Super Heroes

Super Hero Teambuilding does the one thing that ‘normal’ team buildings don’t do. It allows you to either take over the world or save the world with no legal consequences after the fact. “Remember Bob from accounting? I totally exposed his secret identity last week and used a freeze ray to destroy his home town.” It also allows for high-octane group head-to-head competition. It's Super Heroes vs. the super Villains. Every activity allows both teams to work with their own team on a challenge. In successfully completing your challenge - you are hindering the other team and making it hard (if not impossible) to complete their challenge.

Costume closets are provided so that everyone can create their own Hero / Villain. Points can be given at the end of the exercise based on the most unique costume or set of powers. Teams are supposed to create a team name as well (so the League of Extraordinary Super Powered Hero Dudes vs. the Evil League of Evil People).

Teams will be scrambled so that Super Hero teams are fighting different Super Villain teams at each challenge. As they complete challenges they will be given picture clues for the final challenge.

Mine field: Your super Villain ‘minions’ (yes, as a super Villain you get minions . . . how cool is that?) are placed in a seated position and blindfolded. We’ve rigged them with explosives (yes, as a super Villain you get to blow up your minions! Again, how cool is that?) The team of Super Heroes must make it from one end of the minefield to the other side of the minefield without being grabbed (or even touched) by a minion. The Super Hero team is also blindfolded. Both the Super Villains and the Super Heroes have a spotter / caller who can navigate the team through the mind field. If you can get your Super Hero team through the mind field alive . . . you live to save the world another day!

Challenge of the Super Friends: The Super Hero team must assemble a gun (yes, it’s a marsh mellow gun . . . but a gun none the less) and successfully shoot a target three times. It’s three feet away - how hard can it be? Meanwhile the Super Villain team is building a grappling hook. The Super Villain team has the opportunity to grapple the target and move it 6’ or 9’ away from the Super Hero team. If the Heroes can’t hit their target – the Villains win!

Superman vs. Hulk: It’s basically a four-way tug-o-war. You have four ropes linked to a metal ring. The twist is that we have the Villain team and the Hero team speed answer trivia questions for rope positions. Will the teams be evenly matched? It isn’t just muscle that is the factor. You have to think as a team how you can drag the other team over the line to win the struggle.

End of the World: The Heroes are trapped in a circle trying to stay alive (it’s a circle of rope - but we like to think of it as the ground crumbling under their feet). The Villains have control of the rope and they have to answer company trivia questions to make the circle tighter and smaller. As the rope tightens - the Heroes have to readjust their group within the circle to accommodate having less room. The Villains only have so many questions to close the circle. Are Villains smart enough to get to the Heroes?


Program Time: 1.5 hours / time depends on group size
Space Requirement: Large ball room space