

Station name: Potent Potions

Specialist: Julia

Teamer manning the station: Ele

Time: max 10 min.

Location requirements: Access to water somewhere relatively near. No carpet. A table would be good to have. Suggestion: at the check-in area

Materials needed for the station:

Castle: A pitcher with water, a bucket or similar for waste water

IMWe: a rag/toilet paper/wiping cloth for emergencies, preferably water-tight tablecloth/plastic sheet, a wooden stick for using the food colour

Ele: Pipettes

Julia: food colouring, tiny measuring spoon, salt, 5-ish test tubes, test tube rack, small glasses, hint-papers

NOTE: you only need a tiiiiny amount of the food colour. It is enough to dip a wooden stick in the powder. You should tell this to the PCs as well!

PC group size: (about 6... this needs to be verified still) (this is the same for all stations, at least that is the current plan).

PC superpowers: strength, speed, intelligence (at least these 3 need to be in the group)

How do PC superpowers affect the station? Optional, the station teamer can decide.

One idea is, that the more superintelligent PCs the team has, the more information they get in the beginning of the station!

Overview:

The participants need to brew a very special potion (depending on what teamer character does this station it can be used for anything between melting a hole in a wall to making plants grow super fast...). Uttermost care and precision is needed because, of course, all the ingredients are poisonous/radioactive/explosive etc. etc.

This is a station where the PCs need to figure out how to layer differently coloured liquids into the same test tube. Part of the task is to come up with how it works, the other part is to make it work precisely.

Task of the PCs:

The PCs get a jar of salt, some empty glasses, a pipette, some spoons, food colour and a pitcher of water.

They look at a model potion that is displayed in a test tube, and have to mix an exactly similar-looking potion in a different test tube.

There is a time limit! Also, dripping & dropping & making a mess counts as “minus points”...

Task of the teamer:

- **Preparation:**

Search a suitable place for your station and set up a lab :)

Prepare a few model test tubes (a few because if the same team comes again they should get a slightly different challenge).

For this, you will use water with food colouring and salt. Put water in as many glasses as you have food colours. Add food colour to the glasses. Add different amounts of salt to each of the glasses (three colours: no salt/ 1 measuring spoon/ 2 measuring spoons). Now you can layer three colours into one test tube, carefully using a pipette and putting the most salty layer on the bottom, then the next one and on top the least salty one.

- **When the station is running:**

Give the PCs their materials and one model test tube. Keep track of the time. If, after a few minutes, they have not come up with the salt-idea, you may want to tell them how to make a rainbow in a test tube (but don't maybe tell them exact amounts of salt needed). The PCs can get two hints (on post-it-notes or similar), either right from the beginning or if they are totally clueless. One saying “Did you know that Ocean water weighs more than river water?” and the other one saying “None, One, Two”.

- **Troubleshooting:**

If the task seems to be impossible, modify it on the go. Give the PCs more information from the beginning, make it so that they only need to layer two colours instead of three... On the other hand, if it is all too easy, add one layer of colour to the model rainbow!

Victory conditions:

PCs win if they by the end of the time have a test tube that looks similar enough to the original. Colours need to be in the same order, and more or less of the same intensity than in the original (if the original has all dark intense colours and the PCs just have very bleak ones, it does not count. At least not early in the game. Maybe later, when everyone is in a hurry). There should NOT be a big splashy mess everywhere.

Handy hint:

Make the PCs clean up after themselves ;)

Station name: The Code (5 min exit room)

Specialist: Julia

Teamer manning the station:

Time: max 10 min.

Location requirements: No carpet. Access to a window that can be opened, as high as possible (or some other height). Preferably access to water somewhere relatively near. Suggestion: platform outside Adlerhorst. Instead of a window, the string from the “fishing”-task could hang down the stairwell... but for the balloon-task you would still need a window that can be opened.

Materials needed for the station:

IMWe: Number code locks (and a cheat sheet with the codes!) and a box/book/whatever that the locks can be put on, long strings/ropes, paper, marker sticky tape, helium, balloon, towel/rag for cleanup just in case, buckets/boxes/pots for icky stuff, crepe tape, dry-ickyish stuff/difficult stuff

Castle: Big Book

Julia: plastic easter egg, Finnish study book, pasta, plastic bags

Teamer running the station: stressy background music is nice to have, Julia can give you a loudspeaker for your phone

PC group size: (about 6... this needs to be verified still)

PC superpowers: Fight, super intelligence, mind control (at least these 3 need to be in the group)

How do PC superpowers affect the station?: Optional, the station teamer can decide.

Some ideas:

- Mind Controller or Super Intelligent tries to do the finnish task, they get the page number immediately
- Super Speed tries to do the icky task they get to look at the buckets, not just feel around in them

Overview:

This is a station where the PCs need to open a number code lock. They will find the numbers by doing 3-4 different minitasks. A bit like a 5-minute exit room!

