



Teambreaks

DIFFERENCES ARE STRENGTHS

Mission Impossible

Save the World.....

Ever watched those TV challenge games and thought "I wonder how I'd do at that?" - here's a chance to find out! the event begins with an icebreaker activity, followed by a series of challenges. Teams will cross the minefield, make the nuclear waste safe, defuse the bomb and generally save the world at least six times, and still get home in time for tea and medals! The finale will involve everyone in 15 minutes of chaos and then it's time to add up the scores and see who gets the glory.....and the wooden spoon.

Many activity options, examples include;-

Crack the Code

A series of fiendish puzzles and games designed to test the initiative and problem solving ability of the teams. How many codes can you crack within the time limit. Puzzles include Ten Pole, Rope Handcuffs, Thomas the Tank Engine and many more. All are based on original Officer Training tasks used by the Military.



Nuclear Waste

Remember Die Hard 3? This was a challenge for Bruce Willis—a problem of logic and skill—split the nuclear waste accurately and thus render it safe for storage. This challenge is against the clock—only those with a clear head will survive.....



Connections

A simple enough challenge. The team have a number of large cables that must be connected to pairs of terminal blocks in a particular order, as per the brief given to them. Oh— and there's a time limit. Oh yes—and the whole team is blindfolded. Easy, huh?





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Mission Impossible Continued:

Ski Race

Race across the swamp using the special swamp skis. In addition, the team is shown the plans for a radio transmitter that has to be built accurately on the opposite side of the swamp. The team that communicates well is certain to succeed!

Aqua Swap

All you have to do here is move some water from one bucket to another—simple, huh! There are a few restrictions however, and this means that the whole team must work together to get a good result. There is a strict time limit, and the pressure's on to complete and be home in time for tea and medals.....

Egg Launch

Given a limited amount of equipment, the teams must build a launcher to fire an egg the furthest distance. The team are given the kit and have to erect their launcher and be ready to fire within 20 minutes. Some eggs go a long way—some barely cross the line, and others go backwards!

Castle Plan

The teams have to rebuild a perfect copy of the castle they are given. However the catch is that they are blind folded. They must complete it the quickest possible time. It's great test in communication skills.





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Mission Impossible Continued:

Itinerary

Mission Impossible is totally flexible and can be from a half day to a full day session. The full day session has more clues to solve than the half day, and involves more activities.

A full day normally runs from 10.00—17.00

A half day is usually either 10.00—13.00 or 14.00—17.00

We can develop the cost of this event to suit your budget as the activities have varying costs.

We have been in the Corporate activity business for 13 years and carry full public liability insurance. Our staff are motivated only by the desire to have a great day and ensure that you have an enjoyable and safe day out.