



# Boardroom Breakout




2024 TEAM-BUILDING EXPERIENCES

## *What is a Breakout Race experience?*

Breakout Race™ is our flagship team-building experience, nationally acclaimed for its immersive challenges that reinforce core professional principles while providing an exciting and rewarding competition for everyone involved. Teams of 6-10 players work together in their attempt to solve puzzles, challenges, and critical-thinking tasks to discover the final answer that completes their mission before the timer hits zero. All teams compete against each other at the same time, with one team to be crowned the winner by game's end. As we can accommodate up to 1,000 people at one time, the more the merrier. The experience is truly something to behold as the competition is fun but also challenging as teams compete to win. The entire team-building experience can be completed in 60 or 90 minutes from start to finish, working perfectly within any event schedule.

In the race against time, and each other, teams will face several critical thinking tasks. At their table, each group receives a locked game module containing puzzles and challenges, that once solved, will reveal information needed to progress. The ultimate goal is to reach the final lock, where a critical decision awaits. Here, at the end, each team must carefully select their group's final answer. The team that selects the correct answer in the fastest time will win! Everyone will participate in our Breakout Race experience at the same time, and we bring everything to you! We can come to your corporate office, hotel ballroom or anywhere else to provide this remarkable experience that your group will remember for quite some time.



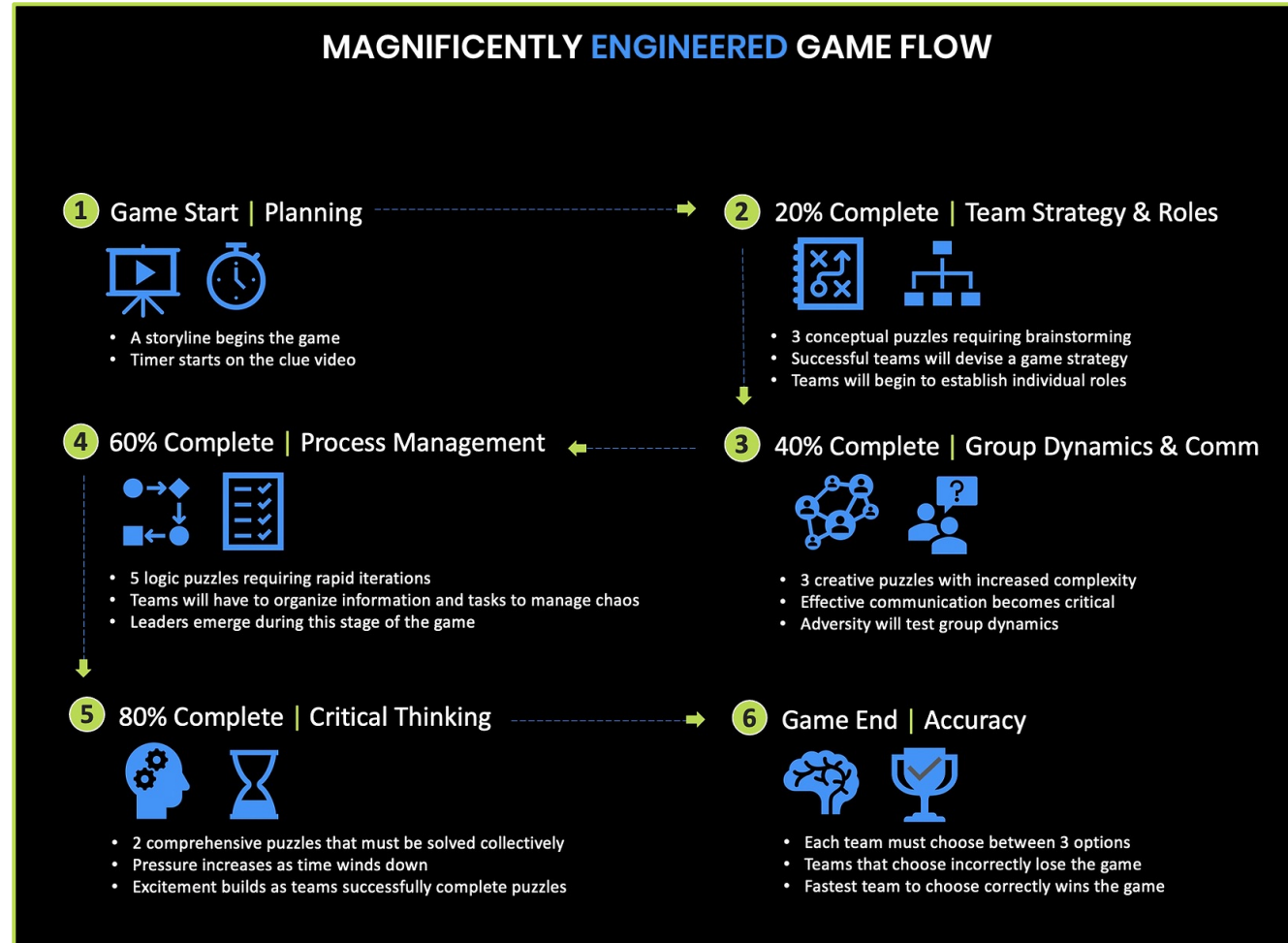
<i>Experience</i>	<i>Description</i>	<i>Group Size</i>	<i>Duration</i>
<p>Lost in Granite Pass</p> 	<p>Nobel prize-winning biologist, Dr. Kristen Kline, has gone missing in the 550 square-mile Granite Pass National Park. Her goal was to observe rare plant and bee species which could be used to formulate ground-breaking medicines. She is an avid outdoorswoman and is believed to have enough food and water for only 7 days. Park Rangers just found Dr. Kline’s backpack downstream, but there is no sign of her. Use the pack’s contents and your team’s intelligence and detective skills to find her before time runs out!</p>	<p><b>4 – 1,000+</b> (4-12 people per team)</p>	<p><b>30, 40 &amp; 60</b> minute games available</p>
<p>The Great Geo Race</p> 	<p><i>The Great Geo Race</i> propels your team on an exciting, globe-trotting adventure. As you "travel" from country to country, your mission is to solve challenges at each checkpoint and unlock vital information to reach your next destination. With knowledge of logic, geography, famous landmarks, and world cultures, you'll need to outsmart and outpace competing teams as you race toward the finish line.</p> <p>At the start, your team will be equipped with a pilot's flight bag—packed with the essential tools and clues to guide you through the race. As you progress, solving puzzles and unlocking secrets, you'll gather the intel needed to move closer to the final destination—a mystery city somewhere in the world. But speed alone won't win the day; strategic thinking, teamwork, and effective communication are key to mastering each challenge and advancing through the stages. Time is ticking, and only the most effective and clever team will emerge victorious. Do you have what it takes to be the first to reach the finish? Your adventure awaits in <i>The Great Geo Race</i>!</p>	<p><b>4 – 1,000+</b> (4-12 people per team)</p>	<p><b>30, 40 &amp; 60</b> minute games available</p>
<p>Dr. Riley</p> 	<p>For the past three months, Naval Medical Specialist Dr. Elizabeth Riley has been tasked with solving a medical mystery affecting nations around the world. 2 days ago, she left the USA and headed for the World Research Center in Jakarta. No one has heard from her since she arrived, therefore your team has been assigned to pick up where she left off and complete her mission.</p> <p>Your task is to use your team’s collective intelligence, creativity and communication skills to along with the information found in Dr. Riley’s research bag to solve the anomaly before time runs out.</p>	<p><b>4 – 1,000+</b> (4-12 people per team)</p>	<p><b>30, 40 &amp; 60</b> minute games available</p>