Task of the PCs:

Find the right numbers to the code!

Task of the teamer:

- **Preparation:**

Set up the tasks (pick as many as there are numbers on the code. You can - and probably should - change tasks between groups!):

- 1) Fishing... tie a number to a string/rope, and hang the string out from the window. The PC:s need to first notice the string and then pull it up. If it's really hard to notice (just outside the window), make a sign with an arrow or similar to make it noticeable! NOTE: don't let the string fall down again before you have changed the number on it (if the next group will have a different number combination. Otherwise you will have to pull it up yourself between the groups!).

- 2) Icky Stuff... fill three pots (bags, buckets, boxes) with icky stuff (1. Boiled pasta, 2. Wallpaper glue, 3. Julia-will-figure-something-out, and hide the code in a plastic easter egg in one of the buckets. Cover the buckets with a plastic bag (attach it with sticky tape) so that you can put in your hand, but not see what there is. Alternatively use boxes with a hole for the hand.
- 3) Puzzlepieces in a book... one number is written (somehow difficult to read: really curly, or as a simple calculation (like $3+4+2=?$) or similar) on a piece of paper and torn into small bits. These bits are all hidden between the pages of a really big book and need to be found and puzzled together.
- 4) Finnish class...The number is written as a calculation in Finnish ("kolmesataa - kaksisataayhdeksänkymmentäkaksi =" that is, 300-292.) The PCs get a finnish language study book, and need to look at the page where you can learn numbers. It's Page 27, the clue can be tucked as a bookmark on this page.
- 5) Balloon... opposite to Fishing. Attach number to a helium balloon, tie the balloon to a loooooong string and let PCs pull down the balloon. This could be done with the balloon outside the window, for example.

- **When the station is running:**

Tell the PCs that they need to find the numbers for the code. If needed, help them find the tasks. Keep up the dispense by informing them about the time limit every now and then. Afterwards you can make the PCs help with the possible cleaning up that is needed before the next group, if you want to.

Victory conditions:

PCs manage to open the lock in the given time.

Finnish calculations (cut off these strips for the teams, without the solutions, obviously!):

1) $(891-890=1)$

Kahdeksansataayhdeksänkymmentäyksi -
kahdeksansataayhdeksänkymmentä = ?

2) $(75-74=2)$

Seitsemänkymmentäviisi - seitsemänkymmentäneljä = ?

3) $(102-99=3)$

Satakaksi - yhdeksänkymmentäyhdeksän = ?

4) $(202-198=4)$

kaksisataakaksi - satayhdeksänkymmentäkahdeksan =
?

5) (535-530=5)

Viisisataakolmekymmentäviisi -
viisisataakolmekymmentä = ?

6) (78-72=6)

Seitsemänkymmentäkahdeksan -
seitsemänkymmentäkaksi = ?

7) (200-193=7)

Kaksisataa - satayhdeksänkymmentäkolme = ?

8) (891-890=1)

Kahdeksansataayhdeksänkymmentäyksi -
kahdeksansataayhdeksänkymmentä = ?

9) (38-29=9)

kolmekymmentäkahdeksan - kaksikymmentäyhdeksän=
?

Number puzzles (Julia will write these by hand here. Please tear into 3-4 pieces per number and hide in the book!)

Station name: Power of Imagination

Specialist: Julia

Teamer running the station:

Time: max 10 min.

Location requirements: comfy enough

Materials needed for the station: A d6, note paper & pen for the teamer

PC group size: (about 6... this needs to be verified still) (this is the same for all stations, at least that is the current plan).

PC superpowers: Any combination of superpowers is possible. It's better to have many different characters, but we should not tell the PCs this on beforehand! Flight is currently a little overpowered, but I don't think it matters too much.

How do PC superpowers affect the station?: A lot. That's the whole point of this station ;)

Overview:

Pen & Paper roleplaying! The teamer tells a story, and the PCs need to decide how they overcome different obstacles in the way. Their success depends on imagination, luck and their superpowers.

Task of the PCs:

You will go on an exciting adventure...but at the same time sit comfortably right here. Just listen to the story...When you face a decision, tell the game master what you do, and then roll the die to see if you succeed...

Task of the teamer:

- Preparation:

Check through the story and the choices thoroughly, so that you easily know how it works and how the different superpowers influence the game!

Be prepared to make up some own stuff along the way. Roleplayers can be crazy creative when it comes to overcoming obstacles, IMWe people probably even more so.

- When the station is running:

Some Rules:

- PCs can NOT go through walls/cheat some other way directly to the center. You just have to come up with good reasons for this (the walls are too thick etc.).
- PCs can always go back and return to a previous corridor. But of course this takes some time.
- Do NOT tell the PC:s how big a chance they have to success/fail, just let them roll the die and tell them what happens.
- Do NOT show the map to the PCs!!!! It is for your eyes only.

