



TEAM BUILDING PLAYBOOK





ARCADE RELAY RACER

SKILL FOCUS



TALENT **WINS** GAMES BUT **TEAMWORK** AND INTELLIGENCE WIN CHAMPIONSHIPS

MICHAEL JORDAN

HOW TO PLAY

Teams compete on a series of arcade games in a relay style race. Each game is rated by physicality and skill set to help you determine which teammate will compete on each game. Each teammate must complete their leg of the race before the entire team can move on to the next challenge.

Teams must take a picture of each completed goal and score for proof.

Players get three chances to accomplish their goal. If they don't succeed, they can switch games with another teammate.

Beware of delays because teams can get lapped and advance ahead.

The team that completes all their goals first WINS!

OBJECTIVE

- Leverage team's strengths and ability to work together.
- Teams must discuss strengths before assigning players to each game and learn to stay calm under pressure in order to succeed.

THE NITTY-GRITTY

GROUP SIZE: 10-42

PLAYERS PER TEAM: 3-7

REQUIRED TIME: 30-60 minutes

EXCEPTIONS: Not executable Fridays after 2 p.m. or on Weekends and Holidays.



INCLUDES:

- ★ D&B Referee(s) to facilitate from beginning to end
- ★ 1 Team Building Power Card® per person to complete challenge*
- ★ Color-coordinated team swag
- ★ Certificates for winning team

*Team Building Power Cards are only valid during the competition and are not rechargeable.



MISSION POSSIBLE



YOU CAN DISCOVER MORE ABOUT A PERSON IN AN HOUR OF PLAY THAN IN A YEAR OF CONVERSATION

ATTRIBUTED TO PLATO,
PROVEN BY DAVE & BUSTER'S

HOW TO PLAY

Teams compete in three missions!

MISSION 1: BRAIN GAMES

We think the best way to build camaraderie is to start with the hardest leg of the challenge first...Brain Games! Memory, logic and quick thinking are put to the test here!

MISSION 2: MIDWAY FRENZY

Collect as many tickets as possible in 10 minutes – the winning team gets a leg up in the final mission!

MISSION 3: THE HUNT

Find and collect a number of items scattered throughout the building or in purses and pockets.

Points are recorded from each mission and teams are ranked on collective scores. The team with the highest score WINS!

OBJECTIVE

- Promote leadership, problem solving and teamwork!
- Players work both independently AND together toward a common goal using knowledge, creativity and skills.

THE NITTY-GRITTY

GROUP SIZE: 10-100

PLAYERS PER TEAM: 3-5

REQUIRED TIME: 60-90 minutes

EXCEPTIONS: Available any day and time, though blackout dates may apply.

\$24⁹⁹
PER PERSON

INCLUDES:

- ★ D&B Referee(s) to facilitate from beginning to end
- ★ 1 Team Building Power Card® per person to complete challenge*
- ★ Color-coordinated team swag
- ★ Certificates for winning team

*Team Building Power Cards are only valid during the competition and are not rechargeable.



MIDWAY SHOWDOWN

SKILL FOCUS	STRATEGY	
	LEADERSHIP	
	TIME MANAGEMENT	
	COMMUNICATION	
	TEAMWORK	
PROBLEM SOLVING		

THE STRENGTH OF THE TEAM
IS EACH INDIVIDUAL MEMBER
THE STRENGTH
OF EACH MEMBER
IS THE TEAM

PHIL JACKSON

HOW TO PLAY

Teams are led by a referee to compete head-to-head and side-by-side on multiplayer arcade games. Everyone gets a turn to play each game.

Games vary based on group size and location.

BONUS! Team with the most spirit and enthusiasm may be awarded extra points.

Points are recorded from each player and teams are ranked on collective scores. The team with the highest score WINS!

OBJECTIVE

- Create camaraderie, boost morale and promote collaboration.
- After each play, teammates have the opportunity to share tips and best practices to improve the next player's performance.

