

TEAM-BUILDING

INDOOR & OUTDOOR





YOUR PEOPLE HAVE GREAT POTENTIAL!

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At Annapurna Consult we strongly believe this. All our team building activities are aimed at developing team spirit and a strong corporate mindset. And it's a lot of fun too.

YOUR COMPANY IS WORTH CELEBRATING!

Whatever the reason. Product launches, new year parties, major milestones... We will make sure your event will remain in everyone's memory for a long time.

YOUR IMAGINATION HAS NO LIMITS!

And neither do we. We can make the event of your dreams come to reality. Just challenge us, ask for the moon, you won't be disappointed!



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TEAM-BUILDING OUTDOOR

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OTHER



THE CONQUEST

OBJECTIVE

To conquer the global market by constructing as many of your company's offices as possible and emphasize the team spirit needed to complete the challenges.

Adapted from legendary board games such as Risk and Monopoly, the concept for this personalised activity incorporates all the elements needed to create an explosive atmosphere.

The set is composed of a large 3X3m panel representing the earth's globe enclosed by a rectangular circuit.

Two giant dices allow the teams to progress on the board.

The entertainment is ensured by two professional actors playing like into a TV show. A cashier will be responsible for delivering the belongings and the cash to the teams.

A sound technician will illustrate the game with appropriate music (samba for South America, sirens for the prison...)

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METHODOLOGY

The participants, divided into teams, will each draw an envelope out of a hat. Each envelope will contain start-up capital of \$15,000 and parts of the continents.

The teams will then move around the circuit by tossing the giant dices. Their goal will be to purchase, as aggressively and strategically as possible, the maximum amount of land in order to set up their plants throughout the globe!

Of course we haven't mentioned any of the little trials and tribulations that arise from time to time in the course of doing business:

- Prison (where all team members must remain motionless for 2 minutes)
- Mortgages, of course, but also sudden strikes in the transportation sector
- Coups d'état that upset the political power structures in place in a given country (sometimes leading to the auctioning off of factory facilities)
- Taxes connected to your mortgages
- «Lucky» and «Unlucky» cards (tests to be passed in order to win more money, or at least, not to lose any: examples of tests: The Yellow Submarine, International Rap Competition, Questions and answers about your company (ex: what is the exact weight of the 3 managers...?), Limbo dancing, commercial about your company ...)
- Gains and losses at the casino
- Any role playing connected to your own business: prepare an ad, a song a poem... about your products
- ...

The team with the most money at the end wins! False hopes, new developments, gunfire and rapid-fire twists of fate will provide our amateur capitalists with exhilarating and unforgettable moments throughout the afternoon/evening.

Note: The perfect team building exercise, trials are personalised according to the nature of the company involved.

PRINCIPE
Conquérir le marché mondial en construisant le maximum de bureaux de votre société.

MÉTHODOLOGIE
Au moyen d'un capital de départ de 15.000\$, chaque équipe reçoit un titre de propriété et un objectif à atteindre en 2 heures de jeu.
Après un lancer de dés géants, ils vont avancer sur le circuit du panneau représentant la mapemonde afin d'acheter de manière active et stratégique le maximum de propriétés.
C'est sans compter les déboires ou aubaines liés au business et à la politique. Des cases «lucky» et «unlucky» amèneront les équipes à se distinguer lors d'épreuves où la créativité, le dynamisme, l'esprit de répartie et la rapidité seront décisifs.
L'équipe la plus riche remporte la victoire!

QUELQUES EPREUVES...
Les concours internationaux en tous genres: Limbo, Monsieur Muscle, Rap, Mondiovision, Football Cup...
Les coups d'état qui renversent le pouvoir politique en place qui entraînent une vente aux enchères des titres de propriété.
Les gains ou pertes au casino,
Les catastrophes naturelles,
La prison...

A chaque équipe de faire fructifier son capital à l'échelle planétaire et à coups de dés géants au rythme des sambas, rap ou flamenco des pays «conquis».

POUR LE PLAISIR DE S'ENRICHIR SANS RETENUE!

CONQUEST

UNE VERSION DÉTONNANTE DU CÉLÈBRE JEU MONOPOLY À L'ÉCHELLE MONDIALE!

www.annapuma-consult.be
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THE BRAINFOUL

OBJECTIVE

The most popular games in the world merged into one!

