



*Lead the expedition to the top!*

The highest peak on Earth. Electrifies and attracts daredevils, who are ready to do anything to put their foot on its summit. Ever since in 1953 as the first people Percival Hillary and Tenzing Norgay reached the summit, things have changed and today few hundred people climb on the Everest every year. Despite the passage of years and better equipment, the mountain top has still not been tamed - from season to season the number of fatalities increases. In the face of ice-covered Himalayas, snowstorms and thin, oxygen-poor air we get rid of the masks and discover our true humanity...

**A game for:**

- beginner managers who want to achieve better results
- leaders of small teams who want to improve their leadership skills
- teams starting or continuing cooperation, wanting to improve their performance
- all who want to experience the value of teamwork in unusual conditions

**Challenge:**

In teams you will be challenged to organize a commercial expedition on Mount Everest from beginning to its end. As a specialized team you'll face the need to route planning, selection of Sherpas and training for participants, preparing promotional campaign, obtaining corporate and individual clients as well as the purchase of equipment and food supplies, all taking into account the available budget. Think it through when making choices, because during climbing every decision of the group will have its consequences, and the effects of the actions will decide on the fate of the entire expedition.

**Foundations:**

- Claude Shannon's communication model
- Meredith Belbin's group role model
- management styles
- key manager's competences

**Benefits:**

- development of communication skills
- original project management experience implemented in a small team
- opportunity to practice the skills required in everyday team work
- learning to make decisions, take responsibility, take over initiatives

**Extensions/Variants:**

1. The game can be used as a module in training on the issues of: building and efficiency of teams, project management, as well as an element of an event or integration meeting.
2. Individual feedback for each participant, regarding his own behavior and attitudes in the game.
3. Kick-off for new teams.
4. Recruitment and employee evaluation.

**Logistics:**

Participants are divided into teams - from 6 to 8 people in each. For each team we need a large table where you can conveniently arrange a large amount of materials and a laptop.

**The game through the eyes of participants:**

"We argued over the entire course of the decision, but we stood at the top as a team, it was nice feeling."

