

# MDWAY SHOWDOWN QQ

# **\$30 PER PERSON**

#### INCLUDES

- Referee(s) to facilitate from beginning to end
- Color-coordinated team swag
- 1 Power Card<sup>®</sup> per person to complete challenge
- Certificates for winning team

#### **GROUP SIZE**

10-100 (Groups of 25 or larger will be separated)

PLAYERS PER TEAM 5

**REQUIRED TIME** 60-90 minutes

#### **EXCEPTIONS**

Not available Fridays after 4pm or on weekends and holidays

# HOW TO PLAY

Teams are led by a referee to compete head-to-head and side-by-side on multi-player 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 & 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

## **SKILL FOCUS**

| ତ୍ର           | STRATEGY        |  |
|---------------|-----------------|--|
| $\mathcal{A}$ | LEADERSHIP      |  |
| $\mathbf{O}$  | TIME MANAGEMENT |  |
| ٢             | COMMUNICATION   |  |
| ඨ             | TEAMWORK        |  |
| Q             | PROBLEM SOLVING |  |

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

PHIL JACKSON

# DAVE'S EPIC QUEST



# **\$30 PER PERSON**

#### INCLUDES

- Referee(s) to facilitate from beginning to end
- Color-coordinated team swag
- 1 Power Card<sup>®</sup> per person to complete challenge
- Certificates for winning team

## **GROUP SIZE** 10-250

PLAYERS PER TEAM 5-10

**REQUIRED TIME** 60-75 minutes

### **EXCEPTIONS**

Not available Fridays after 4pm or on weekends and holidays

# 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 & teams are ranked on collective scores. The team with the highest score WINS!

# **OBJECTIVE**

Promote and strengthen time management skills, problem solving & communication.

Teams devise a divide-and-conquer strategy to score the most points in the allotted time.

# **SKILL FOCUS**

| ତ୍ର                | STRATEGY        |  |
|--------------------|-----------------|--|
| $\mathcal{A}$      | LEADERSHIP      |  |
| $\bar{\mathbb{O}}$ | TIME MANAGEMENT |  |
| Û                  | COMMUNICATION   |  |
| ඨ                  | TEAMWORK        |  |
| Q                  | PROBLEM SOLVING |  |

### YOU CAN DISCOVER MORE ABOUT A PERSON IN AN HOUR OF PLAY THEN IN A YEAR OF CONVERSATION.

ATTRIBUTED TO PLATO, PROVEN BY DAVE & BUSTER'S

# TEAM SWAGGEN EVERY TEAM BUILDING ACTIVITY COMES WITH TEAM COLOR-COORDINATED SWAG FOR EACH PERSON. REP YOUR TEAM COLORS WITH PRIDE!



**INCLUDED IN EVERY PACKAGE:** 







# **BRING IN YOUR TEAM TO PLAY STATE-OF-THE-ART GAMES**

- EXCLUSIVE GAMES YOU CAN ONLY FIND AT D&B
- THE LATEST & GREATEST GAMING ATTRACTIONS
- STATE-OF-THE ART VIRTUAL REALITY EXPERIENCES
- CLASSIC ARCADE GAMES
- EPIC FUN FOR EVERYONE IN YOUR GROUP!

DAVEANDBUSTERS.COM/TEAMBUILDING