Participate in the conquest of the universe by filling the five points of your star with the coloured parts that correspond with the 5 planets shown on the right.

Every planet represents either the left or the right part of your brain, appealing to your creativity, your artistic and musical gifts, or your capacity to memorise words, pictures or symbols.

The winning team will have filled its star first, and will have been first to arrive on the mother planet at the center of the playing field.

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METHODOLOGY

The group is divided into teams. Each team receives \$ 5 million and an empty star. By rolling giant dice the teams will cross the universe using their space shuttle. As they land on a planet teams will go through a number of tests whereby creativity, dynamism, and quick and clever repartee are the decisive factors. All this without counting the setbacks or the streaks of good fortune which are inherent to business as well as interstellar politics. The special 'shooting star' squares will make you win or lose millions as you run out of fuel, or when payments are due for the right to cross the air space of each planet.

CHALLENGES

- **OLYMPIAS:** Sport special (physical challenges, quiz, martial arts...)
- **CULTURA:** General knowledge (based on Millionaire, Trivial Pursuit...)
- **MEMORIA:** Memory (Make out doctored photos, word games, memorising photographs of celebrities, numbers...)
- **MUSICA:** All about music (quiz, percussion, dance, karaoke,...)
- **LUDIS:** "Fun" and creativity tests (Pictionary, create your own ads, mime, improvisation,...)

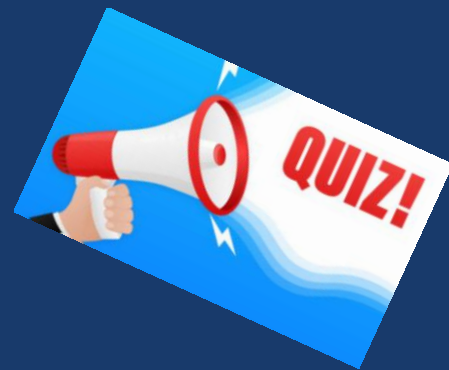


After 2 hours playing time the team with the most star parts and the most money wins the game !





THE BATTLE



You like music and quiz ? Then, don't hesitate anymore and book our famous concept : THE BATTLE
Accompanied by a band or a DJ, you will test your knowledge of the best songs from the eighties up to now.

Will you be able to guess the name of the song and the interpreter after only a few notes ? Will you be able to continue singing when the music stops ?

1 :30 hours of entertainment and challenges as follows :

CHALLENGES

- **Musical Quiz:** intro of famous songs. Each team will have to guess the name of the singer and the title of the song
- **« Who wants to be a Millionaire »:** a quiz inspired by the famous game with multiple choice answers. Can be personalized to your company
- **The « MEMORY » QUIZ :** each team will have to guess the name of actors on photos that are shown very quickly on the giant screen
- **Musical Quiz:** try to recognize original soundtracks of famous movies (Titanic...)
- **Karaoke :** each team will have to sing a famous song the best they can
- **Musical Quiz:** try to recognize the intros of famous TV series from the 70's till today
- **Dance challenges** with a demonstration of our professional dancer
- **Guitar contest**
- ...



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BUSINESS THEATER

PRINCIPLE

Work on objectives through a play.

Preparation and presentation of a theater play following pre-defined objectives

The group will be divided into teams. Each team will pick up a card with an objective and a thematic to play it such as:

1. Comics / Heroes
2. Detective/Spy/Thriller
3. Military
4. Mafia
5. Musical
6. Western or Science Fiction
7. Comedy
8. Horror movies

Each team will be supported by a professional actor in order to prepare a play of about 10 minutes. Each team member will be given a specific task during the preparation.

The play will be developed with an intrigue, a development and an ending. It can include songs, dances and mimes

Each team will be given a specific objective from the 6 proposed and can choose 1 or 2 « behaviors » as well as a set of key words

When performing, the whole team will have to participate

DETAILS

1. WORK ON THE PLOT 30 MIN (NO DIALOGUE) + Key words + objectives
2. WORK ON THE NARRATIVE (improvising dialogues) 50 MIN
3. REHEARSALS 10 MIN

1. STORY Define hero(s), trigger, objective, opponents, adjuvant, climax, resolution, secondary characters

2. NARRATIVE

- A. Define structure of the narration:
2 min expo / 6 min «drama» or quest /climax/ 2 min resolution
Include suspense, announces, surprises...
- B. Have the team members improvise and select the best ideas

3. REHEARSAL: Time keeping



THE ASHMORE

CASE

An elegant and charming hotel, where calm and quiet are assured, is filled with years of magic. Yet a tragedy is taking place which will put an end to a peaceful evening.

