TEAM BONDERS

THE LEADER IN INTERACTIVE CORPORATE FUN

MINUTES TO WIN IT

MINUTES TO WIN IT ™   SUGGESTED LENGTH: 2-2.5 HOURS

Our skilled facilitators will navigate your team through a series of fun, low impact and cerebral challenges. Sounds easy, but with the pressure of a ticking clock or direct competition breathing down your neck, you'd be surprised how difficult the tasks become.

CLASSIC GAME SHOWS   SUGGESTED LENGTH: 1.5-2.5 HOURS

Suitable for all locations and demographics, our games allow everyone to showcase their knowledge of pop culture, current events and even customized trivia to suit your corporate identity. The best part - the entire group plays simultaneously every game! Featuring The Feud, Hollywood Game Zone, and more.

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CLASSIC GAME SHOWS

IRON CHEF CHALLENGES   SUGGESTED LENGTH: 2.5-3 HOURS

If you're looking for an authentic, mouthwatering, culinary team building activity absolutely look no further! When your group puts on an apron and steps out of the office and into Kitchen Stadium, something special is guaranteed to transpire.

CUSTOM IRON CHEF

BONDING FOR A CAUSE ™   SUGGESTED LENGTH: 2.5-3 HOURS

Looking to make a difference for your team and lives of others in the community? Consider a team building event that will foster team camaraderie and allow your company to give something back to the cause of your choice. Fun and philanthropy! CSR options such as stuffed toys, bikes, wheelchairs, and more.

BONDING FOR A CAUSE

AND MANY MORE...

FOR MORE ACTIVITY DESCRIPTIONS, PICTURES AND VIDEOS, VISIT TEAMBONDERS.COM
CALL 1.888.868.2386 OR EMAIL INFO@TEAMBONDERS.COM

THE FUTURE IS NOW!

HI-TECH, TEAM-BASED, REAL-TIME, TABLET & SMARTPHONE PLAY POWERED BY OUR OWN PROPRIETARY APPS

SCAPPVENTURE HUNTS ™
SUGGESTED LENGTH: 2-2.5 HOURS

There is nothing more exciting than a custom, intricate, app-enhanced Scavenger Hunt - employing your team's communication, cooperation, problem solving and strategic thinking abilities. Throw in some fun & exciting challenges... unique corporate info or collaborative team initiatives and you'll have an event everyone will be raving about!

THE APPMAZING RACE ™
SUGGESTED LENGTH: 3-3.5 HOURS

Buckle up for the most incredible, fast-paced, real-life team building adventure that you could ever imagine! Complete with checkpoint destinations, roadblocks and whirlwind bonus challenges - your group will be completely consumed by this game right up until the finish line and beyond.

CSI: THE APPVESTIGATION ™
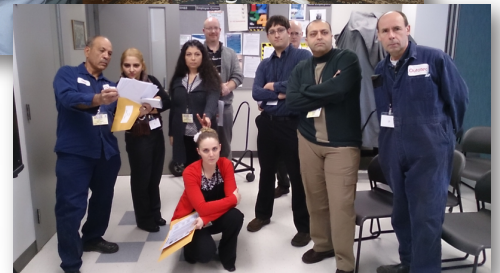*SUGGESTED LENGTH: 3-3.5 HOURS*

Armed with our Crime Lab app-loaded tablets and other essential investigative resources, your group will be trying to solve the crime of the century. This Appvestigation is going to take the entire group's deductive reasoning powers and razor sharp in-field skills in order to be successful.

AGENT 777: GOLDENAPP ™
SUGGESTED LENGTH: 2-2.5 HOURS

Crack out your passports and brush up on your Top Secret dossiers! Your teams will be racing against the clock as you try to foil the mastermind scheme of the evil "Dr. Know". You'll be on a tight deadline and your journey will be chock full of intricate missions, covert challenges and spy-themed tests!

ESPIONAGE SUITE

The Original Hotel Based Escape Game

Our skilled program architects can build a game for any property and any corporate team. Imagine your corporate identity blended with a realistic, cyber espionage crisis and you're in the thick of it! Utilizing actual hotel rooms and hiding the game in plain site makes this the most unique escape game available today. No where else can your entire group play the exact same scenario against one another, simultaneously! You have 60 minutes to save the company! Are you up to the challenge?

CASE CRACKER

Mobile, High-Tech Escape Game

Teams of 4-8 have 75 minutes to breach a locked attaché case and solve the linear mystery within. Hurdles include cyber technology, black lights, tactile riddles and cerebral challenges that will require the collective brainpower and collaboration of the entire group. Teams that complete the challenge before time is up will be deemed "successful" but the ultimate champion is the one that finishes the quickest! Can you crack the case?