

NAME	DESCRIPTION	REQUIRED STAFF
THE POMPEII ODYSSEY	Divided into teams, guests will be led by some costumed characters to the entrance of the archaeological site. The teams, by following the indications on a personalized map of the site, will visit, in different times, the same places, discovering the daily life of Pompeii in 79 AD. Teams can take the names of famous people such as Augustus, Tiberius, Hadrian, Nero and Claudius. Along the way some information about places visited will be provided guests, all combined with fun challenges and cultural quiz. At the end of the journey, the winning team will be rewarded by with a gift-wrapped of typical local products. The second team ranked will receive the honorary citizenship of Pompeii (if so desired, individual parchments can be handed out to each participant — at an extra charge). Cost of entrance to the archaeological site and any coffee breaks and guides (optional) are not included.	16 performers (characters, entertainers and technical/org staff)
THE CHARM OF POMPEII	which can be arranged to depart from either Naples or Sorrento (or another stop on the Circumvesuviana line) will	10 performers (handmaids, legionaries, musicians, jugglers)



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CRAZY HUNT SORRENTO	breath. All stages will be animated by craftsmen and engaging costumed characters. At the end of the activity,	18 performer s (characters, entertainers and technical/org staff)
CRAZY HUNT NAPLES	,,	18 performer s (characters, entertainers and technical/org staff)



NAME	DESCRIPTION	REQUIRED STAFF
CRAZY HUNT CAPRI	move to the island with his imperial court and finding out the most recent tracks of the famous writer Axel Munthe. All stages will be animated by craftsmen and engaging costumed characters. At the end of the activity, the winning	18 performers (characters, entertainers and technical/org staff)
	and <i>neapolitan pastries</i> . All stages will be animated by craftsmen and engaging costumed characters. At the end of the activity, the winning team will receive a gift-wrapped of	18 performers (characters, entertainers and technical/org staff)



NAME	DESCRIPTION	REQUIRED STAFF
QUISQUIGLIE <u>&</u> PINZELLACCHERE	into six sections. The teams could take the name of famous Neapolitan melodies ('O Sole Mio, Torna a Surriento, O surdato nnammurato, Funiculì Funiculà) or famous quotes from the great <i>Totò</i> . The activities can be modified according to the language of the participants. You can choose for an outdoor version (to be quoted).	18 performers (artists, entertainers and technical/org staff)
PIZZA SCHOOL	A really enjoyable team building activity in which the guests, divided into teams, can realize the famous pizza <i>Margherita</i> , helped by cheerful entertainers, and expert <i>pizza master</i> that reveal their secrets for the preparation of the perfect dough. Follow the seasoning and cooking with verification by the jury and assignment of score, so will proceed to the tasting by guests of the finished products. Each phase is followed by teachers "pizzaioli" and will be animated by costumed characters, musicians and singers. The activity can take place before lunch or at dinner time, (not included) and it can represent a delightful aperitif. There will be a prize giving ceremony of the winning team with gift-wrapped of local products and the delivery of <i>funny</i> prizes to the guests who are distinguished for skill or sympathy, in the course of the activity. Each participant will receive an apron and chef's hat personalized with date of the event and, if requested, the company logo. Personalized individual certificates of <i>Pizza Master</i> for each guest can be provided at an extra charge (except for the second team's certificates already included in the activity cost). The activity can take place in venues equipped with functioning ovens (local rental non included - to be quoted if desired). It is possible the installation of one or more mobile ovens on request.	4 pizza master makers 2 musicians