Thierry Cellier, the waiter, storms into the restaurant in a state of panic, his face pale and distorted, to tell in broken speech what he has just witnessed : as Lady Ashmore had asked him, he had gone up to Room 221 to bring her husband a light snack. He knocked on the door, but got no answer. He used his master key to enter the room. On the bed, lays Lord Ashmore's tuxedo. The waiter decides then to walk towards the bathroom since no one answered to his voice. As the door was not locked, he opened it slightly and saw Lord Ashmore's body drowned in a blood bath.

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What happened? Was it an accident, a murder, a suicide? The ambulance has just arrived on the scene to take the body away for autopsy.

Participants, split into teams will have as a mission, should they decide to accept it, to find the killer or killers, if indeed a crime has been perpetrated, the weapon or weapons used and the scene of the crime. They will have to do that before the clock rings midnight.



HOW?

Commissioner Doherty will invite the participants to attend a briefing and an introduction to the investigation. The circumstances of Lord Ashmore's death will be reconstructed in a flash back in the form of a play staged by professional actors.

The participants, split into teams, will then watch a few scenes between the suspects :

- presentation of the case
- last moments of Lord Ashmore

Then they will interact with the suspects either in the restaurant or search in various places for clues. Each suspect will play his role to enable the amateur sleuths to find the murderer.

We propose that 1 person of your group will play a role with the professional actors.

Each team will receive a perfect detective kit. They will be given 1 ½ hour to deduct who, how and why?

They will receive a notebook containing a short description of each suspect, a map of the hotel, the appointment list, a short description of the case and the main lines of the investigation (autopsy report...). These appointments will lead them to the truth: it is all a question of logic; only the killer can tell lies.

During the interrogation sessions, they will glean pieces of information, which when assembled will enable them to deduce who the killer is, what his/ her mobile was.

Red herring, gun shots and sensational turns of events, will keep everyone on their toes for an unforgettable evening





BLOW THE BANK

Participants, split into teams will be challenged to creatively become the wealthiest before the famous Casino words: « faites vos jeux ».

After a briefing by 2 professional entertainers, the teams will receive a certain amount of dollars they will be asked to bet at the different tables in order to become the richest team after 2 hours.

They will exchange their dollars against chips and play at the 4 casino tables – see description on next page

At each casino table, after a briefing of the croupier, they will challenge another team.

During the game, they will have the opportunity to get some more dollars at our clandestine printing facility if they succeed in a gambling challenge.



WE PROPOSE 4 TABLES:

AMERICAN ROULETTE is the most known gambling game over the world. There are 36 numbers and an additional number '0' (and '00') . Below these numbers are spaces which permit to bet: red or black, odd or even, small or big numbers and the group of 12 numbers. The croupier always can help to answer your questions.

BLACKJACK or '21' has become the most popular card game in the world. The object of '21' is to beat the dealer by drawing cards that add up to 21, or as close to 21 as possible without exceeding that number.

TEXAS HOLD'HEM : the famous table which became famous in the James Bond Movie "Casino Royale"

CARIBBEAN STUD POKER: the rules are simple: a pair, a double pair, a flush,...

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THE CUBE

A number of decades ago, four scientists, the famous Professors Ye, Fisher, Prygogine and Haber, specialized in the field of bacteriological research, accepted to go into seclusion in order to conduct highly secret experiments. Because of the importance of their mission, these scholars worked day and night without leaving an underground shelter: THE CUBE. **Today, and in all exclusivity, Annapurna Consult has developed an amazing team building program in the CUBE, located in the belly of the Dolce la Hulpe. Conceived as a survival exercise, your stay will be intense.**

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You are locked in with 120 minutes to make your escape!

Creativity, communication, and team spirit will be your best allies...





