

INNOVATION, RISK & PERSEVERANCE

Or: How to Keep Going When You Have No Idea What You're Doing

Vasilis Dalitsikas (LOCKHILL) - August 2026







CHAPEL & CATACOMBS

4 YEARS TO BUILD

5.400 SQ FT

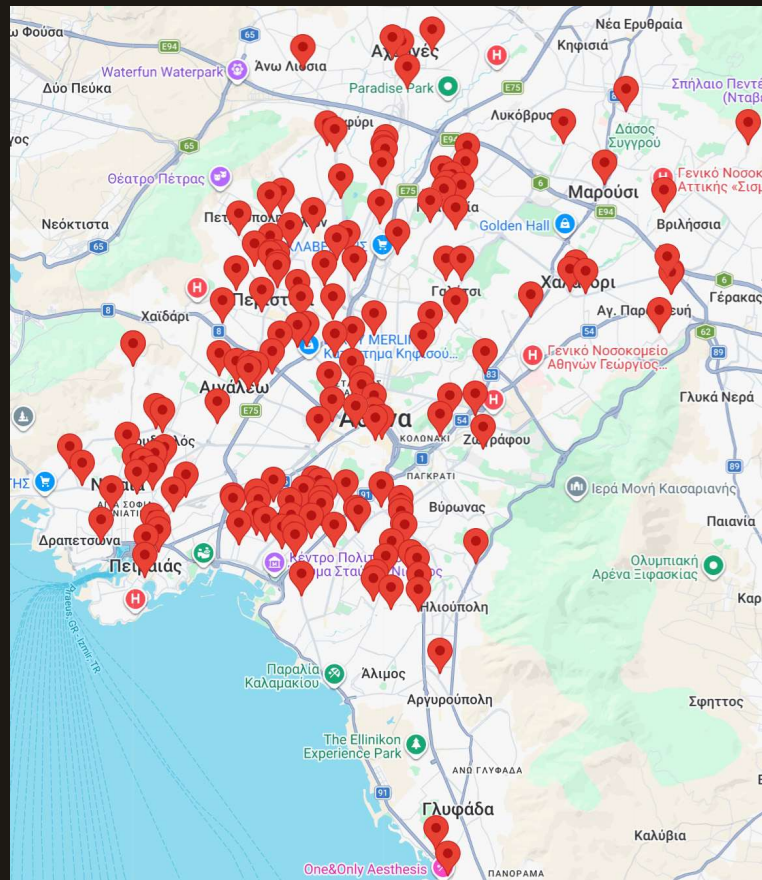
#1 TERPECA



A FEELING.



~130 ER COMPANIES IN ATHENS



ESCAPE ROOMS AROUND THE WORLD

THOUSANDS OF GAMES. MILLIONS OF PLAYERS. ONE GLOBAL PASSION.



UNITED STATES

~7,800

ESCAPE ROOM GAMES



EUROPE

EST. 12,000 – 15,000+

ESCAPE ROOM GAMES



>2,000
VENUES IN THE U.S.

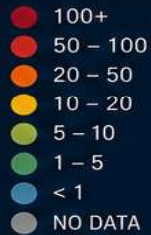


3.8
GAMES PER VENUE (U.S. AVG.)



GLOBAL PHENOMENON
GROWING EVERY YEAR

ESCAPE ROOM GAMES
PER 1 MILLION PEOPLE



Countries are color-coded based on the estimated number of escape room games per 1 million people.

SELECTED COUNTRIES & REGIONS

COUNTRY	ESCAPE ROOM GAMES (OR ROOMS)	VENUES / COMPANIES	GAMES PER 1M PEOPLE
United States	~7,800	~2,000+ venues	23.3
France	2,662	904 companies	19.6
United Kingdom	~1,704 (~2,000 total)	372 venues	24.4
Germany	1,614	360 venues	19.4
Poland	663	–	17.5
Greece	~520	202 companies	24.1
Netherlands + Belgium + Luxembourg*	~248 (combined)	–	13.9

COUNTRY	ESCAPE ROOM GAMES (OR ROOMS)	VENUES / COMPANIES	GAMES PER 1M PEOPLE
Finland	295	70 venues	53.3
Czechia	281	108 venues	25.9
Hungary	287	62 venues	23.3
Italy	231	47 venues	3.9
Spain	N/A**	–	N/A
Canada	N/A**	–	N/A
South Korea	N/A**	–	N/A

ATHENS (ATTICA)

VERY HIGH DENSITY
~146 GAMES PER 1M PEOPLE

One of the most concentrated escape room markets in the world.



