

Corporate  
Adrenalin



MOTIVATE, EDUCATE & INSPIRE

# Product Brochure

- WE'VE BEEN BUSY!

ING : YOUTH ENGAGEMENT PROGRAMMES : AWARDS CEREM  
GURATION EVENTS : PRODUCT LAUNCHES : REWARDS & INCE  
NING EVENTS : CHRISTMAS PARTIES : ICE-BREAKERS : MEETI  
FERENCES : FALL CONFERENCES : PUBLIC EVENTS : A  
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BALANCE & MANAGING IN TOUGH TIMES : CORPORATE SOCI  
SPONSIBILITY & EMPLOYEE WELL BEING - INTERACTIVE TRAIN  
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*departmental merger* *product launches*  
*management change*  
*annual conference* *team building*  
*motivational away day*  
*graduate programs*  
*team of the year*

## IN THE BEGINNING..



### **We're famous for...**

Our highly innovative approach to action based learning. Corporate Adrenalin has been at the forefront of workforce motivation and team development throughout the economic ups and downs of the last decade.

**Successful:** We are experts in engaging a wide range of audiences, whether motivating sales teams, creating new work practices or training entire organisations to deliver change. In January 2010 we delivered a Labyrinth event to 500+ BUPA delegates, from Sales Managers to high level Executives, to kick start a 2 year long Change Management Programme.

**Effective:** People who are introduced to our methodology engage better, learn faster, and implement more in the workplace. It's a different way of getting a message across and it's incredibly effective - working as well for a group of 2,000 people as for a group of 20!

# Our latest products

We've been busy developing a New Generation of our unique high energy, action based learning events designed to motivate and inspire and widen our offering to suit every business need. Add these to our 'ever-green' favourites and we can offer you a lot of ideas and inspiration to meet every budget.

**The Bigger Picture** is not simply about painting a large mural – it involves buying and selling, interacting, communicating and collaborating as a team towards a common goal. Once the clock stops, the panels are hoisted up to create 'The Bigger Picture' – a breathtaking moment that can be treasured forever in your Company foyer!

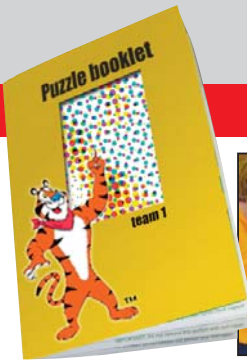
**Missions Impossible** Your team's challenge, should you wish to accept it, is to win. Work against the clock and against other teams to undertake missions, earn points.... and innovate strategies. This is a highly motivating and adrenalin boosting event, intended to really shake things up!

**Virtual Travel** Venture around the globe earning money and completing tasks, the ultimate aim being to return to your original city with a bigger bank balance than any other team. This is an outrageous fun packed game that really makes team mates think outside the box!

**Seek and Learn** Ideal for integrating a group to a new location or environment. Teams are set tasks that must be completed in designated locations around a venue, site, town or city. Sometimes called a Truffle Hunt or Treasure Hunt this event is high energy and great for team building, it is particularly useful at illustrating the resourcefulness of individuals and teams alike.

**Ice-breakers** Ideas to get the ball rolling and an ideal way to introduce delegates to an event or new business topic. This can be a fun start to a conference, a prelude to a Dinner or a specific subject opener for a group, to get them thinking about the session ahead.

**Gameboards** Using our new generation technology, we have created a series of dynamic Game Boards that can set the mood for a high adrenalin challenge based event. The technology manages numbers from 20 – 2000 delegates, in a fun, exiting and memorable way.



“ Thanks to the team who provided a thoroughly enjoyable morning. I think people will talk about the 'Bigger Picture' event for some time to come when they speak of the training day. It fit very well into the context of the day and I was very grateful for the positive feedback that you were able to provide regarding the cooperation and collaboration between teams. Everyone I have spoken to has said how surprised they are at the creative ability of everyone who took part. I was glad to see how participative everyone was. Please pass our thanks to the other team members.

”



# THE BIGGER PICTURE



## Core / Key Objectives

- ◆ Involves a high level of team collaboration and co-operation
- ◆ Involves buying & selling, negotiating & bartering
- ◆ Interacting & communicating are essential for success
- ◆ Involves working towards an ultimate goal and achieving something that instils pride.

