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CONTACT:
SCRAP Entertainment Inc
Doc Preuss
415-529-2244
Zelda@realescapegame.com

IMMERSE YOURSELF IN A REAL-LIFE ZELDA ADVENTURE WITH “DEFENDERS OF THE TRIFORCE”

*SCRAP Entertainment Partners with Nintendo
for a Legendary Puzzle Experience*

SAN FRANCISCO, CA, Nov. 16, 2016 – While playing one of the classic games in the beloved *The Legend of Zelda* franchise, who hasn't wanted to step through the screen and experience the exploration, adventure and puzzle-solving in real life? With “Defenders of the Triforce,” that dream can become a reality. SCRAP is partnering with Nintendo, the world-renowned pioneer in interactive entertainment, to create a unique multi-city Puzzle Tour inspired by *The Legend of Zelda* series.

While the words “escape room” might come to mind when describing this new experience, “Defenders of the Triforce” is so much more than that. Instead of escaping from a locked room, participants work in teams of six to solve a mystery in a huge area, all within a set time limit. The experience will let guests interact with classic items and characters seen in *The Legend of Zelda* series like the Goron, Zora and Kokiri tribes. The items can be used to solve puzzles and move forward into other areas, just like in *The Legend of Zelda* games.

“At Nintendo, we're always looking for ways to offer new experiences for all of our fans and expose our characters and franchises to new audiences,” said Doug Bowser, Nintendo of America's Senior Vice President of Sales and Marketing. “Partnering with SCRAP allows us to offer a new perspective on this legendary series.”

“We wanted to make sure ‘Defenders of the Triforce’ felt as authentic as possible,” said Doc Preuss, Real Escape Game Producer for SCRAP. “Fans of *The Legend of Zelda* series will adore the tour and won't want to miss it.”

The “Defenders of the Triforce” Puzzle Tour will be hitting eight cities all around the country beginning in January. Tickets for the first wave of locations are available today and can be reserved by visiting www.SCRAPZelda.com. The full schedule is as follows:

Immerse Yourself in a Real-Life Zelda Adventure with “Defenders of the Triforce”
Page 2

- San Francisco – Jan. 31-Feb. 5
- Los Angeles – Feb. 10-12
- Phoenix – Feb. 15-17
- San Diego – Feb. 24-25
- Seattle – TBA
- Houston – TBA
- Chicago – TBA
- New York – TBA

After completing the main puzzle experience, attendees will enter an area with amazing photo opportunities and a promotional lounge, where fans can purchase exclusive merchandise based on *The Legend of Zelda*.

The newest game in *The Legend of Zelda* series, [*The Legend of Zelda: Breath of the Wild*](#), launches for both [Nintendo Switch](#) and [Wii U](#) in 2017. The game gives players an unprecedented level of freedom as they assume the role of Link and explore, battle and survive in the vast world of Hyrule.

View the official trailer [here](#). For more information about “Defenders of the Triforce,” visit www.SCRAPZelda.com.

About Real Escape Game: Established in Japan in 2007, SCRAP Corp. debuted the Real Escape Game concept in Kyoto and followed up with the first permanent Real Escape Room in 2010. Since then, over two million people have participated in games run by SCRAP and its partners throughout Japan, China, Singapore, France, Spain, Canada and the United States. For more information about SCRAP, please visit <http://realescapegame.com>.

About Nintendo: The worldwide pioneer in the creation of interactive entertainment, Nintendo Co., Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its Wii U™ and Wii™ home consoles, and Nintendo 3DS™ and Nintendo DS™ families of portable systems. Since 1983, when it launched the Nintendo Entertainment System™, Nintendo has sold more than 4.4 billion video games and more than 696 million hardware units globally, including the current-generation Wii U, Nintendo 3DS and Nintendo 3DS XL, as well as the Game Boy™, Game Boy Advance, Nintendo DS, Nintendo DSi™ and Nintendo DSi XL™, Super NES™, Nintendo 64™, Nintendo GameCube™ and Wii systems. It has also created industry icons that have become well-known, household names such as Mario™, Donkey Kong™, Metroid™, Zelda™ and Pokémon™. A wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo’s operations in the Western Hemisphere. For more information about Nintendo, please visit the company’s website at <http://www.nintendo.com>.