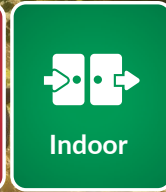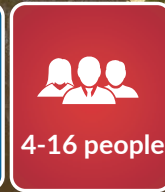# TOWARDS IMMORTALITY

| 3 hours | 4-16 people | Indoor | PL / ENG |

What will You do to become immortal?

The Impassable Forest is inhabited by four racial groups: Men, Elves, Dwarves and Druids, who are looking for a recipe for an elixir of immortality. Each race has its secret knowledge handed down from generation to generation about cultivating plants and making ingredients, however, to be able to prepare the elixir they will need to exchange information. Will they manage to reach an agreement despite their differences?

Game intended for:
- businesses and institutions that want to build a collaborative rather than competitive environment
- leaders who believe that trust is the core value of a team
- managers who head distributed teams and want to enhance communication
- teams in the process of formation and development of internal rules

Challenge:
The aim of the game is to make the immortality elixir within 3 months, i.e. 12 lunar phases. The teams gradually learn which ingredients they will need to produce and which they will need to acquire from other groups and they verify their initial strategies. The exchange refers to materials and, even more so, information. The participants are met with unverified, contradictory or nonexplicit information... Each racial group has different skills and knowledge which it shares reluctantly if there are no benefits that it can get. How to overcome reluctance and distrust in the face of the threat of extinction and under time pressure?

Process:
The game is divided into 12 rounds. In each round the players make ingredients required to prepare the elixir and decide which group they will meet to talk. They face random events and meet a travelling innkeeper who buys and sells required products.

Foundation:
- Remote Working Rules for a strategy of a distributed team
- organisational trust and brand credibility
- trust building behaviours
- strategies based on incomplete information

Benefits:
- identification of the advantages of collaboration over competition in teamwork
- getting out of personal comfort zone and building a high trust environment within the team
- learning to separate incomplete and unverified information from key information
- learning to run a distributed team

Training extensions:
- communication in a distributed team
- five teamwork dysfunctions
- trust in the organization
- principles of good cooperation
- feedback

Logistics:
- 4 island tables and a "meetup clearing" (talking space with chairs), slide projector, screen
- there is a possibility to play in several rooms and for a larger number of people

In this world there is nothing as hard to get and as easy to lose as trust.

Haruki Murakami

TOWARDS IMMORTALITY

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