HIGHEST DENSITY
(GAMES PER 1M PEOPLE)

1	CZECHIA	25.9
2	HUNGARY	23.3
3	FRANCE	19.6
4	POLAND	17.5

Cities & metropolitan areas have the highest concentration of escape rooms worldwide.

* Benelux combined (no breakdown by country available).

** Exact national totals not publicly available on the listed sites.

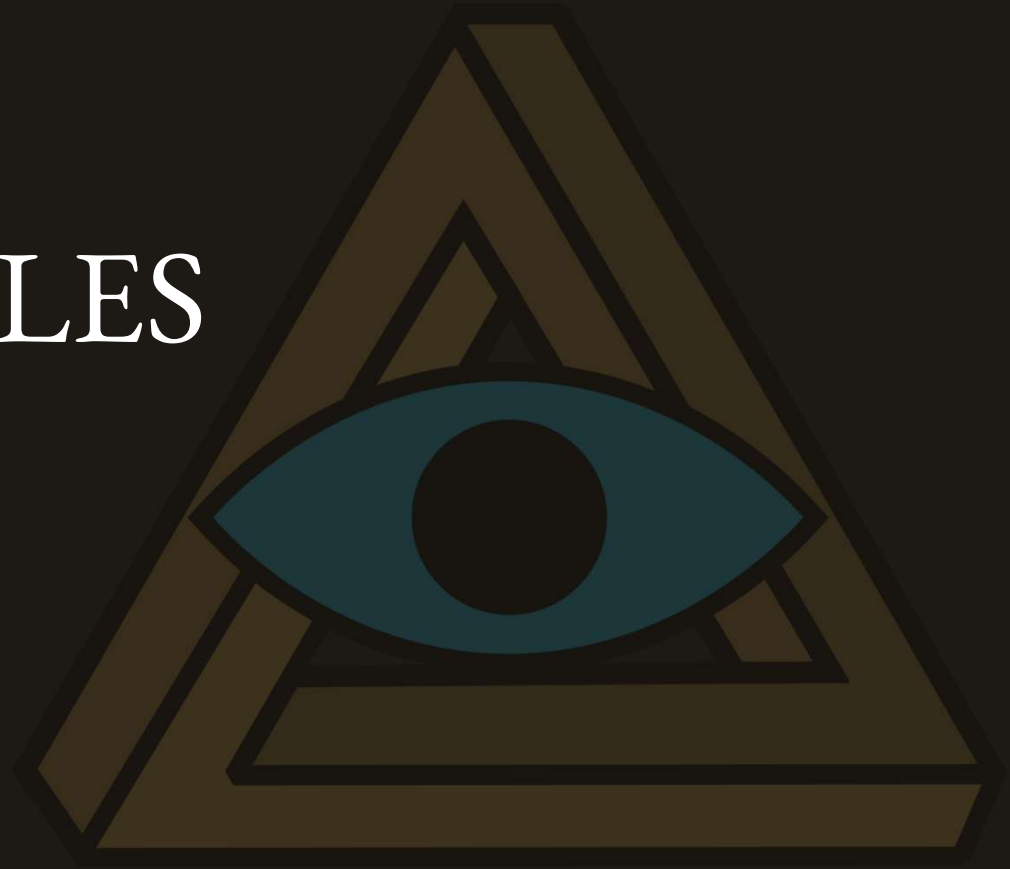
SOURCES

- U.S.: Morty / Room Escape Artist Industry Report (Dec. 2025)
- France: EscapeGame.fr (Statistiques – May 2025)
- UK: Escape the Review (Location Index – May 2025)
- Germany: Escape the Review DE (Apr. 2025)

- Poland: Lockme (May 2025)
- Greece: EscapeAll.gr (June 2025)
- Netherlands/Belgium/Luxembourg: EscapeTalk.nl (May 2025)
- Others (Finland, Czechia, Hungary, Italy): Escape the Review (Location Index – May 2025)

Figures reflect the latest data available as of May–June 2025.