- Troubleshooting:

- If it is all too slow, don't let the PCs invent their own solutions, but give them the alternatives ("will you a) fight the spider, b) try to control the spider with your mind or c) run or fly quickly through the web"). Or just skip a room...

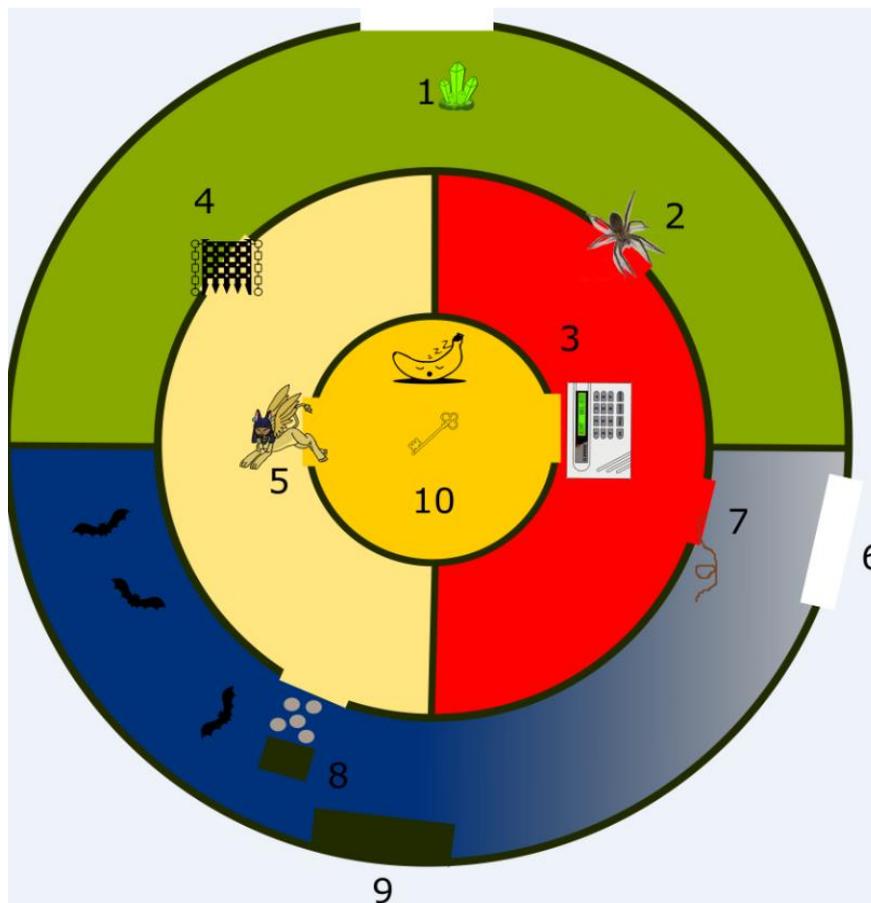
Victory conditions:

PCs win if they by the end of the time have reached the center of the maze

The Story:

Your troop of superheroes/supervillains stand in front of a marvellous challenge. Dr. Amazement's amazing maze. You know that the key you are looking for is in there, in the center of the labyrinth... but how to get there in only 10 minutes?

The maze is round and green - it reminds of the hedge mazes in old castle gardens. But instead of bushes, it is made of an unknown, green metal. It looks like old copper, but you quickly notice that it is much, much stronger. Unfortunately the maze also has a roof, so you cannot simply jump or fly your way to the center.... You walk around the maze, and find three doors that lead into the labyrinth. One to the north, which seems to lead to a room with a bright, green light, one to the east through which you can hear the splashing of water and one to the south which appears to lead to complete darkness. Which one do you choose? [north, light : go to the crystal chamber (1), east, water: go to the pool (6), south, darkness: go to darkness (9)]



North, the crystal chamber (1)

You enter a long, curving corridor full of strange, glowing green crystals. You explore the corridor quickly, and find two doors that lead towards the center of the maze. The one on the

left is covered by a really big, sticky spider web with a huge and mean-looking spider sitting in its center. The one to the right is mechanical - it has sharp spikes and blades that move rhythmically, and will probably kill anyone who tries to walk through it. Which one do you choose? [left, the spider: go to 2, right, the mechanical door: go to 4]

Left, the spider (2)

The pony-sized spider sits in its web and looks hungrily at you with all of its 8 eyes. What do you do?