NAME	DESCRIPTION	REQUIRED STAFF
TASTE OF ITALY	A full immersion in the Italian gastronomic culture in which the guests, divided into teams and with the help of chefs and master craftsmen, will be competing in the preparation of local specialties: pizza Margherita, homemade pasta, limoncello, mozzarella cheese and little neapolitan pastries. The activity can be modulated according to preferences. The winning team will receive a gift-wrapped of local products and the delivery of funny prizes to the guests who are distinguished for skill or sympathy, in the course of the activity. Each participant will receive an apron and chef's hat personalized with date of the event and, if requested, the company logo. The activity can take place before lunch or at dinner time (not included). The activity may be made in Neapolitan folk style with staff in clothes of Neapolitan 18th century or in modern custom clothing with a logo and / or date of the event.	4 entertainers 4 chefs 2 musicians 1 judge
<u>LIGHT</u> <u>TREASURE</u> <u>HUNT</u>	An elegant and refined activity in which guests will experience the beautiful effects of chiaroscuro of some ancient sites, lighted in an evocative and spectacular way. The guests will be divided into teams and will meet characters in costume along the path who will give them bits of information about the history of the place and the territory, proposing questions and tests that allow to create an enchanting light design using torches, candles dishes and other lighted elements. The proposal can be realized in parks and historic sites (archaeological sites, castles, palaces and villas with outdoor spaces).	10 performers (artists and entertainers) 5 technicians
THE MERRY-GO- ROUND OF METAMORPHOSIS	A really entertaining theatrical performance with the creation of a sketch from the "Commedia dell' Arte" or "Commedia Improvvisa". Guests can, following a minimum of technical training, express all their energy and creativity by putting on an exhilarating and enthralling show. Costumes and props are included.	6 actors/ entertainers



NAME	DESCRIPTION	
RALLY COSTIERE	A cultural and gastronomic tour rally which offers to the guests a different way of getting to know this enchanting region and learning about its history, myths and legends. On a journey of incomparable beauty between the Sorrento and the Amalfi Coasts and with the help of a map, the participants will be involved in cultural activities and fun challenges, which will take place at various points around the town set up for the occasion. All stages will be animated by craftsmen and costumed characters. At the end of the activity, the winning team will receive a gift-wrapped of local products. The area where the activity takes place, the type of vehicles, the route and length (varying from 3 to 5 hours) can be customized, according to preferences and times. For each team are provided custom gadgets (jute bag, map and hats) and little homage which the guests receive along the journey. The proposal can be made as team building or as a lively excursion with some surprise stations. The transfers of the guests and any coffee breaks are not included.	
QUAD TOUR	The activity can take place either on Vesuvius, on Monte Faito or in the hills around Sorrento. After a first phase with Quad Trainer, the teams will cross paths and gravel roads, doing quad trials and cheerful tests and activities. Each team will be assisted by his guide and it will have disposable coveralls, protective helmets, custom team bag and golf hats. The transfers of the guests and any coffee breaks are not included.	
BIKE TOUR	The activity can take place on a hilly course of Sorrento Peninsula and will offer views of incomparable beauty of the Bays of Naples and Salerno. There will be a brief training session before departure. Teams will cross roads and paths and they will visit some historic residence with refined food tasting of local products. Each participant will be given a mountain bike, travel kit travel and protective helmet. The transfers are not included.	



NAME	DESCRIPTION
	A "tasty" tour between Sorrento and Amalfi Coast, with a
	gastronomic ending in a reserved location.
	By following an "ancient map of the scents and spices",
	the guests will be involved in fun challenges in order to
	earn the typical ingredients that will compose an inviting
	Mediterranean menu.
	For each team are provided custom gadgets (jute bag,
	map and hats). At the end of the journey the teams will
	arrive in a restaurant where master chefs will guide them
	in the discovery of the "secrets" of Mediterranean
	cooking. For this second phase, there will be a
COOKING RALLY	personalized apron for each participant. Each phase is
	followed and animated by characters in costume,
	musicians and singers. There will be a prize giving
	ceremony of the winning team with gift-wrapped of local
	products and the delivery of funny prizes to the guests
	who are distinguished for skill or sympathy, in the course
	of the activity.
	The activity will include the preparation of meals by the
	guests and it should be supplemented with courses and
	drinks to complete the menu (local rental and a possible
	integration of the menu are not included). The transfers
	of the guests and any coffee breaks are not included.
	The activity starts out as a relaxing excursion on the
	water but after around 60-90 minutes the black sails of
	Saracen boats appear on the horizon.
	Thus begins a hugely entertaining sequence of evasive
	maneuvers with sudden engine failure and the
	consequent appeal to the guests to prepare arms (water
	bombs, water tubes, etc). The boarding of the boats by
"	the pirates will take place near the coast in a bay to be
"MAMMA LI' TURCHI"	chosen according to the route taken and the place in
	which lunch is to be served (if this has been arranged).
	After the boats have been conquered by the Saracen
	hordes there will be a comical payment of ransom in the
	form of games of skill and singing contests. At the end the
	pirate boat will move away, leaving musicians with the
	guests as a token of their valor. The musicians will then
	enliven the lunch break.



