

Games List (Alphabetical)

Aeroplane Challenge

Task: Make a paper aeroplane and launch it into a bucket to win against all-comers

A variation on Aeroplane Game that can be played at a showcase when participants are coming and going. A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance (10 mins)

Aeroplane Challenge II

Task: Make a paper aeroplane out of flipchart paper and launch it into a bucket to win against all-comers

A variation on Aeroplane Game that can be played as a team in competition with other teams. A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance (10 mins)

Aeroplane Game

Task: Make a paper aeroplane that goes further than anyone else's paper aeroplane

A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance (10 mins)

Aeroplane Game II

Task: Make a paper aeroplane out of flipchart paper that goes further than anyone else's paper aeroplane

A variation on Aeroplane Game that can be played as a follow up. A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance. A game that demonstrates the resilience of mental models and the constant practice needed to challenge them (10 mins)

Aeroplane Team Challenge

Task: Team members make a paper aeroplane from a sheet of flipchart paper that goes further than any other team's paper aeroplane. Do they act alone or cooperate and achieve a better result?

A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to work together and dramatically improve performance

Air Crash Scenario (Outdoor Game)

Task: Teams of participants role play survivors of an air crash who must find their way from the wild to safety helping teammates with various “injuries” that impede mobility

A game that tests the team’s ability to work cohesively and synergistically when some team members are unable to provide 100% support for the team objective (20 mins +)

All Aboard

Task: Teams of participants try to fit into rope boats that are too small for them long enough to sing a full chorus of “Row, row, row your boat ...”.

Final team game that illustrates the benefits and synergy of teams in action and working collaboratively (10 mins)

Anderson v Brownlow

Task: Pairs of participants negotiate over vacant land adjoining their property in a classic game of winners and losers

A great negotiation skills role play and scene setter which can demonstrate the range of issues that lead to successful and disastrous negotiations (20 mins)

Animal Teams

Task: Participants are each given a slip of paper with an animal on it. They must find their teams making only their animal noises

Short, fun and energetic team formation exercise - illustrates the power of communicating without words (5 mins)

The Answering Machine

Task: Teams are challenged to leave progressively shorter messages on the answering machine without losing the meaning of the communication

Short, fun communication exercise - illustrates the need for clarity in communicating (15 mins)

Apollo 13 Game

Task: Teams are challenged to save the Astronauts aboard Apollo 13 by making an air filter that will fit two different sockets from the jumble of available items on board the spacecraft.

Strategic planning, problem solving and resource utilisation all rolled into one fun activity (20 mins)

Apollo 13 Transmission

Task: Teams are challenged to leave precise instructions on how to make the Apollo 13 Game air filter on an answering machine for another team to follow and construct a workable filter.

A real effective communication systems test for managers and supervisors
(30 mins)

Balloon Babel

Task: Teams must build the tallest free-standing column of balloons in the room using only the props provided

Fast, energetic team problem solving game that will encourage lateral thinking, innovation and best use of team dynamics to win
(15 mins)

Balloon Ballistics

Task: Teams must keep their coloured balloons airborne longer than every other team

Fast and furious team game that is bound to bring up sabotage and win/lose or lose/lose strategies in a highly competitive environment
(10 mins)

Balloon Goals

Task: Write an individual goal on a balloon and collectively everyone keeps the balloons in motion and airborne

Useful fun exercise for keeping everyone's dreams afloat
(15 mins)

Balloon Team Challenge

Task: Participants each start with their own balloon and collectively devise a team strategy that keeps everyone's balloons in motion and airborne

Useful fun exercise for developing team strategic thinking and problem solving (15 mins)

Balls in a Bucket

Task: Teams collect their colour of randomly distributed ping pong balls faster than any other team whilst staying physically connected to each other

Fast and furious team game that is bound to bring up sabotage and win/lose or lose/lose strategies in a highly competitive environment
(10 mins)

Balls in a Bucket II

Task: Teams resolve the inherent conflict of Balls in a Bucket and collect their colour of randomly distributed ping pong balls faster than any other team whilst staying physically connected to each other

Fast and furious team game that demonstrates the way to avoid the sabotage and win/lose or lose/lose strategies found in a highly competitive environment (10 mins)

Barn Yard Game

Task: Find your team using only animal noises and then enter an auction where packets of money go to the highest bidding team

A high energy, challenging game to complete a team training program. Participants have the opportunity to put all of their learning into practice and reach a solution that satisfies everyone (40 mins)

Basket Ball Bonus

Task: Teams help their best thrower to get balls into a bucket whilst overcoming a series of barriers

High energy problem solving game challenging participants to adopt a creative orientation when confronted by barriers to team performance and in so doing improve results despite the apparent handicap (30 mins)

Bat-Gadgets

Task: Individual participants watch a Batman film clip demonstrating the Bat Car and other “Bat Gadgets” and invent their gadget that is both useful and well suited to Batman. They then join their team and design a team gadget. All teams make a high energy presentation of their best gadget including how, when and against whom to use it.

A fun brain teaser that will test both individual and team creativity and ability to think laterally. (40 mins)

Belly High

Task: Participants, in pairs, place a balloon between them at belly height and burst it without touching it with their hands

Fun exercise for challenging personal space and differences in commitment (10 mins)

Billy Cart Bathurst 2000 (Outdoor Game)

Task: Teams use their Billy Carts from the parade to race each other over the famous course ... but which way?

A team challenge with a difference, turning downhill racing completely around so as to involve the whole team in the race to the line, challenging a few assumptions along the way
(20 mins)

Billy Cart Lost-in-the-Bush

Task: Teams use simple orienteering and problem solving skills to find the parts to their Billy Carts that have been lost in the bush

A fun orienteering exercise that will require problem solving and practical teamwork to be successful
(60 mins)

Billy Cart Negotiations

Task: Teams negotiate with each other and the facilitator to complete the required set of parts for their Billy Carts.

A fun negotiation skills and lateral thinking exercise
(20 mins)

Billy Cart Parade

Task: Teams build, package and market the best Billy Cart in the parade from a standard kit using a range of decorative materials

A team challenge to make a standard product, common to all, more appealing to the market than anyone else's product
(40 mins)

Billy Cart Parts Scramble

Task: Teams use simple treasure hunt, cryptic clue and problem solving skills to find the parts to their Billy Carts that have been lost in the resort

A fun exercise that will require problem solving and practical teamwork to be successful
(30 - 60 mins)

Blindfold Team Race

Task: Take turns in leading a blindfolded team in a relay race while staying connected to each other

A challenging trust exercise for teams learning to do whatever it takes (20 mins)

Blind Hopscotch

Task: Participants take it in turns to coach a blindfolded team member through the hopscotch grid

A challenging coaching role for the team to perform in support of fellow team members confronting a significant barrier to performance (20 mins)

The Blood Bank

Task: The very best way to train anyone who can have an effect on the profitability of a business on the complex interaction of all aspects of business from operational constraints to profitability, from opportunities to cash flow. Every decision each small team makes in this simulation has an immediate and visible effect on the business they are running. A unique combination of tactile financial and management training to suit all styles. Teams of participants must turn around the fortunes of the town's Blood Bank and produce a thriving business with exemplary quality control and customer focus.

A powerful and competitive board game that will challenge participants view of business and demonstrate the effects of their decisions on the business as a whole. (1 day)

Bomb Shelter

Task: Decide who will be allowed into the bomb shelter from the list of would-be survivors

A test of values, empathetic teamwork and resolution skills in an emotive environment that challenges assumptions and prejudices (30 mins)

Bomb Shelter Infiltration

Task: Decide who will be allowed into the bomb shelter from the list of would-be survivors, one of whom is an enemy agent operating under cover. But who is it?

A test of values, empathetic teamwork and resolution skills in an emotive environment that challenges assumptions and prejudices (30 mins)

Bond Bombshell

Task: Bond is trapped on an enemy aircraft which is about to drop a revolutionary plutonium bomb on a friendly country. Using only the props provided to simulate what is available to 007 on the aircraft, teams must drop an egg from 3m without it breaking.

An exciting team challenge - how to stop an egg, dropped from 3m, becoming scrambled using a few basic props in a creative way. A game that reveals team dynamics and the ability to solve problems collaboratively. (20 mins)

The Boss's Lunch

Task: Pass the boss's lunch order down the line intact or risk an upset boss

Communication blocks and filters in action. Barriers to successful communication and to improved performance (15 mins)

Brave New World

Task: Find your most effective team from a group of world holocaust survivors with a strange mix of possessions and ensure your own survival in a changing environment

A game that challenges values, demands lateral thinking and best use of scarce resources to survive in a hostile environment (50 mins)

Brave New World II

Task: Solar flares have destroyed all electronics on earth and melted the ice caps. The great coastal cities of the world are lost in the ocean. Humanity is now living on a vastly smaller land mass. Each team representing a group of world holocaust survivors must create a new business that will ensure survival in a changed environment and utilises at least one existing skill of each team member.

A game that challenges values, demands lateral thinking and best use of scarce resources to survive in a hostile environment (30 mins - 1 hour)

Brave New World II - Six Thinking Hats

Task: Solar flares have destroyed all electronics on earth and melted the ice caps. The great coastal cities of the world are lost in the ocean. Humanity is now living on a vastly smaller land mass. Each team representing a group of world holocaust survivors must use the *Six Thinking Hats* process to help them create a new business that will ensure survival in a changed environment and utilises at least one existing skill of each team member.

A game that challenges values, demands lateral thinking and best use of scarce resources to survive in a hostile environment while practising a valuable strategic thinking tool. (1 hour)

Brave New World Business Plans

Task: Teams must produce and present the most realistic Business Plans for their Brave New World new businesses.

A game that challenges values, demands lateral thinking, careful planning and good presentation skills demonstrating the best use of scarce resources to survive in a hostile environment (1 hour)

Bridge Building Challenge

Task: The whole group, in their teams, must combine to build a replica of the Sydney Harbour Bridge from newspaper, straws and a selection of other everyday materials.

A game that really challenges team vision, planning and doing-whatever-it-takes when they are confronted with a multiple team task that simulates a large business environment.

(1 ½ hours)

Bridge Building Rivalry

Task: Two teams, in opposition to one another, in their teams, must combine to build a mini-sized replica of the Sydney Harbour Bridge from newspaper, straws and a selection of other everyday materials.