[PCs tell their plan, and roll for how well it works out. If one thing does not work, they can try something else]

Fight the spider/ tear down the web

*If group has **Super Strength**: success!*

*Otherwise: 1-3 fail, spider stays in the web, they don't get through door
4-6, success!*

Convince the spider to let them through/tame the spider:

*If group has **Mind Control**: success!*

*Otherwise: 1-4 fail, spider stays in the web, they don't get through door
5-6, success!*

Fly/run quickly through the web:

*If group has **Flight** or **Super Speed**: 3-6, these characters get through,
others stay in the crystal corridor
1, fail, nobody gets through.*

Otherwise: all characters must roll,

1-5 fail, character stays in the crystal corridor

6 is success, character gets through the door

*If the PCs come up with a different plan, you must choose how likely it is to work out!
(50%? Then 4-6 -> success, 1-3-> fail etc.)*

[Go to the computer panel (3)!]

The computer panel (3)

You have passed the gigantic spider, and stand in a new corridor, one that has a red, blinking light right above a door that leads towards the center and an annoying alarm beeping on the background. High up next to the blinking lamp you see the opening to a large ventilation pipe, blocked with some rusty metal bars. At eye height the door has a complicated computerized panel that apparently needs some hacking and coding to open. You wince, it looks just like in bad science fiction movies! This is not how security computers work in real life...but whatever. What do you do?

[PCs tell their plan, and roll for how well it works out. If one thing does not work, they can try something else]

Hack the computer panel:

*If group has **super intelligence**: success!*

Otherwise: 1-5 fail, the door stays locked. 6, success

Break the computer panel/the door:

*If group has **super strength**: 1-2 fail. The door doesn't open. 3-6 success!*

Otherwise: 1-5 fail. 6 success!

Fly to the ventilation pipe and get in that way:

*If group has **flight**: 1 fail (can't break the bars), 2-6 success - only the fliers get through, the others stay in the corridor.*

If the PCs come up with a different plan, you must choose how likely it is to work out! (50%? Then 4-6 -> success, 1-3-> fail etc.)

[Go to the finale (10)!]

Right, the mechanical door (4)

Whirrrrrr, clank, boom, smash, slash, whirrrrrr, clank, boom, smash, slash, whirrrrrr, clank, boom, smash, slash... The sharp blades and spikes and hammers of the mechanical door continue their almost hypnotic dance. What do you do?

[PCs tell their plan, and roll for how well it works out. If one thing does not work, they can try something else (except if they get wounded)]

Run fast through the door in just the right moment:

*If group has **super speed**: success!*

Flight, intelligence: 1-4 fail (they can barely back out again)

5-6 success!

Strength, mind control: 1-5 fail (they can barely back out again)

6 success!

Smash the traps, push through by force:

*If group has **super strength**: 1-2 fail (the character stays wounded in the crystal corridor)*

3-6 success!

Otherwise: 1-5 fail (the character stays wounded in the crystal corridor)

6 success!

If the PCs come up with a different plan, you must choose how likely it is to work out! (50%? Then 4-6 -> success, 1-3-> fail etc.)

SUCCESS: Once the first one of your group has passed the door, they see that the contraption can easily be turned off from the other side. The mechanical door stops, and the rest of the group can climb through.

[Go to the Sphinx (5)!]

The sphinx (5)

The next corridor has a floor of desert sand, and there you face a true labyrinth classic: a sphinx - a creature with the body of a mighty lion, and the head of a beautiful dark-skinned woman. The sphinx tells you that you have three attempts to answer its riddle, or it will shred you to pieces with its claws. What do you do?

[PCs tell their plan, and roll for how well it works out. If they try to answer the riddle but fail 3 times, they will have to Fight the Sphinx.]

Answer the riddle:

*If the group has **super intelligence**: Success!*

Otherwise: 1-4 fail, 5-6 success

Convince the sphinx to let them through:

***Mind control**: Success*

Otherwise: 1-5 fail, 6 success

Quickly run past the sphinx:

*If the group has **super speed**: Success, but only that character gets through, others stay in the sandy corridor*

Otherwise: all characters must roll,

1-5 fail, character stays in the crystal corridor

6 is success, character gets through the door

Fight the sphinx:

*If the group has **super strength**: Success!*

Otherwise: 1-4 fail, 5-6 success

[go to the Finale (10)]

East, the pool (6)

You face a dimly lit corridor where instead of a floor there is a deep, dark pool. Lucky for you you can all swim and the water is nicely warm! Right across the pool, just a few strokes away, you see an opening high up on the wall, with a short length of rope hanging from it - unfortunately the rope does not hang all the way down to the water. Further to your left the corridor becomes pitch black, and you hear the shrill shrieks of bats echo between the metal walls. Do you swim towards the opening high up [go to rope (7)], or do you adventure into the darkness [go to bridge (8)]?