The Bigger Picture is a collaborative event where all delegates are working towards the same ultimate goal. Teams are tasked with the creation of a panel, depicting a much larger scale image provided on the front of a puzzle booklet. In order to complete their panel they must first earn 'money' to buy their materials. Each item including their canvas, brushes and glue have a price tag. These must be purchased from the custom made shop using the money gained from completion of ongoing active challenges and by completion of the puzzles within the booklet. There will be a time limit for the creation of the image. Once the clock stops, the panels are hoisted up to create 'The Bigger Picture'.

This event is a non stop, creative and cooperative journey from start to finish. The Bigger Picture will inspire participants to look into options for the future; they will leave with an open mind and more confidence to believe in their own abilities as well as those of their colleagues.

## Applications

- ◆ Particularly good for companies who have divisions within the business either departmental or skill sets.
- ◆ The Bigger Picture can help to illustrate the strengths and weaknesses of a business in how they create the Bigger Picture, this can provide an opportunity for corporate "benchmarking" the level of interaction and co-operation within the group.
- ◆ As this activity has a creative slant, it can bring out skill sets and innovation in individuals allowing them to express their flare without detracting from the overall goals of the group.
- ◆ The Bigger Picture can be used as a fun application or can carry many diverse business messages for a progressive business.

FROM  
**£45**  
PER DELEGATE



## MISSIONS IMPOSSIBLE



### Core / Key Objectives

- ◆ **Highly motivating event**
- ◆ **Involves a high level of team collaboration & co-operation**
- ◆ **Interacting & communicating are essential for success**
- ◆ **Involves strategic & innovative thinking**

Mission Impossible is an electronic game board, developed to manage a variety of real life challenges to test all the talents of your team. Delegates work against the clock and against other teams to undertake missions, earn points.... and innovate strategies. Your team's challenge, should you wish to accept it, is to win. Missions Impossible like the film is dramatic and intended to really shake things up and get the Adrenalin of participants pumping!

## Applications

- ◆ This is ideal for companies going through change management, managing in touch times, companies with strong divisional identity and as a tool for developing management and leadership skills.
- ◆ It is a great tool if a company wants to instil passion back into a team after a period of business instability.
- ◆ Great drama – this product can be used to get everyone to really buy into the role of “Special Agents” so that they let go and have a great time.
- ◆ Great to get teams into winning ways as this can, if needed, be highly competitive.
- ◆ A good tool to create empathy between team members as the range of challenges help to illustrate different skill sets and aptitudes.

FROM  
**£70**  
PER DELEGATE



“ We wanted our managers to improve their leadership skills and also understand how behaviour plays an important part in effective leadership. Your event helped us change the culture of our organisation and move forward. Thank you. ”





## VIRTUAL TRAVEL



### Core / Key Objectives

- ◆ **Breaks the mould of conventional events**
- ◆ **High energy event, creating a feel good factor and true team spirit**
- ◆ **Breaks down barriers**
- ◆ **Involves a wide array of thinking skills, forcing 'delegates to think outside the box'.**

Starting with the dramatic entrance of Phileas T. Mist himself (! Who!), the objective of Virtual Travel is to venture around the globe earning money and completing tasks, the ultimate aim being to return to your original city with a bigger bank balance than any other team. The scene is set by Phileas; the teams are given a unique identity signified by the donning of hats from their 'start City' and a passport pose that they must re-enact at any given moment during the game.

This outrageous fun packed game comprises of challenges requiring a mix of creative, lateral thinking, problem solving and fact finding. The final minutes of the game create a frantic, adrenalin pumped finale as teams rush to reach their home city to complete their journey. Teams that keep their cool under pressure and work well in a chaotic environment will come out top.

Virtual Travel is a bespoke electronic game board we developed for Land Rover, which manages a variety of real life challenges to test all the talents of your team. Around the World in 80 Days is a fun filled virtual journey around the world where you and your team will visit far away lands, sample the cultures and earn currency in each location, your efforts and success in tasks will determine the quality of your journey - is it to be cheap and cheerful or 5 star luxury?