NAME	DESCRIPTION
IN ULYSSES' FOOTSTEPS Marine Treasure Hunt with games and entertainment	The guests, divided into teams and assisted by expert sailors, will try to interpret the symbols on an ancient nautical map which will lead them on the footsteps of the legendary voyage of Ulysses. The teams/crews will be guided in the most beautiful areas of the coast; there they will find the fearsome sorceress Circe, the enchanting Sirens, the Cyclops Polyphemus and many characters of the myth of Ulysses waiting for them. Guests will be involved in many activities, nautical and underwater challenges, tests of intelligence and skill worthy of Ulysses. For each team/crew are provided custom gadgets (jute bag, map and golf hats) and little homage which the guests receive along the journey. The awarding of the winning team with gift-wrapped of local products can take place during lunch or dinner. The teams will visit the same places in different times. Route and duration of activity can be tailored to the available timing.



EXCURSION IERANTO BAY	Animated excursion through the Mediterranean Landscape with entertainment from characters taken from history and local mythology. The guided excursion departing from Nerano and arriving in Marina del Cantone. After the visit to the oil press and to the agricultural-craft museum it will be an animated brunch. At the end, return by boat (bus transfers are not included).
EXCURSION MINERVA'S FOOTPATH	Guided tour along the path that, going through the ridge of the Sorrento Peninsula, leads on the <i>Promontorium Minervae</i> . It is expected to stop in farms and dairies with tastings of local products. Then it will be an animated brunch. It lasts about 6 hours. The bus transfers are not included.
EXCURSION GOD'S FOOTPATH	An excursion full of charm to discover the wonders of <i>God's Foopath</i> from Bomerano to Nocelle, with surprise stops along the way. It lasts about 3 hours. The stops are: dairyman corner, cart of <i>taralli biscuits</i> , <i>Grattachecca</i> corner (syrups with crushed ice - original recipe of 19th century) and craftsman sorbet. The bus transfers are not included.



On the Beach / Olympic Games

The activities can be combined based on the number of guests.

NAME	DESCRIPTION
WATER GIMKANA	A "marine" competition using 2 canoes, 2 pedalos and 2 traditional Sorrentine boats where participants will take part in a relay race around a buoy and tests of skill. There will be support boats and assistants to make the competition even more enjoyable and entertaining.
LASER CHALLENGE	Some real little racing with the use of 6 armed lasers and an assistance personnel with support boats. A real competition field it will be set up, with buoys and judges.
CRAZY AIR HEAD	Participants will seat in 4 giants rubber rings (with 2/4 seats) pulled by a rubber dinghy. They will take part in crazy races around buoys and tests of skill.
BAY CHALLENGE	Picturesque boats complete with stroke and paddles, with mixed crews of guests (either chosen previously or at random) will battle it out to the sound of drums in exciting and fun regattas. Each boat can accommodate a crew of between 8 and 12 people. Each regatta (including preparation, tests and contest) will last around 20 minutes and it is therefore possible to set up a true championship. The same proposal can be realized, alternatively, with the famous dragon boat. Each boat can accommodate 10 to 20 people.
BEACH VOLLEY	There will be a competition field with points table, referee and a kit kits for 'noisy' fans. Participants will be assisted by professional coaches.
GOZZI GAMES	Four traditional Sorrentine boats, with support boat and assistants, will allow guests to take part in a charming "oarsman with a girl at the stern".
TUG of WAR	Supported by international athletes guests will try to sort out this old game. There will be a competition field with referees and kits for a "noisy" fans.