

THE HIDDEN CIRCLE GAZETTE

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VENUES

Escape The Ordinary

BY CURT WOODMAN — 2025-05-25



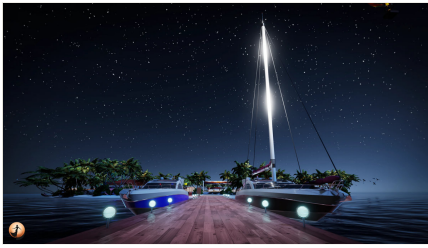
Inside the 3DX Escape Room Luxury Village

If you've been searching for a thrill that pulls you into another world, where every puzzle solved brings you closer to freedom, but one wrong move can send you back to square one, you might want to step inside the 3DX escape room crafted by the dynamic duo *Moonflame* and *Mentore*.

Their immersive experience has been open for several months now, drawing in adventurers from all corners of the 3dx. Guests have come and gone, some victorious, others caught in loops, but all leaving having experienced something different.

The escape room complex features three uniquely themed rooms, each increasing in difficulty, from beginner-friendly to brain-busting. But beware though, one misstep, and you're sent right back to the beginning, forced to retrace your steps with fresh eyes and renewed determination.

Completing a room is no small feat. Those who manage to break free are rewarded not just with bragging rights, but with a special in-world gift from the hosts themselves, a token of recognition for your cleverness and teamwork.



We at The Hidden Circle Gazette first visited out of curiosity and quickly became fans. We tackled the medium-difficulty room head-on, solving riddles, uncovering secrets, and cheering when we finally made our escape. Naturally, we had to return, this time with friends, to test ourselves in the other two rooms.

What truly sets this experience apart isn't just the clever puzzles or atmospheric design, it's that the hosts, Moonflame and Mentore, are incredibly welcoming, always ready with a smile (or a cryptic hint), making every visitor feel like part of the adventure. Their enthusiasm is contagious, and it's clear they pour their hearts into creating something magical.

After seeing how many players have enjoyed the challenge, and how many have returned multiple times, we knew this was a place worth sharing with our readers.

Behind Luxury Village: A Chat with Moonflame & Mentore

When we asked Moonflame about building the space, both she and Mentore were quick to clarify.

"I designed all the puzzles and game mechanics," Moonflame explained. "But I want to be clear, I used islands and structures from well-known download sites for the main map. I didn't create those areas myself, so I don't want to take credit for them."

She went on to say that putting together the puzzles alone took more than 20 hours of focused work.

"It was definitely hard work," she said. "Trying to find puzzles that would actually work within 3DX, and making sure they were fun but still challenging."

THE SPARK OF INSPIRATION

We asked what first gave them the idea to build an escape-style room with puzzles inside 3DX.

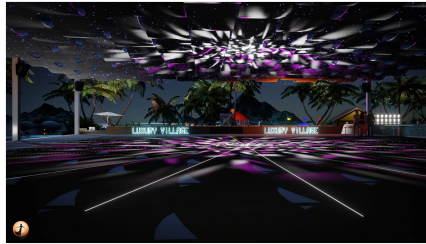
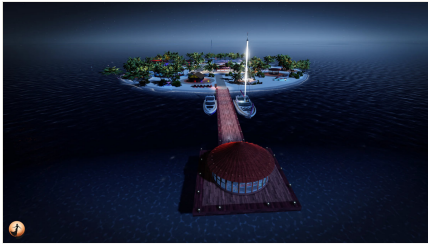
"At first, we built a multi-level maze inside a castle," Mentore said. "Then we thought about doing a treasure hunt. But it was Moonflame who really wanted to expand the idea into a full escape room with multiple puzzles and levels."

Moonflame confirmed that once she saw how much fun it could be, she knew she wanted to turn it into something bigger.

"We also took inspiration from a book called Dante's Inferno , especially the idea of circles of purgatory," Mentore added. "That helped shape our first room."

They both agreed that they wanted to make things increasingly difficult as players progressed.

"That's how this particular escape room idea was born," Mentore said.



BUILDING THE EXPERIENCE

Putting the escape room together took several months of planning and testing.

"It wasn't just about building the rooms," Moonflame said. "It was about making sure everything worked together smoothly. One wrong move and you're back at the start, that took some trial and error to get right."

Despite the effort, the result has been a success. Many players have come through the rooms, with some even returning multiple times to try again. Moonflame also mentioned that her profile shows a growing list of owned rooms.

"It's a list that keeps getting longer," she said with a smile.

LOOKING AHEAD

Moonflame and Mentore are always thinking about new ideas for future builds.

"We've got lots of plans," Mentore said. "We want to keep things fresh and different."

Of course, they wouldn't give away any details, but judging by what they've already created, players have plenty to look forward to.

If you're looking for a fun, challenging escape experience in 3DX, Moonflame and Mentore's creation is definitely worth a visit. With three rooms of increasing difficulty and a pair of enthusiastic hosts behind the scenes, it's a build that continues to impress. Find the Escape Room in 3DX and see if you can make your escape.

With special thanks to Moonlight and Mentore

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