A game that really challenges two teams who are having difficulty working together in real life. They will need to combine vision, planning and doing-whatever-it-takes, putting aside their differences, if they are to succeed in this task. A great metaphor for building bridges between two disparate groups.

(1 hour)

Bridge Building Team Challenge

Task: Each group comprising four teams, must build a faithful, load-carrying replica of the Sydney Harbour Bridge from newspaper, straws, hose pipe and a selection of other everyday materials in competition with other groups.

A game that really challenges team vision, planning and doing-whatever-it-takes when they are confronted with a multiple team task that simulates a large project environment.

(1 ½ hours)

Business School In A Box (Tom Peters)

Task: Be a board member of the Ford Motor company and make the decisions that will shape the company's future for better or worse

A team scenario playing the board members of a major international operation meeting the challenges of a fickle world environment

(All Day)

Cabaret Night

Task: Participants are given a free hand to stage their own cabaret night, including all stage management and logistics

A powerful demonstration of creativity, hidden talents and doing-whatever-it-takes as the roles are reversed and the participants entertain the trainers

(3 - 5 hours)

Camouflage Game

Task: Teams of participants watch a film clip from *Life of Brian* where the Monty Python team hide from the Romans in plain view and then have the task of camouflaging themselves in the training room. The most creative, least visible team wins.

A powerful demonstration of the use of presence and power which can broaden participants range of behaviour to suit appropriate circumstances. (30 mins)

Card Shark

Task: Win points at cards in a foursome, but is it a team or an individual game?

A hands-on experience of playing to win in shark infested waters and finding what it will take for everyone to win or the effect of playing win/lose (30 mins)

Carless Rally

Task: Participants must find answers to the car rally style questions, and provide photographic evidence of completion of activities, while walking and observing things in and around the venue. Some treasure hunt similarities, plenty of cryptic clues and fun challenges abound in an exercise structured to have something in it for everyone. Customised to each venue, timetable, participant group and client outcomes.

A great way to test and improve participants' observation skills, do-whatever-it-takes motivation and ability to plan the most effective course of action. (20 mins - 2 hours)

Cartoon Characters

Task: Teams make their designated cartoon characters out of Play Doh, but how do you do Snow White with no white ... or Red Riding Hood with green and blue?

A wonderfully kinaesthetic game that will stretch the inventiveness of participants in a team challenge environment or test communication strategies (20 mins)

Cartoon Characters for Sale

Task: Teams make their cartoon character from Play Doh, colours having different prices. Participants then "buy" another team's character most suited to a child's needs.

A wonderfully kinaesthetic game that will illustrate cost and profitability principles, while highlighting key profit drivers and inhibitors in an open market. (30 mins)

Castaway Rafts

Task: Teams watch a video clip from *Castaway* and then must make the most suitable miniature replica raft from the materials provided and float it, and their castaway, in a bucket of water to simulate their escape from the island.

A fun team challenge that will test the ability of the team to think strategically and work collaboratively with a minimum of resources. (60 mins)

Castaway Rafts Outdoors

Task: Teams watch a video clip from *Castaway* and then must make the most suitable replica raft from the materials provided and sail it across a stretch of water to simulate their escape from the island.

A powerful lead in to a traditional team challenge that will test the ability of the team to think strategically and work collaboratively. (60 mins)

Castle Keeps

Task: Teams make the tallest mediaeval castle out of paper, straws and tape. Then deal with the changes in castle management and the specifications

A challenging, fun, team action game with construction role plays that encourages participants to react positively to and interpret change to their advantage (20 mins)

Castle Keeps II

Task: Teams begin by making the tallest mediaeval castle out of paper, straws and tape. Then deal with an abundance of changes that transform their castle completely

A very challenging, fun, team action game with continual changes and role plays that will test participants' ability to stay on task and support their leader (40 mins)

Castle Keeps Customer Focus

Task: Teams strive to make the tallest mediaeval castle out of paper, straws and tape but each one of them has a different agenda which is likely to restrict progress.

A challenging, fun, team action game with construction role plays that encourages participants to create a shared vision of meeting customer needs that transcends their self interest. (20 mins)

Castle Keeps Plus

Task: Teams make the tallest self-supporting mediaeval castle out of paper, straws and tape, then place an egg at the highest point to prove its stability

A challenging, fun, team action game with optional construction role plays that encourages participants to react positively to and interpret change to their advantage while building a firm foundation for success (20 mins)

Castle Keeps Double Plus

Task: Teams begin by making the tallest mediaeval castle out of paper, straws and tape. Then deal with an abundance of changes that transform their castle completely. Their structure must be capable of supporting an egg at the highest point

A very challenging, fun, team action game with continual changes and role plays that will test participants' ability to stay on task, support their leader and build a firm foundation for success in an uncertain future (40 mins)

Castle in the Swamp

Task: Teams watch the Castle in the Swamp scene from Monty Python's Holy Grail and then make the tallest mediaeval castle out of paper, straws, clingfilm and tape. The castle must be built on a foundation bed of wet towels.

A challenging, fun, team action game with problem solving components. A useful metaphor for building business foundations to suit the environment. (30 mins)

Change Game

Task: Participants make a rapidly escalating number of changes to their appearance and note the changes in their partner

A challenging action game that encourages participants to see change as a positive and inevitable process that can be fun, stimulating and rewarding (20 mins)

Charitable Choices

Task: Teams agree on a charity and plan how to raise the greatest amount of cash

Planning and teamwork combined in a thought provoking exercise and high energy demonstration. For added challenge they can go and do it (10 mins plus 5 mins per team)

Chase for Skase

Task: Skase is eluding capture by hiding in the bush. The team must use its orienteering and problem solving skills to find him. Along the way they will pick up clues and overcome several barriers in their quest

A fun orienteering exercise that will require problem solving and practical teamwork to be successful (120 mins)

Chase the Flag

Task: Teams of participants save their "white shirt" from terrorist paint attack while trying to capture the white flag. The team has paint filled balloons as their defense weapon. Who knows what the terrorists have!

Paint-filled, fun and active team game that illustrates the benefits and synergy of teams in action and working collaboratively (150 mins)

Chicken Run Escape

Task: Teams watch a video clip from *Chicken Run* and then make a gadget that will propel the chickens, represented by eggs on board, over the perimeter fence. Their success is measured on a formula basis that rewards distance achieved, least time taken and number of eggs intact.

A challenging, fun, team action game that will test the team's ability to work effectively and collaboratively under time and performance pressure (30 mins)

Chicken Run Safety

Task: Teams watch a video clip from *Chicken Run* and then make a gadget that will propel the chickens, represented by eggs on board, over the perimeter fence.

A challenging, fun, team action game that will test the team's ability to work effectively and collaboratively when there is a positive safety threat to the "passengers" (30 mins)

Chip into the Bucket

Task: Participants, in their teams, chip a golf ball into a bucket from 10 to 20 metres

A short, high energy game, played in or outdoors, that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance. Do they all hit their own ball or do they take it in turns with a single ball, progressively getting closer to the target. (10 mins)

Clayton's Conversation

Task: Get to the truth in a pairs game where clichés rule the day

An interesting exercise in being assertive and getting to the real meaning of a communication

(15 mins)

Clean Up

Task: Get the whole team from the start line, around a chair and back to the start without touching the floor and using only flipchart paper as an aid

An exciting teamwork challenge that encourages testing systems and using feedback to make continuous improvements to achieve extraordinary results (15 mins)

Clean Up (Opposition)

Task: Get the whole team from the start line, around a chair and back to the start without touching the floor and using only flipchart paper as an aid. Team members start at different ends of the course

An exciting teamwork challenge that encourages testing systems and using feedback to make continuous improvements to achieve extraordinary results (15 mins)

Club Balance Challenge

Task: Teams must balance four golf clubs on an upright post in the fastest possible time

Energetic problem solving game demanding teamwork, task focus, lateral thinking and sense of spatial awareness (5 mins)

Clutching at Straws

Task: Get a lego person and their supplies to float on a raft of straw and gladwrap. Individual and then team exercise

An exciting challenge that demonstrates the power of teamwork in solving problems and the advantage of all being in the same boat together (15 mins)

Cocktail Capers

Task: Participants are provided with the name of a cocktail ingredient and must find others with different ingredients to join their cocktail team. Teams of six or more have the barman prepare their cocktail ready for sampling by the team and judging

A fun introduction game that demonstrates the opportunities and pitfalls of team blending (30 mins)

Come to the Party

Task: Participants choose to join someone's party in preference to their own if they are more impressed by the other's invitation. Each may only use the range of communication tools on their card

A fun introduction game that demonstrates the relative power of words, tonality and body language in communication (15 mins)

Common Sense

Task: Complete an introductory process with other participants without using one of your key senses

Communication in action without relying on one of the major senses. An opportunity for participants to practice another of their communication modalities in a fun, interactive environment (15 mins)

Conference Mexican Wave

Task: Participants seated theatre style must create the most esthetically pleasing Mexican Wave, with each row in synchronised activity with the room as a whole, using a ribbon to unite each person in the row.

A game that requires great coordination not just in the row team but for the larger group too.
(5 - 10 mins)

Custom Clichés

Task: Participants can talk only in clichés as appropriate to one of four scenarios

An introduction game that explores the message, or lack of it, in everyday passing-the-time, conversation
(15 mins)

Dew Rustic Park

Task: Four teams of differing dinosaur types must adapt and evolve to meet, or preempt, environmental changes in Dew Rustic Park. Species that adapt least well are declared extinct.

An exciting change management game that challenges teams to evolve their dinosaur species to best meet the environmental shifts in Dew Rustic Park, changes that mirror the business environmental shifts they must face in running a business
(40 mins)

Dew Rustic Park II

Task: Twice the fun as eight teams of differing dinosaur types must adapt and evolve to meet, or preempt, environmental changes in Dew Rustic Park. Species that adapt least well are declared extinct.

An exciting change management game that challenges teams to evolve their dinosaur species to best meet the environmental shifts in Dew Rustic Park, changes that mirror the business environmental shifts they must face in running a business
(40 mins)

Dew Rustic Park for Leaders

Task: Four leaders must take their teams of differing dinosaur types and personalities encourage them to adapt and evolve to meet, or preempt, environmental changes in Dew Rustic Park. Species that adapt least well are declared extinct.

