

Team Building activities in
PORTAVENTURA PARK





Live your own adventure

A challenge not within everybody's reach... Dare you?

The participants, working into teams, will live their own adventure and will have to pass as many trials and to answer as many questions as possible, as well as to overcome the surprises the Park has in store for them.

In an atmosphere in which the only survivors will be the bravest, we propose the participants a teamwork activity in which they will have to manage themselves to be the most effective team when overcoming the challenge proposed.

They will be the stars of an unforgettable journey surrounded by a five world's unique atmosphere and the most exciting rides to enjoy. Dragon Khan, Hurakan Condor, Furios Baco... and Shambala, all of them will test the participant's ability to let themselves be surrounded by an incomparable atmosphere. The participants will have to get as many points as possible, so they will have to face:



Compulsory Points

Teams must show up along with all its members in these points located in two pleasant rides and make the most of them. The pictures that the teams will get free of charge with the two coupons included inside the material, will witness it.

Optional Points

They are located in the Park rides. A well-made strategy will allow the teams to show up in as many points as possible (the more, the better), get on the rides, and so, resolve more enigmas and add more points for the team. The punctuation will depend on the solving of the enigma not on the number of team members that go on the ride in order to solve it. This means that one member of the team is capable of overcoming the challenge and add points.



Stampida



Tutuki Splash



Compound Tests

With these tests the participants, showing their bravery, will be able to win extra points for their respective teams. Those extra points will depend on the number of members who overcome the challenges prepared for them. These tests will be situated in the most fearless rides of the Park.

Photographic trials on the rides

At the end of the rides, teams will have two vouchers to freely exchange for required photographs. These photographs will be taken by the participants during the ride, and team members will have to appear as indicated in the roadmap.



Dragon Khan



The Mine Train



Games trials

In Far West game area, teams will find game huts. Teams will have 6 exchangeable coins for 2 free games, and so teams will have the chance to win dolls and get extra points for their teams.

Guessing riddles and answering questions about the Park

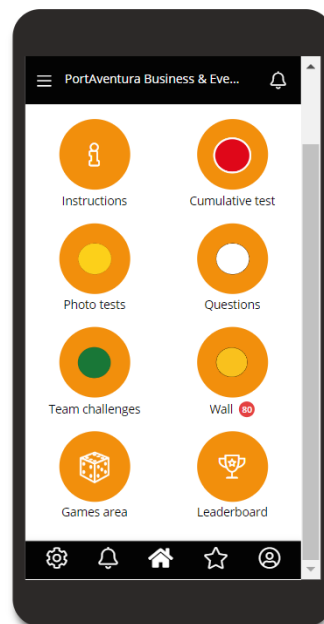
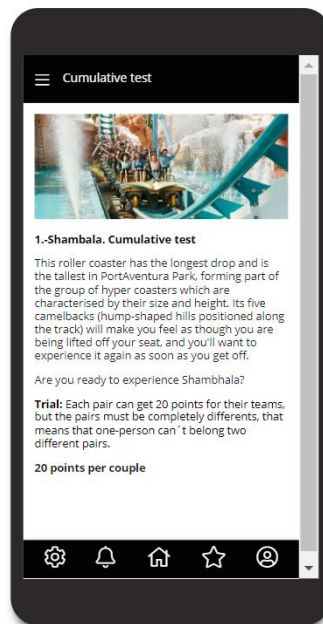
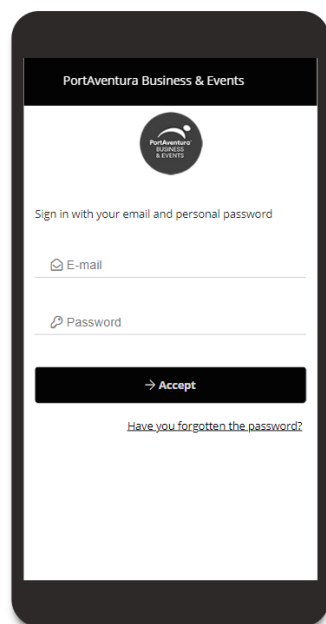
Questions, riddles and enigmas about different areas of the Park will have to be responded in the roadmap. It will not be necessary to get on the ride to answer these questions. Therefore the participants will know the details of the five worlds in which PortAventura is divided.