METHODOLOGY

You will be guided through a series of corridors in the belly of the DOLCE LA HULPE, down to a very special lift where your adventure begins. After a briefing made by professional actors in costumes, you will go through 6 challenges that appeal to your 6 senses:

Shelter 1 : Fear labyrinth in the food reserve

Shelter 2 : Elastarun in the dormitory

Shelter 3 : The shooting exercise in the training room

Shelter 4 : the intellectual challenge in the laboratory

Shelter 5 : The Ariane wire in the control room

Observation challenge in the main room



CONCLUSION

- Great Team Building concept: creativity, communication and team-spirit
- Indoor activity
- Timing flexibility
- Ideal duration
- Accessible to all
- Suspens
- New concept



CREATIVE DAYS OUT OF THE BOX

A CREATIVE OFFICE IS A SUCCESSFUL OFFICE

During an OUT OF THE BOX day we invite you to rekindle your creativity, both individually and as a group. Innovative creative acts are intrinsically linked to the development and potential of a company. The creative moments we propose elicit your innate potential, raise self-assurance, reduce stress and increase a sense of belonging among your employees. Our creative and playful approach instills new energy and establishes stronger dynamics within your team.

«If you can dream it, you can do it.» - Walt Disney.

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In today's world where evolution is constant, and change is perpetual, the individual is often overstretched. Burn Out seems to have become the disease of the century. Away from the workplace with Out Of The Box you'll have the opportunity to be in the present moment, renew your sense of wonder, cultivate optimism, and revivify your inner child by creating and expressing yourselves freely.





METHODOLOGY



OUT OF THE BOX proposes customized creative days tailored to your company's values, needs and goals. We offer 3 basic teambuilding formulas:

THE BUSINESS OF STORYTELLING:

A creative storytelling journey through which we guide the participants to invent your company's very own tale reflecting your values and objectives. Bringing the story to life by creating the main characters, settings, and atmospheres using different artistic techniques. Centering in on the creative thinking process this workshop will better define each individual's role in the group establishing a new strong dynamic within the team. Thus tightening the bonds between the participants, promoting self-esteem and working on issues specific to your company.

«Creativity is breaking through the banal to find the wonderful» -Bill Moyers

DURATION: ½ day.

COLOR YOUR LIFE:

A colorful workshop toying with paint and creative arts. Artistic expression facilitates letting go and deeply connecting to oneself and the group; removing your mind from the workplace and discovering the pleasure of playing and creating together. This workshop allows you to recognize your talents as artists, to relax, to change your ideas, to focus on yourself and to communicate with each other through creativity. We could even, just for fun; recreate the logo of your company together, corresponding with your mission, vision, and values.

DURATION: to choose. (2-hour minimum)

EXPRESS YOURSELF:

An expressive workshop combining voice, rhythm and body. Through theater, rhythm, singing, Beat Box and body percussion exercises we invite the participants to express themselves freely bringing them out of their shells and pushing their barriers. An amusing workshop where playing and creating together truly becomes a strength.

DURATION: to choose. (2-hour minimum)





NEW

THE SPHERE

A spaceship has been recently discovered and been confined in the Area 51 of Europe in LA HULPE, Belgium not far away from the immunology Center THE CUBE.

Engineers from Los Alamos center found out that this spaceship would allow to travel in time and space. After months of hard work, they understood how to make it work and decrypted an alarming message:: loopholes in the time space will lead to the end of the world.

The spaceship animated by an artificial intelligence in the heart of a strange SPHERE, allows travelers to embark on an unprecedented odyssey through time and space to repair the flaws of the timeline, reveal the secrets of civilizations past and future, and prevent the end of the world.

Sail the Nile of ancient Egypt on the boat of Ra and discover the 10 plagues of Egypt; lose yourself in the jungle of Central Africa in the 5th century and discover the mystery of the Mayan civilization; hunt down the Holy Grail in the Middle Ages of the Knights Templar; meet Sherlock Holmes during an unforgettable Spiritism session in 19th century London; and finally visit the future at Los Alamos and communicate with alien intelligence.

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SEQUENCE OF EVENTS

You will have 2 hours to resolve the riddles in the 5 time and space locations in order to repair the timeline and save humanity:

- Ancient Egypt
- Central America
- Britany
- London
- North America

A UNIQUE CONCEPT

An extraordinary Team-building experience that stimulates

- Creativity, communication and team spirit
- Stunning scenery and staging
- Suspense
- Indoor activity
- Accessible to everyone

NUMBER OF PARTICIPANTS: 8-80 OPTIMAL
DURATION : 2 HOURS





STRIKE FORCE

Challenge between teams, mix of sportive & intellectual challenges where participants will learn and practice survival techniques.