THE NITTY-GRITTY

GROUP SIZE: 10-96*

*Groups of 25 or larger will be separated

PLAYERS PER TEAM: 3-6

REQUIRED TIME: 60-90 minutes

EXCEPTIONS: Not executable Fridays after 2 p.m. or on Weekends and Holidays

\$19⁹⁹
PER PERSON

INCLUDES:

- ★ D&B Referee(s) to facilitate from beginning to end
- ★ 1 Team Building Power Card® per person to complete challenge*
- ★ Color-coordinated team swag
- ★ Certificates for winning team

*Team Building Power Cards are only valid during the competition and are not rechargeable.



DAVE'S EPIC QUEST



**WORKDAY STRESS?
DON'T COMPLAIN ABOUT IT
COME PLAY
ABOUT IT!**

HOW TO PLAY

Teams compete in the ultimate scavenger hunt by completing a set of given challenges. These challenges may include playing games and solving clues throughout the building.

BONUS! The first team back wins extra points.

BUMMER! The last team back loses points.

Points are recorded for each challenge correctly completed and teams are ranked on collective scores. The team with the highest score **WINS!**

OBJECTIVE

- Promote and strengthen time management skills, problem solving and communication.
- Teams devise a divide-and-conquer strategy to score the most points in the allotted time.
- Make it personal! Mix in up to 10 custom questions of your own (with answers) to your challenge list (optional).

THE NITTY-GRITTY

GROUP SIZE: 15-200

PLAYERS PER TEAM: 5-10

REQUIRED TIME: 60-75 minutes

EXCEPTIONS: Available any day and time, though blackout dates may apply.



INCLUDES:

- ★ D&B Referee(s) to facilitate from beginning to end
- ★ 1 Team Building Power Card® per person to complete challenge*
- ★ Color-coordinated team swag
- ★ Certificates for winning team

*Team Building Power Cards are only valid during the competition and are not rechargeable.



Make-A-Wish.

TICKETS FOR WISHES

- SKILL FOCUS**
- STRATEGY
 - LEADERSHIP
 - TIME MANAGEMENT
 - COMMUNICATION
 - TEAMWORK
 - PROBLEM SOLVING



HOW TO PLAY

Teams will have 30 minutes to play games and win as many tickets as possible.

After your challenge time is up, cards are turned in and the group heads back to your event area. Tickets are tallied and the team with the most amount of tickets WINS!

Now here's the cool part...tickets from ALL teams will be combined and every ticket is converted into a monetary amount to be donated to the Make-A-Wish® Foundation supporting children with life-threatening illnesses. And when you receive a group photo with a giant check indicating your organization's total donation amount.

OBJECTIVE

- Build camaraderie through a philanthropic challenge.
- Generate the largest donation to Make-A-Wish® possible while building communication, strategy and time management skills.

THE GRITTY-GRITTY

GROUP SIZE: 10-200

PLAYERS PER TEAM: 5-10

REQUIRED TIME: 60 minutes

COMING SOON IN 2019!

**➔ GREAT THINGS
ARE NEVER DONE BY ONE PERSON
THEY ARE DONE BY A
TEAM OF PEOPLE**

STEVE JOBS

\$29⁹⁹
PER PERSON

INCLUDES:

- ★ D&B Referee(s) to facilitate from beginning to end
- ★ 1 Team Building Power Card® per person to complete challenge*
- ★ Color-coordinated team swag
- ★ Certificates for winning team

*Team Building Power Cards are only valid during the competition and are not rechargeable.

SWAG! ➔ REP YOUR TEAM COLORS WITH PRIDE

EVERY TEAM BUILDING ACTIVITY COMES WITH TEAM COLOR-COORDINATED SWAG FOR EACH PERSON

INCLUDED IN EVERY PACKAGE



GAME ON GAME ON
EYE BLACKS



BANDANA



WRISTBANDS

MORE THAN BRAGGING RIGHTS

INCLUDED IN EVERY PACKAGE

TREAT THE WINNING TEAM
FREE
1ST PLACE CERTIFICATE
INCLUDED FOR EACH
MEMBER OF THE
WINNING TEAM!





**BRING PEOPLE TOGETHER ★ IMPROVE MORALE ★ CREATE CAMARADERIE
BOOST PRODUCTIVITY ★ CHANGE THE WAY CO-WORKERS INTERACT WITH EACH OTHER**



DAVEANDBUSTERS.COM/TEAMBUILDING