PEOPLE > PUZZLES



IMMERSION & EMOTION



SANATORIUM

MORE PUZZLES

≠

BETTER EXPERIENCE



HOUSE ON THE HILL

Different Players
↓
Different Meanings





CHAPEL & CATACOMBS:

FIRST TEAM

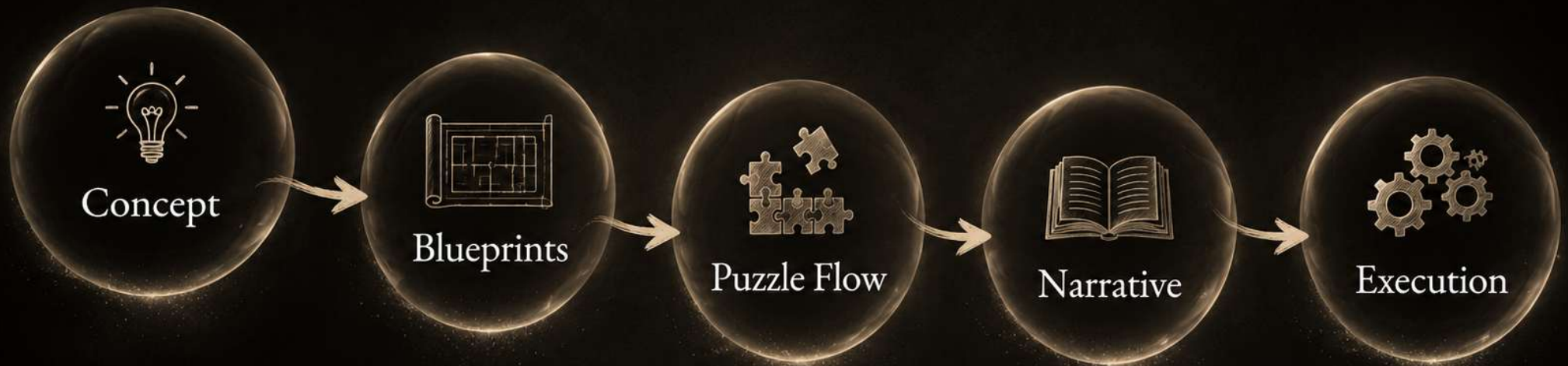


OVERRATED

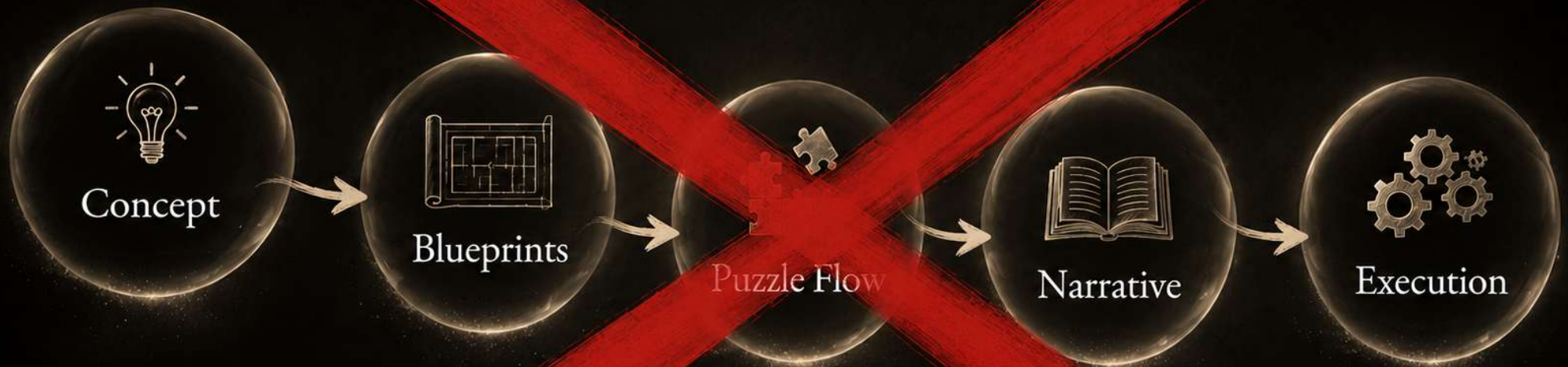


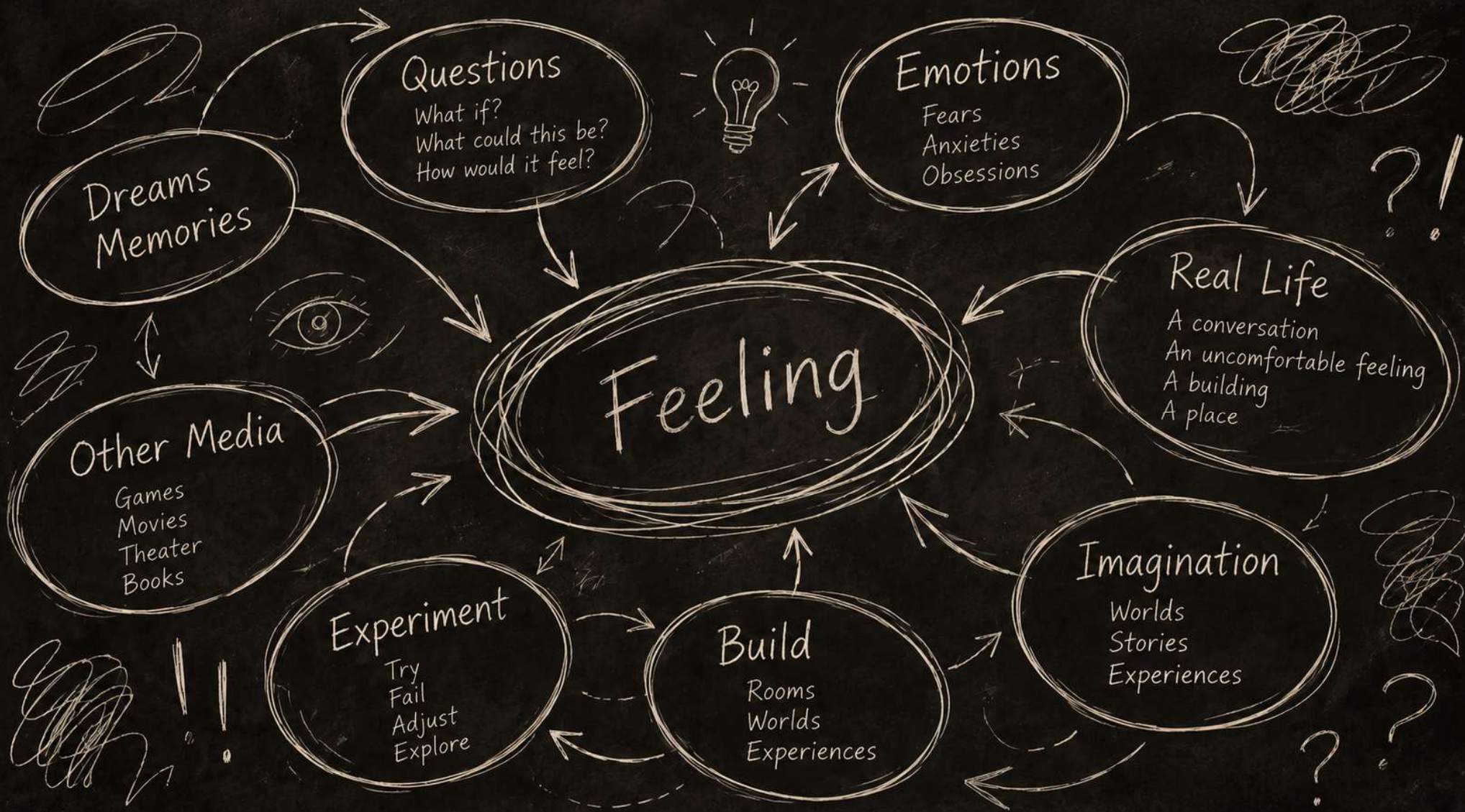


DESIGN PROCESS



DESIGN PROCESS





PLAY...

