



# Shackleton's Expedition



10 – 80+



2.5 – 4 HRS



OUTDOOR

Shackleton's Expedition uses a simulation to host a range of physical and mental challenges. Each scenario is designed to deeply engage your team's problem solving and communication skills, reinforcing the idea of one common goal.

The story goes... several months ago, your group abandoned its ship, The Endurance, and watched with great disappointment as the wreckage and remaining supplies plunged to the icy depths. You have been struggling to survive and must make the dangerous trek over pack ice and open waterways to Paulet Island, where a previous expedition had left some food and an emergency transmitter behind. Finding this is essential if your crew is to be rescued.

Using a metastory, a series of physical and mental problems have been created in order to challenge the group both individually and collectively. Criteria such as distance travelled, food consumed, weight of supplies and toughness of terrain, will all affect the outcome.

The decisions you make could either leave the group stranded or, if navigated successfully, lead to the teams rescue.

Can you work together and make it out alive?



This package includes:

- A selection of suitable tasks, including all equipment – activity choices and event duration are subject to the number of participants
- Facilitator feedback and group analysis after each session
- 3m pop-up marquees at each activity area
- Task facilitators
- Dedicated event manager, including on site activity coordinator
- Task instructors and crew
- All pre event planning and preparation – any paperwork used to be branded with client logo
- Transport/Delivery/Setup/Return

## BOOSTS & BENEFITS

- Breaks the ice
- Releases tension
- Unifies the group
- Creates high energy
- Optimises team talent
- Encourages working towards a common goal