*It looks fun, but how will this help my team?*

*We're so glad you asked!*

From start to finish, Breakout Race will take your group on a journey that constantly challenges the way they communicate, strategize and operate as a team. From the outside, it will look like one heck of a good time, but while participants are having fun, they're also learning critical group dynamics and developing processes that improve their team's effectiveness. They may begin as work acquaintances, but by the end of the activity, team members have built a deep respect and appreciation for one another that lasts long after the event is over.

The event is a high-energy, dynamic experience designed to push teams to strategize and communicate effectively under pressure. It's our premier team-building exercise, cleverly disguised as entertainment. While immensely enjoyable, its true value lies in fostering genuine teamwork. Each puzzle within the game requires a blend of individual talents, quick thinking, and collaborative decision-making, emphasizing the necessity of each team member's contributions. Participants not only enjoy the thrill of the game but also come away with a deeper appreciation for the power of working together, making informed decisions, and the importance of clear communication in achieving common goals.



*How will you include my custom messaging and meeting principles?*

## We do it everyday!

Our Breakout Race is expertly tailored to integrate your specific meeting topics and themes seamlessly. From sustaining momentum and spearheading change to forging paths for growth and success, we don't just reiterate your core principles—we put them into action. It's one thing to talk a good game, but through our experience, your team will actively engage with these concepts, witnessing their power to drive team success. We make this happen through three pivotal approaches...

