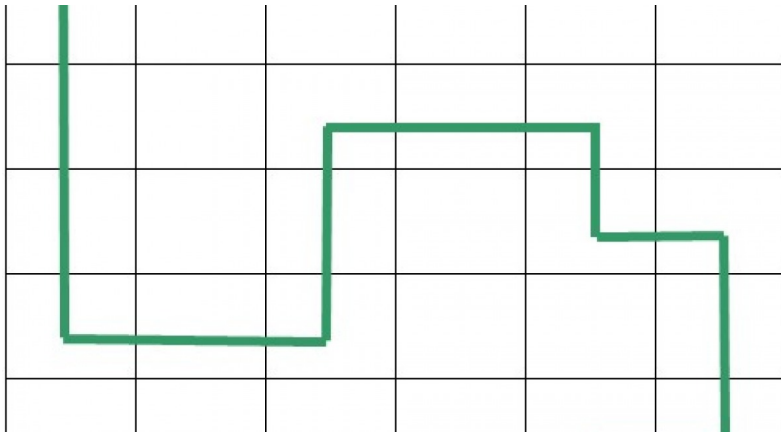


CARPET



The target of this game is to create a predetermined, invisible way across a carpet of chessboard-like fields. If an incorrect field is entered, an alarm sound and the team has to start again. Thus, it can be found the proper way in order to reach the goal. Good communication within the group, a rapid reaction under time pressure and a concentrated collaboration are the prerequisites for this activity.

Topic / Methaphor:

- Agility
- Activation / Ice breaker
- Communication
- Team

Group Size:

- 10-20
- up to 10 pers.

Season:

- All-season
- Indoor