Adventure game based on an original scenario. Participants apply self reliance and survival techniques to various endurance sports. This is an ideal program for teambuilding.

Scenario

10 VIPs disappeared on (date) in the surroundings. They were carrying top-secret documents.

Rescue teams have to be sent to carry out the following missions:

- Recuperate documents
- Help wounded
- Overcome all obstacles





METHODOLOGY

After an interactive humoristic briefing, presented as a survival exercise, led by professional actors, teams will receive their mission and leave into the forest in order to find the documents and rescue the wounded. In order to fulfill their mission, they will pass a series of challenges related to their mission.

Participants will be split into teams. Challenges will be done team against team.



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CHALLENGES

We propose a series of challenges which are mix between survival techniques and strategy as follows :

- **Hub Hockey**
- **Survival techniques & help to wounded**
- **Giant Stratego**
- **Laser Game**
- **The Riddles of General**
- **Making of a video**
- **Introduction to martial arts**
- **Semaphore**
- ...



TOP CHALLENGE

Competition in teams that will compete in jousting. We make teams (depending on number of participants). Each team will receive a map and instructions as the route to perform, a timing and tests to achieve. A fun briefing and entertaining challenges will make from your day an unforgettable event

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CHALLENGES

We propose a series of challenges both sportive and intellectual as follows:

- **Giant Kickers**
- **Hub Hockey**
- **The Top Challenge Quiz**
- **Giant Stratego**
- **Lasergame**
- **Giant Pictionary**
- **Beach Volley**
- **Gyropode Relay Race**
- ...



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THE AGE OF EMPIRE

In the year -54, The famous general ALLENUS, hero of the "Guerre des Gaules" and driving his cart on the ways leading to Rome, suddenly finds himself in the DOLCE LA HULPE several centuries later...

After a moment of astonishment and after having asked to the audience who they are, he realizes that they are all the descendents of the famous tribes in Gaule: The Helvetes, the Rèmes, The Bellovaques, the Suessions, the Belgian, the Nerviens, the Atuatuques, the Veragres, the Sédunes, the Allobroges, the Venetes... César had sent ALLENUS to the future... and now he is lost in the lymbus of the time.

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He will ask the audience to help him get back. For that they will need the maximum of human networking to conquer the former Roman Empire territories back. If they manage to do so, César will admit his defeat and ALLENUS will be able to go back to where he belongs.

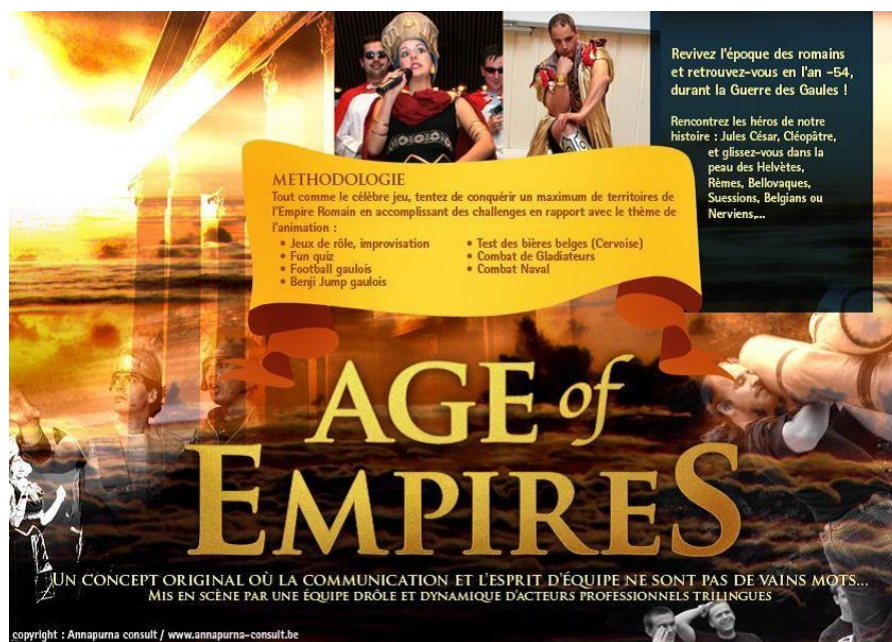




METHODOLOGY

The group of participants will be split into teams to perform a series of challenges in order to win sesterces to buy the land of the Roman Empire back.

