

# operation >> **MELTDOWN**

Operation Meltdown is a demanding team challenge based on the following scenario:

An accident in a nuclear plant has created a need to move highly volatile fuel rods from their current storage sites to a new location. Damage to the plant means that the disaster team has to find a safe route through a series of obstacles and successfully move the fuel rods.

Problem solving in complex high perceived risk situation requires support, personal commitment, trust and good communication.

This energetic activity unique to motivation worldwide has been designed to test the teams across a range of issues that are commonly encountered in real world workplace situations.

## **This includes:**

Multiple subteams working simultaneously on tasks requiring close coordination and accurate communication

- One unifying task challenge, seemingly contradictory or competing priorities
- Complexity where multiple solutions are possible, this requires the group to maintain strong focus, quality
- To be successful in this activity teams have to create an environment which encourages a high level of task commitment and corporation from all members
- With exciting elevated platforms and cable traverses, this activity requires "comfort zone" stretches from some participants. This testing engrosses challenge, which draws support and encouragement from team members, and will leave the group both exhilarated by the thrill of the challenge and satisfied in Saving the World.

## **OPERATION MELTDOWN RULES**

### **Scenierio**

You are an internationally renown team of nuclear disasters experts. What you see before you is a nuclear accident that could have catastrophic consequences if not for your efforts. Your job over the next couple of hours is to SAVE the WORLD.

### **Format**

- > I will explain the scenario in detail and give you the rules
- > I will give you 5 minutes to discuss the rules
- > I will then answer 4 questions to clarify the rules
- > You will have. . . minutes planning and practice time
- > The game will then commence and you will have 2 hours to Save the World!

### **Rules**

- Every member of the team has to participate
- There are 20 nuclear fuel rods up on the platform
- Your job is to bring them down, placing them in the safety zone in exactly the same pattern as they were previously
- The fuel rods must be past through the neutralizer first, then carried by the cable cart, brought to the ground and placed in the safety zone.
- If a fuel rod is dropped at any stage, the rescue site will be considered contaminated. There will be an emergency evacuation of the site. The whole team must gather in the safety zone and the rescue party must replace the fuel rods on the top platform and then return to the safety zone before rescue can recommence
- An emergency evacuation may be called at any time during the rescue work. You must include this contingency in your planning.
- You can carry only 1 fuel rod at a time to the neutralizer
- Once you are through the neutralizer- you can carry 2 cells but not of the same colour
- The cable car can only be used if the blue light is flashing. The key to operate the cart is on the top platform
- There is a self destruction security device which must be disarmed in the first 20 minutes. The key to disarming the device is in the safety zone. The devise is locked in place. The key to unlock it is held on the end of the beam. And the key to unlock the beam is up the tree.
- Due to dangerous radiation levels a maximum of 2 swings from the top platform to the neutralizer is possible. You must then return to the safety of the ground and another team member takes over.