An exciting leadership and change management game that challenges leaders to develop and grow their teams to meet and thrive in the environmental shifts in Dew Rustic Park, changes that mirror the business environmental shifts they must face in running a business
(60 mins)

Diced Out

Task: Participants roll the dice to make the best score they can. But what are the scoring rules?

A simple and effective game that challenges participants to question the rules of any game or task and illustrates the limiting effect of mental models on winning performance
(15 mins)

Dinner for Ten

Task: Teams create their own dinner party and feed themselves on just \$5 per head.

A “do-whatever-it-takes” activity that challenges participants to have the very best meal possible on a shoestring. A game that combines planning, action, creative problem solving and overcoming barriers in a fun and bonding experience
(2 - 3 hours)

The Dinner Party

Task: Plan and tender for a dinner party experience for a group of visiting trade representatives from Russia wanting to experience the Australian culture first hand.

A creative design game that encourages teams to focus on customer needs and how to make their product stand out from the crowd. A game that will incorporate cultural diversity and stereotyping issues as well as the benefits of lateral thinking and team synergy.
(20 mins)

Dinoplex

Task: Teams create their own dinosaur from lego blocks, to management specifications, ready to bring the design to market.

An active product design game that challenges teams to build a dinosaur from blocks and prepare their product for the market place, taking account of stakeholders needs and preferences
(20 mins)

Dinoplex Costings

Task: Teams create their own dinosaur from lego blocks, to management specifications, ready to bring the design to market at the best possible price. Each block has a different costing, manufacturing process and a different market appeal. Teams must select the most advantageous combination to gain the best return for the company.

An active product design and product costing game that challenges teams to build a dinosaur from blocks and prepare their product for the market place, taking account of stakeholders needs and preferences as well as the cost and marketing implications of their choices.
(40 mins)

Dinoplex Customers

Task: Teams create their own dinosaur from lego blocks, to customer specifications, ready to bring the design to market.

An active product design game that challenges teams to build a dinosaur from blocks and prepare their product for the market place, taking account of consumer needs and preferences
(20 mins)

Dinoplex Products

Task: Teams create their own dinosaur from lego blocks or plastic meccano, to management specifications, ready to bring the design to market with the best possible appeal. Each component has different attributes that will determine where it is best used in the dinosaur. However, teams must ask for and assimilate this information if they are to succeed in their task. Without this information they will merely get a series of consequences as they bring their toy to market. Teams must select the most advantageous combination to gain the best return for the company and meet customer needs.

An active product design and product knowledge game that takes account of stakeholders needs and preferences and the benefits of knowing the attributes and uses of all products.
(40 mins)

Dinosaur Relay Challenge

Task: Teams watch a short film clip from *Jurassic Park - The Lost World* then race each other to escape from the “Raptors” in a kids style relay race

An exciting and energetic relay race that will challenge participant’s mental models and assumptions and demonstrate how to achieve extraordinary results
(20 mins)

Dogless Iditarod

Task: Teams must make their own sledges out of cardboard and other materials provided before emulating the famous annual Alaskan dog team ice race over a simulated course.

A fun, creative team bonding and problem solving exercise that will test many team skills including doing-whatever-it-takes.
(40 mins)

Downsizing Game

Task: Teams are required to cut 20% of their number due to downsizing.

Test teams ability to handle the realities of corporate life in an emotional tough game best played after teams have been together for an extended period to allow bonding. What criteria are used to select those to be dropped and what can they learn about themselves from the experience? Confrontational and challenging for all.
(10 mins)

Dry Synchronised Swimming

Task: Teams must perform the most elegant and graceful synchronised routine in time with the music. Points will be awarded for elegance, style and team synchronisation

A fun challenge for teams to work together and find the best strategy to perform a task that is likely to be a change from their usual routine (15 mins)

Dry Synchronised Swimming in Rows

Task: Teams in their theatre style rows must perform the most elegant and graceful synchronised routine in time with the music and synchronise with the rest of the room

A fun challenge for teams to work together and find the best strategy to perform a task that is likely to be a change from their usual routine (15 mins)

The Duck Pond

Task: Teams build the longest single span bridge from lego blocks across the town duck pond while dealing with the environmentalist lobby

Graphic illustration of the effects of individual agendas overriding team purpose and the critical difference that common vision, values and goals makes on performance (20 mins)

Earth Ball Challenge

Task: The team maneuvers the giant earth ball around the obstacle course without it touching the floor in the fastest time possible.

A problem solving game that will test the team's ability to communicate under pressure and develop extraordinary performance strategies (20 mins)

Egg Ball

Task: Teams line up and take it in turns to throw a ball to each member of the team in a race against all other teams. They start with a basket ball, then switch to a tennis ball and complete the race using an egg.

A game with a twist that will test the team's ability to perform with a fragile object (15 mins)

Environmental Off My Back

Task: Participants write out an environmental problem that concerns them and stick it on someone else's back. Participants then remove the sticker on their own back by asking laser-like questions

Communicating and overcoming the key environmental barriers in a lively game, followed by a problem solving exercise (20 mins)

Farmer Farmer

Task: Teams of farmyard animals guide their blindfolded farmer in a race through an obstacle course using just their animal sounds to guide the farmer to the finish line

A short, high energy communication game that challenges assumptions and mental models that can inhibit their ability to transmit a meaningful message to the recipient (20 mins)

Feeding Frenzy

Task: Participants in pairs take a meal together and must spoon-feed each other in order to get anything to eat

A game that will break down barriers between participants and encourage the adoption of a “do-whatever-it-takes” attitude. (20 mins)

Financial Billy Carts

Task: Teams make the most cost effective and longest Billy Cart prototype out of paper, straws and tape. They must keep accurate records of costs and profits to account to a demanding Accounts Department.

A very challenging, fun, team action game with different components and costs that will test participants’ ability to stay on task, make a profit, support their leader and build a firm foundation for success in an uncertain future (90 mins)

Financial Castle Keeps

Task: Teams make the most cost effective and tallest mediaeval castle out of paper, straws and tape. They must keep accurate records of costs and profits to account to a demanding King’s Treasury.

A very challenging, fun, team action game with different components and costs that will test participants’ ability to stay on task, make a profit, support their leader and build a firm foundation for success in an uncertain future (90 mins)

Financial Castle Keeps Plus

Task: Teams make the most cost effective and tallest mediaeval castle out of paper, straws and tape. Then deal with an abundance of opportunities to add value and transform their castle completely. They must keep accurate records of costs and profits to account to a demanding King’s Treasury.

A very challenging, fun, team action game with several opportunities to enhance their product and manage costs that will test participants’ ability to stay on task, make the greatest profit, add value to stakeholders, support their leader and build a firm foundation for success in an uncertain future (90 mins)

Financial Castle Keeps Plus II

Task: Teams make the most cost effective and tallest mediaeval castle out of paper, straws and tape. Then deal with an abundance of opportunities to add value and transform their castle completely. They must keep accurate records of costs and profits to account to a demanding King's Treasury and place an egg on top to ensure stability.

A very challenging, fun, team action game with several opportunities to enhance their product and manage costs that will test participants' ability to stay on task, make the greatest profit, add value to stakeholders, support their leader and build a firm foundation for success in an uncertain future (90 mins)

Fire Guardian Device

Task: Teams must design a fire guardian that will automatically put out a camp fire if it becomes dangerous, yet allow them to sleep in its warmth in subzero conditions

A team problem solving game that can be played outside with device construction or inside with flipchart design and drawings (15 - 30 mins)

Flat Pack Instructions

Task: Teams must disassemble their small item of furniture and leave appropriate instructions for the following to team to reassemble it

A fun game that illustrates the importance of providing precise and unambiguous written instructions if you want the task completed appropriately (30 mins)

Flagstone Maze Game

Task: Teams must find their way through the flagstone maze in the fastest time possible without verbal communication

A high energy game that illustrates the importance of team support for the team member on task, being in action and correcting mistakes quickly (30 mins)

Flour Bomb Challenge

Task: Teams of participants must form their own corporation and infrastructure to physically design, produce, market, use, manage and account for their flour bombs and the results of their campaign against competitor team targets.

A fun and engaging metaphor for corporate structures and the needs of all departments to work together to maximise performance. (50 mins)

The Four Doctors

Task: Four of Doctor Who's friends visit earth in the distant future to find it crawling with Daleks. They can help but only by asking Why, What, How and What If?

A questioning relay race with a difference that will bring out the critical importance of clear, well directed questioning in communication and problem solving (20 mins)

Fred Flintstone's Computer

Task: Teams must make a working computer, in competition with other teams, for Fred Flintstone out of the type of resources that would have been available in the Stone Age. They then challenge the effectiveness, in user terms, of other technological advances.

A great way to challenge the effects of progress and whether a de-tech approach can have better results in some circumstances. A challenge to the status quo. (50 mins)

Freedom Game

Task: Avoid being turned to stone in a game of tag with a difference. The last one standing is the winner

An exhilarating, fast-action game of tag with a difference that contrasts the outcomes of alternative winning strategies that both informs and energises participants (10 mins)

Fruit Salad

Task: Participants find their teams according to the fruit card they drawn from a hat

A simple alternative team formation exercise requiring teams to form the optimum fruit salad. Participants will need to communicate and promote themselves to find a team (10 mins)

Galloping Golf (Outdoor Game)

Task: Participants, in their teams, putt the maximum number of golf balls into a bucket from about 50 metres

A very high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance. How do they organise their team for the greatest effect?(20 mins)

Gate Keeper (Lost Tribe)

Task: Solve the riddle of the compulsive liar and the truth teller guarding the gates to heaven and hell. But which is which?