The rope (7)

You swim around right below a door from which a rope hangs down, but both are too high up to reach from the water. You notice, that right under the water surface there is a strange control panel with a lot of different levers and buttons... a simple pictogram next to the panel helpfully tells you, that these are used for pulling down the rope. Unfortunately, the pictogram does not tell you how! What do you do?

[PCs tell their plan, and roll for how well it works out. If one thing does not work, they can try something else]

Fly to the door/climb up the wall

*If the group has **Flight**: **success!** (the flier can lower the rope to the others)*

Otherwise: 1-5 fail, 6 success

Work the levers to lower the rope

*If the group has **Super Intelligence**: success!*

Otherwise: 1-3 fail, 4-6 success

Remember the bats? Mind control them to get the rope!

*If the group has **Mind Control**: success!*

Otherwise: fail. + you feel really stupid. Why did you even try this?

If the PCs come up with a different plan, you must choose how likely it is to work out! (50%? Then 4-6 -> success, 1-3-> fail etc.)

[go to the computer panel (3)]

The bridge (8)

Swimming in nearly total darkness, with small but uninterested bats flapping and shrieking around you you suddenly feel something solid in front of you, and gratefully climb up on a metal platform, like a small island barely above the water surface in the middle of the deep pool. Suddenly a dim light appears some distance away, showing a door right ahead of you, across the pool. It is just a little too far for you to jump to all on your own... At the same time you notice something worrying - it is getting awfully hot all around you. Steam rises from the water, which appears to be about to start boiling. Luckily the light also lights up a pathway to the door: a stone bridge which is constantly moving and changing rapidly. While some stones sink down to the boiling pool, others come up to the surface. There seems to be a pattern to this... What do you do?

[PCs tell their plan, and roll for how well it works out. If one thing does not work, they can try something else]

Fly to the door:

If the group has **flight**: Success for flying characters. The others stay on the platform

Run across the bridge:

If the group has **super speed**:
1-3 Success for super fast character.
The others stay on the platform
4-6 Success for everyone, the super fast character is SO fast that they even have time to lead the others over the bridge!

If the group has **super strength**:
1-3 Fail
4-6 Success for super strong character who can carry 2 other characters with him! The others stay on the platform.

Otherwise: all characters roll: 1-4 character stays on the platform
5-6 Success for that character.

Mind control the bats to carry you over:

If the group has **Mind Control**:
1 The bats carry over one person
2 The bats carry over 2 people
3 The bats carry over 3 people etc.

Otherwise: fail. + you feel really stupid. Why did you even try this?

Toss your friends over the gap:

If the group has **super strength**: Success! But the strong person stays on the platform.

Otherwise: three people can together try to toss over a third one. 1-2 Fail, 3-6 Success. But three people will have to stay on the platform.

[Go to: the sphinx (5)]

Darkness (9)

*You step into the absolute darkness. One step, a second step... ahead you hear the shrieking and flapping of bats. Who of you leads the way and walks first? A third step, a fourth one... *SPLASH!*. Great. Whoever was first, falls into...hmm...it seems to be just nicely warm water. The rest of you can decide to stay where you are, or jump down to follow your leader wherever the adventure takes you [the ones who stay won't influence the rest of the adventure, but maybe the PCs don't need to know this yet ;)]. The brave and adventurous among you swim around, a little confused, in the darkness where bats dart all around you.
[go to: the bridge (8)]*

The Finale (10)

*You have reached the last room. The room is enormous, much bigger than it should be! Dr. Amazement really was an extraordinary scientist. Far away in the center of the room you see the key lying on a stone pedestal. Easy? You wish! The ceiling of the room has a thin tube from which comes a strange yellowish gas that smells at the same time like rotten eggs and like some really sweet over-ripe bananas... You feel dizzy, and you think that you probably can't stay awake for very long... Yawn! Quick! What do you do?!?
[PCs tell their plan, and roll for how well it works out. If a character falls asleep, he/she CANNOT try something else!]*

Run to the key:

*If group has **super speed**: 1 fail, 2-6 success!*

***Flight & strength**: 1-3 fail (they fall asleep), 4-6 success!*

***Mind control & intelligence**: 1-5 fail, 6 success!*

Block the tube (and then go pick up the key):

*If group has **flight**: success!*

Otherwise: fail [they cannot reach the ceiling], one random party member falls asleep [roll the die to decide who falls asleep]

If the PCs come up with a different plan, you must choose how likely it is to work out! (50%? Then 4-6 -> success, 1-3-> fail etc.)

FAIL: Nighty night! You have no idea how long you have been sleeping, but you remember dreaming of bananas. Oh yes...mmm...bananas. You wake up on a garbage dump, and have a long walk home ahead of you. But hey, that dream about bananas...that was something!

WIN: You grab the key in the center of the maze. Dr. Amazement knows his drama - the whole maze starts to shake and crumble around you. But hey, you have superpowers! Has there ever been a group of super villains or heroes that has Actually been stopped by a whole building falling on top of them? It's good to be awesome.

