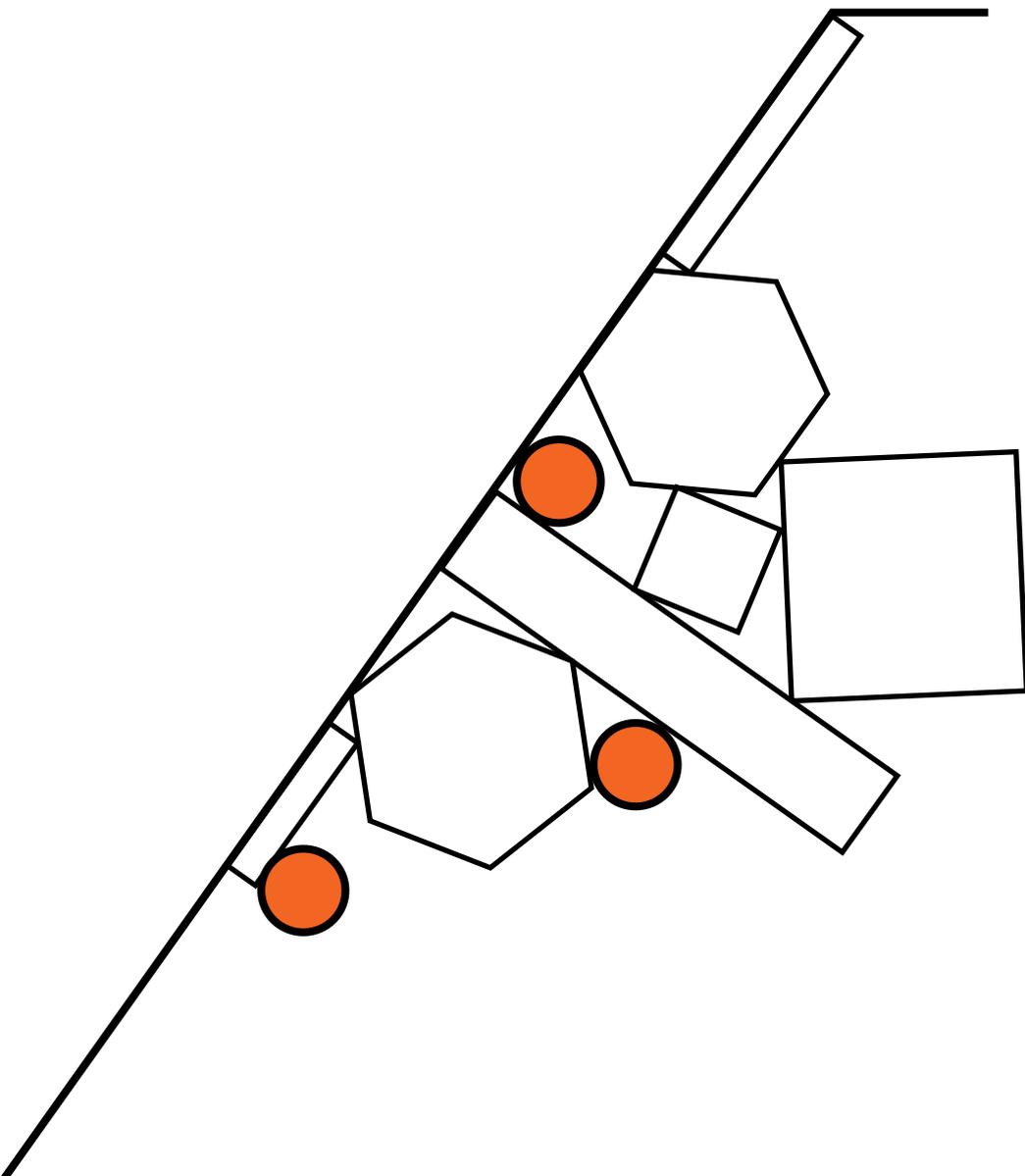
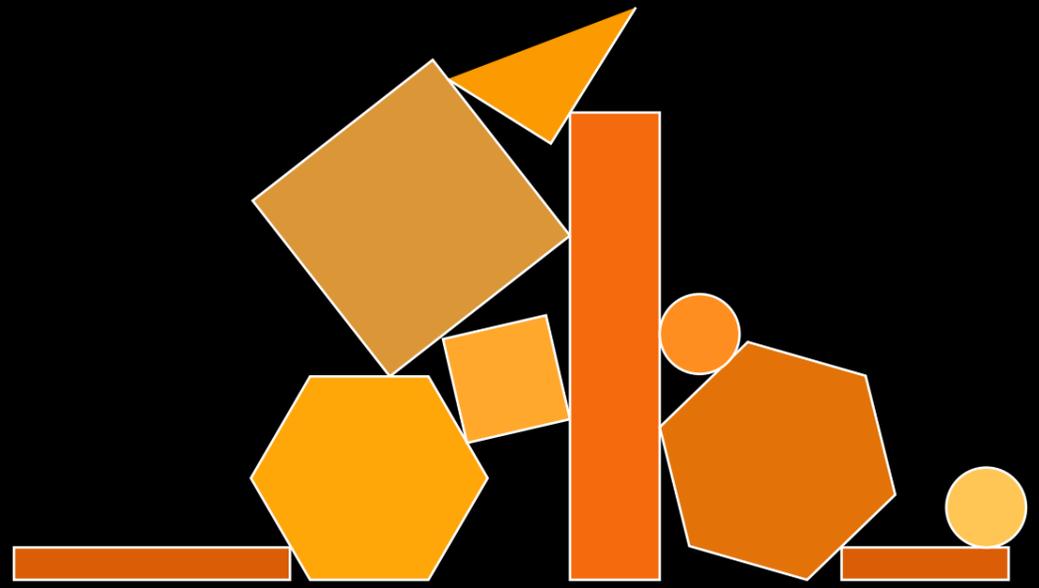
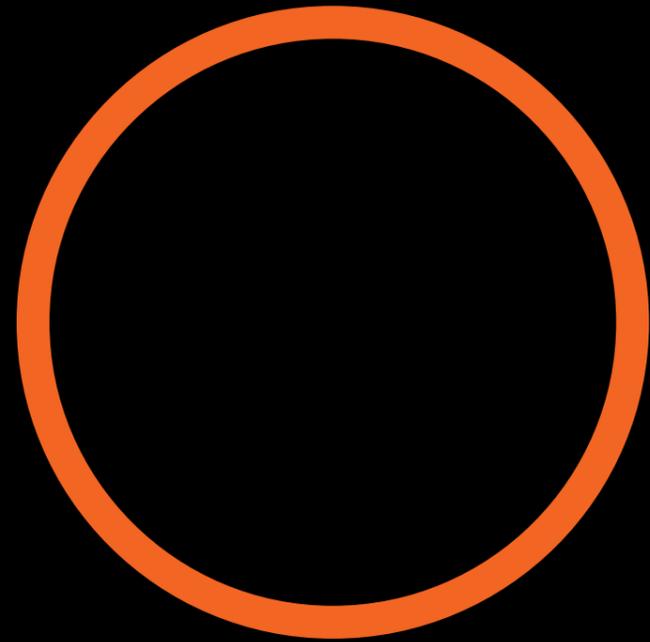


