me :) Omescape: The Joker's Asylum Today, I'm going to do my first review of the omescape escape room series (finally) that their new room has finally launched! Omescape is still by far the favorite for me and my team out of them all. It would only be appropriate for the first review to be on our first room there - the asylum joker! I remember this room very well as it was the first time we went to a larger evacuation room. I have to say that Omescape was probably the place that got us all hooked, given that we finished all their rooms within 3 months. Well, let's get started! Pre-room experience: I have to be honest, I don't remember if finding the facility was hard to find or not as it was fine in early 2016. However, I remember entering Omescape and thinking wow. Omescape is very different from your typical escape rooms. They are also a board game café, so it's much more crowded with people on weekends. They also have bubble tea which, in my opinion, is a victory, because every time after a room, we die in thirst. Omescape is very spacious, but depending on the day you visit, there can be a lot of people (i.e. weekends). They even have video games for you to play, but I believe these were extra charges. The staff were super friendly and I like the way they remembered us on our second visit. Room quality: As mentioned earlier, this experience was one of our new escape experiences. We didn't expect much and we weren't as well prepared. Before entering this room, we had prior knowledge about the evacuation rooms, but compared to now it was quite beginner level. Joker's Asylum is supposed to be their toughest room, and of course we always end up challenging the toughest rooms and failure haha. Before entering the room, we were divided into two teams. I remember once when I Entered the room it was amazing! Everything in the room was great of high quality! Being the beginner I was, I was mind blown away and instantly fell in love. Even today I still tell people Joker's Asylum is one of my top favorite rooms because everything about it was just wow. The accessories in this room was very well used. You can say that they spent a lot of time understanding what accessory went where. Lla Lla the room was high tech for sure. Puzzle Design: Being quite honest about this one, we struggled pretty hard in this room haha. I don't know if it was because it was our very first high tech room or we were just slow that day, but the puzzle was a challenge for us. I wonder if we were going back with our state of mind from the escape rooms now so we would find it as difficult haha. I mean on their site, it does say difficulty level is 5/5. I wouldn't say the room was impossible though, we just needed a lot more help than we did. This room was definitely not just lockboxes. Each puzzle was linked to each other and you really needed to think off the beaten track to solve each of them. Teamwork was the CLE in this room. Definitely a room with great high-tech puzzles that entertained us throughout the experience. Overall: The overall experience has been mind-blowing. Just tapping on this review really makes me want to go back to this room and do it again haha. The room was really fun and we all got around. I think I liked this room so much because the theme of it gave me an Alice in Wonderland vibe on a haha twist. The use of accessories and technology in this room was perfect. Although we were all beginners entering this room, I think it really raised our expectations and our outbuildings for the escape rooms. If you are around the area, I would definitely recommend this room! Happy Escaping! It was the first time I played in an escape room. Knowing that the Joker's Asylum was the hardest escape room in Omescape made me panic for a second, but the stress eased when we entered the group and started watching the introductory video. After all, fighting in a group could never be worse than fighting alone (well, it could be worse, but luckily I had some amazing teammates who knew how to deal with the escape room). The short introductory video gave a clear goal of the evacuation room: to save two hostages and find a way out. It was nice to learn the context of the scene of the story that we were going to enter. I wasn't very interested in the theme, but I subconsciously accepted the story and the role assigned to me. As we entered the room, everyone started looking around and checking around, I suddenly felt the urge to join my teammates in search of clues. There was certainly a sense of camaraderie here when we all worked to solve puzzles and save hostages. Some clues were more obvious than others. I found it frustrating but hilarious when I realized how many clues I missed. I hit the wall along the edge outside the iron door, but accidentally missed the middle area as I almost knelt to the ground and touched the lower area. In the end, we found that there were three buttons in the middle area after getting some advice from the roommasters. The journey of the search for clues was a repetitive debate about an object was not a clue. At first, everything seemed to be clues, although I quickly descended to the stage where I questioned all the objects I saw. When I saw a poster of a portrait of a man, I thought that the nose and mouth or mustache resembled the letter L and E (yes, they were actually letters ...). But I thought it was just a coincidence! Finding the right clues may not lead directly to the right answer. Often, a small puzzle has been integrated into a higher level puzzle. It was like a chain, the opening of a unit of the chain does not guarantee the next success. It was even more difficult to make connections between the clues, at least to a beginner like me. The roommasters' tips were really helpful when we were really stuck. We tried not to ask too many clues, since the pleasure of the escape room was to look for clues. I haven't played many games in the past. Building weird constructions and wondering in the middle of nowhere are probably my favorite things in a game, so my favorites of all time are games like Minecraft and Sims, which allows a (apparently) high level of freedom to experience surrealism and seriously mess things up. There are still constraints, for example, I can't build a cylinder building in Sims without hacking the game, but I don't feel the presence of constraints unless I start trying to break certain rules. But playing in the escape room was a whole different experience, the constraints were briskly in front of me, which sometimes disconnected me from the gaming experience. I couldn't open the cabinets because they were sealed or locked. I couldn't damage anything because the rule was addressed before we played. Sometimes I want the evacuation room to be made more natural and less artificial. 'artificial'.