Games area



Penitence street





Team's materials

A Roadmap*

A PortAventura passport*

A map of the Park

*These materials be handed digitalized by a personalized event app along with the image suggested by the client

10 game coins

2 photograph vouchers

1 Express Pass per person*

*With the Express Pass, team members will be able to ride at least once in the most representative PortAventura rides without waiting the line.

Tentative schedule

20 min Activity instructions and organization of the teams

2 hours 45 min Activity in PortAventura Park

End of activity The organization will collect the materials from the teams

Prize giving in the time agreed with the client



LIVE YOUR OWN CHALLENGE

Where dreams come true...Can you help us?

The attendees, organized into teams, will live their own adventure, and to do so they will have to overcome the greatest number of tests, answer the greatest number of questions, and overcome the surprises that the park has in store for them.

In an environment where there is only room for the bravest, we propose that the participants, divided into teams, score as many points as possible in order to collaborate with *PortAventura Dreams*, a project that offers a unique experience to children and young people suffering from serious illnesses and their families. In turn, they will be the protagonists of an unforgettable journey in an environment with five worlds and the most exciting attractions to enjoy.

These will be the type of tests they will have to overcome in order to obtain the greatest number of points with which to collaborate with the **PortAventura Foundation** and its **PortAventura Dreams project**.



Compulsory Points

Teams must show up along with all its members in these points located in two pleasant rides and make the most of them. The pictures that the teams will get free of charge with the two coupons included inside the material, will witness it.

Optional Points

They are located in the Park rides. A well-made strategy will allow the teams to show up in as many points as possible (the more, the better), get on the rides, and so, resolve more enigmas and add more points for the team. The punctuation will depend on the solving of the enigma not on the number of team members that go on the ride in order to solve it. This means that one member of the team is capable of overcoming the challenge and add points.



Stampida



Tutuki Splash



Compound Tests

With these tests the participants, showing their bravery, will be able to win extra points for their respective teams. Those extra points will depend on the number of members who overcome the challenges prepared for them. These tests will be situated in the most fearless rides of the Park.

Photographic trials on the rides

At the end of the rides, teams will have two vouchers to freely exchange for required photographs. These photographs will be taken by the participants during the ride, and team members will have to appear as indicated in the roadmap.



Dragon Khan



Tren de la Mina



Games trials

In Far West game area, teams will find game huts. Teams will have 6 exchangeable coins for 2 free games, and so teams will have the chance to win dolls and get extra points for their teams.

Guessing riddles and answering questions about the Park

Questions, riddles and enigmas about different areas of the Park will have to be responded in the roadmap. It will not be necessary to get on the ride to answer these questions. Therefore the participants will know the details of the five worlds in which PortAventura is divided.



Games area



Penitence street



The activity has a twofold objective:

- For attendees to enjoy PortAventura Park in a different, unique, exclusive and team-based way.
- At the same time as enjoying PortAventura, they will be able to complete tests to score points that will be converted into a financial donation for the PortAventura Dreams project. We propose that the amount will be the result of multiplying the number of points obtained by all the teams at the end of the activity by the figure that the client deems appropriate.

PortAventura Dreams offers unique experiences to children and young people suffering from serious illnesses. The project focuses on children between the ages of 4 and 17 who suffer (or have suffered) from serious illnesses. Dreams offers them and their families the opportunity to enjoy a six-day stay completely free of charge. The package, in addition to accommodation in the villas, includes access to the three PortAventura World parks and the exclusive activities offered by the Village.

Video Dreams Project



Team's materials

A roadmap*

A PortAventura passport*

A map of the Park and PortAventura Dreams

*These materials be handed digitalized by a personalized event app along with the image suggested by the client.