### 1 PRE-GAME BRIEF

At the beginning of the experience, we will highlight the key meeting principles and offer guidance on how to effectively apply and remain mindful of them throughout the session.

### 2 IN-GAME CONTENT

We can adjust several of the puzzles within the game bag to test specific principles or cover specific themes. The game itself is purposefully designed to accommodate customization.

### 3 POST-GAME DEBRIEF\*

Once the game is complete, our hosts will discuss the experience and use examples from within the session to highlight instances where teams excelled at utilizing meeting principles.

*\*A detailed post-game reflection discussion can be provided by our hosts at no additional charge*



*Who has utilized this experience?*

## Over 1,000 Diverse Organizations Served

Chosen by Fortune 500, education, government, healthcare & non-profit organizations across the world.

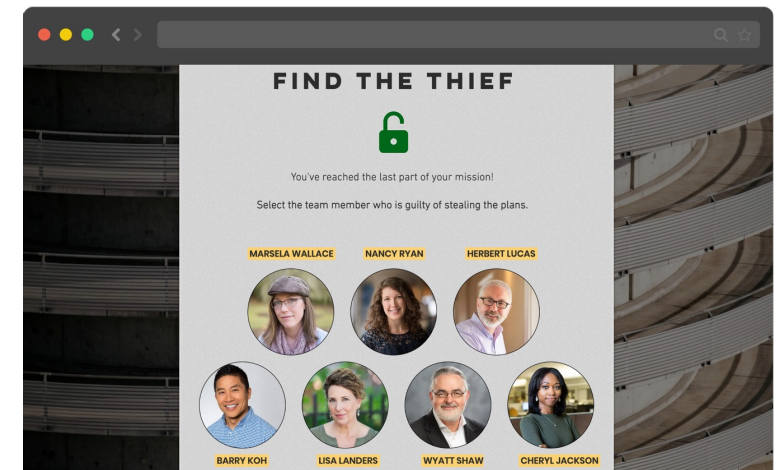
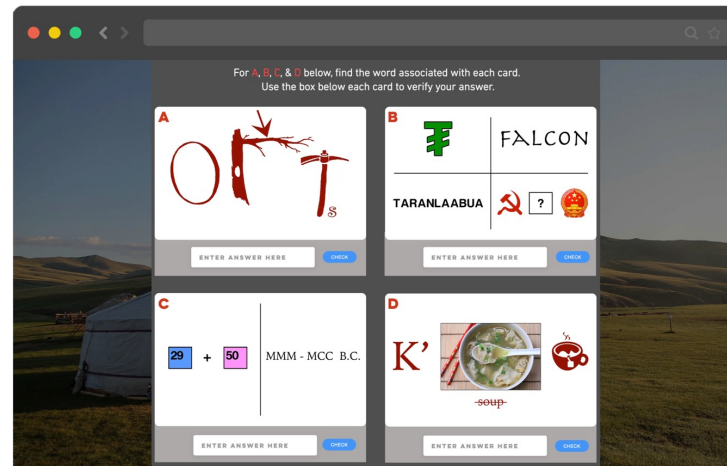


## What is a Virtual Breakout Race experience?

We also offer our on-site Breakout Race virtually for remote teams or groups who work from home. The best way to describe it is a hybrid of an escape room, an online scavenger hunt, and The Amazing Race. The experience is fast-paced and keeps everyone engaged from start to finish.

The teams will collectively solve challenges that require creativity, logic, strategy and communication in order to be successful. To play, participants will only need a laptop or desktop computer and you can utilize the video conferencing platform of your choice. When your group has joined the meeting, a live game host will introduce themselves and manage the experience from beginning to end. The host will explain the rules of the game and how to play. Next, the host will use the breakout feature to split the group into teams of about 5 to 10 people per team. When the game starts, all teams compete at the same time and the host will move from team to team to provide guidance as needed.

During gameplay, teams will follow a story line through a series of password protected game sections. Each section will contain challenges of geography, math, logic, or reasoning. Participants must use their intelligence and online search skills to unlock the next section. The game culminates with a final decision to be made by the team. Teams that choose incorrectly will fail the mission. However, the team that chooses accurately in the fastest time will win. Once all teams have finished, the host will end the breakouts and return everyone to the main session. At that time, the host will reveal the winning team, share the team rankings, and answer any questions participants may have.



*Experience*

*Description*

*Group Size*

*Duration*

Lucas & Shaw:  
Chamber 51



Mr. Herbert Lucas and Dr. Wyatt Shaw founded the most prestigious architecture firm in the Northeast. Two years ago, they won a government contract to design Chamber 51, the most state-of-the-art gold storage facility for the U.S. Federal Reserve.