Else:

Station name: Real life snake game (for the PCs: Snake)

Specialist: Pia

Teamer manning the station: Liene

Time: max 10 min.

Location requirements: space

Materials needed for the station: Blindfolds, sticky tape, items (songbooks)

PC group size: 6

PC superpowers:

Overview:

The PCs play the snake game in real life. The snake is blindfolded, except of the tail (just the very last person). It needs to tell the head where to go, by passing a squeezing signal (left/right shoulder).

It depends how long the game should last, there could be a possible Part II:

- When the snake is complete, they need to collect a number of items (songbooks).

Task of the PCs:

The first PC-target gets placed by the teamer and one PC starts as the snakehead (not blindfolded for the moment). When the snakehead gets the first (next) group member (the first one is of course very easy), the new caught group member becomes the tail and the "old tail (just head at first)" gets blindfolded (blindfolds him/herself).

When the snake catches one target, the next one gets placed on the grid.

Of course the snake needs to stay in the boundaries. If a part of the snake steps outside they lose a life out of 2 (maybe 3?).

Optional Part II:

As soon as the snake is complete, the new targets are songbooks.

Task of the teamer:

- **Preparation:**
 - Tape boundaries on the ground/floor
- **When the station is running:**
 - Place targets (persons)
 - Watch out if snake crosses borders
- **Troubleshooting:** If the game takes too long/short position of the new placed targets/PCs can be adjusted (close or far away from the actual position of the snake)

Victory conditions: Snake is complete (and required number of extra targets is collected)

Station name: Recreate picture/landscape (for the PCs: It's Art!)

Specialist: Pia

Teamer manning the station: Simon

Time: max. 10min

Location requirements: somewhere to be able to hang up a "curtain"

Materials needed for the station: pin wall, task pictures

PC group size: 6

PC superpowers:

Overview: The PC need to recreate a picture/photograph. One PC is the painter/architect/photographer who directs his/her team members from behind the pin wall.

Task of the PCs: The group selects one PC as painter. The painter needs to go behind the curtain (he/she is not allowed to see the other group members) and receives a picture from the teamer. The painter has to recreate the picture with the others by telling them where and how they should position themselves. The communication language must be English.

Task of the teamer:

- **Preparation:** Place pin wall
- **When the station is running:** Hand out picture, check result
- **Troubleshooting:** if the PCs are way too fast, the check could be stricter and they could do 2-3 pictures (by different painters)

Victory conditions: all PCs are involved, picture is recognisable

Else:

- The task may be easier/harder depending on the english-level of the painter
- Additionally the creation of the image could happen in darkness (e.g. basement)
- I don't think that it will take 10min to create a picture, but to increase the length they could create 2-3 pictures (by different painters)

Task of the PCs:

- **KITCHEN AND BEHIND THE BAR ARE TABOO!!!**
- A deaf Guard is walking the exact same way in uboot. (See map)
 - At the cones he stops to scan in an angle
 - He has only a torch with a very small opening angle.
 - He cannot hear DUE TO HIS HEADPHONES
- A group of PCs have to get from START to the SAFE and back, to get/bring something from/to the safe.
- They should be silent and should avoid to be caught by the guard
- The guard is not looking into the corridor on the tower side of the uboot.
- PCs can warn each other since he is deaf

Task of the teamer:

- **Preparation:**
 - Put chairs and stuff that might be dangerous in the kitchen. Tables may stay as hideouts
 - Set up road closed sign in the Corridor between thin tower and Uboot. On the side of the second door
 - Put blankets around Emergency EXIT sign.
- **When the station is running:**
 - Guard: Walks around in pattern with headphones with music on.
 - Is wearing a headtorch.
 - Can only see.
 - If hears PC ignore.
 - If sees PC in torch, PC is captured and has to leave the room towards the start. NEXT PC may have a turn.
 - IF not finished after 10mins. Group has lost. And gets a shitty ingredient
- **Troubleshooting:**
 - If the PCs are too quick (station gets too easy) the guard can remove either headphones or glasses with blinders

Loosing conditions:

- If a PC is seen by the guard and in the lightcone of the torch he is out. Next may try.
- If all PCs were caught group loses
- If time (10mins) is up group loses.

Victory conditions:

At least one PC successfully brought or got stuff from the safe.

Station name: Abseiling (for the PCs: “Dont touch it!”)

Specialist: Jens

Teamer manning the station: Blaz

Time: max 10 min.

