

INDOOR GAMES



FILL THE BUCKET



- One of our many relay races available.
- Use your waiter/waitress skills !
- A tray and a bucket full of ping pong ball will be provided.
- Team members will have to run without dropping it and pour the balls into another bucket.
- Team that fills the bucket with the most balls wins.

10/20 Minutes

Team Spirit & Strategy (In)

Up to 200 Pax

HELIUM GAME



- Divided into teams, all team members will form a circle around a hoop.
- Each team member will put a finger on the hoop. The hoop will be placed at chest height of the tallest person in the group.
- The goal is to bring the hoop to knee height. If a team member loses contact with the hoop, you must start from beginning.
- The team that finishes first wins.

10/20 Minutes

Creativity & Cohesion (In)

Up to 200 Pax

PING TAC TOE



- There will be two teams on each side of the table, it is a fusion between a beer pong and a tic tac toe.
- Form a grid with nine glasses, each turn, the two teams send a player to throw a ping pong ball on the grid.
- The team that manages to form a line wins.

10/20 Minutes

Strategy & Competition (In)

Up to 100 Pax

PAPER DRAGON



- Each team member will be given a long paper.
- Players will have to make the paper spin until it has covered the player's entire body.

10/20 Minutes

Team Spirit & Creativity (In)

Up to 40 Pax

THIS BLOWS



- Blow a balloon. A few cups will be lined up.
- Try to make the cups fall with the release of the air contained in the balloon.
- Team that will make the most cups fall wins.

10/20 Minutes

Competition & Team Spirit (In)

Up to 50 Pax

FACE THE COOKIE



- Place a cookie on your forehead, try to let it slide through in order to reach your mouth.
- Eat the cookie to win.

10/20 Minutes

Competition & Icebreaking (In)

Up to 60 Pax

CARD NINJA



- A watermelon will be placed on a chair, each team is required to throw cards like a Ninja on the watermelon.
- The team able to stick the most cards in the watermelon wins.

10/20 Minutes

Competition & Icebreaking (In)

Up to 60 Pax

CUP COLLECTOR



- Played in Duo, one player has to flip the cup and the other one has to catch the cup with a bottle.
- Team that gets the most cup caught wins.

10/20 Minutes

Cohesion & icebreaking (In)

Up to 100 Pax

FLOTACIOUS



- You will be provided with a bowl filled with water. A tray will be placed on the water.
- Each team has to stack 5 cans on top of each other in order to win.

10/20 Minutes

Cohesion & Icebreaking (In)

Up to 40 Pax

SPIN DOCTOR



- Players are separated by a table with a line in the middle.
- The player must roll a coin to the other end of the table, the opponent must stop the coin before it falls.

10/20 Minutes

Icebreaking & Competition (In)

Up to 30 Pax

SPOON FROG



- Three sets of two spoons each will be provided.
- Teams will have to connect the spoons to try to launch the spoon into the cup.

10/20 Minutes

Cohesion & Icebreaking (In)

Up to 40 Pax

CAN SHOOTER



- Each team will be provided with a sling and a small ball (or a BB Gun).
- There will be cans stacked up or a target (e.g. the competitor's photo)
- First team to hit all the targets wins.

10/20 Minutes

Accuracy & Icebreaking (In)

Up to 40 Pax

HOW IS IT HANGING ?



- One of our many relay races available.
- Each member will have to place a banana between their legs.
- They will have a banana attached with a string between their legs, they will have to push the ball with the banana to the finish line
- First player to pass the line wins.

10/20 Minutes

Competition (In/Out)

Up to 60 Pax

OFFICE TENNIS



- Two people from each team will be given a cardboard and will have to help each other.
- They will have to hit the smashed paper together without hitting the floor and then score in the trash bin.

10/20 Minutes

Team Spirit & Competition (In)

Up to 40 Pax

NUTSTACKING



- Each team must send a representative. Each player must stack 12 metal nuts without letting it fall.
- First to finish to stack wins.

