

**COMMUNICATE, COOPERATE AND COLLABORATE!**

# Teamgame-Box „Two“

**Children**  
**Adults**  
**Teams**

Item-no. 140 05000

**Companies**

# The pedalo®-TEAMGAME-BOX „TWO“

## COMMUNICATE, COOPERATE AND COLLABORATE!

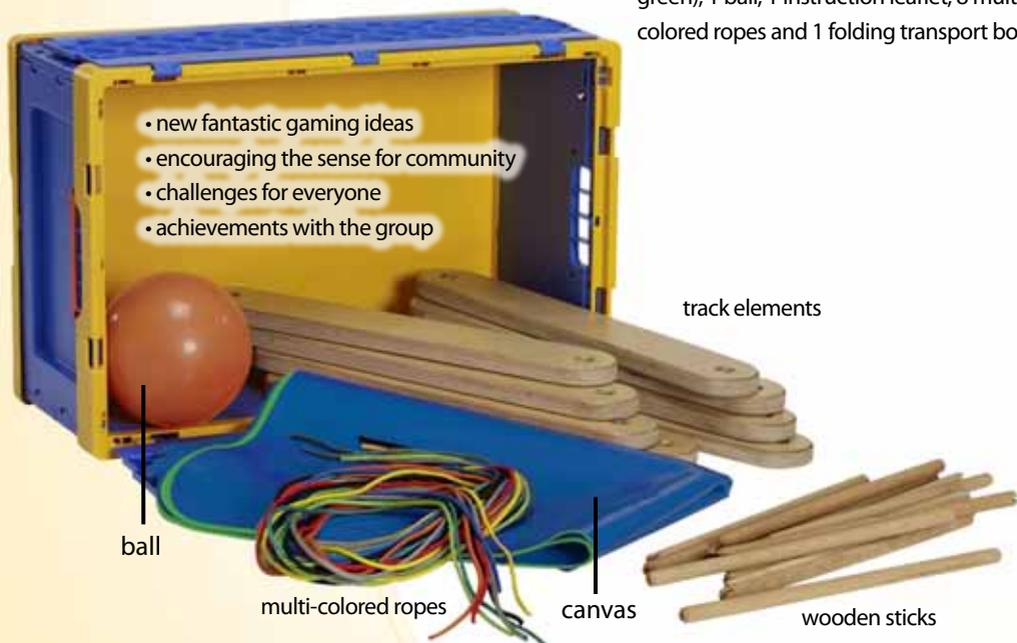
It consists of games, which inspire children, unite colleagues and fascinate leisure groups. The pedalo®-Teamgame Box ‚Two‘ affords numerous amazing team games for 2 to 16 people. Social skills are fostered with games such as ‘hazardous goods transportation’, ‘summit crest’, ‘pack your bag’, ‘sunrise’, ‘change of scenes’ or ‘sorting plant’. Moreover the players’ concentration, abilities and creativity are challenged at the same time. Whether at school, in kindergarten, at birthday parties, club or company happenings, the pedalo®-Teamgame Box ‚Two‘ makes you move with joy and encourages the corporate feeling.

It is not always the seemingly easiest way which leads to achievement. Communicate, cooperate and collaborate, this is the motto and core in order to fulfill all challenges cleverly. Quite dodgy, at times child’s play and apparently easy, at other times fairly demanding, and yet never boring for children as well as for adults. Hereunto, wide game descriptions provide a lot of challenges.

Item-no. 140 05000

### **Specification**

8 track elements, 16 wooden sticks with notches, 1 bicolorous canvas (only blue/green), 1 ball, 1 instruction leaflet, 8 multi-colored ropes and 1 folding transport box



ALL GAMES CAN BE PLAYED FOR TIME OR COMPETITIVELY.

# EVERYBODY TO THE ROPE-LADDER!

Number of players: 3 – 16

Equipment needed: ropes, wooden sticks

## Game instructions

The first task is building a rope-ladder. After that each player has to stand between two rungs. Then the rope-ladder is lifted bottom-up along the player's bodies without touching.

## Variation

- The players' hands are rested against their body, or are raised.
- The participants have to move to a given target, as soon as the rope-ladder has reached the waist level.



# SORTING PLANT

Number of players: 2– 16

Equipment needed: 8 track elements (=sorting plant)

## Game instructions

The track elements are aligned. Each player is standing on one element. The game master announces the criterion, e.g. the age, the body size, the names in alphabetical order, hire date in the company etc. Now the sorting fun starts: Each player moves around in order to take his/her spot to accord to the given criterion. However, it is not allowed to step aside of the track elements.