## Applications

- ◆ Around the World in 80 Days is ideal for companies with a global presence and particularly good for overcoming cultural diversity in the workplace.
- ◆ It is also excellent for companies with changing strategies. For instance If a company is about to launch in a different market or country, it acts as an excellent introduction to the global differences that they as a business will face.
- ◆ Around the World is a great high-energy fun experience that can bring out a strong team spirit and desire to win!

FROM  
**£80**  
PER DELEGATE

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informative

“ Thank you so much. You helped us achieve far more than we could have done using traditional Powerpoint and discussion groups. And the event was a lot of fun as well!

”



## SEEK AND LEARN



### Core / Key Objectives

- ◆ Breaks the mould of conventional events
- ◆ Creative & Fun event
- ◆ Creates a feel good factor
- ◆ Breaks down barriers.

The truffle hunt begins with the bursting in of a strange and weathered old farmer, known for his unique truffle hunting pigs. But he has a problem, his pigs have been stolen. He needs help to find these rare and expensive truffles so that he can pay the ransom and retrieve his precious pigs.

This teambuilding event is designed to encourage delegates to explore locations anywhere in the World. Armed with an inflatable pink pig, a Polaroid camera and an instruction sheet, delegates are tasked with finding truffle locations, posing for pictures and bringing back souvenirs.

When the teams return they are given the opportunity to demonstrate their creative talents and are tasked with creating a display with their souvenirs and photographs that they have taken along the way. The winner is the team with the most pigs found and the most creative display. This is the ideal fun, team-building event to blow away any cobwebs and create a real feel good factor.

## Applications

- ◆ A great activity for companies that visit a 'neutral' destination for their conference as it gives the delegates an opportunity to get out and see something of the City/location they are in.
- ◆ Good for meetings where teams are being brought together for the first time as it is a light hearted and innovative way of introducing everyone.
- ◆ Good for businesses requiring more creativity and innovative thinking from their employees, as these tasks allow for plenty of entrepreneurial input that can be rewarded at the end of the event.

FROM  
**£40**  
PER DELEGATE



“ The event exceeded expectations for everyone involved. Your team's organisation and enthusiasm were superb ”





## ICE-BREAKERS



### Core / Key Objectives

- ◆ **Creative & Fun event**
- ◆ **Creates a feel good factor**
- ◆ **Breaks down barriers**
- ◆ **Develops a receptive and interactive environment**

As the name suggests Ice breakers create a good start to an Event, Dinner, Meeting or Conference. They get the group in the right mood to be able to tackle the rest of the Event.

We have a wide variety of ice breakers that can be adapted to carry a variety of messages to set the scene for the day ahead or simply fun, adrenalin enhancing ways of kick starting an event. One thing that is certain is that people will be switched on and ready to go.

Our Ice Breakers can range from 20 minutes to half a day depending on your needs, from our Game Show which is fun and invigorating, to interactive learning based challenges, and all the bases in between!

## Applications

- ◆ Particularly good when a business wants to bring a group of people together and help them 'gel' before they move forward with the day ahead.
- ◆ Great for the "grave yard slot" after lunch when everyone feels sluggish and unresponsive.
- ◆ It gets people out of their comfort zone and shows them that they can have a go.
- ◆ It can give a flavour of the conference or meeting. For example the "Circle of Trust" helps to break down barriers and underlines the need for people to work together.
- ◆ Good as entertainment at a Dinner – can be purely fun and get the evening off with a bang. Christmas parties and end of conference dinners are good examples for this.

FROM  
**£10**  
PER DELEGATE

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Something for all

“ A big thank you and the team for providing such a professional and fun session for our delegates. It was a great success. ”



## GAMEBOARDS



We've been busy developing a New Generation of technology led high energy, action based learning events, together with a range of new challenges designed to motivate and inspire. So whether you want to spice up your next health and safety seminar or inspire that winning spirit back into your sales team, why not follow our simple step by step route to meeting your objectives.

We have a suite of options which provide you with the platform on which to manage your teams and challenges, from 'Trek,' a fun filled journey where you and your team will visit different virtual locations and compete against each other to earn points; to 'The Track,' a real race against time, the team that successfully completes the most challenges in the quickest time will pass the finish line first!

You can dress up your Gameboard to introduce a focus, from a running track, to a spy based mission impossible theme – anything you want. We can also create extra personalisation by adding your logo or including your full brand.