10 game coins

2 photograph vouchers

1 express pass per person*

*With the express pass, team members will be able to ride at least once in the most representative PortAventura rides without waiting the line.

Tentative schedule

20 min Activity instructions and organization of the 40 teams

3 hours Activity in PortAventura Park

End of activity The organization will collect the materials from the teams.

Prize giving in the time agreed with the client.



Photographic Gymkhana

A challenge full of new sensations

This activity is a variation of the previous one, in which the assistants will have to capture with their mobile phones **various locations or well-known characters of the Park**. Those places and characters will be precisely expressed in the map included in the material that the organization will hang to each team at the beginning of the activity.

Likewise, **photographic team theme tasks** will be strategized with the aim of reflecting the atmosphere of the Park's area where they must be executed, as well as **corporate photographs** which are still subject to concretion with the client, based on the goals pursued in the reunion which will be taking place in PortAventura World.



Team's materials

A Roadmap*

A PortAventura passport*

A map of the Park

*These materials be handed digitalized by a personalized event app along with the image suggested by the client

10 game coins

2 photograph vouchers

1 Express Pass per person*

*With the Express Pass, team members will be able to ride at least once in the most representative PortAventura rides without waiting the line.

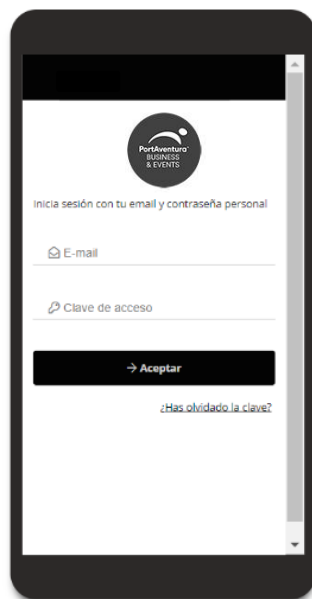
Tentative schedule

20 min Activity instructions and organization of the teams

2 hours 45 min Activity in PortAventura Park

End of activity The organization will collect the materials from the teams.

Prize giving in the time agreed with the client





Raiders of the Lost Treasure

Five worlds and a lot of adversities... Dare you?

The participants will become intrepid Treasure Hunters. There is nowhere better for that than PortAventura, the most complete destination with its 5 worlds to enjoy: Mediterrània, Polynesia, China, México y Far West.

May our intrepid adventurers come attracted by the fame of fearful Chinese Dragon Khan, the only eight-looping rollercoaster; or the fascinating trip to Himalaya in our hallucinating Shambhala rollercoaster; perhaps they have heard about the Mexican mine train leading them to el Diablo; or somebody explained to them the wonderful sensations waiting for them in Far West, running downhill on the logs by the Rapids in the Colorado Grand Canyon. But they are aware that PortAventura hides a Big Treasure. And they will have to face many enigmas to find it.



In such special environment, where competition will find an incomparable atmosphere, there will be place just for the best hunters. We suggest that the participants, grouped in teams, manage to **Find the Lost Treasure**.

As a team, they will have to overtake tests all over the Park. Therefore, **strategy and planning will play a decisive role**, permitting the teams to spread more powerfully and more efficiently across the Park, and so finding clues which will lead them to the so coveted treasure.

The group will be divided into teams in order to find the **Lost Treasure**. Each team will have to pass as many trials as possible located along the **Five Worlds**. They will have to go on and to enjoy the fascinating rides offered by the Park and so they will fill their **logbook**.

Each team will be made up according to the client's request. Each team will have a Map of the Park, a Logbook and a Secret Diary by which we will certify teams' pass by checking points of the route.

They will reach the hidden treasure of PortAventura Park if they pass all trials.



Team's materials

A Roadmap*

A PortAventura passport*

A map of the Park

*These materials be handed digitalized by a personalized event app along with the image suggested by the client

10 game coins

2 photograph vouchers

1 Express Pass per person*

*With the Express Pass, team members will be able to ride at least once in the most representative PortAventura rides without waiting the line.

