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## Crystal Collection

A firm favourite from the 90's! We have taken this popular game show and turned it into a fun filled team building event.

At the beginning of the day your host will split your group into teams who will rotate round the different challenges receiving a score on each task. If the teams complete the task in the specific time then they will receive a crystal. When the event starts each team will go to a different zone where they have to participate on different challenges. Once they have completed their challenge then they will receive a riddle which will guide them to their next destination which will in turn bring about another challenge. At the end of the day the teams will be brought together to see who has the most crystals. There will then be a play off between the two teams with the most crystals with advantages given in order of crystals collected. The play-off takes place inside *The Crystal Dome*.

You will choose the different tasks before the event. The challenges will each be in different zones which will be Mental, Skill and Physical just like the real show. The mystery element will be the riddles which the teams will receive once they have completed their task and have to make their way to the next challenge.

The finale would be a play off between the two teams with the most crystals. The teams would take it in turns to enter the *Crystal Dome*. Once in the dome the clients must wait on the edges while the air stream picks up. When the host blows the starting whistle the clients must try and collect as many money tickets as possible in the allocated time. The amount of time each team has in the dome is relative to the amount of the crystals they have collected during the day.

### Some of the Challenge Explanations

#### Physical

- Arachnophobia – Teams must pass through the Spider's web without waking the spider. Any touching of the web will result in a loss of crystals.
- Treasure Island – Watch out for the sharks! You and your team must devise a way of transporting your team across the (imaginary) shark infested water to the island in a set amount of time. If you make it to the Treasure Island and unlock the chest then you will gain a crystal.
- Amazon Obstacle – The Amazon River is the widest in the world which means trouble for you and your team. You need to build a vessel to transport your team to the other side of the water. If you manage to make it to the other side there will be a crystal waiting for you.
- Cranium – We hope you're good at DIY! Your task is to build a device capable of lifting a bucket of water. The item must be free standing and no higher than 3 feet. This will test your brains and your brawn.

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- Block Puzzle - In order to obtain the crystal the team must construct a shape shown on the wall by using the wooden blocks provided. If the shape is constructed correctly in the set time then the team wins the crystal.
- Battering Ram – The group must use the tools they have to build a battering ram which they must then use to knock open the different boxes, once they have opened all the boxes this will give them the key to the final box which contains the crystal.

### **Mental**

- Save The World! – The pressure is on! You and your colleagues must try and devise a way to stop the atomic bomb from exploding and causing mass destruction. If you're successful not only will you be safe you will also get a crystal!
- Pharaoh's Towers – What the Pharaoh wants the Pharaoh gets! The team are the Pharaoh's slaves and he demands that his pyramids are moved from one area to another before being moved again. The pyramids must be moved in a specific order and you only have a set amount of time to get them in the correct location in the correct order. If not then no crystal will be awarded.
- Chemical Catastrophe – There has been a chemical spillage! It is too dangerous to go into the area and so the team must use a rope and pulley system to pick up the chemical containers. The only problem is the team members using the pulleys have an allergic reaction to the chemicals and have to be blindfolded so its left to one of the team to give guidance.
- Ship Maths - The ships captain knows where the crystal is hidden.... But he is lost. In order for the team to get to the crystal they must help the captain regain his bearings by solving a number of maths puzzles. Once answered correctly the captain will be able to lead you to the crystal.
- Dead Man - There has been a murder and the detective needs some help! The team must aid the detective and answer a number cryptic clue's to solve the murder. The reward for solving the murder is a crystal.

### **Skill**

- Flock Em In – We hope you like role playing. One member of the team is chosen at random to be the shepherd and they must use a unique form of communication to get the rest of their blindfolded team into the pen. You must accomplish this task in your set time otherwise you won't be receiving a crystal.
- Eggspertly Done – We hope you're good at team work. Here the teams have to work together to use the items they have been provided with to build a device capable of firing an egg a substantial distance. If the egg

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- remains intact the team wins the crystal. The only problem is no one can touch the egg providing another stumbling block for you and your team.
- Knock Their Blocks Off – The team has to work together to build the chariot. Then once built it is time to do battle with the enemy! With two people pulling and one person sitting on the Chariot the team must, using a gladiators joust, knock the enemy soldiers' blocks off. You must defeat the enemy in the set time to win the crystal.
  - Phileas Fogg's Adventure – Around the world in 40 minutes! Teams are given a balloon which they must transport around the world without touching it. They must also attach a vessel for Phileas and Passepartout to travel in. If they travel around the world in the set time then a crystal will be obtained.
  - Hoop Throwing - The crystal is locked in a mechanism consisting of a number of bamboo tubes with hooks attached. The team take it in turns to throw hoops onto the hooks, in the correct order, to make the crystal roll down the tubes and into the teams' hands.
  - Target - The team must take it in turns to fire the catapult at the various targets. All of the targets must be knocked down for the crystal to be released.
  - Laser Beams - This valuable crystal is protected by high level security and the team must negotiate their way through the laser beams to get to 'steal' the crystal. There is an automatic lock-in if any member of the team touches the beams and alerts the guards

By creating a challenge where the completion of each task awards extra time for the finale we are naturally encouraging planning, determination and forward planning with this event. Each task tests different skills but communication, structure, organisation and teamwork are paramount in all.

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## Prices

### Half day prices

Up to 20 people (5 games and a dome finale)	£1800 + V.A.T
Up to 30 people (5 games and a dome finale)	£2160 + V.A.T
Up to 36 people (6 games and a dome finale)	£2400 + V.A.T
Up to 50 people (4 games doubled up and a dome finale)	£3000 + V.A.T
Up to 60 people (5 games doubled up and a dome finale)	£3600 + V.A.T
Up to 72 people (6 games doubled up and a dome finale)	£4200 + V.A.T

Any more than 72 people then price on application

### Full Day Prices

Up to 20 people (8 games and a dome finale)	£2400 + V.A.T
Up to 30 people (8 games and a dome finale)	£2760 + V.A.T
Up to 36 people (10 games and a dome finale)	£3120 + V.A.T
Up to 50 people (10 games doubled up and a dome finale)	£3840 + V.A.T
Up to 60 people (10 games doubled up and a dome finale)	£4080 + V.A.T
Up to 72 people (10 games doubled up and a dome finale)	£4320 + V.A.T

Any more than 72 people then price on application

Teams should have a maximum of 8 people per team. As this will maximise individual participation and team spirit.

Below there are some basic prices in case you want to work out quotes

### Basic Prices

Each Crystal Collection Game	£300 + V.A.T
Crystal Dome Finale	£600 + V.A.T