10/20 Minutes

Cohesion & Competition (In)

Up to 40 Pax

PING PONG HORSESHOE



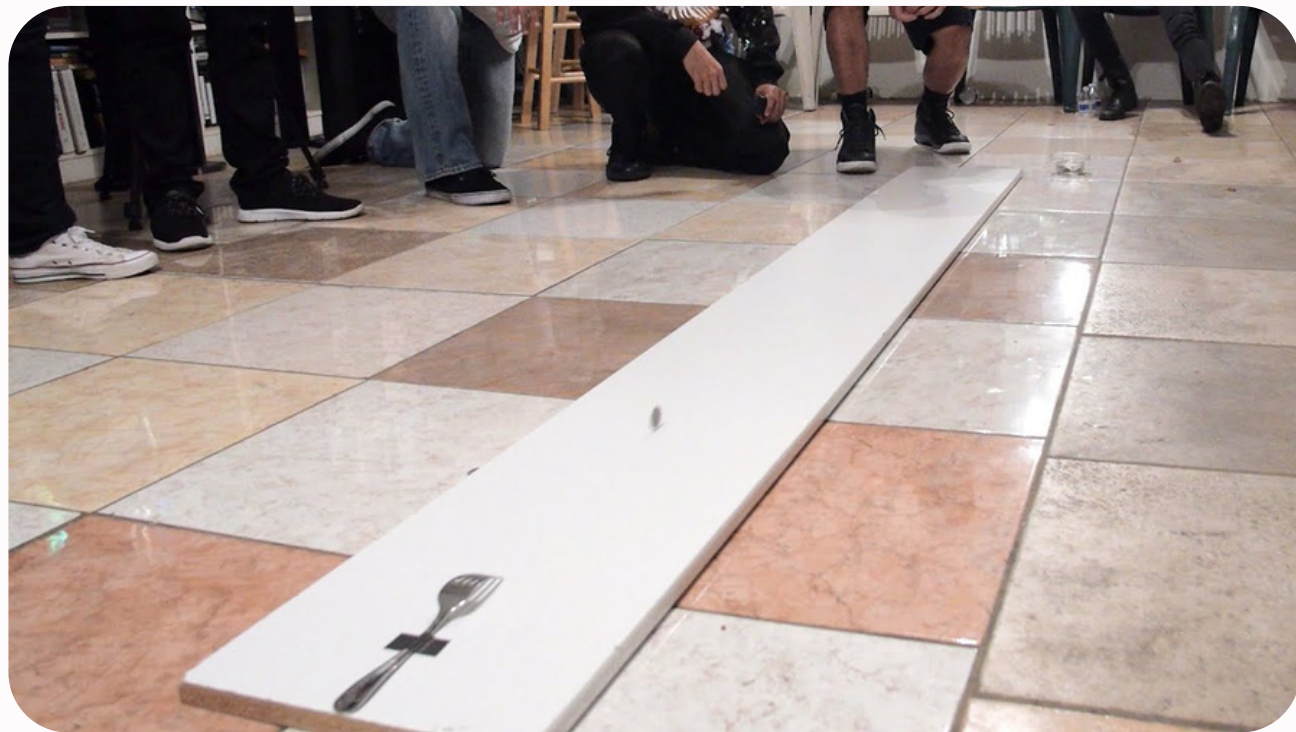
- There will be 3 horseshoes on the table.
- Players will compete to blow 3 pingpong balls into the horseshoes by only using their mouths.

10/20 Minutes

Cohesion & Strategy (In)

Up to 60 Pax

GET FORKED



- There will be a fork attached to the edge of a table.
- The team must try to roll the coin into the fork without the coin falling down.

10/20 Minutes

Competition & Accuracy (In)

Up to 40 Pax

KNEE TRAMBLER



- Oranges/Balls will be given to a team. The team members will have to try to balance the oranges with their knees and put those in the hula hoop.
- The team that manages to get 10 oranges/balls in wins.

10/20 Minutes

Team Spirit & Sporty (In)

Up to 100 Pax

BOUNCE IT OFF



- Players will be separated and sent on two sides of the playing field.
- One side throws the ping pong ball. The other one is attached with a cardboards and has to try to score in the basket.
- The game is played in 3 rounds of 2 minutes.