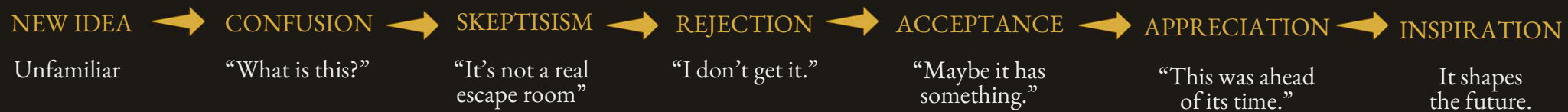
- OUTSIDE YOUR COMFORT ZONE
- EXPERIMENTAL EXPERIENCES
- IMMERSIVE THEATER
- THINGS YOU MIGHT DISLIKE
- THINGS THAT CONFUSE YOU



THERE IS NO
"TRUE"
ESCAPE ROOM.



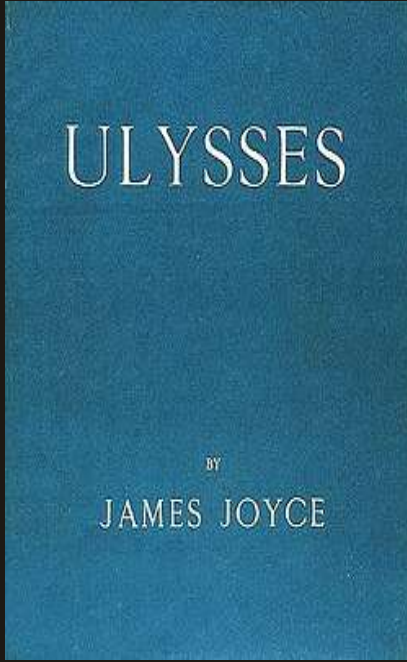
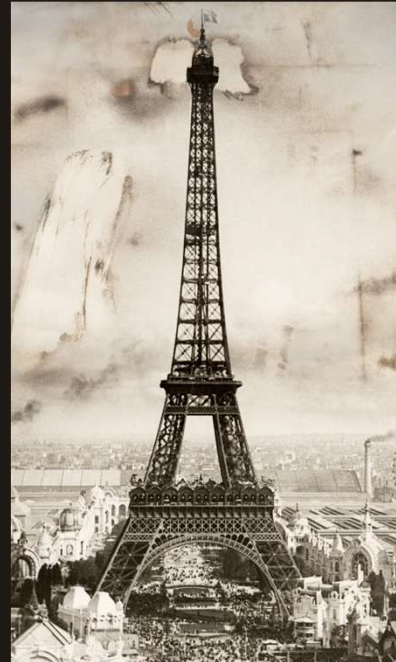
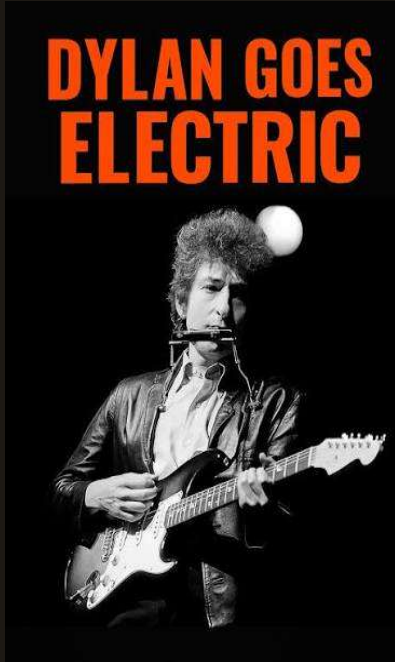
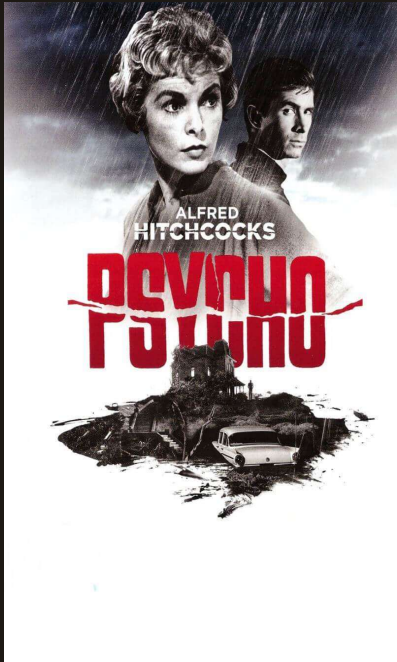
-HOW NEW IDEAS ARE OFTEN SEEN-