A classic brainteaser that will sharpen participants' questioning techniques (10 mins)

Genesis Manufacturing (Case Study)

Task: Participate in a meeting of fellow supervisors to plan computer production while handling a barrage of problems in the absence of the senior management

A true-to-life crisis in a computer manufacturing business that will test everyone's team, problem solving and communication skills in a demanding environment (60 mins)

George and Mildred

Task: Pairs of participants negotiate the final aspect of their divorce settlement, the child support arrangements in an emotional game of winners and losers

A great negotiation skills role play that is bound to bring up some emotion for participants and test their learning and use of negotiation tools and techniques (30 mins)

Get Christmas Off My Back

Task: Participants write their barrier to Christmas cheer on a label and stick it on someone else's back. They remove it by asking questions that lead them to discover what they have written on their back

Christmas variation on Off My Back which enables participants to surface and handle the issues that can spoil Christmas festivities (20 mins)

Get Smart

Task: Team presentation of a secret code that must be remembered in sequence in the most memorable way possible

High energy presentation exercise illustrating the methodology of making important codes and sequences memorable (30 mins)

Getting What You Want

Task: Getting what you want by winning an arm-wrestle with a partner

A game that introduces the WorldGAMES methodology and looks at the benefits of collaborative teamwork rather than an individual winning at all costs. Identifies the common communication styles that split teams apart and the different approach required to pull teams together (15 mins)

Ghost Train

Task: Teams at the traditional fair ground ride, must use their combined acuity skills to map the track and features of the Ghost Train ride

A fun and fast moving exercise in teamwork under difficult conditions. (15 mins)

Gilligans Island

Task: Row your team to the safety of the island using chairs in Indian file, take the one from the back to the front of the line in rotation. A team race to the island using a “canoe” of chairs

A fun and fast moving energiser that will wake participants up and test their ability to synchronise activity under pressure. (15 mins)

Gilligans Island in Rows

Task: Row your team to the safety of the island using the seats in theatre style rows, participants on the right end to the row move to the vacated seat on the left as the rest of the team shuffle up. A team race to the island using a “canoe” of seats

A fun and fast moving energiser that will wake participants up and test their ability to synchronise activity under pressure. (5 mins)

Global Automobile Parts (Case Study)

Task: Teams play the part of the new CEO of GAP for a day, determine what they know, need to know, how to go about finding the key facts and setting out an action plan

A powerful scenario for any manager or aspiring manager, a chance to be Chief Executive of a global organisation and make your own decisions about the future of its operations. A flight simulator for corporate pilots (90 mins or more)

Global Automobile Parts (Full Day Case Study)

Task: Teams play the part of the new CEO of GAP for a day, determine what they know, need to know, how to go about finding the key facts and setting out an action plan. Taking that plan, they compete with other teams for the right to present their plan at the AGM

A powerful scenario for any manager or aspiring manager, a chance to be Chief Executive of a global organisation and make your own decisions about the future of its operations. A flight simulator for corporate pilots (all day)

Global Automobile Parts 2 (Large Group Full Day Exercise)

Task: Teams play the part of the new CEO of GAP for a day, determine what they know, need to know, how to go about finding the key facts and setting out an action plan. Taking that plan, they compete with other teams as they access more information and refine their action to a final 10 point plan for submission.

A powerful scenario for any manager or aspiring manager, a chance to be Chief Executive of a global organisation and make your own decisions about the future of its operations. A flight simulator for corporate pilots (all day)

Global Automobile Parts (Part II)

Task: Teams play the part of the new CEO of GAP each team working on separate plans for the USA, UK and SE Asian operations as well as global sales and marketing, production and support services in order to maximise global efficiency of the operation. Participants determine what they know, need to know, how to go about finding the key facts and setting out an action plan. Facilitator will guide them throughout, demonstrating the tools to use in order to get their plan into a presentation to the Board.

A powerful scenario for any manager or aspiring manager, a chance to be Chief Executive of a global organisation and make your own decisions about the future of its operations. A flight simulator for corporate pilots (half day)

Global Automobile Parts (Part III)

Task: Teams play the part of the new CEO of GAP and plan what to do with the Head Office function in order to maximise global efficiency of the operation. Participants determine what they know, need to know, how to go about finding the key facts and setting out an action plan. Facilitator will guide them throughout, demonstrating the tools to use in order to get their plan into a written report and to present their plan to the Board.

A powerful scenario for any manager or aspiring manager, a chance to be Chief Executive of a global organisation and make your own decisions about the future of its operations. A flight simulator for corporate pilots (half day)

Golf Ball Extraction

Task: Participants must extract the target golf ball from a scattered bucket of balls in the fastest time, moving only one ball at a time with the aid of their putter.

A challenging individual action game against the clock that will challenge participants to find an innovative solution. (5 mins per group)

Good Week News Review

Task: Participants use the format of the well know Television program to summarise the events and learning experienced during the training program.

An innovative and challenging team event that can round off a training program in sensational style. (1 -2 hours)

Hands Across the Circle

Task: Participants grasp hands of fellow team members across a circle and then unravel themselves into a single ring without breaking grip

An energiser that requires collaborative teamwork rather than individual flair to untangle the web of arms that simulate the problems that often face work teams (15 mins)

Handshake Game

Task: Score as many points as you can by pulling your partner's hand to your hip

A game that introduces the WorldGAMES methodology and looks at the benefits of collaborative teamwork rather than an individual winning at all costs (15 mins)

Handshake Circle

Task: Identify the owner of the handshake from a circle of participants whilst blindfolded

Practice at using non-visual senses and memory (10 mins)

Harry's Letters

Task: Teams of participants watch a video clip from *Harry Potter and the Philosophers Stone* and then must get their team message to their Harry in the cupboard under the stairs. To be successful they must elude the wicked Uncle and his devices.

A very useful communication tool that is a great metaphor for sending and receiving messages in a siloed workplace. (20 mins)

Healthy Cocktail Capers

Task: Participants are provided with the name of a health drink ingredient and must find others with different ingredients to join their healthy cocktail team. Teams of six or more have the barman prepare their cocktail ready for sampling by the team and judging

A fun introduction game that demonstrates the opportunities and pitfalls of team blending (30 mins)

High Net Volley Ball

Task: Teams practice for their Volley Ball competition and then find that the net is 50% higher. How do they change their game plan to suit the change circumstances?

A game that will challenge participants' flexibility and ability to cope with change. (15 - 60 mins)

Holy Grail Maze Challenge

Task: Watch a short clip from *Indiana Jones and the Last Crusade* and get the team through the maze of letter squares in the fastest time possible without verbal communication

A high energy game that illustrates the importance of team support for the team member on task, being in action and correcting mistakes quickly (15 mins)

Horizontal Plutonium Pills

Task: Teams carry all of their "hot" plutonium pills to the safe container in the fastest time possible but the person carrying the pills must not touch the ground and must wear the only pair of gloves.

Great energiser and problem-solving task ideal for demonstrating the working of the results spiral in achieving extraordinary results. (15 mins)

House of Cards

Task: Teams build the tallest house of cards but what assumptions do they make and do they stick with accepted norms or innovate?

An energetic game that will challenge mental models most don't realise they have and that can prevent or slow business innovation (20 mins)

House of Cards Reforecasts

Task: Teams build the tallest house of cards but what assumptions do they make and do they stick with accepted norms or innovate? They first set a target height, then adjust it in the light of experience and try again, finally they reforecast and measure the end result.

An energetic game that will challenge mental models most don't realise they have and that can prevent or slow business innovation while demonstrating actual, budget and reforecast results. (20 mins)

Human Sculptures

Task: Teams form themselves into a human sculpture to depict an emotion or event

Visual art as a mechanism for portraying a message, practice at using nonverbal communication in a fun environment (15 mins)

If Hens Could Fly ...

Task: Drop an egg from 3m without breaking it using only the props provided

An exciting team challenge - how to stop an egg, dropped from 3m, becoming scrambled using a few basic props in a creative way. A game that is an ideal metaphor for keeping system solutions simple and effective (and saving costs/achieving the desired result quickly) (30 mins)

Indiana Jones Raft Challenge

Task: Watch a short clip from *Indiana Jones and the Last Crusade* and see "Indy" swept into the sea. Participants must then get their "Indy" lego person to float on a raft of straw and gladwrap.

An exciting challenge that demonstrates the power of teamwork in solving problems and the advantage of all being in the same boat together (15 mins)

Indy Car Challenge

Task: Teams must drive their remote control car around the difficult circuit in a race against all other teams using Le Mans style driver changeovers

A high energy and exciting game that illustrates the importance of team information sharing and communication in a focused-on-winning environment. (30 mins)

In Search of the Lost Tribe (Indoors)

Task: Teams of survivors from a plane crash in the Andes must find their way through a series of challenges (games) to find the Lost Tribe to guide them back to civilisation

Multiple team challenges abound in this fast-moving race to survive the rigors of the high Andes and return to civilisation while testing leadership, coaching, problem solving and a host of other skills (40 mins)

Introducing Irene

Task: Introduce team members to each other using alliterative names in a relay race

High energy introduction energiser that will test participants' memory skills and provide a useful communication tool (15 mins)

Italian Job (Beyond the)

Task: Having watched a short end clip from the famous film, teams need to use all their problem solving skills to rescue the gold from the coach before it plunges over the cliff.

A powerful problem solving game that will take careful planning and excellence of execution if teams are to succeed. (45 mins)

Italian Job (6 Thinking Hats)

Task: Having watched a short end clip from the famous film, teams need to use De Bono's 6 Thinking Hats process to maximise their options for rescuing the gold from the coach before it plunges over the cliff.

A powerful problem solving technique in a game that will take careful planning and excellence of execution if teams are to succeed. (45 mins)

Jig Saw Squares

Task: Make a square out of seemingly odd shapes with a little help from your team members who each have a piece of another's square

A team brainteaser with a difference requiring practice of nonverbal communication skills (20 mins)

Jig Saw Vision

Task: Participants find their teams according to the jigsaw pieces they select then answer a simple question about their puzzle

A team formation game that encourages participants to interact and take a broader view.
(5 mins)

Journey to the Centre of the Earth Game

Task: Teams watch an action packed exploration video, or participate in a game ride, and must find their way out of the labyrinth by plotting the path taken by the explorers

A team observation and problem solving game that illustrates the narrowing of vision when participants become task focused.
(15 mins)

Kite Game

Task: Make a kite from only the resources provided that flies higher than anyone else's kite

A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance
(15 mins)

Kite Game II

Task: Each participant is given a component that can be used in making a kite. They must form teams and, from only the resources they bring to the team, make a kite that is more decorative and flies higher than anyone else's kite. Each participant must fit their resource to their team kite themselves

A high energy game that challenges participants' ability to sell or value themselves and their assumptions that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance
(40 mins)

Leaders Tug-of-War

Task: Leaders recruit their own tug-of-war team by appealing to participants to join their team in a traditional game of strength

A confronting game for any would-be leader. Have they got what it takes to inspire others to join them or will people simply sit back and watch?
(30 - 60 mins)

Leading Coaches

Task: Teams design an educational children's board game in two blocks of 5 minutes each and present their game. At the half way point they lose their leader to be coach of a different team

Emphasises the incredible creativity of teams when set a demanding task. Usually produces some amazing results as well as comparing leadership and coaching styles (40 mins)

Leading Coaches Outdoors

Task: Teams design an outdoor training game in two blocks of 5 minutes each and present their game. At the half way point they lose their leader to be coach of a different team

Emphasises the incredible creativity of teams when set a demanding task. Usually produces some amazing results as well as comparing leadership and coaching styles (40 mins)

Leading Coaches Plus

Task: Teams design an indoor or outdoor training game in two blocks of 5 minutes each and present their game. At the half way point they lose their leader to be coach of a different team. Each team then leads the other participants in playing the game they have designed.

