

Indoors

6 to 300+ participants

Teams of between 5 and 12

Duration: about 1.5 hours



Escape!

An indoor team exercise of a more cerebral nature guaranteed to generate stimulating debate!

The scenario takes place on board an orbiting space station. Each participant is a space officer candidate about to embark on the final stage of the officer selection test.

The game is based around a series of cards. Each card illustrates one room within the space station. The challenge is to find a way to the space portal (exit), negotiating all hazards en-route. Teams need to ensure that their "life-clock" does not run out. There are radiation hazards, predators, and tough decisions to overcome as the team builds up a picture of the space station. A limited supply of Gold Credits, given to all players on starting, can be used to purchase *Galactic Hints* (sage advice) or antidotes to some of the hazards encountered.

Escape! rewards a calm, consensual approach. In every instance there is only one prudent choice. All other routes are risky and are likely to result in the *Grim Reaper* (a staff member in fancy dress) paying a visit!

The team that escapes from the space station without encountering the Grim Reaper, collecting with them as much loot as they can, wins the day!

TEAM LEARNING: communication within a team environment, reach a consensus; make decisions as a group, learn to weigh up the pros and cons of a situation.

"The way you adopted your programme to fit our budget, the theme of the conference and the roles of our participants, is much appreciated. Our needs for a friendly and innovative event have been reached!"

Thierry B. – Evonik

- + Ideal for smaller conference halls, as each team congregates around a table.
- + This challenge can be integrated into a conference on negotiation, leadership and decision-making skills.

