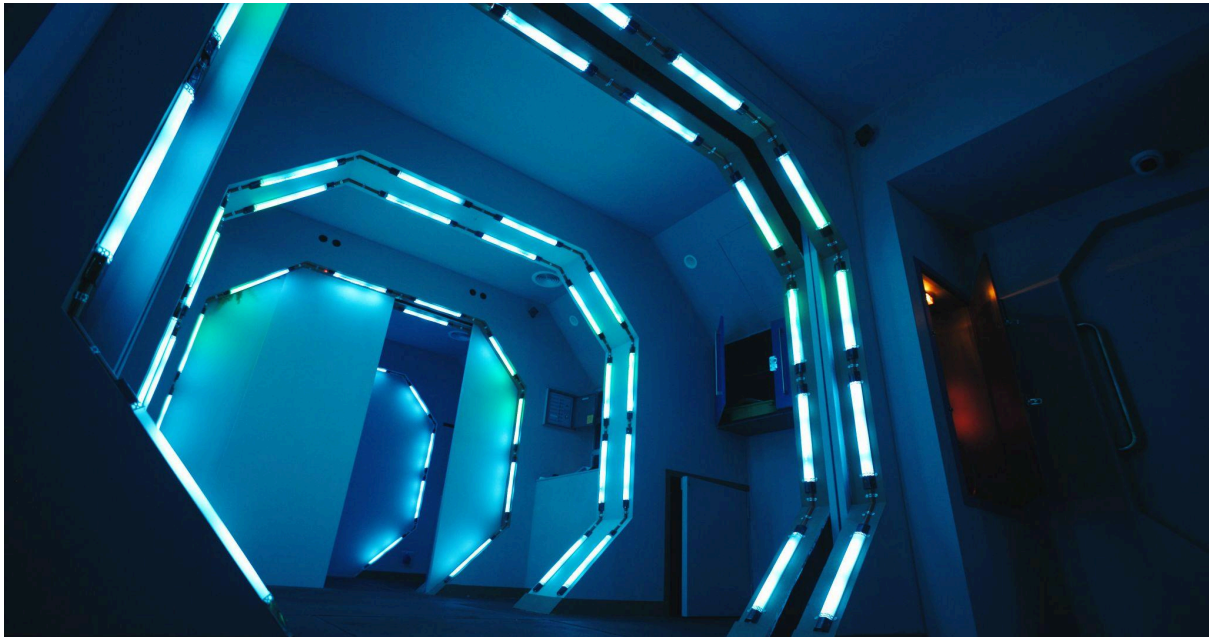


BEYOND THE PADLOCK: HOW 'EARTHRISE ONE' BROKE ALL THE RULES TO BECOME THE BEST SCI FI ESCAPE ROOM IN MELBOURNE

MELBOURNE, VIC

Tucked away in Richmond is a multi-award-nominated sci-fi thriller that has quietly become a phenomenon among puzzle aficionados. *Earthrise One* is a 70-minute immersive adventure set aboard a doomed space station that completely subverts traditional escape room mechanics. By abandoning random padlocks in favor of a mature, diegetic world, Earthrise are on their way to being the best escape room in Melbourne.



Putting Richmond on the Global Escape Room Map

While many players discover *Earthrise One* while seeking a high-end **escape room in Richmond**, the experience has grown into an international destination. Consistently recognized with multiple nominations for the prestigious Top Escape Rooms Project Enthusiasts' Choice Award (TERPECA), *Earthrise One* regularly draws global puzzle tourists to Church Street who travel across continents specifically to test their wits against its non-linear station design.

This international acclaim has helped establish the venue as an anchor for entertainment in inner Melbourne. For locals looking for top-tier **things to do in Richmond**, the room's sophisticated narrative and cinema-grade set dressing offer a world-class escape without leaving the city. It proves that local, independent Australian creators can out-design massive international franchises, solidifying Earthrise's reputation as a cornerstone of Melbourne's thriving creative and indie gaming culture.



Rewarding Intelligence over Speed

The traditional escape room formula often relies on frantic rushing, hidden keys, and arbitrary codes. *Earthrise One* was built to solve "escape room fatigue" by offering a living, breathing world that respects the intelligence of its players.

Teams of 2 to 6 astronееers board the Starlight Industries station to uncover the mystery of its missing crew. Instead of opening locks, players must master the station's actual hardware. Devices are repurposed in novel ways as the game progresses, demanding that players stop, think, and absorb the narrative. Because success relies on deep communication and collective problem-solving rather than just finding hidden objects, *Earthrise One* has become a highly sought-after **team building** event for corporate groups and friends alike.



A Gripping Murder Mystery in the Void

Beyond its high-tech environmental puzzles, *Earthrise One* fundamentally operates as a complex, narrative-driven murder mystery. As your team of astronееers boards the abandoned Starlight Industries research vessel, you are tasked with uncovering the chilling truth behind the missing crew. Players must act as interstellar detectives, closely examining the intimate traces of life left behind, from encrypted personal logs to subtle environmental storytelling, to piece together a catastrophic sequence of events. However, the true challenge lies in the moral ambiguity of the conflict you uncover. The narrative forces players to digest competing perspectives from the vanished crew members, ultimately requiring the team to make a collective judgment call on who was right and who was wrong. You aren't just solving a crime; you must choose a side in a corporate and ethical war, leading to multiple distinct endings based entirely on your team's interpretation of the evidence.



A Game with Consequences

"We wanted to create a mature game that brings players into a fully realized world," says Lead Designer Harry Lee. "Every single detail in *Earthrise One* serves the world-building. There are no random puzzles here, everything makes sense within the story. We designed it so that taking a moment to stop and think actually helps you proceed, leading up to a non-linear conclusion where players must weigh a genuine moral dilemma."

Logistics and Accessibility

The *Earthrise One* mission is a 70-minute total experience (with 60 minutes aboard the station) located at Level 1, 133 Church Street in Richmond. Completely climate-controlled

and deeply immersive, the station serves as an ideal **indoor rainy day activity** for families, couples, and friends, to escape Melbourne's unpredictable weather.

Due to the complexity of the world and mature story elements, the recommended age to play without supervision is 15. To discover why enthusiasts are calling it a masterpiece, book your expedition at www.earthrise.one

Media Contact:

Jack Nolan

Creative Director

admin@earthrise.one

0423686130

www.earthrise.one