Emphasises the incredible creativity of teams when set a demanding task. Usually produces some amazing results as well as comparing leadership and coaching styles (40 mins plus)

Lego Aeroplane

Task: Participants create their own aeroplane out of a few pieces of Lego

A simple illustration of how many different ways there are to achieve the same result. A game that will challenge mental models and any participant who thinks there is only one correct way to do things (15 mins)

Line Team Lego Aeroplane

Task: Participants each with a Lego piece create their own aeroplane as they pass the partially constructed plane down the line against the clock

A simple illustration of how many different ways there are to achieve the same result. (5 mins)

Lego Duck

Task: Participants create their own duck out of a few pieces of Lego

A simple illustration of how many different ways there are to achieve the same result. A game that will challenge mental models and any participant who thinks there is only one correct way to do things. (15 mins)

Lost Tribe in the Bush (Outdoor Game)

Task: Teams of survivors from a plane crash in the Andes must find their way through a series of challenges (games) to find the Lost Tribe to guide them back to civilisation

Multiple team challenges abound in this fast-moving race to survive the rigors of the high Andes and return to civilisation while testing leadership, coaching, problem solving and a host of other skills (1 - 2 hours)

Luke Ludo

Task: Participants watch the thrilling climax of *Star Wars* and then become Luke Skywalker and his craft. Teams of participants drive their eyes-shut partners around the room relay style before the last pair drop their “missiles” into the Death Star

A short and very energetic fun game that demonstrates the effect of different trust levels on team performance (15 mins)

Lunch Order Confusion

Task: Teams of participants lunch or dine at a restaurant that provides a broad selection of meals and must collectively select from the menu one meal that is exactly the same for everybody on the team

A short and very simple way of illustrating team dynamics and the importance of taking account of differing values on the team. (30 mins)

Magic Mountain (Lost Tribe)

Task: Teams need to find the way down the sheer face of Magic Mountain to safety using a few basic resources and their imagination

Stuck on a snow clad mountain, teams need to use all of their resourcefulness to find a safe and quick descent with a minimum of aids and a lot of lateral thought (15 mins)

Mailbox Mayhem

Task: A fun, non-physically confrontational, game to play at a city conference location to get teams outside and energised. “Attacking” and “defending” teams are given an area of a few city blocks containing a number of post boxes. Attacking teams need to post letters to opposition team members without being tagged.

Teams need to use all of their resourcefulness to get the mail through with a minimum of aids and a lot of lateral thought (40 mins)

Managing Business Today

The very best way to train managers on the complex interaction of all aspects of business from operational constraints to profitability, from opportunities to cash flow. Every decision each small team makes in this simulation has an immediate and visible effect on the business they are running.

A unique combination of tactile financial and management training to suit all styles. Participants buy, manufacture and sell products represented by chips; enter new product lines; pay all expenses and overheads; depreciate fixed assets and prepare full operational accounts while living with the consequences and benefits of their own business decisions.

Available in two or three day versions. This game is best played for the full three days to really appreciate the value for participants and their organisations. (2 - 3 days)

Marbles

Task: Teams trade different coloured marbles and discover that each colour performs in its own way in the market place

A game of asset accumulation and depreciation that mirrors the differing investment and consumer markets. Participants need to find out for themselves which colour represents which type of asset. An effective illustration of where to invest money for it to grow rather than spend it on wasting assets. (All day)

Marketing Game

Task: Teams design and franchise their own product line or concept. They need to prepare a full working franchise pack, marketing campaign and corporate structure. All teams compete against one another in a true-to-life trade show where participants vote with cash for best product, best franchise document and best in show.

A game that will test the resourcefulness, ingenuity and ability to do-whatever-it-takes of any team. A high pressure activity that mirrors creative business activity and illustrates what it will take to succeed. Highly confrontational and definitely not for the faint-hearted. (3 days or more)

Mash Emergency

Task: The MASH unit has been bombed. Only 6 of the 18 critically injured survivors can be saved. Participants and then teams decide who will be treated first

A test of values, empathetic teamwork and resolution skills in an emotive environment that challenges assumptions and prejudices (30 mins)

Match Stick Squares

Task: Increase the number of matchstick squares by moving only two matches

What happens when participants focus on the problem solving task to the exclusion of all else, ignoring the feedback that surrounds them (20 mins)

Match the Squares Team Relay

Task: Each team member takes turns in matching identical picture cards from a grid of 16 cards. All cards are face down until matched, they are then removed from the grid. Only two pictures can be revealed at any one time. Each team member participates relay style

A problem solving game. Do other team members help the participant on task? (15 mins)

Match the Squares Time Challenge

Task: Each team member takes turns in matching identical picture cards from a grid of 16 cards. All cards are face down until matched, they are then removed from the grid. Only two pictures can be revealed at any one time. An individual time challenge

A problem solving and feedback utilisation game. Do participants repeat mistakes? (10 mins)

Maths Game

Task: Get teams of four to choose one expert at addition, subtraction, multiplication and division and give them an exam paper - the first team to return the paper is the winner

A very quick game that illustrates the power of assumption and mental models - how many teams complete the test and how many simply hand in the paper as instructed?

(5 mins)

Maze Game

Task: Teams must find their way through the maze of squares in the fastest time possible without verbal communication

A high energy game that illustrates the importance of team support for the team member on task, being in action and correcting mistakes quickly (20 mins)

Maze Change Game

Task: Teams must find their way through the maze of squares in the fastest time possible without verbal communication and meet the demands of a maze that changes every five minutes.

A high energy game that illustrates the importance of team support for the team member on task, being in action, learning from and correcting mistakes quickly (30 mins)

Minefield Casualties

Task: Participants with a selection of debilitating “injuries” must help each other to find their way through the minefield hidden in a maze of squares in the fastest time possible without verbal communication

A high energy game that illustrates the importance of team cooperation support for the team member on task, being in action and correcting mistakes quickly (40 mins)

Minefield Game

Task: Teams must find their way through the minefield hidden in a maze of squares in the fastest time possible without verbal communication

A high energy game that illustrates the importance of team cooperation support for the team member on task, being in action and correcting mistakes quickly (40 mins)

Mini Bridge Building Team Challenge

Task: Each team must build a faithful, load-carrying replica of a local iconic bridge from newspaper, straws, hose pipe and a selection of other everyday materials in competition with other teams. Each bridge is judged on its likeness, length and ability to hold weight.

A game that really challenges team vision, planning and doing-whatever-it-takes when they are confronted with a problem solving exercise. (40 mins)

Mission Impossible

Task: Team trek through the jungle solving the individual problems that arise along the way. Teams lose their leader at each task to the team behind, so all team members have a turn at leading

Rolling game of challenges as the team tackles the barriers to progress through the jungle to safety (40 mins)

Modalities Game

Task: Participants remember differing combinations of standard items as presented using visual, auditory and kinaesthetic modes and identifying the modality that is easiest for them to use effectively

Understanding the different preferences in processing information and how these affect the way in which the world is experienced by self and others (30 mins)

Money, Money, Money

Task: Select a team charity and produce a “commercial” for it that will receive more pledges of support than any other team’s charities

Selling a concept in an energetic and compelling manner that will outperform all others in a competitive environment (15 mins plus 3 mins per team)

Money Pass

Task: Participants find some paper money of their choice and have the opportunity to pass it when encouraged to do so

A high-emotional challenge for those attached to money and a chance to see what happens to it in shark infested waters (15 mins)

Moon Buggy Mayhem

Task: Teams of participants must construct the most effective Moon Buggy from plastic Meccano kits that contain far more than they need

A problem solving game that will illustrate team dynamics and creative problem solving in action. (15 mins)

Moon Buggy Relay

Task: Teams sit out of sight of each other. The first team must construct the most effective Moon Buggy from plastic Meccano kits that contain far more than they need and relay verbal instructions to the next team on how to make it. End results are compared

A problem solving game that will illustrate team dynamics, creative problem solving and effective communication in action. (25 mins)

Neanderthal Relay

Task: Team members receive and pass on a message to their colleagues that is critical to their clan survival in a time before modern language existed

A high-paced relay race without words that will challenge participants ability to use nonverbal communication to convey their meaning (15 mins)

Neanderthal Relay for Large Teams

Task: Team members divide into separate roles as they receive and pass on a message to their colleagues that is critical to their clan survival in a time before modern language existed

A high-paced relay race without words that will challenge participants ability to use nonverbal communication to convey their meaning (15 mins)

News Room Dilemma

Task: Team members are the editorial team at the news desk of an international newspaper. A sensational story is breaking and they are in a position to have a worldwide exclusive, if they can agree on the story angle to take in a minefield of conflicting values

A test of values, empathetic teamwork and resolution skills in an emotive environment that challenges assumptions and prejudices (30 mins)

Nuclear Fence

Task: Teams of participants must get their team over the “nuclear fence” to safety

Communicating and overcoming a physical barrier to team progress, an outdoor problem solving exercise. (20 mins)

Off My Back

Task: Participants write down their three key barriers to team performance, select the most emotive one to them and stick it on another participant's back. They remove the sticker on their own back by asking laser-like questions

Communicating and overcoming the key barriers to improved team performance in a lively game, followed by a problem solving exercise. A quick and safe way to discover the real issues on a team and how to lessen or eliminate the problem (20 mins)

Olympic Decathlon

Task: Combine a number of short games into an Olympic event over ten rounds collecting points towards the final prize

A real inter-team challenge event for those organisations that want to build competitive team spirit. Select the games from this list that most suit the organisational needs (Half day)

One Card Stud

Task: Make the best poker hand possible in the room from participants each with a single card distributed at random

An invigorating introduction game with plenty of challenge and action. What will it take for each participant to ensure they make the very best of the hand they are given? (15 mins)