72 hours ago, \$1.3 billion in gold was stolen from the facility. The FBI is convinced the guilty party was in possession of the top-secret architectural blueprints for Chamber 51. The only parties that have access to the blueprints are the Army Corps of Engineers and the Lucas & Shaw Architecture Firm. The FBI has ruled out the Army Corps of Engineers, therefore, one of the seven members of the L&S design team must be responsible for stealing and selling the blueprints.

Mason Perry was the lead FBI investigator tasked with identifying the thief. However, he has just been reassigned and your team must pick up where he left off and identify the thief. Use your logic, creativity, and intelligence to effectively complete this mission. The clock is ticking.

**4 – 1,000+**  
(4-12 people per team)

**30, 40 & 60**  
minute games available

Double Agent



The National Security Agency (NSA) has uncovered a "Mole" within their agency. This rogue agent is responsible for stealing top-secret financial information from the International Monetary Fund (IMF) banking servers. The Mole has fled the United States and is living and hiding abroad.

Your task is to identify and locate the Mole.

Your team is in possession of the potential suspect's briefcase. Start by calculating the briefcase access code to unlock it.

**4 – 1,000+**  
(4-12 people per team)

**30, 40 & 60**  
minute games available

The Great  
Geo Race



Your team has now started The Great Geo Race, a furious dash to the finish line that will take your team to several countries and cultures around the world.

Using your knowledge of geography, landmarks, currencies, travel and more, arrive at the finish line before any other team. Once there, your group will make a final decision that will determine the team that wins the race.

Work quickly but pay careful attention to detail! Good luck!

**4 – 1,000+**  
(4-12 people per team)

**30, 40 & 60**  
minute games available



## *What is a QR Code Scavenger Hunt?*

Our QR Code Scavenger Hunt is the on-site activity that turns the ballroom or event space into a competitive battlefield. Whether played individually or in teams, participants hunt for strategically placed QR codes. Each code, once scanned, reveals a challenge, puzzle or question that emphasizes team problem-solving. With a spectrum of questions covering topics from logic and math to geography, the content can even be tailored to integrate client-specific topics, merging conference learnings with collaborative team building.

Using one smartphone per team, groups submit their answers and monitor their progress via a real-time leaderboard. Similar to the excitement of our Breakout Race, QR Code Scavenger Hunt stands out as another favorite, providing a dynamic way for teams to connect and compete.



## How does our on-site trivia experience work?

Our on-site Trivia Challenge is a seemingly casual competition that usually turns into a heated battle of intellect between teams. In a nutshell, it is a fast-paced knowledge competition where accuracy, speed, and strategy are rewarded.

Questions are multiple choice and one person at each table will connect to the game link and submit the answers for their table. Each team will have 30 seconds to answer each question. The faster the question is answered, the more points their team will receive. If the question is answered incorrectly, the team will receive zero points for that question. The most exciting part of this experience is the leaderboard. After each question is answered, everyone will see the live leaderboard that shows where each team ranks in terms of total points earned. As a result, everyone will know exactly where their team stands against the other teams. This element has been a highlight for our clients as it gets quite competitive as the trivia nears its end and the teams group together at the top of the leaderboard.

The participants can play in teams or individually. Each question will be presented on their device (laptop, tablet, or phone) and they will use that device to submit their answers. We will also project the questions, answers, and the live leaderboard on the screen(s) in the venue. In this way, even people that aren't connected with a device can view what is taking place and how teams are moving up and down the leaderboard. Questions range from topics like geography, science, history, sports, pop culture, movies and more. Many clients will have us mix in a few company-specific questions or cover material that was presented previously in the conference. Questions can always be customized along with company branding (logos, themes etc.)



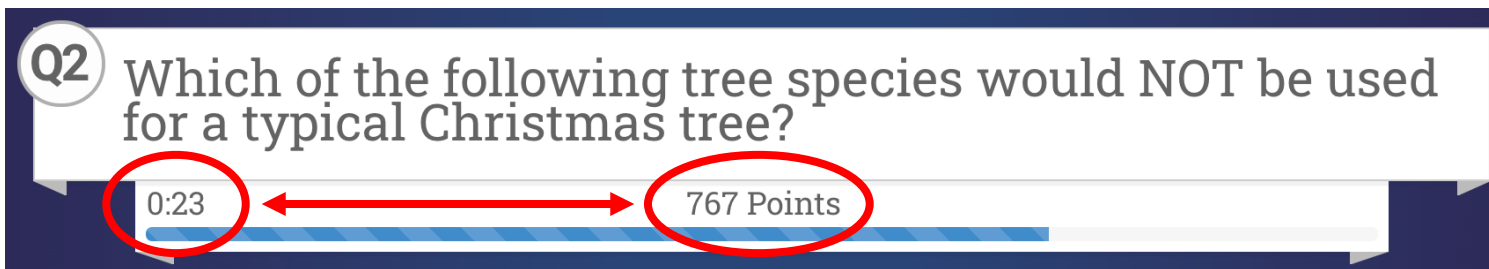
## *How does our virtual trivia experience work?*

Our Virtual Trivia Challenge is a blast to take part in. It is a fast-paced knowledge competition where accuracy, speed, and strategy are rewarded.

