



# TEAM BUILDING PLAYBOOK





# ARCADE RELAY RACER

## SKILL FOCUS

👤 STRATEGY	████████████████████
👑 LEADERSHIP	████████████████
🕒 TIME MANAGEMENT	██
😊 COMMUNICATION	████████████████
🧩 TEAMWORK	██
🔍 PROBLEM SOLVING	████████████████████

# TALENT **WINS** GAMES TEAMWORK AND INTELLIGENCE WIN CHAMPIONSHIPS

MICHAEL JORDAN

## HOW TO PLAY

Teams compete on a series of arcade games in a relay style race. Each game is rated with physicality and skill set to help you determine which teammate will compete on each game. Each teammate must complete their leg of the race before the entire team can move on to the next challenge.

Teams must take a picture of each completed goal & score for proof.

Players get 3 chances to accomplish their goal. If they don't succeed, they can switch games with another teammate.

Beware of delays because teams can get lapped and advance ahead.

The team that completes all their goals first WINS!

## OBJECTIVE

- Leverage team's strengths and ability to work together.
- Teams must discuss strengths before assigning players to each game & learn to stay calm under pressure in order to succeed.

## THE NITTY GRITTY

**GROUP SIZE:** 10-42

**PLAYERS PER TEAM:** 3-7

**REQUIRED TIME:** 30- 60 minutes

**EXCEPTIONS:** Not executable Fridays after 2pm or on Weekends and Holidays.



### INCLUDES:

- ★ D&B Referee(s) to facilitate from beginning to end
- ★ 1 Team Building Power Card® per person to complete challenge\*
- ★ Color-coordinated team swag
- ★ Certificates for winning team

\*Team Building Power Cards are only valid during the competition and are not rechargeable.



# MISSION POSSIBLE



**YOU CAN DISCOVER MORE ABOUT A PERSON IN AN HOUR OF PLAY THAN IN A YEAR OF CONVERSATION**

ATTRIBUTED TO PLATO,  
PROVEN BY DAVE & BUSTER'S

## HOW TO PLAY

Teams compete in 3 missions!

### MISSION 1: BRAIN GAMES

We think the best way to build camaraderie is to start with the hardest leg of the challenge first...Brain Games! Memory, logic and quick thinking are put to the test here!

### MISSION 2: MIDWAY FRENZY

Collect as many tickets as possible in 10 minutes – the winning team gets a leg-up in the final mission!

### MISSION 3: THE HUNT

Find & collect a number of items scattered throughout the building or in purses and pockets.

Points are recorded from each mission & teams are ranked on collective scores. The team with the highest score WINS!

## OBJECTIVE

- Promote leadership, problem solving, and teamwork!
- Players work both independently AND together toward a common goal using knowledge, creativity and skills.

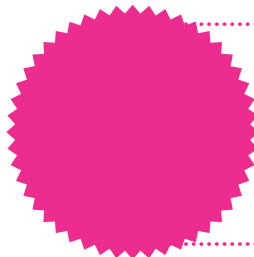
## THE NITTY GRITTY

**GROUP SIZE:** 10-100

**PLAYERS PER TEAM:** 3-5

**REQUIRED TIME:** 60- 90 minutes

**EXCEPTIONS:** Available any day and time, though blackout dates may apply.



### INCLUDES:

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# MIDWAY SHOWDOWN

<b>SKILL FOCUS</b>	STRATEGY	
	LEADERSHIP	
	TIME MANAGEMENT	
	COMMUNICATION	
	TEAMWORK	
PROBLEM SOLVING		

THE STRENGTH OF THE TEAM  
IS EACH INDIVIDUAL MEMBER  
THE STRENGTH  
OF EACH MEMBER  
IS THE TEAM

PHIL JACKSON

## HOW TO PLAY

Teams are led by a referee to compete head-to-head and side-by-side on multi-player arcade games. Everyone gets a turn to play each game.

Games vary based on group size and location.

BONUS! Team with the most spirit and enthusiasm may be awarded extra points.

Points are recorded from each player & teams are ranked on collective scores. The team with the highest score WINS!

## OBJECTIVE

- Create camaraderie, boost morale and promote collaboration.
- After each play, teammates have the opportunity to share tips and best practices to improve the next player's performance

## THE NITTY GRITTY

**GROUP SIZE:** 10-96\*

\*Groups of 25 or larger will be separated

**PLAYERS PER TEAM:** 3-6

**REQUIRED TIME:** 60- 90 minutes

**EXCEPTIONS:** Not executable Fridays after 2pm or on Weekends and Holidays



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# DAVE'S EPIC QUEST



**WORKDAY STRESS?  
DON'T COMPLAIN ABOUT IT  
COME PLAY  
▶ ABOUT IT! ◀**

## HOW TO PLAY

Teams compete in the ultimate scavenger hunt by completing a set of given challenges. These challenges may include playing games and solving clues throughout the building.

**BONUS!** The first team back wins extra points.

**BUMMER!** The last team back loses points.

Points are recorded for each challenge correctly completed & teams are ranked on collective scores. The team with the highest score **WINS!**

## OBJECTIVE

- Promote and strengthen time management skills, problem solving & communication.
- Teams devise a divide-and-conquer strategy to score the most points in the allotted time.
- Make it personal! Mix in up to 10 custom questions of your own (with answers) to your challenge list (optional).

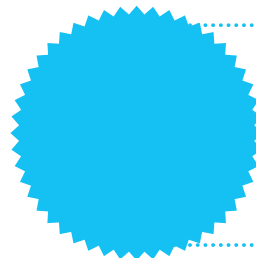
## THE NITTY GRITTY

**GROUP SIZE:** 15-200

**PLAYERS PER TEAM:** 5-10

**REQUIRED TIME:** 60-75 minutes

**EXCEPTIONS:** Available any day and time, though blackout dates may apply.



### INCLUDES:

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- ★ Certificates for winning team

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**BRING PEOPLE TOGETHER ★ IMPROVE MORALE ★ CREATE COMARADERIE  
BOOST PRODUCTIVITY ★ CHANGE THE WAY CO-WORKERS INTERACT WITH EACH OTHER**



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