

INNOVATING

FLASHMASTER

EVENT INFO

TIME: 2 HRS

NUMBERS: 36-400

LOCATION: OUTDOORS

APPROACH: COMPETITIVE



Can your team save the universe...or at least launch a rocket?

Earth, we have a problem...

You and your fellow astronauts have successfully reached Mars. Your mission on the red planet is complete but now your spacecraft is damaged, oxygen levels are running low, and time is running out. You have only one chance to dock with your space station orbiting the planet – and you're going to have to design and build a new Rocket Docking System if you have any chance of reaching it safely.

This is **Flashmaster!** The aim is simple but the challenge great. The teams have to build a system that enables their spacecraft to travel fast enough to break free of the atmosphere of Mars, but controlled enough not to crash into the space station and explode on impact. The teams have limited time and resources to achieve their goal. To survive it is going to take planning, inventiveness, co-operation and some way out ideas to dock safely and slowly.

The teams that survive will be the ones that work together, draw on individual strengths and skills and listen to the little ideas that make a big difference. This exciting and highly competitive challenge uses real rocket motors, so this is an outdoor event only.

Designed to get your teams thinking out of the box, working together under pressure and creating success in the face of disaster, **Flashmaster** tests all the skills required for working as a winning team here on Earth.

BUSINESS BENEFITS

RESOURCE MANAGEMENT

CREATIVE THINKING

ACCURACY

PLANNING/ACTION

PRODUCING TO DEADLINE

