

Space MADNESS

A crashed shuttle, space amnesia, a planet at risk... and no time to lose. Can your team survive the escape from Mars? The future is now, and it's come crashing down around you. In a wrecked shuttle on the surface of Mars, your team is showing signs of space amnesia, erasing any memories of how to escape. Only by combing through what's left of the wreckage and repairing your shuttle can you enter the correct codes to get back to Earth. But with limited oxygen left, will you survive?

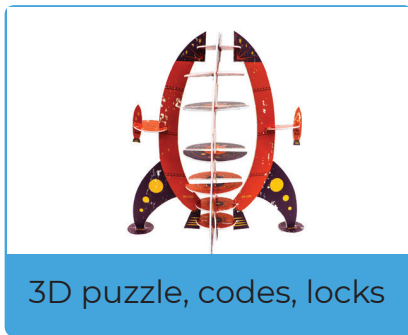


At A Glance

- Duration: 1.5 hours
- Team Size: 3-5 players per team, unlimited # of teams
- Space Needed: 1 large room or multiple rooms, table space per team



Game Elements



3D puzzle, codes, locks



Story to uncover, badges, audio, maps, and more



Game Site has timer, answer fields, and videos

Team Elements



Fun, Morale, and Engagement

Entertainment first! Boost bonding, unity, and trust through the power of play.



Coordination

Set a direction, delegate, lead, decide on how best to tackle multiple problems together.



Communication

Each teammate has different info. Practice getting on the same page and moving in one direction.



Problem Solving

Tackle adversity, make sense of an uncertain situation, and come to the right answer.