Building for Success

Introduction

Building For Success is a team-based game, creating the perfect event for conference support, staff motivation and team building.

The format for the game is flexible, ranging from a one-hour "ice breaker" at the beginning of a conference or training session, to a full three-hour game.

Whichever format is chosen, Building for Success, is a fast-moving and highly competitive game that combines light physical team tasking with constantly changing mental challenges that are guaranteed to motivate, entertain and unite any department or business team.

THE OBJECTIVE

Each team must use their resources to maximum effect in order to build the highest tower within both the given building regulations and the game time.

GAME FORMAT

The group will be divided into teams of 6/8 participants. The game is run over one or two "years", with each "year" being compressed to 48 minutes. Each year is then subdivided into twelve 4 minute "months".

The start of the game is signalled by the construction site siren, but first the group are given a short rules presentation, together with a detailed **Rules Book** to assist them throughout the game.

The team must build their towers using a range of coloured blocks, each of which signifies a different property "use" (residential, office, retail etc). The composition of the towers is controlled by **Planning Regulations**, which change every three months *(12 minutes)*.

BUILDING BLOCKS

In addition to an initial allocation of blocks, each team starts with a set amount of "money". This money can be used by the teams to buy additional blocks from **The Merchant**. Block prices, which are displayed on a computer screen at The Merchant, change every month *(4 minutes)*, dependant upon current economic trends and market forces.

In addition, teams will be given varying cash grants at certain times throughout the game dependant upon their progress.

CONSTRUCTION RADIO

No building site would be complete without a blaring radio to entertain the hard working construction teams. This specially recorded show not only includes music designed to motivate the teams, but also includes monthly news bulletins *(every 4 minutes)*, containing information and rumours, which can help teams in the planning of their towers.

CONSTRUCTION QUARTERLY

The latest planning regulations are published in Construction Quarterly, a newspaper that is delivered to all construction sites every three months. This paper also includes latest block prices and an industry insight column by our analyst, Bill Ding. His forecasts and 'industry gossip' assist teams with predicting future price and planning changes.

BUILDING TASKS

Teams can earn more money for buying building blocks through completing 'Building Tasks.' Below are selections of the types of tasks that may be expected.

Each task takes a maximum of four minutes to complete, with teams earning varying financial rewards, based upon the time taken and penalties awarded by our task supervisors.

BRIDGE BUILD

The team must reconstruct a bridge that has been damaged by a flash flood. Due to the damage to the bridge there are certain constraints on the positioning of the walkway plates in order to allow the bridge to be crossed safely. Each plank has a coded weight allowance, which results in there being only one correct way to place the 24 sections and complete the bridge. But can you find the solution and cross the bridge in just four minutes?

WHAT A PANE

The team has just four minutes to complete the four stained glass windows by finding the right pieces to fit the frames. To complicate things a little further, the glaziers who can touch the glass sections cannot see the frames, so clear communication is vital between all members of the team.

TRUCK STOP

The objective of this task is to transport as many blocks as possible to the building site in the time allowed, using the wooden truck supplied. Sadly the truck has just failed its MOT and is in bits on the floor and the bridge is falling down. The team must use the ropes supplied to recreate the vehicle and resourcefulness to piece the bridge together before loading the truck with bricks and towing it to the building site.

FLOOR IT

Can you get the 12 flooring joists through the wall and in position to support the floor in just five minutes. Each joist is notched to create a network of interlocking wood which can be crossed over to create a solid structure. Careful planning is required, since each joist must be passed through a different window before being used in the floors construction.

WATERWORKS

This plumbing nightmare requires quick hands and minds as the team must construct a network of pipes to connect the header tank to the collection tank. To add to the challenge, the teams must negotiate their pipe-work through three partition walls and the pipes can only be connected in a set sequence. After five minutes the taps are opened with the scores based on the volume of water reaching the collection tank.

THE END

The game reaches a thrilling and highly charged finale, as the teams race against time to use their available blocks to make the tallest tower possible within the final planning regulations.

As Construction Radio sounds the site clearance siren, the judges move in to decide the game's winning team. If, as is very likely, there is more than one team with the same winning height, the team with the most remaining cash is adjudged the winner.