



A Door In A Wall presents a new murder mystery event: *Dead Drop*

Following four successful and sold out previews, immersive game designers [A Door In A Wall](#) are launching their new murder mystery event, *Dead Drop*, from 16th January 2018 onwards.



Dead Drop is a murder mystery treasure hunt set amid the colourful glamour and cold war intrigue of 1969 London. The game takes place inside a mysterious and exclusive cocktail bar filled with cryptic clues and curious characters. Working as a team of undercover agents, players compete to gather evidence, solve a mystery, and savour a few martinis before the killer escapes. Four previews of the game ran in October 2017, meeting an extremely positive reception from players:

“really well thought out – so much attention to detail, the right level of difficulty, and really engaging!”

“Beautiful venue, felt very immersive, good puzzles, felt very slick and seamless”

“Unique and fun, with sharp acting and good writing.”

“Amazing fun for anyone who likes to solve puzzles and challenges! The actors were really convincing and the mixture of creative and mind puzzles were brilliantly balanced!”

“ADIAW immersive murder mystery adventures are the best thing about living in London!”

Now A Door In A Wall are ready to present the full experience. An original mystery story awaits your team of secret agents, once you descend into the decadent WM bar beneath [Wringer + Mangle Spitalfields](#):

Something is up in the world of aviation, and we need you to investigate. A few days ago, a small plane came down just outside London. It seems that the lone pilot was killed not in the crash, but by a jump with a sabotaged parachute.

This was a murder.

Perhaps this was some act of petty revenge, but it could be much, much more. The aircraft sported fearsome new technology that could tip the delicate balance of global power. We need you to discover who was behind this terminal departure, before the Cold War starts heating up.

Our intelligence points to a party at a glamorous London hangout, where several suspects will be lurking. It's a beautiful and dangerous location, and other nations will have their own spies circling the case, so you'll need a good cover story. Amidst the jet setters and cocktails, all kinds of secrets can be acquired. Just make sure ours stay under the radar...

The game will run on Tuesday evenings from 16 January 2018 onwards. *Dead Drop* is an experience designed for teams and a group size of 3-5 is suggested. Each team will need at least one smartphone between them and appropriate attire for 1969 is encouraged. Tickets are priced at £25.00pp, plus booking fees. Dates up to the 27 March will go on sale via [DesignMyNight](#) at 12 noon on Monday 20 November.

The game takes place entirely downstairs at [Wringer + Mangle Spitalfields](#) in the WM Bar. Doors will open at 6:30pm and players can arrive anytime after then, though we strongly advise arriving before 7:15pm. Players will have until 10pm to gather evidence and solve the mystery. At 10:15pm there will be a concluding scene with one team of agents declared the winners and collecting prizes and the whole event finishes at 10:30pm. Delicious food and expert cocktails are available from the bar throughout - see more [here](#)

The game can also be run as a private event, for personal or corporate parties of 50 or more. For more details on this, or for group ticket bookings of more than 10, please contact info@adoorinawall.com.

High resolution photographs from preview events are available [here](#). Please ensure any photos used are credited to [Robert Boulton Photography](#).

A limited number of press tickets are available for reviews or features. Please contact info@adoorinawall.com for further details or any questions about the event. More information on A Door In A Wall can be found on our website: www.adoorinawall.com.

About A Door In A Wall

A Door In A Wall (ADIAW) has been designing and running treasure hunts and other interactive games since 2008 and are best known for their large scale, public, murder mystery events. In 2014, Director Tom Williams left a career in investment behind to lead ADIAW's friendly team of designers, actors and technology professionals in creating real world adventures around London and beyond.

As well as creating acclaimed and sold-out public events, ADIAW has developed and run games for major corporate clients including O2, Google and LEGO and within major cultural venues such as the National Gallery and the Victoria & Albert Museum. ADIAW events continue to attract substantial and growing interest with increasing audiences across public and private events.

"So whether you like snooping into other people's lives, just really like solving clues or have a need to be number one in everything you do, this is a safe, hilarious, puntastic and legal way to don a deerstalker and solve a mystery." - [Time Out](#)

"Welcome to the wonderful world of interactive gaming at the hands of London murder-mystery masters, A Door in a Wall" - [Easyjet Traveller](#)

"Part murder mystery, part treasure hunt, part accidental pub crawl, A Door in a Wall run London adventures with a team of actors poised with clues and drama to entertain as you play detective." - [Buzzfeed](#)

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