

**ACTIVATING**

# THE CONTROL

## REMOTE CONTROL

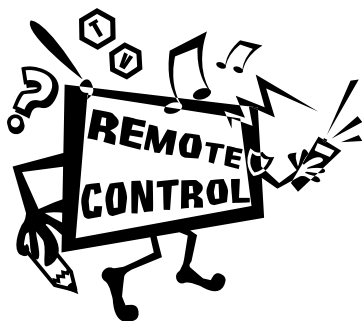
### EVENT INFO

**TIME: 2 HRS**

**NUMBERS: 20-250**

**LOCATION: INDOORS**

**APPROACH: COMPETITIVE**



**Take a trip back to the golden age of children's television with this sensational teambuilding experience that is guaranteed to engage, energise and bring out the best in every participant.**

Each team's aim is to out-perform, out-manoeuve and out-think the opposition while maximising points. Choosing from three levels of challenges from Child's Play through to Tuff Stuff the teams take on a myriad of creative, mental and active tasks – all based on television programmes from the 60s, 70s and 80s.

In a fun, retro environment, the teams can dictate their team strategy and the order in which they take on the challenges. The teams will soon discover that clear thinking and exceptional organisational skills are essential in order to keep pace with the action and keep ahead of the opposition – especially when tackling several challenges at once.

Each team is based at their own team table, whilst the activities are orchestrated at central control desks. Suitable for any venue, the wide range of challenges can be located both indoors and out and are inspired by TV favourites such as Blue Peter, How, Take Hart, Thunderbirds, Crackerjack, Top Of The Pops, We Are The Champions and Blockbusters.

The pace of the action builds steadily as the challenges are completed and reaches fever pitch in the closing minutes of the event creating an extraordinary atmosphere entirely driven by the participants.

At the end the final points are added up, the winning team is announced and given retro lucky bags. **Remote Control** pencils are handed out to all participants.

### BUSINESS BENEFITS

**HIGH ENERGY**

**STRATEGIC PLANNING**

**PROBLEM SOLVING**

**UNIFIES THE GROUP**