The advantage of our system is that you can use it to deliver practically any message, either by introducing your own subject or choose something from our existing portfolio.

We have developed a range of new and exciting techniques to get across your key messages in a way that is interactive and fun. We work with you to help select the right tasks to match your desired outcomes and can even create your own bespoke assignments.

Please refer to our 'tell me more' brochure for more information on what we can do for you.

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## Applications

- ♦ Great to carry a company message through a series of action based learning challenges, from change management to health and safety initiatives.
- Develops team cohesiveness and an understanding of what each individual can bring to the table. This has a lasting effect once everyone is back in their normal work environment.
- Long lasting empathy and company awareness of individuals strengths after the event.
- Creates high energy situations where even the most sceptical individuals get swept away with the event.
- Whether it is purely for motivational purposes or as a tool to deliver key strategy messages the feel good factor is always achieved.
- Brings out creative and positive competitiveness and a happy working environment both on the day and long after the event.

FROM  
**£50**  
PER DELEGATE

**Corporate  
Adrenalin**



# WHAT TOPICS CAN WE HELP YOU WITH?



Team Building : Change  
At Work : Creativity &  
Innovation :  
Interpersonal skill:  
Recruitment :  
Diversity at Work :  
Work-Life Balance :  
Managing In Tough  
Times



Work shops &  
Masterclasses :  
Corporate  
Manslaughter,  
Lone Worker & The  
New Law :  
Controlling Minds &  
Your Corporate  
Responsibility :  
Workplace Stress :  
Managing Contractors :  
Near Miss Reporting



Change  
Management :  
Leadership Skills  
Mentoring



Product Launches :  
Rewards & Incentives :  
Inauguration Events :  
Awards Ceremonies :  
Evening Events :  
Christmas Parties



Product Launches :  
Ice-breakers : Meetings :  
Conferences : Networking  
Events : Awards  
Ceremonies : Summits



Community Engagement :  
Charitable Involvement :



Candidate Assessment :  
Psychometric Testing :  
Personality Trait Profiling :  
Team Role Profiling  
Put your message on wheels!



Youth Motivation : Aim higher :  
Young Enterprise

**NEED TO TRACK  
PERFORMANCE,  
MEASURE  
IMPROVEMENT OR  
DEMONSTRATE  
FULLY CERTIFICATED  
COMPLIANCE?**

**Web Games**

Our online pre and post event web games use the engagement of computer games to enable you to find out what people really know and understand.

**E learning**

We also have a suite of online E learning and training programmes with recognised CPD creditation to assist in the auditing and paper trail

*See our web site for access to our training portal*

## TESTIMONIALS

*Don't just take our word for it, look at what some of our clients think:*

### CHANGE MANAGEMENT



"The event exceeded expectations for everyone involved. Your team's organisation and enthusiasm were superb."

### TEAM COMMUNICATION & TRAINING

"We're already seeing people working together better and communicating together. There's a whole new buzz about the team!"

### MOTIVATION

"The Labyrinth delivered more than I could have ever wanted in terms of fulfilling our aims of raising awareness and enterprise within our youngsters."

### INCENTIVES & REWARDS

"The event surpassed all my expectations - a top class product. The best event we've ever done!"

### LEADERSHIP DEVELOPMENT

"We wanted our managers to improve their leadership skills and also understand how behaviour plays an important part in effective leadership. Your event helped us change the culture of our organisation and move forward. Thank you."

### REINFORCING THE LEARNING

"Thank you so much. You helped us achieve far more than we could have done using traditional Powerpoint and discussion groups. And the event was a lot of fun as well!"

### PRODUCT LAUNCHES

"A big thank you and the team for providing such a professional and fun session for our delegates. It was a great success."