## Variation

- Instead of standing in a line, the players might also be ordered in a circle, so that it is possible to change places by stepping on the opposite elements during the sorting phase.



# PORTRAYING AERIAL PICTURES

Number of players: 2 – 32

Equipment needed: wooden sticks (= drawing strokes); optional: ropes

## Game instructions

The sticks represent the drawing strokes. Each player gets a stick with which he/she contributes to the whole picture. A picture is shown to the team which has to be re-drawn by the players.

## Variation

- Die The sticks are held with the ropes.

Easy: One-dimensional pictures



Hard: Three-dimensional pictures

front view	side view right	bird's eye view	=	solution
			=	
			=	
			=	



# RESCUE MISSION

Number of players: 2 – 8

Equipment needed: canvas (=island), track elements, (=boat parts), optional: ropes/wooden sticks

## **Game instructions**

After being shipwrecked the sailors are floating on boat parts which are spread out all over the sea. The aim of the game is to reach the saving island in the center of the gaming area by only using the boat parts. One sailor has two boat parts. Can all sailors reach the island by using their boat parts without falling into the water? Not a single boat part is to be left behind. Before playing, the 'sea' can be marked out with e.g. ropes. The other option: The participants are distributed throughout space around an imaginary center.

## **Variation**

- some players are blindfolded
- some players are not able to walk, their feet are tied up with a rope
- without speaking
- arrival on the island ordered by age or body size
- only one boat part for each player
- Each player has one wooden stick with which he/she has to pick up the boat parts.
- Instead of aiming for the island, the players are to master a certain distance, which is marked out with ropes.





## TELEPATHY

Number of players: at least 4

Equipment needed : 16 wooden sticks,  
canvas and one rope

### Game instructions

The canvas serves as blinds, so that the players cannot see his/her opposite. Each player has the same number of wooden sticks at hand. One of the players starts building an image with his/her wooden sticks. At the same time, he/she describes his/her opposite where he/she is placing each stick. The other player at the other side of the blinds has now to imitate the exact same image only by following the description. With this game the participants learn how important it is to be able to articulate precisely and clearly.

### Variation

- The imitating player is only to listen and follow directions but is not allowed to ask questions.



## CHANGE OF SCENES

Number of players: 2– 10

Equipment needed: bicolored canvas

### Game instructions

The whole team gathers on the canvas and gives it a new painting by simply turning the canvas around. However, not one player is to step aside the sheet.

## RETRIEVAL FROM THE ACID-LAKE

Number of players: 2 – 16

Equipment needed: 3 - 6 ropes (=Sacid-lake, Ø 3-4 Meter), wooden sticks, track elements, ball (=treasure), canvas, box

### Game instructions

There is a precious treasure in the middle of the lake. The treasure has to be saved before dissolving in the acid-lake. Only with a good plan and the foxy use of the auxiliary tools, will the group succeed in reaching the treasure.

Of course the auxiliary tools should not be left behind on the lake for dissolving, as well as the players are not allowed to step or 'fall' into the lake.

### Variation

- The group is not allowed to talk.
- Each player may only use one auxiliary tool.



## ROLLING BALL

Number of players: 2– 16

Equipment needed: track elements, 1 rope for two player, ball

### Game instructions

Prepare a line, a circle or any route with the track elements. Now the ball has to be moved on this route only by using the ropes. With good communication, cooperation and skillful finesse the ball successfully reaches the end without rolling off the track.

### Variation

- The ball is moved with wooden sticks
- The task becomes easier with a broader line (putting two track elements side by side)



## JINXED MAZE

Number of players: 2 – 16

Equipment needed: track elements, wooden sticks, ropes, ball  
optional: canvas

### Game instructions

Build up the maze by using the track elements. Each 4 track elements are placed parallel to each other on the ground. Now, put the wooden sticks in the holes of the track elements, so that the height of the maze is given.

Distribute the ropes crisscross about the maze. The challenge for the group is to lead the ball along the maze by only using the ropes. However, it is not permitted to lift the ropes over the wooden sticks.

### Variation

- Instead of moving the ball with the ropes, the canvas can be used. Here, the ball is set in motion by producing wind.



## SNALES' PACE

Number of players: 2– 10

Equipment needed: canvas (=snale), optional ropes as starting and finishing line

### Game instructions

All players ride the snale (=step on the canvas). As the snale moves towards an agreed target, the players have to move with the snale trying not to step aside.

