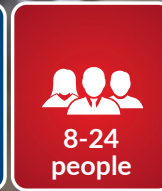




AN UNSOLVED MURDER OF THE COUNT

TEAM BUILDING



Who lies here?

An eccentric owner of a mysterious manor, the Count Hipolit Wielostawski, was found dead at his estate on Saturday night. The cause of his death is still unknown. After a quick inspection of the scene, the police concluded the circumstances were suspicious... While the questions are arising (who? why? where? with what? who is lying and who is telling the truth?), a challenge for a team of detectives starting the game is to effectively help the police find answers and catch a murderer. However, the case is much more complex than it seemed and the participants must investigate a few motifs at the same time...

The game for:

- new teams that are getting to know one another
- experienced teams that want to draw new conclusions regarding mutual communication
- people solving problems in cooperation with others
- all those who want to experience team problem solving

Challenge:

An unsolved criminal case is waiting for you. If you want to get an answer to the question how and why the Count Hipolit Wielostawski died, you must complete a series of tasks associated with the investigation, and finally – examine the witnesses. You will have to share the tasks with other team members and communicate effectively.

Foundation:

- communication norms in a team
- delegation of tasks
- management of a small team

Logistics:

A game is held partially in a room (hearings, trial) and partially outdoors. A training room, a few hotel rooms and some area around the hotel are necessary. Hotels and guesthouses in old manors or homesteads are recommended. Professional actors take part in the game.

Advantages:

- developing team cooperation and communication skills
- an opportunity to practise your ability to think logically and associate facts
- an unforgettable adventure – taking the roles of detectives from action movies, participants will be able to integrate

Extensions/Variants:

- a training part regarding, e.g. communication norms in a team, delegation of tasks, management of a small team, etc.
- a version of the game with an extended part regarding cooperation between task forces - other versions are available on individual request
- an extended event variant of the game: actors take the roles of characters, events take place here and now, before participants' eyes

The game through the eyes of the participants:

“Wow. I still feel the shivers up down my spine.
A powerful experience.”

„After the game, throughout dinner, we were discussing why a window in Hipolit's room had been open.”

*It is a capital mistake to theorise before one has data.
Insensibly one begins to twist facts to suit
theories, instead of theories to suit facts.*

Arthur Conan Doyle



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