### WHO WE'VE WORKED WITH...



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AWARDS CEREMONIES : INAUGURATION EVENTS : PRODUCT LAUNCHES : REWARDS & INCENTIVES : EVENING EVENTS : CHRISTMAS PARTIES : ICE-BREAKERS : MEETINGS & CONFERENCES : SALES CONFERENCES : NETWORKING EVENTS : AWARDS CEREMONIES : PRODUCT LAUNCHES & PUBLIC CONSULTATIONS : TEAM BUILDING : CHANGE AT WORK : CREATIVITY & INNOVATION : INTERPERSONAL SKILLS : ENVIRONMENTAL IMPACT : DIVERSITY AT WORK : WORK-LIFE : BALANCE & MANAGING IN TOUGH TIMES : CORPORATE SOCIAL RESPONSIBILITY & EMPLOYEE WELL BEING - INTERACTIVE TRAINING : RECRUITMENT SELECTION PROGRAMMES & PSYCHOMETRIC TESTING : YOUTH ENGAGEMENT PROGRAMMES : AWARDS CEREMONIES : INAUGURATION EVENTS : PRODUCT LAUNCHES : REWARDS & INCENTIVES : EVENING EVENTS : CHRISTMAS PARTIES : ICE-BREAKERS : MEETINGS & CONFERENCES : SALES CONFERENCES : NETWORKING EVENTS : AWARDS CEREMONIES : PRODUCT LAUNCHES & PUBLIC CONSULTATIONS : TEAM BUILDING : CHANGE AT WORK : CREATIVITY & INNOVATION : INTERPERSONAL SKILLS : ENVIRONMENTAL IMPACT : DIVERSITY AT WORK : WORK-LIFE : BALANCE & MANAGING IN TOUGH TIMES : CORPORATE SOCIAL RESPONSIBILITY & EMPLOYEE WELL BEING - INTERACTIVE



REWARDS & INCENTIVES : EVENING EVENTS : CHRISTMAS PARTIES : ICE-BREAKERS : MEETINGS & CONFERENCES : SALES CONFERENCES : NETWORKING EVENTS : AWARDS CEREMONIES : PRODUCT LAUNCHES & PUBLICCONSULTATIONS : TEAM BUILDING : CHANGE AT WORK : CREATIVITY & INNOVATION : INTERPERSONAL SKILLS : ENVIRONMENTAL IMPACT : DIVERSITY AT WORK : WORK-LIFE : BALANCE & MANAGING IN TOUGH TIMES : \*CORPORATE SOCIAL RESPONSIBILITY & EMPLOYEE WELL BEING - INTERACTIVE TRAINING : RECRUITMENT SELECTION PROGRAMMES & PSYCHOMETRIC TESTING : YOUTH ENGAGEMENT PROGRAMMES : AWARDS CEREMONIES : INAUGURATION EVENTS : PRODUCT LAUNCHES : REWARDS & INCENTIVES : EVENING EVENTS : CHRISTMAS PARTIES : ICE-BREAKERS : MEETINGS & CONFERENCES : SALES CONFERENCES : NETWORKING EVENTS : AWARDS CEREMONIES : PRODUCT LAUNCHES & PUBLIC CONSULTATIONS : TEAM BUILDING : CHANGE AT WORK : CREATIVITY & INNOVATION : INTERPERSONAL SKILLS : ENVIRONMENTAL IMPACT : DIVERSITY AT WORK : WORK-LIFE : BALANCE & MANAGING IN TOUGH TIMES : CORPORATE SOCIAL RESPONSIBILITY & EMPLOYEE WELL BEING - INTERACTIVE TRAINING : RECRUITMENT SELECTION PROGRAMMES & PSYCHOMETRIC TESTING : YOUTH ENGAGEMENT PROGRAMMES : AWARDS CEREMONIES : INAUGURATION EVENTS : PRODUCT LAUNCHES : REWARDS & INCENTIVES : EVENING EVENTS : CHRISTMAS PARTIES : ICE-BREAKERS : MEETINGS & CONFERENCES : SALES CONFERENCES : NETWORKING EVENTS : AWARDS CEREMONIES : PRODUCT LAUNCHES & PUBLIC CONSULTATIONS : TEAM BUILDING : CHANGE AT WORK : CREATIVITY & INNOVATION : INTERPERSONAL SKILLS : ENVIRONMENTAL IMPACT : DIVERSITY AT WORK : WORK-LIFE : BALANCE & MANAGING IN TOUGH TIMES : \*CORPORATE SOCIAL RESPONSIBILITY & EMPLOYEE WELL BEING - INTERACTIVE TRAINING : RECRUITMENT

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