

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/Aeroplane Game Lite

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

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.

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)

Animal Teams/Animal Teams Lite

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)

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)

Baboon Balloon Babel

Task: An animal themed version of Balloon Babel. 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 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)

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)

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)

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 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)

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)

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)

Bond Escape Sydney

Task: Set in The Rocks Sydney, this game can be easily adapted to any city location. Participants in small James Bond support teams must solve the clues to be found at the key landmarks for the area using the maps provided and their own orientation skills to arrive at the escape point on time. Along the way they must take team photos at Sydney Observatory, Bridge Pylon, Garrison Church, Campbells Cove, Argyle Cut, The Rocks Square and Cadmans Cottage. The clues will spell out the location and time of their escape vehicle. Such as Jet Boat 4 p.m. Circular Quay.

A high energy game that illustrates the importance of teamwork, organisation and support against a tight deadline (90 - 120 mins)

Bond Minefield

Task: The Bond teams must find their way through the SPECTRE minefield hidden in a maze of squares in the fastest time possible without verbal communication in order to save the world

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)

Bond Secret Message

Task: A James Bond themed version of Seminar Secrets. Pass the simple message down the line intact to save the world from SMERSCH.

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 an 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 Sustainable World

Task: Green House Gases have melted the ice caps. The great coastal cities of the world are lost in the ocean. Humanity is now living on a much smaller land mass. Each team representing a group of world holocaust survivors must create a new type of factory that will ensure survival in a changed environment and start to repair the damage to the planet. This factory design must utilise 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)

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 Mini 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)

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)

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 (3 examples)

Task: Participants must find answers to the car rally style questions, and provide photographic evidence of completion of activities, while observing on foot 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' teamwork, visual 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 Complete Customer Experience

Task: Teams create a total customer experience for a brand new product line - their chosen cartoon character made out of Play Doh. They must research the market, create a design, source materials, find the most cost-effective way to advertise, buy and sell in live markets, innovate with added value products and attract investment all in a competitive environment against the clock. On completion, they must account for the profit they have made.

A wonderfully kinaesthetic game that will stretch the inventiveness of participants in a team challenge environment. A great way to see the components of creating a powerful customer experience and how all functions must contribute to achieve success. (90 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 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/Castle Keeps Lite

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 Keeps Double Play

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

A challenging, fun, team action game played twice; once with no roles or guidelines, then again with team members agreeing roles and guidelines. (30 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)

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 Alternative Business Vision

Task: Teams are faced with the Chicken Run dilemma. They can no longer be in the business of laying eggs and Farmer Tweedy is planning to turn them into chicken pies. To escape this fate they must create a new business for themselves and the Tweedys that will ensure all of their survival in difficult times. They must utilise at least one existing skill of each team member in their solution.

A game that challenges teams to set a clear vision, demands lateral thinking and good use of scarce resources to escape a fate worse than death. (50mins)

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)

Clapping to Ten/Clapping to Ten Lite

Task: All participants in the room are asked to clap to ten in time with the facilitator.

A powerful, if surprisingly difficult, exercise that is especially effective in energising and building rapport with a very large group.

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)

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)

Conference Bridge Building Challenge

Task: Each team must build a faithful, load-carrying replica of a famous bridge from newspaper, straws, hose pipe and a selection of other everyday materials and join it to the next table. Each bridge is judged on its likeness and ability to hold weight.

A game that really challenges team vision, planning and doing-whatever-it-takes when they are confronted with joining all tables in the room. (40 mins)

Conference Bridge Building Sustainability Challenge

Task: Each team must build a faithful, load-carrying replica of a famous bridge from newspaper, straws, hose pipe and a selection of other everyday materials and join it to the next table. Each bridge is judged on its likeness and ability to hold weight.

A game that really challenges team vision, planning and doing-whatever-it-takes when they are confronted with joining all tables in the room. (40 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)

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)

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 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)

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)

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)

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 (captain ball). They start with a tennis ball and complete the race using an egg. They must choose between a raw egg and one that is hard boiled but with a time penalty.

A game of risk assessment with a twist that will test the team's ability to perform (15 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 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)

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)

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)

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)

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)

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)

Gorilla Relay

Task: Jungle animal themed version of Relay Challenge. 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)

Handshake Game/Handshake Game Lite

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)

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)

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)

If Hens Could Fly .../If Hens Could Fly Lite ...

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)

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 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)

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)

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)

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)

Logo Design Competition

Task: Teams of participants design a logo for their company using the design data and roles assigned. The game includes certain true to-life communication barriers.

Can be used to highlight the importance of an open communication flow and the consequent unpredictability of the results while it is lacking. (25 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)

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)

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/Maze Game Lite

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)

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)

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)

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)

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)

Off My Back for the Environment

Task: Participants write down their three biggest barriers to environmental sustainability, 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 understanding key issues in a lively game, followed by a problem solving exercise. A quick and enjoyable way to highlight the real issues and how to lessen or eliminate the problem (20 mins)

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)

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)

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)

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)

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)

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)

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)

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)

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)

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)

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/Running Teams Lite

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)

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)

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)

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)

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/Seminar Secrets Lite

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)

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)

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)

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.

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)

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)

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)

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)

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)

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)

Zoo 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 zoo venue. Some treasure hunt similarities, plenty of cryptic clues and fun challenges abound in an exercise structured to have something in it for everyone. This one is customised to Toronga Zoo in Sydney.

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. (90 mins)

Zoo Tracks

Task: Participants must follow up their zoo rally by mapping the tracks through the zoo from memory. This one is customised to Toronga Zoo in Sydney.

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)