Organisational Mahjong

Task: Create an implementation plan mahjong style using an optional range of tiles that indicate which parts of the organisation should be involved in specific projects

A great way to identify the project participants and needs in any organisation (30 mins)

Pans Party

Task: Participants watch Peter Pans food creation scene from *Hook* then draw a dessert ingredient from the bucket and must find others with different ingredients to join their dessert team. Teams of five or more prepare their dessert ready for sampling by the team and judging

A fun finale game that demonstrates the opportunities and pitfalls of team blending (30 mins)

Pans Party Group Menu

Task: Participants draw a meal ingredient from the bucket and must find others with different ingredients to form a meal team of up to ten ingredients. Each team member must then eat a meal comprised of the team ingredients in any combination

A fun team selection game (30 mins)

Pans Party Meal

Task: Participants draw a meal ingredient from the bucket and must find others with different ingredients to form a meal team of up to ten ingredients. The team must then organise themselves to prepare and cook their team meal using the resources at hand

A fun team selection, problem solving and organisational skills game (50 mins)

Pans Party Teams

Task: Teams of participants draw meal ingredients from the bucket and then trade ingredients with other teams until they have the range of different ingredients to suit their team taste. Each team member must then eat a meal comprised of the team ingredients in any combination

A fun negotiation skills game requiring both internal team and external negotiation to meet everyone's needs. (30 mins)

Party Game Design

Task: Teams create their own brand new party game and present it to other participants

A creative inter-team competition with plenty of challenge and action (15 mins)

Pass the Parcel

Task: Pass the parcel until the music stops and rip off the wrapping to see if you're a winner

Play a childhood party game with a difference, everyone's a winner in this game (15 mins)

Pass the Ping Pong

Task: Pass the ping pong ball along the line in the fastest time possible

Great energiser and problem-solving task ideal for theatre style seating (10 mins)

Pensioner Musical Chairs

Task: Play the classic children's game traditionally then bent over double

Graphic demonstration of the probable physical limitations facing most participants in the future with a clear message to take care physically and financially while best able to (10 mins)

Pick Your Team

Task: Participants are completely free to choose their own teams according to set criteria. Some will find others easily and some may be left “homeless” after the initial frenzy. Partly formed teams then pick from the pool of homeless participants

A surprisingly confrontational exercise for some, particularly those with low self esteem. To be used where participants want to identify and overcome their personal barriers to success. It will bring up emotion for those left “homeless” and demonstrate the negative effect that being the last selected invariably has on their performance within the team (20 mins)

Pig Tail Maze

Task: Teams must guide each blindfold member through the maze and pin the tail on their team pig in a challenging relay race.

Fun and fast moving team communication, coaching and problem solving game (15 mins)

Pipeline Game

Task: Teams of participants must make a pipeline of straws and tape from one end of their row to the other. Then pass a paper clip along the line inside the pipeline one way and a golf practice ball around the outside of the pipeline the other way from end to end in the fastest time possible

Great energiser and problem-solving task ideal for theatre style seating (5 mins)

Pirate Gold

Task: Solve the ancient riddles and rhymes that the pirate Blackbeard has left his heirs and find the treasure on the team treasure map.

A clash of individual agendas and team needs graphically illustrated in the race for Blackbeard’s gold. A great opportunity to show the effects of trust and common vision on team results. (45 mins)

Pirate Gold in the Park

Task: Solve the ancient riddles and rhymes that the pirate Blackbeard has left his heirs, move to the correct location and find the treasure in the park using the team treasure map as a guide.

A clash of individual agendas and team needs graphically illustrated in the outdoor race against all comers for Blackbeard’s gold. A great opportunity to show the effects of trust and common vision on team results. (60 mins)

Plank Shuffle

Task: Team members line up on a plank and then must change position to be in alphabetical order, by name, in the fastest time possible without leaving the plank

Fun and fast moving innovation and problem solving game. (15 mins)

Please the Boss

Task: Select the boss's sandwich menu from likes and dislikes known individually to participants in line formation

Fun and fast moving communication and problem solving game that emulates organisational communication lines and the opportunities for misunderstanding (15 mins)

Plutonium Pills

Task: Teams place all of their "hot" plutonium pills in the container 3 metres off the ground in the fastest time possible

Great energiser and problem-solving task ideal for demonstrating the working of the results spiral in achieving extraordinary results (20 mins)

Powerline

Task: Stand in a team line in order of perceived power. Conduct several personal power enhancing exercises and line up again. Test the new structure in a team challenge

How do participants' perceptions of personal power match reality and how can they behave at their most powerful in their team function. This game will show how (60 mins)

Practice Ball Challenge (Outdoor Game)

Task: Participants are challenged to hit a golf practice ball the furthest.

A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance. Do they assume that they can only hit the ball with a club? (5 mins)

Production Game

Task: Teams need to get their new product through the corporate approval procedure (gates) and into the market place

A complete simulation of the gatekeeper model of new product approval procedures and bringing the product to the ultimate test, the market place (All day)

Puzzle Relay

Task: Create the team's jigsaw in the fastest time possible by drawing pieces, relay fashion, from a central pool

A fast actioned team challenge to find and build a jigsaw puzzle (10 mins)

Puzzle Teams

Task: Participants find their jigsaw team from the one piece they draw from the hat

A fun and challenging method of team selection (10 mins)

Q's Toys

Task: Individual participants watch a Bond film clip demonstrating Q's new toys and invent their own spy gadget that is both useful and well disguised. They then join their team and design a team gadget. All teams make a high energy presentation of their best gadget including how, when and against whom to use it.

A fun brain teaser that will test both individual and team creativity and ability to think laterally. (40 mins)

Quiddich - Find the Snitch

Task: Teams of participants watch a video clip from *Harry Potter and the Philosophers Stone* and then must pass on their team Quiddich message in a race against the clock ... but what is the Golden Snitch and the point of the game?

A very useful metaphor for finding the most efficient result in any task. (20 mins)

Quiddich II - The New Game

Task: Teams of participants watch a video clip from *Harry Potter and the Philosophers Stone* and then must invent their own Quiddich game.

Emphasises the incredible creativity of teams when set a demanding task. Usually produces some amazing results. (20 mins)

Raging River Crossing (Outdoor Game)

Task: A team finds itself divided on each bank of a raging river and must use the resources and other equipment available to safely reunite

An effective illustration of teamwork and the need for all members to participate to overcome a major barrier to meet the team objective. A game that will challenge participants ability to communicate among themselves and across the void before they have the resources in the right place and a feasible solution (90 mins)

Raging River Crossing with Ropes & Pulleys (Outdoor Game)

Task: A team finds itself divided on each bank of a raging river and must use the ropes, pulleys and other equipment to safely reunite

An effective illustration of teamwork and the need for all members to participate to overcome a major barrier to meet the team objective. A game that will challenge participants ability to communicate among themselves and across the void before they have the resources in the right place and a feasible solution (120 mins)

Real Time Teaming

Task: Teams create and demonstrate their idea of the real essence of “team”

High energy team demonstration of the meaning of team (20 mins)

Reaping Rewards

Task: Teams create the biggest medieval cathedral out of paper straws and tape while playing their master craftsman roles but what happens when the rewards are disproportionate to the effort?

A graphic illustration of the importance of maintaining equity on teams and the effects of unfair rewards or favouritism (30 mins)

Recycled Spies

Task: The cold war is over and the spies are looking for new jobs. Participants draw a spy profile from the hat and seek the best line in employment open to them

An introduction game with a difference, encourages participants to think laterally and make the best use of their skills (10 mins)

Red Road

Task: In his adventure novel “Warlock”, set in ancient Egypt, Wilbur Smith describes how the young, exiled Pharaoh decided to prove his right to the throne by accepting the warrior challenge of “Running the Red Road”. The few successful initiates of this challenge became members of an elite warrior brotherhood. This is a safe, modern time simulation of this leadership initiation that is just as challenging but fight-free.

A game for leaders that will challenge their ability to think laterally under pressure and use the most of their resources while they stay ahead of the pack intent on tagging them. (120 mins)

Relay Challenge

Task: Teams race each other in a kids style relay race with egg and spoon, sack, wheelbarrow, chariot and three legged race components

An exciting and energetic relay race that will challenge participant's mental models and assumptions and demonstrate how to achieve extraordinary results (20 mins)

Retail Rewards

Task: Teams compete around their Monopoly Boards to make the most sales, cash and/or profit in a retail trading game that emulates, and is customised to, the trading cycle of the retail client organisation.

An exciting and energetic customisable game that mirrors the profit drivers of retail business, demonstrates how participants can impact profitability and achieve extraordinary results (2 - 3 hours)

Retail Car Hire Rewards

Task: Teams compete around their Monopoly Boards to make the most rental sales, cash and/or profit in a retail trading game that emulates, and is customised to, the trading cycle of the car hire client organisation.

An exciting and energetic customisable game that mirrors the profit drivers of a car hire business, demonstrates how participants can impact profitability and achieve extraordinary results (2 - 3 hours)

Retail Direct Rewards

Task: Teams compete around their Monopoly Boards to make the most sales, cash and/or profit in a retail trading game that emulates, and is customised to, the trading cycle of the direct marketing client organisation.

An exciting and energetic customisable game that mirrors the profit drivers of direct marketing business, demonstrates how participants can impact profitability and achieve extraordinary results (2 - 3 hours)

Roseville Car Rally

Task: Participants, in car-sized groups, must find answers to the car rally questions, and provide documentary and photographic evidence of completion of activities, while driving and observing things in between two venues. Some treasure hunt similarities, plenty of cryptic clues and fun challenges abound in an exercise structured to have something in it for everyone. Customised to each venue, timetable, participant group and client outcomes.

A great way to test and improve participants' observation skills, do-whatever-it-takes motivation and ability to plan the most effective course of action. (1 - 2 hours)

Ribbon Rows

Task: Teams in their theatre style rows must pass the team ribbon along the line so that it passes through an item of clothes of every team member in the fastest time possible and then pass a practice golf ball along the ribbon from one end to the other.