10/20 Minutes

Cohesion & Icebreaking (In)

Up to 60 Pax

JUNK IN THE TRUNK



- Team members will be attached with scotch tapes ping pong balls.
- Players will have to wiggle until all ping pong balls fell off.
- First team to finish wins.

10/20 Minutes

Strategy & Icebreaking (In)

Up to 40 Pax

SORT THE M&M'S



- Teams will be provided with M&M's.
- Players will have to sort out the M&M's into cups by colors (with **chopsticks**). Each team sends a player, when a player is finished, a new player from that same team starts from scratch until all players sorted out the M&M's.
- First team to finish wins.

10/20 Minutes

Strategy & Cohesion (In)

Up to 60 Pax

PAPER MUMMY



- In each team, someone will be selected to be the mummy.
- Other team members will have to wrap the mummy the fastest as possible.

10/20 Minutes

Team Spirit & Creativity (In)

Up to 40 Pax

PAPER KING



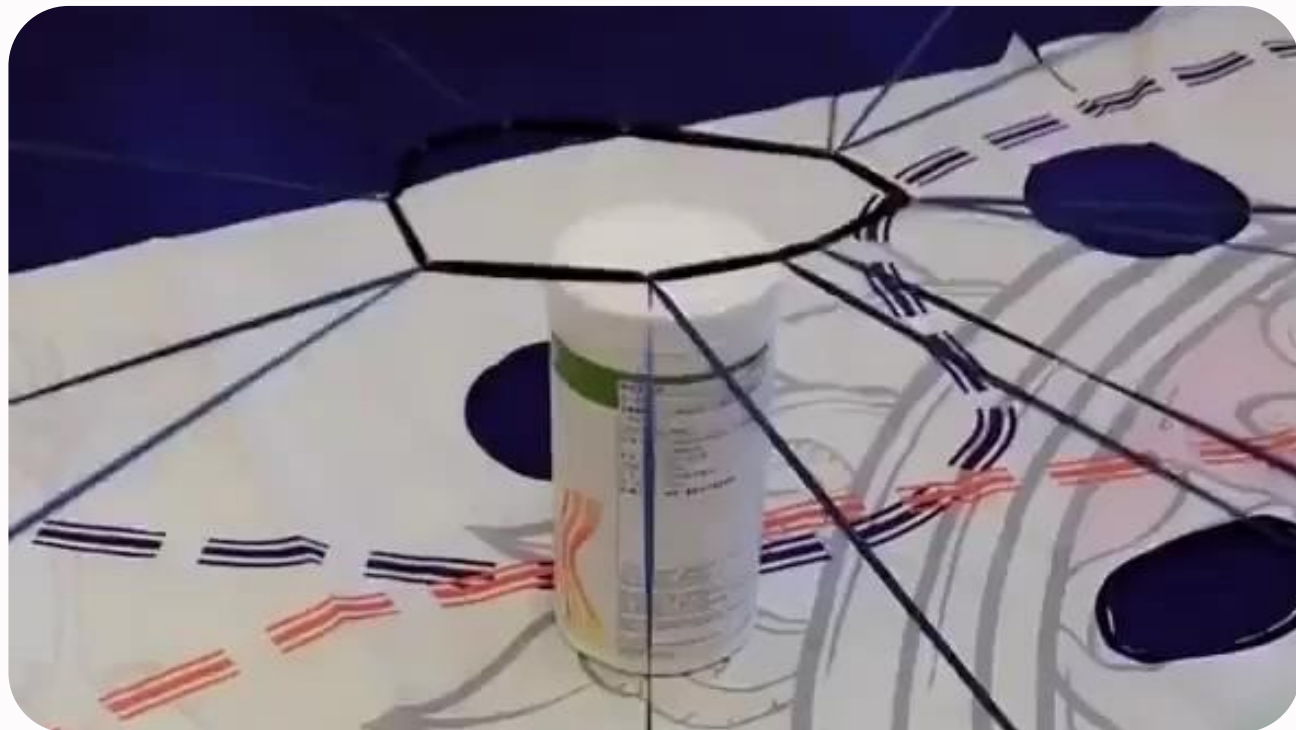
- Two players will be stuck together. The other team members will have to put cover them with A4 paper sheets.
- A4 Sheets must not fall or touch each other.
- The team with the most A4 Sheets on the duo will win.

