

# TRAIN HEIST



## Introducing **Train Heist**

It's the **totally engaging, multi-faceted, crime solving** detective experience you've wanted to offer





# Delivering Train Heist

## Practicals

**Team Size:** 7-10 pax

**Capacity:** 12+

**Duration:** 1.5 hours

**Location:** No fixed location, pop up experience that can be transported in a standard SUV or van

**Space:** Open room with enough space for team tables

**Furniture required:** Table per team and chairs for each guest

**AV:** Projector + screen or TV & sound

## Facilitator requirements

- Set the room and manage AV
- 1.5 hours of characterised facilitation
- Game guidance as needed
- Pack down

## Recommended Staffing

- 10 - 40pax = 1 staff member
- 40 – 100pax = 2 staff members

## What's provided so you can deliver

- ✓ Curated kit with all the pieces you need for each team
- ✓ Packing, kit and room set guides
- ✓ Tech support guides
- ✓ Delivery Powerpoint
- ✓ Script and debrief points with character guides
- ✓ Game master cheat sheet
- ✓ Reset guide
- ✓ Themed Soundtrack

## Example run schedule for an event

09:00am	Pack kits, drive to location (15min drive)
09:15am	Arrive and set the room (30min set time)
09:45am	Guest arrival
10:00am	Train Heist commences
11:30am	Train Heist concludes
12:00pm	Depart after pack down
12:15pm	Reset kits (approx. 15min per team kit)
01:15pm	Complete reset, finish



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# Set up Requirements

## Collateral and technology

Each Train Heist Game kit is made up of the following components. Each fitted out and delivered to you to unpack and roll out the next day

Kit includes:

- Main Case with all elements needed for each team
- Game master briefcase with spare and additional collateral
- Digital assets



## Licence

**Licences available as 1 year, 2 year and 5 year licences**

Licence includes:

- ✓ Access to product and technology platform
- ✓ Help-desk support
- ✓ Training materials
- ✓ Marketing and sales materials

[ENQUIRE HERE](#) to learn more about the product, licensing structure, support system and costs involved

## Delivery Timeframe

Once the licencing agreement is signed and deposit paid the kits and technology will usually be shipped within 4-6 weeks with shipping charged at cost.

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# Set up Cost

## Kits

\*kit cost here

Each Train Heist Game kit is made up of the following components. Each fitted out and delivered to you to unpack and roll out the next day

Kit includes:

- Main Case with all elements needed for each team
- Game master briefcase with spare and additional collateral
- Digital assets



## Licence

\*licence cost here

**Licences available as 1 year, 2 year, 5 year licence**

\*anything else to add.

Licence includes:

- Access to technology platform
- On-call support
- Training materials
- Marketing and sales materials

[Learn More](#)

## Delivery Timeframe

- Once licencing agreement is signed and deposit paid kits and technology will usually be shipped within 4-6 weeks



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# Example Marketing Copy

## Detectives assemble We've got a cold case to crack

**Train Heist provides you with a rich experience to challenge group dynamics, work on communication and build creative problem solving skills.** The experience provides a diverse tapestry of learning you can pull from with ease to match the outcomes you are looking for.

This intricate corporate simulation will take your team into the heart of one of Queensland's most notorious unsolved mysteries – the great Cloncurry Train Heist of 1938. Working in teams with evidence taken from the scene, you will compete against the clock (and each other) to crack the case.

Your team will be stretched in all the right ways with vast opportunity to practice alternative thinking styles and team work. Using the perfect mix of intriguing scenario, mini wins, achievable challenge and inter-team competition, Train Heist will pull your whole team into the mystery and fun.

All licenses come with a marketing pack including suggested copy, event plan templates, photos and a product video



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# Upsells Available

## Extended Debriefs

Deep dive into a topic of your clients choice with a debrief to really harness the power of interactive learning. Debriefs are an additional 30 minutes.

Available:

- Collaboration & healthy competition
- Responses to stress & how to overcome them
- Problem solving under time constraints
- Negotiation & leveraging relationships

**Duration:** Additional 30 minutes to simulation



## Personality Profiling

**Profiling is a powerful tool used to accelerate learning & understanding of working preferences, communication styles and natural skill sets.**

Using proven methods of testing and facilitated discussion, your clients will gain deeper insights as to how they work as an individual and within a team. Paired with a simulation, this is an excellent way to create rich added learning stimulus in a safe environment.

Additional debrief session will go into detail about personality types, how these played out in the simulation, lessons that can be drawn and how an awareness of personality types can aid in day-to-day team dynamics.

**Duration:** Additional 1 hour to simulation

## What's provided so you can deliver

- Profiling diagnostic questionnaire if needed
- Additional slides for debrief
- Facilitation notes and script