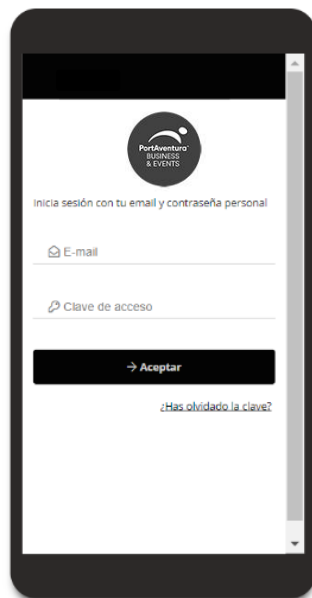
Tentative schedule

20 min Activity instructions and organization of the teams

2 hours 45 min Activity in PortAventura Park

End of activity The organization will collect the materials from the teams.

Prize giving in the time agreed with the client





Exclusive Opening Activities

Dare you to take off? Live your own adventure!

In an environment where just the bravest have place, we suggest the participants, divided up in teams, to be the most efficient and capable team to overcome the challenge we present.

Only the best capacities on organization, coordination and teamwork and the best attitudes will be useful to achieve it.

The teams will have a given time and a special event app in which all the trials to pass are identified. All trials will have to be faced by team. So strategy and planning will play a decisive role, and teams will be able to display more efficiently and more powerfully so they can get more points.

There will be areas exclusively open to the group so this may enjoy its attractions.



Obligatory point

This point, located will make the teams to appear with all their members and to enjoy the ride. This will be a funny ride, low drive level, fit for all members.

Different optional points

Each team will decide whether they go or not to these points, located in Park attractions. A good strategy will be to attend the most, enjoying the attractions and so to be able to solve more puzzles, adding more points to the team.

Cumulative trials

The participants will be able to show their bravery while they add extra points to their teams, according to the number of members that pass the challenges. These points will be located in the most intrepid PortAventura Park rides.



Volpaiute



Stampida



Carrousel



Guessing riddles and answering questions about the Park

Questions, riddles and enigmas about different areas of the Park will have to be responded in the event app. It will not be necessary to ride any attraction to answer these questions. So, those present will know the details of the areas of PortAventura exclusively open to the group.



