

Quests in the castles

The core of the game is the team and individual passing of the tests in order to achieve the goal. It is taking place in the special and original atmosphere of the castle. Quest is a great opportunity to unite the group through the active team-game. The situations are drawn so as to detect the logical, intelligent, creative, physical and original approaches of the participants to the problems solving.



In Four Elements – Air, Water, Earth, Fire.

- Funny, cheerful, amusing, friendly;
- Checking one's accuracy, frankness, strength, creativity, ingenuity.

Results:

- Team decision making;
- One for All and All for One;
- Initiative and participation of each person;
- Only positive emotions.

Time: 4 – 6 hours

Site: the castles of the Western and Southern Ukraine.

Subject: depends on the Customer requirements, age and quantity of the participants, the chosen site.

Characters:

- Teams (8-20 persons);
- Assistants in tasks preparation and implementation (Tasks Guards).

Additional information:

- The quest may be completed with a picnic, excursion or banquet;
- The prizes and souvenirs may be used as awards (on request);
- Every participant is insured.

The structure of the event

Part 1:

- Deciding the number of a team and its color by lot;
- Conditions of tasks fulfilling and tips.

Part 2:

- 10 – 14 quest tasks.

Part 3:

- The final show, evaluation.