



## TEAM TERROR @ SPOOKERS

### EVER WANTED TO TRY SOMETHING TOTALLY DIFFERENT?

Spookers Haunted Attractions has a corporate outlook now with team building programmes, consisting of both half and full day operations.

Our job is to scare people at night but during the day, we bring corporate groups together as a team.

With a fully licensed bar, operational kitchen and friendly staff, your visit to Spookers will be **"THE TALK OF THE BOARDROOM!"**

We can assist you with all your transport needs as well, with some companies like Pavlovich Coach Lines. Just ask our team about details.

Please browse through our packages and we look forward to hosting your next fun filled team-building day out.

## PACKAGES:

**Half Day** – 9.00am –1.00pm or 12.00pm – 4.00pm

\$75.00 per Corporate Skull

Tea, coffee and biscuits on arrival

Exclusive use of banquet room and outside area's for team building activities and meetings

6 options from our Finger Feast menu

Two team building events from the selected list

**Full Day** – 9.00am – 5.00pm

\$120.00 per Corporate Skull

Tea, coffee and scones on arrival

Exclusive use of banquet room and outside area's for team building activities and meetings

6 options from our Finger Feast menu

Three Team Building events from the selected list

Afternoon Tea – with Savories and Carrot cake



# TEAM TERROR TEAM BUILDING EVENTS

## The Amazing Maze 'n Maize Seasonal from January to end of April

Can you negotiate your way around our maze, answer our quiz and not get lost, and still make the best time all without a map?  
Its over 6 hectares of winding, twisting tracks and the maze is over 7 feet tall Are you up for the Challenge?

## Funny Bones

What's your real name for your funny bone, not sure, who does?  
Can you think on your feet, make snap decisions?  
If so take the lead in this event

## The 3D Manic Maze and Vortex Tunnel

This is not just a maze, but also a maze with a difference. Not only do you wear 3D glasses throughout the experience, you have to find special items, negotiate your way through the dark rooms, endure the flashing lights and survive the 3D action, deliver the goods at the end  
Which team wins?

## Toxic Waste

Using the equipment provided, you have 20 minutes before the waste will blow up and destroy the world. Your team needs to work out how to transfer the toxic waste from the small unit to the large neutralized unit, can you handle the pressure?

Plus many more on request