

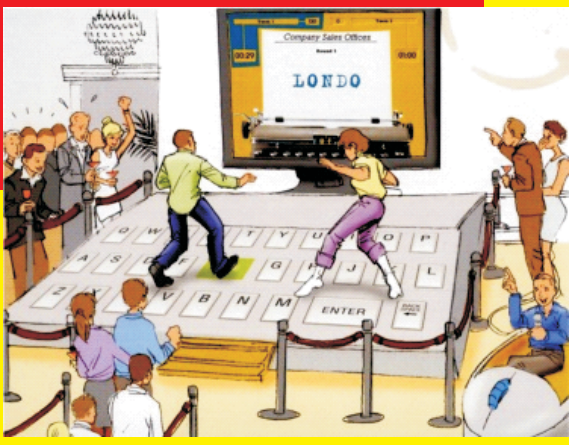
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Brand Stinkin' New Games!!

Check 'em out

TYPO!

TYPO is our newest group interactive game. This category based trivia game lures the surrounding crowd into playing along because everyone can think of at least ONE right answer in the category!

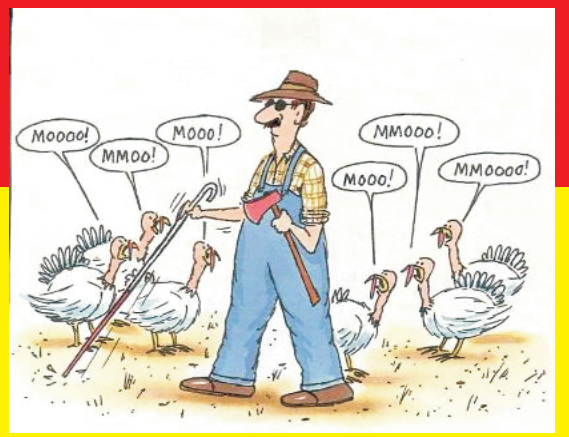


The categories are projected onto a large screen above a giant, foot stomping sized, keyboard. Your teammates will need to leap and scramble to input each guess

on the enormous keyboard. The more letters in your word, the more you score.

TYPO is outrageous fun to play with our 75 stock pop culture categories, but because the content in TYPO is text based, it is quick and inexpensive to add customized categories that reflect YOUR company's corporate culture!

Blindman's Stuff



Blindman's Stuff is a highly adaptable communication challenge that will really test your team's communication skills. The mission begins by splitting your team in two and placing them at stations on either side of a curtain. One half of the team will be the eyes, the other half will be the "hands." The Hands, will don a special video camera that transmits what they are seeing to their fellow teammates on the other side of the curtain.

The Eyes watch a TV screen and direct the Hands through a series of experiments and challenges.

Standard challenges might include mental/visual puzzles, a floating cork conundrum experiment and a simple electric circuit creator. Like all of our games, this game is highly customizable and will work for groups of various sizes. Typically, two to four independent teams will participate in this challenge at once, but it also can be played as a stand alone game for as few as two people.

Motor Madness



The newest challenge in our series of ultra, popular racing games, Motor Madness requires teams to use their wits and problem solving skills. Unlike some of our other construction challenges, Motor Madness is more "group thinking" than "group building".

During the first phase of this event, teams work together solving word, visual, and mental challenges. The brain teasers in this first phase will

earn them "Pit Bucks." The better a team performs at these "brain grinders", the more money they'll earn to buy car parts. During the second phase teams will decide how to spend their money. We will open our killer parts store or "Dream Garage" and sell the teams all the parts they need to build their mini race car. Teams will need to make a myriad of choices relating to types of wheels, motors, axels, fairings, decals, etc. How all the parts will work together on the racer is critical to its performance. During phase three teams will assemble their cars. A note here about the cars: these little buggers rip! They are powered by R/C airplane engines and propellers. They are a hybrid of an Everglades style airboat and a nitro fueled Funny Car! Did I mention that they are fast!? Testing them in our 15,000 sq. ft. warehouse has been challenging as we have had to sprint behind them to keep them from self destructing.

The racing of course is the final, manic, culmination of all the team's hard work. The racing too, is a bit of a hybrid event: one part drag race, one part demolition derby and one part heart pumping adrenaline.

Pricing note: Due to the expensive nature of all the materials used in this challenge, teams may not keep their racers at the end of the program. Arrangement can be made to purchase the cars for a nominal fee of \$50 per car.