Great energiser and problem-solving task ideal for theatre style seating (5 mins)

Ring Toss

Task: Get as many points as you can in a game of coits where the greater the distance from the pin, the greater the points awarded

How fortunes are won and lost are amply illustrated in this classic game of chance and ability (60 mins)

Row Shuffle

Task: Team members must change their seat position to be in alphabetical order, by name, in the fastest time possible moving no more than one seat at a time

Fun and fast moving innovation and problem solving game. (5 mins)

Running Teams

Task: Teams train for and race against one another while maintaining strict formation

Powerful team formation exercise for long conferences and committed organisations. Teams will need to overcome their personal barriers and limitations to bond effectively and win. A high gradient exercise that will test teams to the limit as they confront the issues that prevent most teams from achieving extraordinary results (An hour per day for several days)

Safari Rules Golf

Task: Participants make their own rules for following groups in tackling one of the golf tasks such as *Chip into the Bucket* and *Golf Ball Extraction*.

A fascinating look at the competitive spirit in action. Do groups make the rules easier or tougher than their own rules? (5 mins)

Sailing Boat Challenge (Outdoor Game)

Task: Participants are challenged to construct a paper boat from the props provided and then "sail" their boat across a lake.

A short, high energy game that challenges the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance. Do they assume that the boat must sail or what a boat should look like? (20 mins)

Sailing Boat Challenge Plus (Outdoor Game)

Task: Participants are challenged to construct a paper boat and, without using any line to drag it, sail their boat across a lake.

A short, high energy game that challenges the mental models that can inhibit their ability to reach the kind of innovative solutions that dramatically improve performance. Do they assume that the boat must sail or what a boat should look like? (20 mins)

Sandcastle Keeps

Task: Teams plan to make the biggest, most easily defensible mediaeval castle out of sand, water and shells, then put their plans into action and deal with the changes in castle management and the specifications

A challenging, fun, team action game with construction role plays that encourages participants to plan effectively and react positively to and interpret change to their advantage (25 mins)

Santa Claus - Multi Denominational Greeting Cards

Task: Teams working for Santa Claus Pty Ltd decide to globalise the appeal of Christmas by designing a seasonal greeting card suitable for the broader market and all religious and non-religious groups.

A wonderfully inventive game that will stretch the imagination of participants in a team innovation environment and test marketing strategies (30 mins)

Santa Claus - The Franchising Game

Task: Teams working for Santa Claus Pty Ltd decide to franchise the business.

A business challenge game that will stretch the team as they innovate in a fun environment (30 mins)

Santa Claus - Gift Design Challenge

Task: Teams working for Santa Claus Pty Ltd decide to design gifts appropriate to some of the key world leaders.

A topical and fun game that will stretch the creativity of participants and demonstrate how to reach team consensus in a multiple option scenario (20 mins)

Santa Claus - Logo Competition

Task: Teams working for Santa Claus Pty Ltd decide to globalise the appeal of Christmas by designing a new logo with universal appeal.

A wonderfully inventive game that will stretch the imagination of participants in a team innovation environment and test design strategies (30 mins)

Santa Claus - Party Game

Task: Teams working for Santa Claus Pty Ltd decide to create a new party game.

A fun, creative game that will test participants team innovation abilities (20 mins)

Santa Claus - Share Price

Task: Teams working for Santa Claus Pty Ltd must increase the share price in a falling market. What strategies will they employ and what will be the long term impact on the company's growth and performance?

A great metaphor for understanding and creating shareholder value (30 mins)

Santa Claus - Team Carol

Task: Teams working for Santa Claus Pty Ltd decide to create a new carol as the company theme tune.

A wonderfully inventive game that will stretch the teamwork and harmony of the group.
(20 mins)

Santa Claus - Team Presents

Task: Teams working for Santa Claus Pty Ltd decide to improve interdepartmental relations by creating the ideal present for people in another team. A secret buddies style process.

A good lesson in improving interdepartmental relations by thinking of things from the other persons viewpoint.
(40 mins)

Santa's Play Doh Challenge

Task: Teams make the scene that best depicts the spirit of Christmas out of play-doh.

A wonderfully kinaesthetic game that will stretch the inventiveness of participants in a team challenge environment or test communication strategies
(30 mins)

Saturday Night Live

Task: Teams raise a set amount of cash for a self-selected charity in one night with no resources provided

A confrontational exercise that will challenge personal fears and team limitations, especially fear of rejection. Teams will need to organise and execute their task with skill and a do-whatever-it-takes attitude. Not one for the faint-hearted or those who do not want to have their personal barriers challenged
(4 hours or more)

Scruples Introduction

Task: Participants introduce themselves to other group members by asking a *Scruples* question drawn at random from the pack

A simple introduction game that can be quite revealing (10 mins)

Seated Carless Rally

Task: Teams make use of the Internet, Intra-net or company information programs to find the designated information and answer quiz questions in the same way they would on a car rally.

A client customised game. A great way to learn more about the company and its products without appearing to be learning. (30 -60 mins)

Selling Game

Task: To sell a simple stationery item to another group member

What makes a great salesperson in action, finding out what works and what does not and experiencing a simple five step process to successful selling (20 mins for 2 rounds)

Selling Qualities

Task: To determine what product best illustrates a participants own personal qualities and the qualities of their team, then selling their product to others

Selling yourself in a novel environment. what product best reflects your personal qualities? (30 mins)

Seminar Secrets

Task: Pass the simple message down the line intact to win a major prize

Communication blocks and filters in action. Barriers to successful communication and to improved performance (15 mins)

Sheepdog (Outdoor Game)

Task: Lead your blindfolded team through the obstacle course using only nonverbal commands in a race against all-comers and the clock

Overcoming barriers to effective communication in a fun-filled chaotic environment (30 mins)

Shrinking Island

Task: Teams find a workable strategy for getting all team members standing on a tarpaulin as it is folded into a smaller and smaller floor area

A challenging game of continuous improvement and problem solving that will test any teams ability to work cohesively under pressure (15 mins)

Silent Numbers

Task: Participants have a number whispered in their ear and must find their place in the team line without using sight or voice

A challenging problem solving game that will test the ingenuity of team members and their ability to think laterally under pressure (15 mins)

Simon Says (VKA)

Task: Participants play Simon Says and take responsibility for their outcomes

A game that demonstrates the power of visual representation compared to verbal command and the effects of incongruence in a simple children's game (10 mins)

Sky Pilot

Task: Small teams of participants must find their common symbols while being restricted to written communication

A powerful communication game that no executive or manager should miss - highlighting corporate communication styles and barriers to understanding of the intended message. Looks at the unconscious assumptions that are made in any communication (40 mins)

SMIRSCH Message

Task: A coded SMIRSCH message has been intercepted by James Bond and must be delivered in person to M in London without being written down. Teams must develop a play or routine that will ensure that they memorise the code in sequence

High energy presentation exercise illustrating the methodology of making important codes and sequences memorable (30 mins)

Snooker Putting

Task: Putt the golf ball into a small circle on the tee or fairway using the putter as a snooker cue.

Fast, fun game that will challenge participants' skills with the putter in an unorthodox manner (5 mins per group)

Spectre Satellite

Task: SPECTRE, despite the efforts of James Bond, has succeeded in hijacking and reconfiguring a satellite capable of reducing greenhouse gases. The rogue satellite can now magnify the destructive effect and increase global warming. The World's governments are refusing to buckle to the extortion threatened by SPECTRE and instead have planted agents in all greenhouse gas producing industries. Represented by teams of participants, the agents' task is to urgently reduce greenhouse gases, while minimising any costs, and save the world. Each team represents a different country and each pair of participants are the agents within a company in that country. The most effective at thwarting SPECTRE will win the game.

A race against time to save the world that is active, with an open-cry carbon credit market, and that demonstrates the critical business balance necessary between ecology, competition and profit. A fun and action-packed demonstration of the benefits of balance.

(3 - 4 hours)

Speed Pack

Task: Participants collect their given numbers one at a time from a pack of cards circulating round the team against the clock

A game that demonstrates the importance of clear rules, working together and clear communication in achieving real team synergy (15 mins)

Spy Message Relay

Task: Spy team members each receive parts of a critical coded message which they must communicate to the agents they have just extracted from a non-English speaking country. To ensure survival they must convey the gist of the message in its entirety.

A high-paced relay race without words that will challenge participants ability to use nonverbal communication to convey their meaning (20 mins)

Squared Off

Task: Teams must use the cardboard shapes they are given to form two squares but all is not as simple as it seems.

A game that calls for lateral thinking but this time thinking inside the square not outside it. (15 mins)

Stare Teams

Task: Two team members from opposing teams attempt to stare each other out across a table. Other team members attempt to assist their starrer in a non-physical way. The winner is the last to blink or look away. Each team member takes turns to stare

A fun presentation exercise or simple team challenge that will test commitment, focus and do-whatever-it-takes attitude (15 mins)

Star Trek

Task: Evacuate universal leaders from the USS Enterprise in the correct sequence and save the world from apocalypse

An excellent, future orientated team problem solving game that combines a number of different skills and behaviours in action. Especially good in demonstrating the rapid learning that can be achieved by monitoring and measuring results (40 mins)

Star Trek II

Task: Evacuate universal leaders from the USS Enterprise in the correct sequence and save the world from apocalypse

A competitive version of the game for large teams and conferences. (40 mins)

Target Balls

Task: Teams score as many points as possible by hitting the target in two rounds, one constrained and prescriptive, the other supportive and free

An all action game that illustrates the vital importance of having fun, team spirit, a continuous improvement philosophy and simple, effective systems in achieving extraordinary results. Provides a stark contrast between two different leadership styles (25 mins)

Target Ball Team Race

Task: Teams race to see who can be first to score 200 points by hitting the target in two rounds, one constrained and prescriptive, the other supportive and free

An all action game that illustrates the vital importance of having fun, team spirit, a continuous improvement philosophy and simple, effective systems in achieving extraordinary results. Provides a stark contrast between two different leadership styles (25 mins)

Team Aeroplane Game

Task: Team members make a paper aeroplane that goes further than any other team's paper aeroplane. Do they act alone or cooperate and achieve a better result?

A short, high energy game that challenges participants' assumptions and the mental models that can inhibit their ability to work together and dramatically improve performance

Team BBQ Quest

Task: Team members are given \$10 each and must buy the ingredients to make the best team BBQ lunch possible. However, having cooked their lunch, they must sell it to another team and account for the profit or loss they make, including their time. Everyone must be fed by buying cooked lunch from another team.

A fun way to include lunch in the team program and get some simple but hands-on profit and loss messages across to participants at the same time.