EVOLUTION ISN'T LINEAR.

IT'S BRAVE PEOPLE TRYING DIFFERENT THINGS.





CHASING THE NEXT
“BEST”.

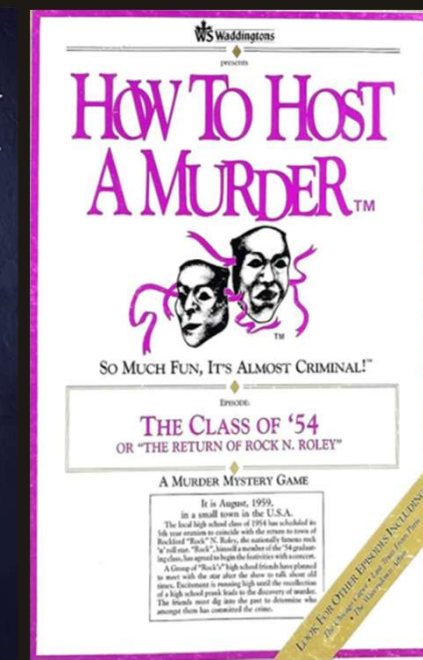
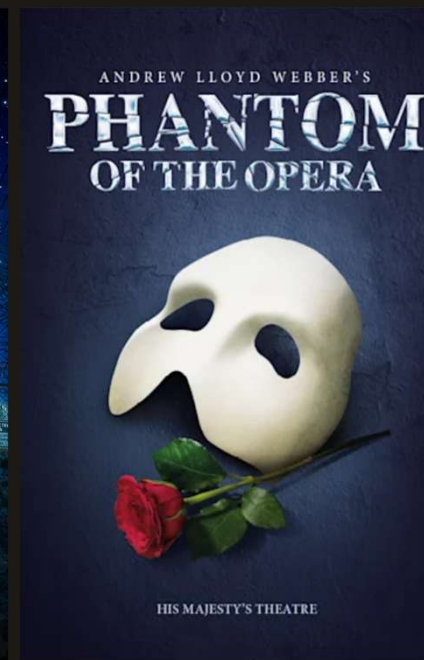
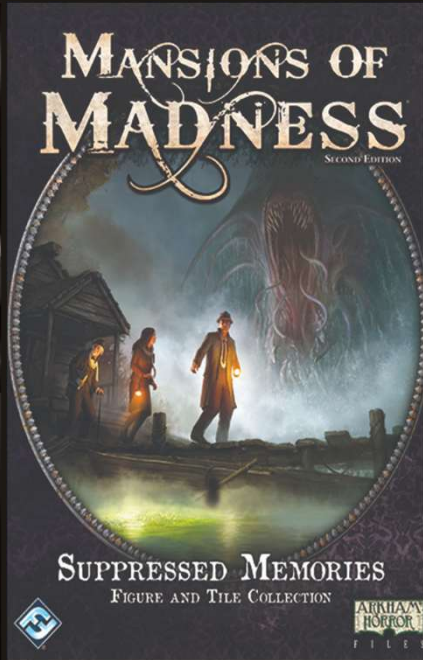


JEALOUSY

“THIS IS BRILLIANT.”

“I HATE HOW BRILLIANT THIS IS.”





DON'T FEAR
FAILURE.

FEAR COMFORT.



THANK YOU