### Variation

- running out the time
- at least one player is blindfolded



## WIND GUST

Number of players: 2 – 10

Equipment needed: canvas, 3 track elements (=goal), crumpled paper or ball, (optional) ropes, wooden sticks/track elements (= obstacles)

### Game instruction

Mark a finishing line some distance away from the players. Now working in a team, the players have to produce as much wind as possible in order to move the ball towards the finishing line.

### Variation

- Can you blow the ball to the goal with only one single wind gust?
- Move the ball towards the goal, passing various obstacles
- Hold the canvas with the ropes



## SALTO MORTALE

Number of players: 2 – 10

Equipment needed: ropes, canvas, optional: box

### Game instructions

The canvas is spread out on the ground. It can only be touched and moved by using the ropes.

The players work as a team and are now to lift the canvas and turn it around.

As help, one corner can be lifted.

### Variation

- Fold the canvas and place it in the box, only using the ropes
- Unfold the box using the ropes



## LONG LINE

Number of players: 2 – 9

Equipment needed: wooden sticks

### Game instructions

Place the wires between the palm of one player and the back of the hand of another player. By doing so a line is built up with all participating players. Now, as a line move upwards and downwards without cutting the circuit.

### Variation

The players...

- build a circle.
- travel a distance.
- cross their hands and slowly walk apart like a spring. Here the outmost players have to reach a goal on the right as well as on the left side.
- stand in a row and form a line on the right as well on the left, keeping the wires between the players' hands.
- hold the sticks with only one finger.
- keep the sticks between their hips and move together towards a distinct finishing line.



# HAZARDOUS GOODS TRANSPORT

Number of players: 2 – 24

Equipment needed: ropes (= train), track elements  
(=hazardous goods)  
optional: wooden sticks

## **Game instructions**

In this game the players are passengers on a train (here: ropes). Each passenger holds on to the train.

Lace the hazardous goods (=track elements), one each, inbetween the passengers. Now the train is set in motion. Deliver the goods securely to an agreed target. The hazardous goods are of course not to touch the ground nor the passengers.

## **Variation**

- Hold on to the end of the ropes.
- In order to reduce the weight, when e.g. small children are playing, the sticks can be used (tying them to the ropes) instead of the track elements.
- Place some obstacles or change rooms
- At the end, put the hazardous goods into the box.
- All players stand in a circle. The ropes are crisscrossed among the players so that each player holds a rope on each hand.
- Now, the challenge is to unknot the ropes. Of course the hazardous goods ought not to touch the ground nor is anyone to drop the ropes



## RING AROUND

Number of players: 2 – 16

Equipment needed: 1 rope (tied at the ends to build a ring)

### Game instructions

The players build a circle by holding each others' hands. They have to wind through a ring, made of a rope. This ring has to run around the circle being passed from one player to another. Here, the players are not allowed to grab the ring, nor are they to let go of their neighbor.

### Variation

- Tie a few ropes together to build a larger ring. It is not supposed to exceed the size of the players standing in circle, though. This ring is now placed in the middle (view picture in the middle). The task is to pick up the ring with the legs and lift it to the arms without using the hands. Aim of the game: At the end, all players stand inside the ring.



## BALL CATAPULT

Number of players: 2 – 8

Equipment needed: canvas (=catapult), ball  
optional: box

### Game instructions

The players stand in a circle around the catapult (=canvas) and hold it with only one hand. A ball is placed in the middle and has to be thrown into the air by the players. Do you manage to catch the ball again?

### Variation

The players...

- hold the canvas with both hands.
- turn the canvas around without letting go of the canvas whilst the ball is in the air. Finally, throw the ball into the box.



## SUNRISE

Number of players: 3 – 16

Equipment needed: each player 1 wooden stick,  
ball (= sun)

### Game instructions

The players lift the red-hot sun of the ground and raise it to its highest point above everybody's heads.

Note: The sun can only be touched with the sticks.

### Variation

- How far can the team travel with the sun?



## VOLLEYBALL

Number of players: 2 – 16

Equipment needed: Bball, wooden sticks, track elements

### Game instructions

The team stands in a circle. There is about 1 meter between each player.

Each player holds one track element, with which he/she can beach dig the ball. The aim of the game is to achieve as many contacts with the ball without dropping it.

### Variation

- Each player stands on one track element and is not supposed to leave it or step aside it during the game. Here, the ball is kept in the air with the sticks.
- The track elements show to the middle. The players stand on only one foot on the elements.
- Two players share one track element, both standing on it.