Location: Icelandic corner, in front of den Haag

Location requirements: Space to pile up Cups

Materials needed for the station:

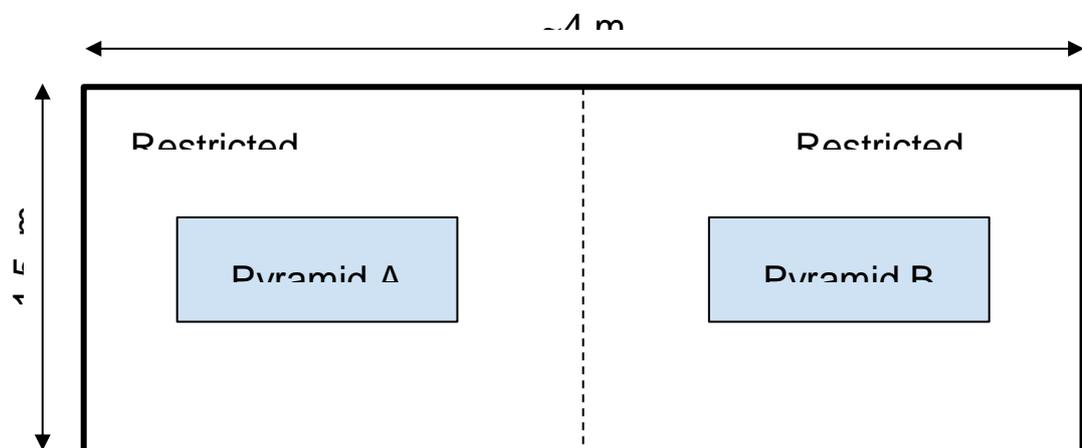
A bunch of plastic cups, Strings, Rubber band, Crepè sticky tape

PC group size: 6 (this is the same for all stations, at least that is the current plan).

PC superpowers: Strength, Super Speed, Flight

How do PC superpowers affect the station?:

Overview:



Task of the PCs:

- **Pile up a cup pyramid with the rubber band string crane without without setting foot in the restricted area.**
- **First group dismantles the pyramid in area A and rebuild it in the middle of area B**
- **Next group starts in area B and rebuilds in area A...and so on and so forth**

Task of the teamer:

- **Preparation:**
 - **Attach 6 strings uniformly distributed to a rubber band.**
 - **Set up a cup pyramid (9 or 13)**
 - **Set up a field the PC may not step in**
- **When the station is running:**
 - **Make sure the PCs do not cheat**
 - **Make shure they do not cross the line**
 - **If pyramid falls, you rebuild the highest complete layer**
 - **If a cup falls over you and only you put it up again.**
 - **If time is up (be gently) they have lost**
 - **Adjust number of cups to average duration groups might need.**
- **Troubleshooting:**

Victory conditions:

Pyramid is successfully set up in the other area

Handy hint:

Station name: Security Net (for the PCs: “Sneaking through”)

Specialist: Jens, Sebi

Teamer manning the station: Josie

Time: max 10 min.

Location requirements: Corridor 1. Floor Side building

Materials needed for the station:

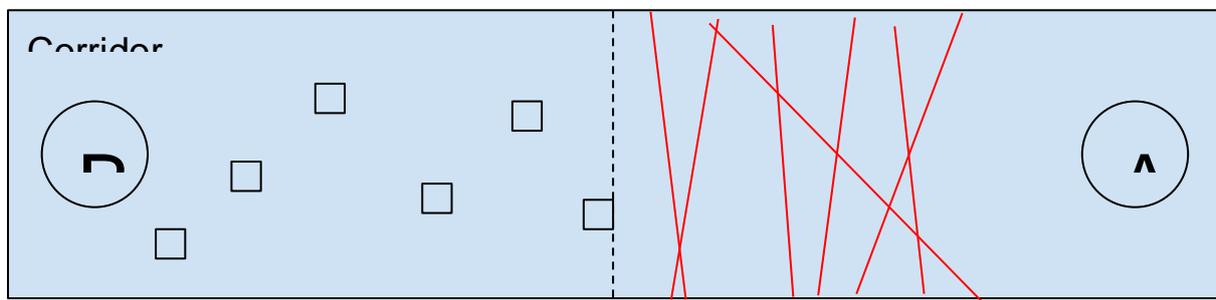
Sticky tape, Item to gather behind the sec net → an ancient scale, 5 Floor plates, Stop road closed sign!

PC group size: 6.

PC superpowers: Super speed, Super Intelligence, Mind control

How do PC superpowers affect the station?:

Overview:



Task of the PCs:



- First the group has to cross a field of Lava towards a high security area. In the lava there are some stepstones which they could only cross together. None can be left behind. Stepstones may be moved. There are less stepstones than people.
- Then they arrive at a corridor with laser security beams (red sticky tape). If one gets struck by a laser beam, then he is out. Then the next one can try.

