



OUT OF THE BOX

Program Description

Overview

In this portable escape-style game, you will be challenged to solve a myriad of cryptic clues and puzzles to get to the bottom of an enticing mystery. Instead of breaking out of a locked room, you'll be unlocking a series of boxes, each layer revealing a more clues, until you reach the final solution. This engaging team challenge will require wit, collaboration, persistence, creative thinking and communication to successfully break "Out of the Box".

BENEFITS

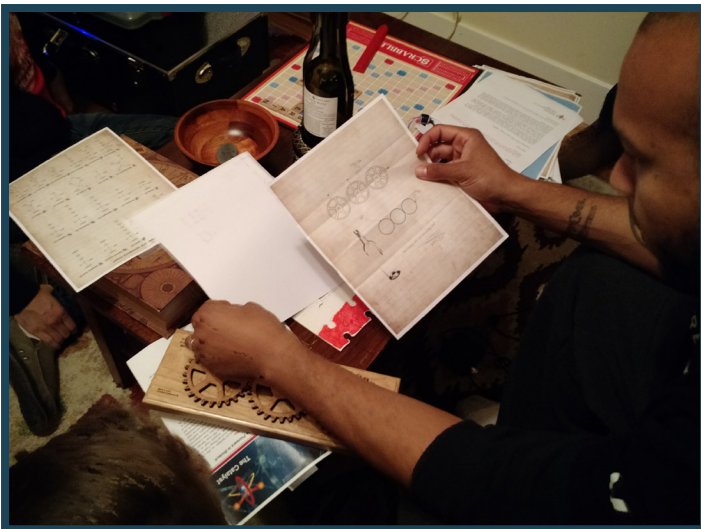
- Explores and highlights individual strengths
- Encourages camaraderie as a result of successfully solving challenges together
- Opportunity to practice attention to detail and strategic thinking

BLEND WITH CORPORATE TRAINING

Out of the Box can be a really enlightening program when coupled with a corporate training module like [Problem-solving for Teams](#) or our [Strengths Performance](#). Blended programs like these are one of our strengths here at Adventure Associates.

NUTS & BOLTS

- Indoor
- 2+ hours
- Team size of up to 6; group size of up to 120
- All fitness levels
- Portable: meeting space or conference room





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Sample Agenda

INTRODUCTION AND OVERVIEW

This exciting and engaging program begins with a review of the rules, timeline, and overview of the game's progression. (approximately 5 minutes)

STRENGTHS DISCUSSION

In preparation for the game, the group will break up into teams and take inventory of their strengths and weaknesses. The goal will be to determine how to best leverage these strengths and mitigate the weaknesses during the course of the game. (approximately 15 minutes)

OUT OF THE BOX GAME

Once the game is underway, teams will be fully immersed in the mystery of the Catalyst Corporation. Teams will open their boxes to reveal a series of clues and puzzles that they must unravel. As the clock ticks down, teams must tap into all their strengths to solve what lies within the box before it's too late. (1.5 hours)

REVIEW SOLUTIONS

Once time has run out, we go over the solutions to the various puzzles. While many teams do succeed, inevitably there are a few that don't finish in time, or that were stumped by a particular challenge. This gives everyone a chance to share their solutions with each other. (approximately 15 minutes)

DEBRIEF

Once the solutions are revealed, teams get together to discuss the flow and interactions of the game. Individuals often recognize divergent thinking skills, persistence, and creative contributions of their their members. In addition, teams reflect on the teamwork strengths exemplified as well as the gaps in communication or knowledge management that occurred. Depending on a group's goals, these dialogues can be brief and to the point, or more in-depth with solid work applications. (approximately 15 minutes)

PROGRAM COMPLETE

(approximately 2+ hours)