## SUMMIT CROSSING

Number of players: 4 – 16

Equipment needed: ropes (= Summit)  
optional: track elements  
and wooden sticks

### Game instructions

The ropes are tied together and are tightened at the height of the hips. The aim of the game is to climb the summit. But how is this possible without touching the summit or walking around it? The players need to find a solution together and decide about the strategy.

## PARCEL SERVICE

Number of players: 4 – 16

Equipment needed: ropes, box (= post office), ball  
+ track elements + wooden  
sticks (=parcels)

### Game instructions

Before starting the game, the post office has to be set up and the packages distributed around the place first. Then all players are tied together turning into the package service. The outer players hold the ropes. Two other players are determined to be the 'drivers'. It is their job now to collect all packages and take them to the post office. However, each driver can only carry one package at a time. Only when they have taken their package to the post office, they can go for another package again.

Note: Beware! Do not tighten the ropes too much and mind that the ropes should only go as far as under the arms.

### Variation

- The package service collects all packages first before taking them all at once to the post office.



## EXCAVATOR

Number of players: 4 – 16

Equipment needed: box (= dumper), ball, ropes +  
track elements (= excavator)

### Game instructions

The group constructs an excavator with all available ropes and track elements. Now, the 'operators' lift the ball of the ground and carry it to the dumper (=box).



## COLOSSUS OF RHODES

Number of players: 3 and more

Equipment needed: 2 track elements  
(=pedestals), wooden sticks

### **Game instructions**

The statue (one player) stands on pedestals (=one foot on one track element). This statue has now to be moved without lifting it from the pedestals. In order to move the statue at least 10 cm, a substructure has to be constructed using the given tools.

### **Variation**

The statue...

- is moved a certain distance.
- is maneuvered around given obstacles.

## FLYING CARPET

Number of players: 1 and more

Equipment needed: canvas (=carpet), ropes,  
wooden sticks, track elements

### **Game instructions**

Let the carpet fly! In order to make this happen, the players may use all given materials. When spread out on the construction, the carpet should not touch the ground.

It is not allowed to use any other tools.

## PACKING THE SUITCASE

Number of players: 2 – 16

Equipment needed: box (= suitcase), ball/ wooden sticks/ canvas/ track elements (=contents of suitcase), ropes

### Game instructions

The suitcase needs to be packed for the upcoming journey. Put the every item into the suitcase. Do not however touch them with bare hands but use the ropes as tools. The aim of the game is to have the whole content stowed neatly in the suitcase.

### Variation

- Open the box with the ropes first.
- After putting all sticks and track elements into the box, throw the ball into the suitcase as well to finish up. However, use the canvas and ropes to do so.



## BALANCING ACT

Number of players: 4 - 10

Equipment needed: wooden sticks, canvas

### Game instructions

Each player balances a stick lengthwise on one/ a few finger/s or in the hand. Now all players need to reach the canvas, which is some distance away, and step on it without losing their sticks on the way.

### Variation

- Increase the level of difficulty by folding the canvas



## DANCING SIRTAKI

Number of players: 3 - 16

Equipment needed: track elements

### **Game instructions**

All player stand sideways on the track elements, which form a circle. The feet ought to be next to each other so that there are no gaps. Let's start dancing the Sirtaki now, moving around the circle from one track element to the other. The players are not supposed to touch each other nor step on the ground. The player who happens to touch or hold on to another player or who steps aside the track elements drops out of the game and takes away with him/her one track element. That way the circle becomes smaller. The last two players, who manage the challenge, win the game.

### **Variation**

The players...

- stand alongside of the track elements.
- must answer questions asked by a game master whilst dancing.



# SEESAW CALCULATOR

Number of players: 3 – 8

Equipment needed: each player one track element on a wooden stick (=seesaw)

## Game instructions

Each player stands on a seesaw. Before starting everybody choses a number. The higher the number, the harder is the game. The player, who has picked the smallest number, begins. He/She gives an arithmetical problem, which result is another player's number.

The first number of the arithmetical problem is given by clattering with the seesaw, e.g. left, right, left, right = 4. Then he/she for example says 'times 2 plus 4'. Now, it is the player's turn, who has picked the number 12 before. If a player does not notice that it is his/her turn, he/she drops out of the game. If a player gives an arithmetical problem, which result does not belong to any player, he/she drops out as well. The last two remaining players win the game.

Note: This game can only be played on even surfaces.

## Variation

- The two finalists have to solve a last arithmetical problem. The one giving the right solution first wins the game.





**Stabilisation**



**Fun-Sport**



**Balance**



**Skill**



**Regeneration**



**Development**



**Coordination**



**Prevention**



**quickness of action**



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