10/20 Minutes

Strategy & Team Cohesion (In)

Up to 100 Pax

THE PYRAMID



- Each participant is holding a piece of rope. Player must pull the rope to tighten an object with an elastic.
- The goal is to stack objects on the top of each other.

10/20 Minutes

Cohesion & Communication (In)

Up to 40 Pax

SNAKE DANCE



- Everyone has to stand and to hold hands.
- Players must go under the arms of the next person holding hands.
- The team that makes it the quickest wins.

5/10 Minutes

Cohesion & Communication (In/Out)

Up to 400 Pax

TAKE THE BOTTLE



- Team members will have hold a person that must not touch the ground.
- That last person has to grab the bottle and take it back where the rest of the team is.
- First team to bring all the bottles wins.

10/20 Minutes

Cohesion & Strategy (In/Out)

Up to 100 Pax

TURN THE ROPE



- Players members will be wrapped with a rope.
- They must turn on themselves to unroll and wrap the rope on their teammates.
- First team to finish to unroll and wrap wins.

10/20 Minutes

Team Spirit & Strategy (In/Out)

Up to 60 Pax

SUPERMAN BOTTLE



- Players must lie on a rope held by other team members.
- Players on the rope will have to catch a bottle while being lifted by teammates.
- Person on the rope must change at each lap.

10/20 Minutes

Cohesion & Strategy (In/Out)

Up to 40 Pax

PLANK WALKING



- One of our many relay races available.
- Divided in 2 teams, each team will get 2 planks.
- Each team will join a position facing the other team.
- Each team must walk or run on the plank as fast as they can to get the team.
- The team that gets caught loses.

10/20 Minutes

Team Spirit & Sporty (In/Out)

Up to 60 Pax

CONTACT OUR TEAM



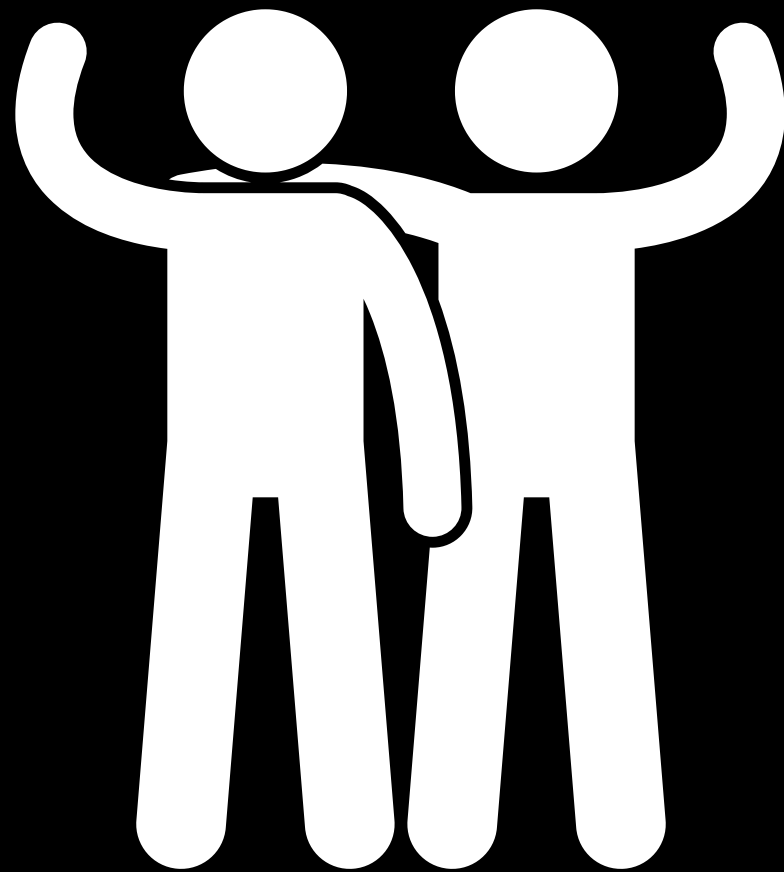
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