When your group has joined the virtual meeting, a live game host will introduce themselves and ensure everyone can access the game website using their browser on their desktop or laptop computer. Once connected, the host will thoroughly explain the rules of the game and how to play. Next, the host will use the breakout feature to split the group into their respective teams. When the game starts, all teams compete at the same time and the host(s) will provide guidance as needed.

The game consists of 30 to 60 challenging questions that will test your knowledge of science, art, history, geography, music, pop culture, sports, and much more. All questions will be answered via multiple-choice selection. With each correct answer, teams will earn points towards their total score. The team with the highest point total at the end of the game will be declared the winner. To keep things fun, we do not allow any outside information to help solve problems, which means participants are not allowed to Google the answer.

Sounds simple right? Not so fast! The total points awarded for each question is dependent upon how quickly your team successfully answers the question. A countdown timer will be displayed with each question, and as each second passes, the points awarded for answering that question will decrease. Therefore, your team will need to balance accuracy and speed in order to find success. This provides an opportunity for strategic teams to create an advantage.



The screenshot shows a trivia question interface. At the top left, there is a question icon with 'Q2' next to it. The question text reads: 'Which of the following tree species would NOT be used for a typical Christmas tree?'. Below the question, there is a horizontal bar with a blue gradient. On the left side of this bar, there is a timer showing '0:23'. On the right side of the bar, there is a points value showing '767 Points'. A red double-headed arrow is drawn between the timer and the points value, indicating the relationship between time and points.

At the end of each question, the answers will be shared, and the team standings will be revealed. Questions can be fully customized to meet client needs and fit any audience. We have a library of thousands of intriguing questions. Many companies will add in company-specific questions. We do also have questions with an international focus that are not U.S. centric, making them a perfect choice for global groups.

*What does the trivia interface look like?*

## Trivia Question

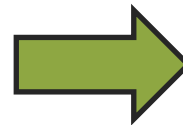


This Trivia Game has 36 question(s).  
Questions will update automatically every 15 seconds.


**Q2** In the 2003 Christmas film "Love Actually", which of these actors plays the role of the British Prime Minister?

0:11 733 Points

- A. Tim Robbins
- B. Colin Firth
- C. Hugh Grant
- D. Liam Neeson



## Live Leaderboard?



### Holiday Trivia

5 Your Rank      Next question in... 3      6 Players

#### Current Player Rankings

Rank	Players	Points
1	Accounting Heroes	2313
2	Winners	2239
3	Sales Solvers	1859
4	The Avengers	1371
5	Trivia Monstars	888
6	Awesome Admins	798

Way to go! Top performing players listed above.

## *What is the Bunk Assignments Challenge?*

In this logic-based challenge, participants are tasked with placing campers into their ideal bunks—a task that appears straightforward until they encounter the campers' individual preferences. Some campers must bunk next to their friends while others have aversions that can't be overlooked. The group will utilize 20 clues to correctly assign each of the 10 campers to their appropriate bunks.

Participants are first divided into teams. Each team is provided with a backpack containing a portion of the vital clues. To access these clues, teams must solve strategic puzzles to unlock locks on the bag.

Prior to the start of the exercise, identical bunk boards or “cabins” are set up in the room for each team. This is where participants will physically apply their clues and place each camper in their respective bunk. The activity gets participants up and out their chairs, injecting a contagious energy into your meeting.

As time runs out, effective communication and strategic organization become crucial to avoid disorder. Leaders will emerge, decisions will be made, and the group will need to effectively allocate their resources to reach a consensus. As the 40-minute timer ends, teams must decide if they believe they have the correct order. Will a single solution unite the group, or will differing opinions divide them? In the end, the team that completes the challenge accurately in the fastest time wins!







# BOARDROOM BREAKOUT

[www.boardroombreakout.com](http://www.boardroombreakout.com)

1-(888) 989-3746

[contact@boardroombreakout.com](mailto:contact@boardroombreakout.com)