Tren de la Mina



Penitence street

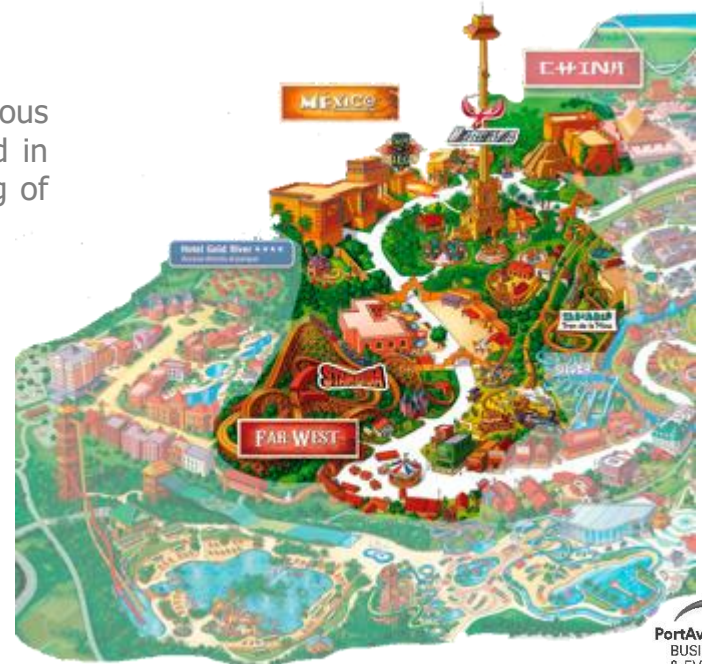


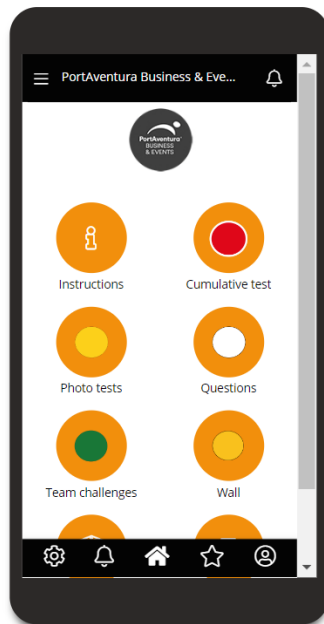
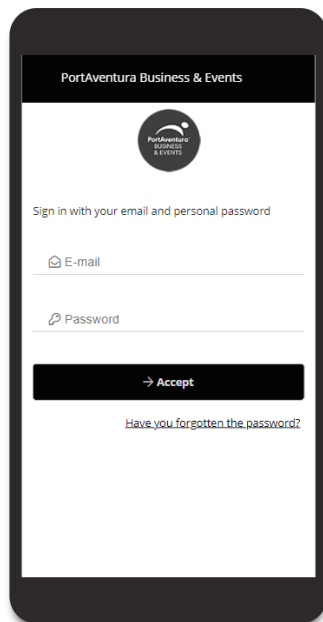
Photographic trials

The assistants will have to capture with their mobile phones various locations. Those places will be precisely expressed in the map included in the event app the organization will hang to each team at the beginning of the activity.



Games area







Team's materials

A Roadmap*

A PortAventura passport*

A map of the Park

*These materials will be handed digitalized by a personalized event app along with the image suggested by the client .

Tentative schedule

20 min Activity instructions and organization of the teams

2 hours Activity in Park

End of activity The organization will collect materials from teams

Prize giving in the time agreed with the client



Live an adventure in the Aquatic Park!

A real challenge... Are you ready to confront it?

Barracudas, King Khajuna, The Torrent, The Typhoon, Tropical Cyclone, Rapid Race...all will test the ability of those present to let themselves be surrounded by an incomparable atmosphere.

Only the best abilities and the best personal attitudes on organization, coordination and team work will be useful to achieve it.

Along two hours, those present will have to get as many points as possible, so they will have to face:





Obligatory point

This point, located in Bermuda Triangle attraction, will make the teams to appear with all their members and to enjoy the attractions. This will be funny attraction, low drive level, fit for all members, the most challenging wave pool around the Caribbean.

Different timed points

In these points the skill will be rewarded to go down in the minor possible time certain attractions. These points will be located in Rapid Race, Barracudas and Tropical Cyclone, some of the most fun and refreshing attractions at Caribe Aquatic Park.

Cumulative trial

The team members will be able to show their bravery while they add extra points to their teams, according to the number of members that pass the challenge. This point will be located in the King Khajuna, the highest free fall slide in Europe.





Team's materials

A Roadmap

A map of the Park

Photograph vouchers

1 ballpoint pen

1 Express pass per person

*With Express Pass, team members will be able to ride once in every most representative attraction in PortAventura Park without waiting in line..

Tentative schedule

20 min Activity instructions and organization of the teams.

2 hours Activity in Caribe Aquatic Park

End of activity The organization will collect materials from teams

Prize giving in the time agreed with the client

Activity Manager:

Antonio Llorente

Licenciado en Derecho (Law Graduate) in Universidad Complutense de Madrid.

After being Junior International, played as professional basketball player for twenty years, ending his career in Real Madrid.

He has long experience on organization, planning, coordination and managing in sport activities. He has also many years' experience on teamwork.

He cooperates as an annalist and as a commentator in several media. He was member of Staff of A.S. Roma alongside Luis Enrique Martínez in season 2011/2012.





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BUSINESS
& EVENTS

Made to Remember