



MISSION: BREAK THE HOTEL CURSE



FRIDAY

18:00 - 18:30 Halloween mission kick-off

Meet the hotel mascot, begin the Halloween adventure and join forces to break the spell cast over the hotel.

19:00 - 20:00 Halloween masks

A creative workshop where children make their own masks for the Halloween ball.

20:00 - 20:30 The grand Halloween ball

A ball filled with music, dancing and Halloween fun.

SUNDAY

9:00 - 10:30 Halloween challenge

Team competitions packed with fun: bat races, magical ball transfers, drawing a monster with your eyes closed and building the tallest paper tower.

11:00 - 11:30 Mission finale and farewell to the mascot

A recap of the Halloween adventure, the final riddle, commemorative certificates for participants and a farewell to the hotel mascot.

SATURDAY

8:00 - 8:30 Morning briefing for little monsters

Meet the hotel mascot, discover the day's programme and get ready for the first Halloween movement challenges.

9:00 - 11:00 Let's dress up as little ghosts!

A creative workshop where children make their own ghost costumes.

11:00 - 12:30 Trick or treat!

A Halloween trail full of surprises! Sweet treats and fun challenges await children at designated spots around the hotel.

12:30 - 13:30 Spookily creative pumpkin decorating workshop*

* Children aged 10 and under are welcome to join the workshop accompanied by a parent or guardian.

16:00 - 17:00 Outdoor adventure: "The mystery of the missing pumpkin"

A team mission full of riddles, hidden clues and exciting challenges. Participants search for magical symbols and ingredients to find the black pumpkin and lift the curse from the hotel.

17:00 - 18:30 Beauty corner – colourful braids

18:30 - 19:30 Halloween transformation – face painting

19:30 - 20:00 Halloween disco party

The grand finale on the dance floor! Music, zombie dancing, a competition for the spookiest moves and a final celebration to complete the Halloween mission.



Animations take place in Playroom 407 on the 4th floor.

The hotel reserves the right to make changes to the animation programme.