

Team Building at Puzzling World

The Amazing Race

OBJECTIVE

- Each team starts in the GREAT MAZE. Every team must find the Corner Towers (Yellow, Blue, Red, Green) and collect ONE Puzzle piece that corresponds to the Tower colour. Once the pieces are collected, the team is to find the Exit# out of the MAZE and solve the Puzzle❖
- # To find any of 2 EXITS to the Courtyard should take 15-30 mins. To find the Correct EXIT may take up to an hour
 - To make the "Arrow" shape should take 5-10 mins. To make the "T" shape
- ❖ should take 15-20mins

RULES

- Teams are split into equal numbers (5 teams of 5 max) for the race
- Every member of the team must reach the Towers at the same time (linked hands/roped together)
- One Puzzle Piece per Team per Tower
- No Emergency Exits are to be used (except the one leading to the middle courtyard if instructed)
- The Puzzle will be completed in the Puzzle Centre/Courtyard and confirmed by the race organizer
- The team to finish the Puzzle first (and have successfully completed the Maze) will be declared the winner.

If the Team Building exercise involves more than 25 people, it is suitable for the party to be split into 2 groups, the first group can tour through the Illusion Rooms (a Quiz can be held afterwards) whilst the First Race is run, then on it's completion, the groups will swap over.



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Team Building at Puzzling World

Balancing Brains



OBJECTIVE

COMPLETE The Balancing Animal Puzzle using only Verbal Cues.

- Each team is given a set of BALANCING ANIMALS
 - ONE Person (Group Leader) is to build a configuration of FIVE* animals (without the others seeing it)
 - Then, either the same or a different person (Team Leader) from each of the other groups can view the configuration. It's their job to describe the configuration to their team without the rest of them seeing it
 - The winning group/player is the one to complete the correct configuration first
- * To complete the 5 Piece Puzzle should take 5-10 mins. A 3-4 piece option should take less than 5 mins.

RULES

Teams are split into equal numbers (5 teams of 5 max) for the race.

- The game can have multiple rounds using different configurations & players
- Five Puzzle Pieces per Team, numbered, so each team needs all consecutive numbers (1 to 5)
- Only the Leader can describe the configuration using descriptive language, i.e "kiwi facing left with beak facing down goes on the back of...." No numbers can be used
- If it collapses during construction they have to start again!
- The Puzzle will be completed in the Puzzle Centre/Courtyard and confirmed by the race organizer
- The team/player to finish the Puzzle first will be declared the winner. If multiple players/rounds are required then a combined points system will decide the team winner.

This is a good group exercise as it teaches descriptive and listening skills.

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Tantrix Sets

OBJECTIVE

COMPLETE The Great Maze & 10 Piece Tantrix Puzzle

- Each team starts in the GREAT MAZE
- Every team must find the Corner Towers (Yellow, Blue, Red, Green) and collect TWO Giant Tantrix puzzle pieces from each Tower
- Once the EIGHT puzzle pieces are collected, the team is to find the Exit# out of the MAZE, collect their final TWO puzzle pieces in the Courtyard and solve the Puzzle*

To find any of 2 EXITS to the Courtyard should take 15-30 mins. To find the Correct EXIT may take up to an hour

* To complete the 10 Piece Puzzle should take 15-20 mins. To leave pieces 9 & 10 (i.e. complete an 8 Piece Puzzle) should take 10-15mins

RULES

- Teams are split into equal numbers (5 teams of 5 max) for the race
- Every member of the team must reach the Towers at the same time (linked hands/roped together is an option)
- Two Puzzle Pieces per Team per Tower. Pieces are all numbered, so each team needs all consecutive numbers (1 to 8) before collecting 9 & 10 at the Exit.
- No Emergency Exits are to be used (except the one leading to the middle courtyard if instructed)
- The Puzzle requires all pieces to be used, with any colour that touches another colour to match up
- The game will be completed in the Puzzle Centre/Courtyard and confirmed by the race organizer
- The team to finish the Puzzle first (and have successfully completed the Maze) will be declared the winner.

If the Team Building exercise involves more than 25 people, it is suitable for the party to be split into 2 groups, the first group can tour through the Illusion Rooms (a Quiz can be held afterwards) whilst the First Race is run, then on its completion, the groups will swap over.



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