Team Play Challenge

Task: Teams take turns to devise and stage a witty and high energy introduction to a training session

A creative challenge that acts as an alternative to traditional icebreakers at the start of a new session as teams take turns to out perform each other. A great way to flush out hidden talents on a team and to get participants to do-whatever-it-takes (5 mins per team)

Team Table Tennis

Task: Teams participate in a game of table tennis doubles with a difference. Two people from each team have bats and pass the bat to the next team player after they hit the ball so that the whole team continually rotates throughout the game

An excellent competitive team organisation and strategy game (20 mins)

Team Tasks (Powerline)

Task: Create, plan and present, in high energy fashion, the team solution to a randomly selected task of gigantic proportions

An exercise in thinking big! Teams get a chance to organise themselves and plan an event that's bigger than Ben Hur (25 mins)

Three Ring Circus

Task: Teams draw a circus act from the hat and create, plan and present, in high energy fashion, their act in simultaneous competition with others

A creative exercise that mirrors the performance of many organisations where departments or divisions compete against one another in a circus rather than cooperate to produce the best show possible (30 mins)

Titanic Raft Challenge

Task: Teams watch the video of the last 10 minutes of the sinking of the *SS Titanic* and then use a Lego character, straw and clingfilm to simulate their escape, or otherwise, from the ship on a raft

An exciting challenge that demonstrates the power of teamwork in solving problems and the advantage of all being in the same boat together (20 mins)

Titanic Strategic Challenge

Task: Teams watch the video of the last 10 minutes of the sinking of the *SS Titanic* and then flipchart an outline strategy for getting themselves safely off the sinking ship taking account of all the threats to their survival and the resources available

A team strategic planning and problem solving exercise under extreme conditions that will really test participants ability to work collaboratively under pressure (30 mins)

Titanic Team Challenge

Task: Teams watch the video of the last 10 minutes of the sinking of the *SS Titanic* and are provided with a list of resources and key threats to survival. They then devise the very best strategy, in competition with other teams, for getting themselves safely off the sinking ship taking account of all of the factors provided to them

A team strategic planning and problem solving exercise under extreme conditions that will really test participants ability to work collaboratively under pressure (40 mins)

Todd River Americas Cup

Task: Teams build and race their very own Americas Cup yacht and dry race it over a simulation of the Todd River course. All yacht must meet the Cup specifications, illustrate the culture and vision of the team and be large enough for the whole team to get inside for the race.

A great combination of team problem solving, shared vision, use of individual skills, communication and trust as participants work and run together in formation. (45 mins)

Towering Inquisition

Task: Team leaders build a tower of kiddies blocks by asking the precise questions that will allow team members to hand over their blocks

A communications exercise in asking questions and using feedback (20 mins)

Toxic Swamp Crossing

Task: Teams must cross the toxic swamp with no more than 3 points of contact with the swamp at any one time

A simple and effective team cooperation and problem solving exercise (15 mins)

Toxic Swamp Tower

Task: Teams must build a tower of cards in the swamp to simulate a safe sleeping platform high above the noxious gasses

An energetic game that will challenge mental models most don't realise they have and that can prevent or slow business innovation (20 mins)

Treasure Hunt Challenge

Task: A traditional treasure hunt with a few twists as teams compete to be the first to complete their task

An energetic exercise that challenges teams to participate fully, plan creatively and think laterally in order to win (40 mins)

Trusting Drivers

Task: Participants drive their eyes-shut partner around the room as fast as safely possible

A short and very energetic fun game that demonstrates the effect of different trust levels on team performance (5 mins)

Trusting Taxi Drivers

Task: Participants drive their eyes-shut partner around the room as fast as safely possible with a couple of passengers in tow

A short and very energetic fun game that demonstrates the effect of different trust levels on team performance, a natural follow-on to Trusting Drivers (5 mins)

Trusting Coaches

Task: Participants drive their eyes-shut teams around the room as fast as safely possible

A short and very energetic fun game that demonstrates the effect of different trust levels on team performance, a natural follow-on to Trusting Drivers and Trusting Taxis (5 mins)

Tunnel Ball

Task: Teams line up and take it in turns to throw a ball down a tunnel formed by the open legs of their team members in a relay race against all other teams. They start with a basket ball, then switch to a tennis ball and complete the race using a giant beach ball.

A game with a twist that will test the team's ability to perform in a changing environment
(15 mins)

Un-Useless Inventions

Task: Teams invent their own *Chindogu* the Japanese art of inventing a gadget that is both useful and useless at the same time and decide on who would be the perfect recipient.

A short and fun brain teaser that will test teams' creativity and ability to think laterally.
(10 mins)

Un-Useless Inventions II

Task: Individual participants invent their own *Chindogu* the Japanese art of inventing a gadget that is both useful and useless at the same time and decide on who would be the perfect recipient. They then join their team and design a team Un-Useless invention. All teams make a high energy presentation of their best gadget

A fun brain teaser that will test both individual and team creativity and ability to think laterally.
(30 mins)

Upstairs Downstairs

Task: Teams creatively redefine the roles and systems of an early 1900's stately home in modern terms, maintaining service levels at the most affordable price

An interesting look at change and its effect on employment and lifestyle. A team challenge to make the best of the change options available
(20 mins)

Values Exchange

Task: Participants identify their core values, then get to test them as they prepare to be transported off to a new planet and must trade the values and cash they are to take with them

An interesting test of real values and how flexible participants are in holding on to them in the face of a cash alternative. Are they prepared to do-whatever-it-takes to get the values that really matter to them?
(25 mins)

Vogon Poetry Competition

Task: Teams of participants watch a short video clip from Hitch-Hikers Guide to the Galaxy and then create their own Vogon poetry, the 3rd most excruciating poetry in the universe. Each participant must write at least one line and the completed work must be presented to the rest of the teams in the room in the most boring way possible.

A fun and creative presentation activity with a difference.

Volley Balloon

Task: Teams participate in grand final mini volleyball competition using a balloon and some very unusual rules

A team challenge where every member gets to play each role on their volley balloon team. A high energy and exciting way to practice teamwork and team roles (30 mins)

Warp Speed

Task: Pass a ball in set order to everyone in the circle in the fastest time possible

Involves creative systems being developed by the team in order to complete the simple task in extraordinary time without loss of attention to detail or compromise of the result (10 mins)

Warp Speed Plus

Task: Teams must pass a giant beach ball in set order to everyone in the team circle in the fastest time possible without the ball touching the ground

Involves creative systems and continuous improvement strategies being developed by the team in order to complete the simple task in extraordinary time without loss of attention to detail or compromise of the result (15 mins)

Warp Speed Soccer

Task: Teams must score goals by passing a giant beach ball from one end of the soccer field to the other, across marked zones, without leaving their designated lines

Involves creative systems and continuous improvement strategies being developed by the team in order to complete the competitive task and win the game (25 mins)

Water Carry

Task: Teams carry brim-full cups of water down the course without touching the floor or spilling any on the way, with only a few props to help. Will they improve their time as they practice and get more inventive?

Energetic problem solving game demanding teamwork, task focus, lateral thinking and evaluation of continuous feedback in order to achieve excellent results (30 mins)

Water Carry Blindfold

Task: Blindfolded team members carry brim-full cups of water down the course without touching the floor or spilling any on the way, with only a few props to help.

Energetic problem solving game demanding cooperative teamwork, task focus, lateral thinking and evaluation of continuous feedback in order to achieve excellent results (30 mins)

Water Carry Gymnastics

Task: Teams carry brim-full cups of water down the gymnastics course without touching the floor or spilling any on the way, with only a few props to help.

Energetic problem solving game demanding teamwork, task focus, lateral thinking and use of a winning strategy in order to achieve excellent results (15 mins)

WG Communications Quiz

Task: Teams act out a scenario and the audience is invited to say what is going on

A team communication challenge with a difference (15 mins)

WG Monopoly

Task: Participants play WorldGAMES own style of Monopoly for cash prizes

A game that enjoys all the ups and downs of the economic and investment cycles and exposes the hidden players in the investment game as the rules change to reflect the economic conditions as they prevail. Can be played by individuals or teams acting as corporations to demonstrate the effect on their cash flow, profitability and asset/liability status as a result of their decision making strategy. (3 - 4 hours)

WG Snakes and Ladders

Task: Participants play WorldGAMES own style of Snakes and Ladders

A game emulates the journey of life and the consequences for choices that participants take along the way (15 mins)

Wholesale Rewards

Task: Teams compete around their Monopoly Boards to make the most sales, cash and/or profit in a wholesaling trading game that emulates, and is customised to, the trading cycle of the wholesale marketing client organisation.

An exciting and energetic customisable game that mirrors the profit drivers of direct marketing business, demonstrates how participants can impact profitability and achieve extraordinary results (2 - 3 hours)

Witches of Oz

Task: Participants watch a few minutes of the *Wizard of Oz* video and then break the spell placed on the inhabitants by teaming up blindfolded ribbon carriers with their respective colored pin carriers who are unable to move. Once paired up the ribbon carriers are guided to make the rainbow that will break the evil spell that stops them from seeing or moving

A communications exercise in asking questions and using feedback (20 mins)

Witches of Oz II

Task: Participants follow on from the *Witches of Oz* by repeating the exercise this time with two ribbons and pins. But which side of the rainbow do the ribbons belong to?

A communications exercise in team problem solving that will challenge assumptions and the need to keep sight of the bigger picture (20 mins)

Witches of Oz III

Task: Participants follow on from the *Witches of Oz II* by repeating the exercise this time with three different ribbon carriers to each pin holder

A complex strategic planning and team problem solving exercise that will challenge teams to keep sight of their overall objective at the same time as deal with the detail contained in the big picture solution (30 mins)

Winner Takes All

Task: Participants are charged \$5 to play the game - but what are the rules?

A simple and effective game that demonstrates the cost of not questioning the rules of any game or task and illustrates the limiting effect of mental models on winning performance (15 mins)

XY Game

Task: Teams compete for points by choosing X or Y and the big points are gained by ensuring another team loses.

A game of sharks and shark-bait. What happens when people play win/win in a win/lose environment. (30 mins)

You Can Trust The Management

Task: Bosses and unions are on course to completing a mutually beneficial enterprise agreement until someone leaves a sensitive document on the photocopier

A game of assumptions and position taking demonstrating the importance of trust and clarity of communication in conflict resolution (30 mins)