

FOR IMMEDIATE RELEASE

CONTACT:  
SCRAP Entertainment Inc  
Kenny Yamaguchi  
415-529-2244  
kenny@realescapegame.com

## **SCRAP's New Game "The Pop Star's Room of Doom" Traps Players in a Time Loop - Literally.**

---

*Starting October 13th, 2017,  
players will be challenging time itself.*

---

SAN FRANCISCO, CA, Sept. 5, 2017 — SCRAP, the pioneer and innovative leader of the Real Escape Game events, is expanding the live entertainment genre with an all-new game type: the Real Time Loop Game. Titled “The Pop Star’s Room of Doom,” the closed room game will premiere in one of SCRAP’s permanent locations in San Francisco on October 13th, 2017, and tickets will go on sale starting September 12th at [realescapegame.com/popstar](http://realescapegame.com/popstar).

Stuck in a repeating time loop set in the 1990s, players must interact with characters and objects throughout the room in order to prevent the pop star’s seemingly inevitable death. Up to 9 players can work together to save the pop star’s life - but they have only 10 tries to find the correct sequence of events and escape the time loop. With multiple possible causes of death and different assassins all targeting the pop star, teams will have to juggle several threats at once if they hope to change the future.

“I had always wished for this game to be brought to the US, so it’s great to see that it’s finally happening!” states Kotaro Uchikoshi, scenario writer of “The Popstar’s Room of Doom.”

“I am confident that the fun will translate into any language! Everyone in the world will enjoy this game. Please play the game to see if my words are true!”

“This is the most excited I’ve felt about bringing a game to the US since we first debuted Real Escape Game in 2012” added CEO of SCRAP US, Kazu. “I’d say this is my favorite game so far!”

Tickets for “The Pop Star’s Room of Doom” will go on sale starting September 12th. For more information on visit [realescapegame.com/popstar](http://realescapegame.com/popstar).

## **About SCRAP**

Established in Japan in 2007, SCRAP debuted the Real Escape Game concept to the world and expanded to the US in 2012. Pioneering the new genre of Real World Adventure, SCRAP continues to introduce innovative and immersive experiences throughout the world. The company has forged partnerships with many industry leaders in interactive entertainment, including Universal Brand Development, Nintendo, Square Enix, and Funimation. Over 3.3 million people have participated in interactive events hosted by SCRAP. SCRAP's games were selected as BEST ESCAPE ROOM in the United States by USA TODAY's READERS' CHOICE 2016.

For more information about SCRAP, visit [realescapegame.com](http://realescapegame.com).