

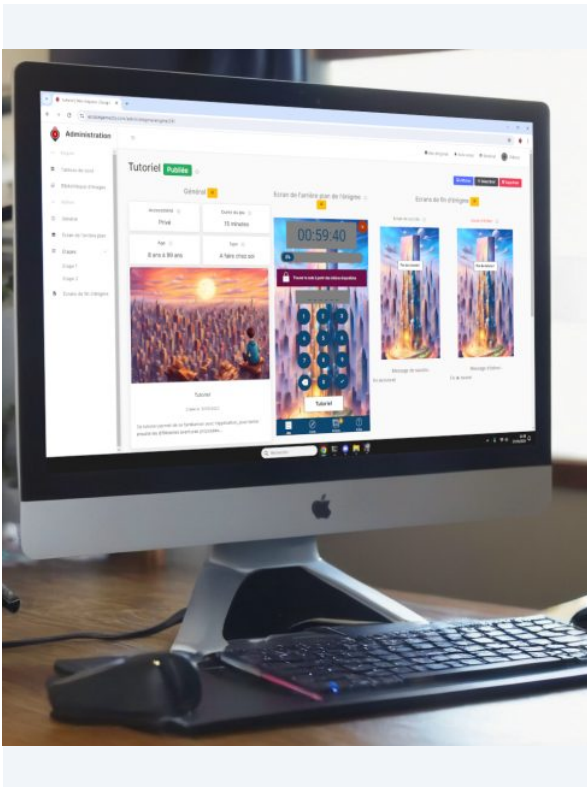


Escape Game City
Presentation brochure

CREATORS

Write your game, publish it, get it played

Writing a game and submitting it to the catalogue is free — and the acceptance criteria are published before you start.



10

published games

4.6/5

average rating

308

player reviews

What it changes for you

Free, with no time limit

Creating an account, writing a game and submitting it to the public catalogue costs nothing. A commission is only taken if you decide to sell it.

Open to everyone

The public catalogue is not reserved for professionals. An amateur's game enters on the same terms and against the same criteria.

Help with the writing

An assistant suggests puzzle mechanics when the page stays blank, and templates compose two-layer clues for you.

The rules are written in advance

The review grid is published: you know what is examined before you produce anything, and a rejection comes with written reasons.

How it works

1. You write

Steps, clues, hints. You play your own game in the browser to check that it can be solved.

2. You submit it

A review, then publication. If something is missing, we tell you what, and you can submit again.

3. People play it

Your game appears in the catalogue and on its town's page. Players rate it and comment on it.

The plan we recommend

Discovery Free

- One private game
- Access codes every month
- Submission to the public catalogue

The Discovery plan is enough to get started: it is free, and it covers one private game, access codes every month and publication to the public catalogue.

The three plans

Feature	Discovery	Pro	Organisation
Price	Free	39 € / month	1 490 € / year
Review turnaround for publication	within 10 working days	within 5 working days	within 2 working days
Commission on public sales	25 %	10 %	0 %

No commitment on the Pro plan. Prices exclude VAT. Commission applies only to games sold through the public catalogue: a free game, or one handed out by access code, is never charged. Stripe card fees remain yours.

Tell us about your project

A question before you get started? Write to us, we answer.

Book a demo: <https://www.escapegamecity.com/en/nous-contacter?sujet=pro>

Try it without installing: <https://jouer.escapegamecity.com>