After a briefing on the activities and the objective of the afternoon, each team will receive a notebook with the map of the places where they will be challenged and instructions on how to reach their objective.



CHALLENGES

The program we propose is a mix of sportive and intellectual challenges – to be reviewed with you - where several teams will work together such as:

- Fun QUIZ
- ROLE PLAYING/IMPROVISATION
- Gaulian Football
- Introduction to Djembé rhythm
- Gaulian Benji Jump
- Archery
- Obstacles race (Inflated structure)
- Belgian Beer Tasting (Cerveoise)
- Gladiator Fight (Inflated structure)
- Naval Fight



OLYMPIC GAMES

Team competitions where each team will confront one another in different events. The number of teams depends on the number of participants. Each team represents a country and will wear the colors of that country. After the arrival of our Olympic Committee, bearing the flame, the teams will be briefed and the Olympic Games will be declared «open.» Each team will go to their first event and then proceed from this event to another where their next competition awaits them.

At the end of the activities, we will give the results of the teams and organize a podium where the gold, silver and bronze medals will be distributed to the Olympic champions.

Organized and detailed preparation, fun and exciting events will make this day the highlight of your stay.





1. The wild golf

For the event we will create a 12-hole golf course in the middle of the woods. Each participant will have the opportunity to participate, in turn, using skill and speed.

2. Giant Football

An exclusive activity coming straight from London! Finished the tiny ancestral foosball tables in the back of the bar. The new generation has arrived: a giant foosball where the participants are attached. They will try and kick the ball into the opposing goal.

3. Obstacle Race

Two teams will compete in a competitive duel which will require team work, such as ramping, balancing, agility...

4. Archery Stand

Initiation and discovery to the art of archery for the beginners; perfecting their technique and competition for the experienced. Archery has always been a big success.

5. Olympic Quiz

An interactive quiz with multiple choice questions.

6. Volleyball Match

A classic of the Olympic Games! Two teams compete in a fierce match with no mercy.

7. Relay Race

A race that will leave you out of breath. The teams will race along the paths of the forêt de Soignes while passing the stick. The team that arrives first at the end of the race wins this challenge.

8. Basketball

One of the main events in the Olympic Games, two teams compete to score a maximum number of goals. Most goals win.

9. Video on the Olympics thematic





LOST

Inspired from the famous TV-serie LOST, this outdoor program will bring participants to search the beautiful and mysterious "Forêt de Soignes" for clues and codes.

OBJECTIVE

The group will be split into teams and given a briefing by actors impersonating scientists from Los Alamos Center. Their mission – should they decide to accept it, is to discover what happened to the famous professors Aber, Ye, Fisher and Prigoryne who disappeared in the surroundings of Dolce.





METHODOLOGY

After a briefing and a training, the teams will receive a map and a roadbook and follow a path through the woods. They will interact with the scientists at various checkpoints. They will search for clues to discover the shelter of Professor Gordon, the scientist who created THE CUBE.

Once they find the shelter, they will have to open the locked door, search the place for codes and open the safe containing a mysterious map and an indication as to what happened to the 4 scientists.

An orientation race (or walk for the non-sportive ones) which will be combined to the following challenges on the way:

- ❖ Distress signals
- ❖ Survival Quiz
- ❖ Semaphore
- ❖ Escape room in the House of Professor Gordon
- ❖ Making of a video
- ❖ Riddles
- ❖ ...



OTHER

We propose a series of services complementary to team-building activities such as product launches, seminars, incentives, catering, family days... as well as :

COACHING : our concepts can be realised during a « coaching » day to enhance the message to reinforce the team spirit of your team

CASINO PARTY

KARAOKE

VARIOUS ARTISTS : MENTALIST, MAGICIAN, DANCERS, MUSICIANS, ...

ESCAPE ROOMS FOR SMALLER GROUPS

AMAZING **PHOTOBOOTHS** WITH ACCESSORIES

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DEVELOPMENT OF **TAILOR-MADE PROGRAMS**



Route d'Ohain 56, B-1332 Genval

Tél. +32 (0)475 70 71 94

info@annapurna.be

www.annapurna.be

www.destinationcube.com

www.thesphere.be