- At the end of the parcure they should get (or return) something for the maintainer of the station
- (Afterwards they all have to get back through the lava.) only if it is fitting time wise if not tell that the lava is only occurring hourly or something like that.
- After successful fulfilling they get a reward (Key or Ingredient)

Task of the teamer:

- **Preparation:**
 - **Setup stepstones**
 - **Set up laser beams**
- **When the station is running:**
 - **Repair laser beams**
 - **Handout ingredients or keys**
- **Troubleshooting:**

Victory conditions:

3 persons passed the parcure and retruned

Handy hint:

Station name: Laser Transport Station (for the PCs: "laserbeam")

Specialist: Sebi

Teamer manning the station: Annika

Time: max 10 min.

Location requirements: Big Tower

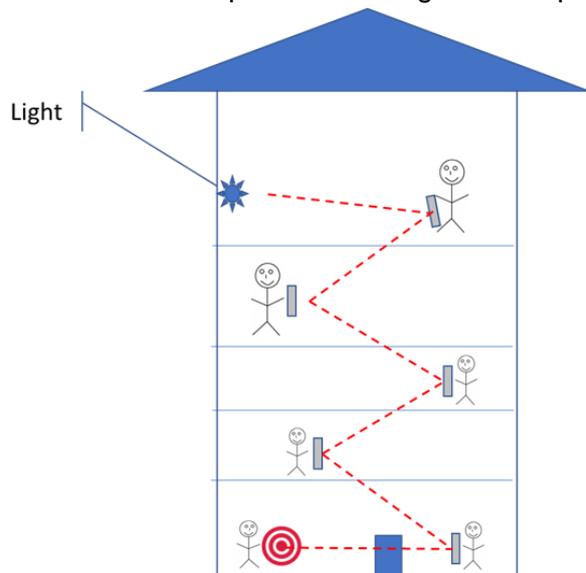
Materials needed for the station: 6 Mirrors, 1 Baustrahler or Laserpointer

PC group size: 6

PC superpowers: Strength, Super speed, flying

Overview:

PCs have to transport a Laser/Light from top of the tower to the ground with Mirrors



Task of the PCs:

Each PC will get a mirror and they have to arrange them in the tower, probably on each floor to transport the laser/light down.

Task of the teamer:

- Preparation:

Place the light/laser in the tower

- When the station is running:

Check the light/laser

Collect and distribute the mirrors

Hand out ingredients or keys

Victory conditions:

Hit the target with the light

Station name: Bomb Defusing (for the PCs: “A Bomb!”)

Specialist: Sebi

Teamer manning the station: Frank

Time: max 10 min.

Location requirements: Need electricity for a notebook

Materials needed for the station:

Castle:

IMWe: Sebis Notebook with the Game “Keep talking and nobody explodes” & Bomb defusion manual

PC group size: (about 6... this needs to be verified still) (this is the same for all stations, at least that is the current plan).

PC superpowers: Strength, Super Intelligence, Mind control

How do PC superpowers affect the station?:

Overview:

PCs have to defuse a bomb. 1 PC is sitting in front of the bomb, the others are experts and have to check the manual how to defuse

Task of the PCs:

1 PC is sitting in front of the notebook where he sees the bomb, the others are at another table with the defusion manual. The PC in front of the notebook has to explain the bomb and its modules. According to the description the other PCs have to check how to solve the modules to defuse the bomb.

Task of the teamer:

- **Preparation:**

Setting up the notebook

Place the bomb defusal manual

- **When the station is running:**

Configure the bomb and start the game (The bomb can be configured in different ways ->

Amount of modules and the time for defusing) Suggestion to start with 4 Modules in 5 min. If

it is too easy the Teamer can adjust the amount of modules and later the time when Groups come a second or third time and need less explanation for the station

- **Troubleshooting:**

Victory conditions:

Bomb successfully defused

Station name: Marble Pipe Running (for the PCs: “Marvellous Marble”)

Specialist: Sebi

Teamer manning the station: Schabi

Time: max 10 min.

Location requirements:

Materials needed for the station:

Castle:

IMWe: Pipes 6; Jar/Box; Marbles/Rubber ball

PC group size: 6

PC superpowers: Strength, Flying, Super intelligence

How do PC superpowers affect the station?:

Overview:

PCs have to transport a marble/ball vom A to B using pipes holding in their hands

Task of the PCs:

Each PC in the group get one Pipe.

They have transport a marble from A to B without dropping the marble.

The PC who has the marble in the pipe is not allowed to step forward.

The pipes are not allowed to put into each other (Use same end to connect)

Task of the teamer:

- **Preparation:**

Find a starting point in the room and place the jar/box somewhere as destination. The distance could be adjusted. (Longer distance = more difficult)

- **When the station is running:**

Place the Starting and End-Point in the room.

Collect the marble/ball

- **Troubleshooting:**

Victory conditions:

Marble was transported to end point without dropping

Handy hint:

Still to do for <Teamer>:

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