

The Labyrinth of Truth




* At extra cost it is possible to increase the number of participants.
** At extra cost it is possible to conduct the game in English and German.

Learn the words that open the right doors!

A group of explorers wanders around the mysterious labyrinth built by some ancient civilisation. They are in mortal danger – opening the wrong door can result in the defeat of the entire group. They can find the way out of the labyrinth on the basis of the clues they have received and gradually discovered information. For the expedition to be successful, good cooperation is a must. The key to success is something more than just exchanging words.

○ The game for:

- teams whose effective work depends largely on the ability to pass on and obtain information and make decisions together
- people whose professional work requires developed interpersonal communication skills, clearly formulated thoughts and the ability to build relationships based on trust and cooperation
- companies and institutions whose employees cooperate in the scope of different divisions and the quality of their communication influences the final business effect

○ Challenge:

Using the board of the labyrinth, find the right way to get out of trouble. Make decisions together and take the consequences. You will all get a few cards with clues – sentences written in the form of a riddle or rhyme. What will you do with such information? How will you use it? The result of the game depends on your ability to communicate and willingness to make decisions in a diverse team.

○ Foundation:

- learning through experience: the character of team work and processes in interpersonal communication
- an act of communication and its particular elements
- the mechanisms accompanying decision making in teams, particularly in case of incomplete data

○ Logistics:

We use a projector, a screen, tables and chairs.

○ Advantages:

- developing knowledge of possible acting strategies in the group and the awareness of individual and group patterns concerning cooperation and competition
- motivating to introduce changes by means of engaging entertainment
- experiencing the influence of communication on cooperation in the group, shaping relationships, also in the context of team roles
- a starting point for the analysis of factors influencing the team decision-making process

○ Extensions / Variants:

- a training part to present the issues concerning professional customer service and building long-term sales relationships
- a moderation workshop during which the participants solve a real problem, important for their organisation
- the number of participants can be modified by increasing the number of boards

○ The game through the eyes of the participants:

“The game’s shown that people sometimes forget about the simplest things, such as listening to each other.”

“I like solving riddles. And here there was also the opportunity to do it together and learn something.”

“Without knowing the force of words, it is impossible to know men.”

Confucius

