



## Escape!

An indoor team exercise of a more cerebral nature guaranteed to generate stimulating debate! *Escape!* lasts for about 1½ hours and is suitable for almost any number of participants, working in groups comprising five to ten team members.

Each participant takes on the responsibilities of a space officer candidate about to embark on the final stage of the officer selection test. Candidates will need to work effectively in their teams to survive. In particular this event examines how the group uses and shares information and understanding and how this is then used to reach agreement and take decisions.

The game is based around a series of cards. Each card illustrates one room within the space station. The content of each room is shown, together with a number of doors that lead into interconnecting rooms. The challenge is to find a way to the space portal (exit), negotiating all hazards en-route. Teams need to ensure that their "life-clock" does not run out. There are radiation hazards, predators, and tough decisions to overcome as the team builds up a picture of the space station. A limited supply of Gold Credits, given to all players on starting, can be used to purchase *Galactic Hints* (sage advice) or antidotes to some of the hazards encountered.

*Escape!* rewards a calm, consensual approach. Teams need to consider all the information they have been given, and then agree on their next step. In every instance there is only one prudent choice. All other routes are risky and are likely to result in the *Grim Reaper* (a staff member in fancy dress) paying a visit!

*Escape!* works best in a competitive format. The pressure to make quick decisions can be unbearable. But it is the team that escapes from the space station without encountering the Grim Reaper that wins the day!

*Your Escape! event is fabulous, thank you! We've had some amazing feedback about the day from our delegates – everyone loved the event and it did just what we wanted it to do!*

**Angela C – M & S Money**

### Team Learning:

- Communicating effectively
- Reaching consensus
- Decision-making as a teams
- Weighing up alternatives

- 6 – 200+ participants
- Table-based activity
- Competitive
- 1 – 2 hours
- Decision-making game

