

LABYRINTH

WHAT CAN IT BE USED FOR?

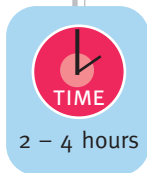
- Departmental Away Days
- Conference Ice Breaker
- New teams
- Merging companies or teams
- Team development

WHY DO LABYRINTH?

- Excellent team bonding opportunities
- Competitive yet collaborative at the same time
- Lively event with lots of movement
- Decision Making
- Multi task event with lots of options
- Different skills required by team members

ALSO CONSIDER:

- Cerebration
- Mission Impossible
- Agent Provocateur
- Green Machines



2 – 4 hours



The centrepiece of this game is the giant Labyrinth board and Wheel of Fortune around which all the activities centre. Labyrinth is a new concept in teambuilding requiring teams not only to devise a route and work their way around and out of the many levels to the outside of the Labyrinth but also, on occasion, to cooperate, collude and collaborate with other teams to achieve this goal.

With up to 10 Zones available, each with 6 – 10 different tasks, the teams will spend up to 30 minutes tackling as many challenges in each zone as they can. The successful completion of each task within the Zone allows them to spin The Wheel of Fortune that will dictate how many spaces they can move forward.

Teams will have to decide a strategy that allows them to negotiate the complex maze to avoid the pitfalls of the Risk Spots. Landing on any of the Challenge Spots will allow them to challenge another team to gain extra points, but beware, the losers get a forfeit!

This challenge combines decision making, effective teamwork and strategy to make a fast moving, frenetic but flexible event with teams dashing around the venue to take part in their chosen tasks as they attempt to beat the clock and get as far away from the depths of the LABYRINTH as possible.