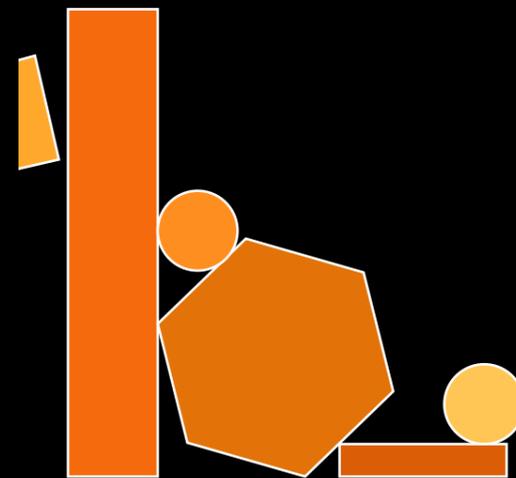
TEAMBUILDINGS







City Game





Mercator Mystery

Goal

The most famous ship in Belgium, the Mercator, serves as your headquarters for this exciting activity. According to scientific research, map-maker Mercator actually hid a secret code in the map of Ostend. Will your team unravel the riddle?

Game play

Professor Alto Bariums will receive your team in person. During his secret briefing on one of the decks, he will tell you about a mysterious map of Ostend, made by Gerardus Mercator, the namesake of the ship. There appears to be a code hidden in the card. It's up to the teams to crack this code using old and new tools.

Only the first team to make their findings known will go down in the history books!

10 - 250 
Max 4 hours 
Ostend 

Goal

Let your team experience how it feels to be a smuggler. Try to sneak as many goods as possible over the border, all while customs is hot on your heels. Who will succeed in selling their goods without being caught?

Game play

Everything started at the Market Square in Damme. The old man Jozef Zaman explains how difficult it was for smugglers in the 1950s. He splits the participants into teams and gives them clear instructions: pick up the goods to be smuggled in the Netherlands, cross the border unseen with butter, alcohol and cigars, then sell the products here for a great profit! During the journey, the local population will give tips and new assignments. But beware! Customs officers patrol the streets! Watch out!

The team that brings in the most money wins!

20 - 200 
Max 4 hours 
Westhoek, Maasland, Domein Bokrijk, Rotterdam 

Smugglers





Black Diamond

Goal

City or location of your choice
 Follow the ultra-secret training course to become a master thief. The team that performs best in our tests helps Jack Pickpocket to steal the most heavily guarded diamond in the world: 'The Black Diamond'.

Game play

The training to become a master thief includes various tests, during which the teams learn the tricks of the trade. The teams are also challenged to get various codes. For each successfully completed test, each team gets small diamonds. The teams with the most diamonds are then invited to attempt to open a replica of the diamond safe, built by Jack Pickpocket, specifically for practising. Which team will succeed in avoiding all the security systems?

In the final challenge, the winning teams turn off all the security systems for the safe. The team that succeeds in doing this may join Jack Pickpocket in the robbery of the century.

20 - 1000 

Min 2 - Max 8 hours 

Free choice 

Goal

Go Team is an interactive city game. Various teams compete against each other in an exciting journey of discovery that's full of challenges.

Game play

Every team is given an iPad to take with them on their adventure. The discovery of a city – with its stories and anecdotes – is more important than winning the game. The players need to stay in contact with each other, talk, exchange strategies and send photos from their iPads.

Everyone comes back together at the end point, as indicated on the interactive map.

The scores are announced and the winning team receives their prize.

15 - 500 

Max 2,5 hours 

Free choice 

Go Team





The Insurgents

This game, situated in Mechelen, is based on the riots against the French occupant beginning of the 19th century. Two armies will battle in different challenges to find as many keys as possible and gaining control over the gates to the city.

Two groups will get a variety of challenging tasks to complete. They will need to find their way through the city, competing in games, puzzles and physical challenges and working together as a group. The game will take them to some of the most beautiful and surprising spots of the old centre.

10 - 50

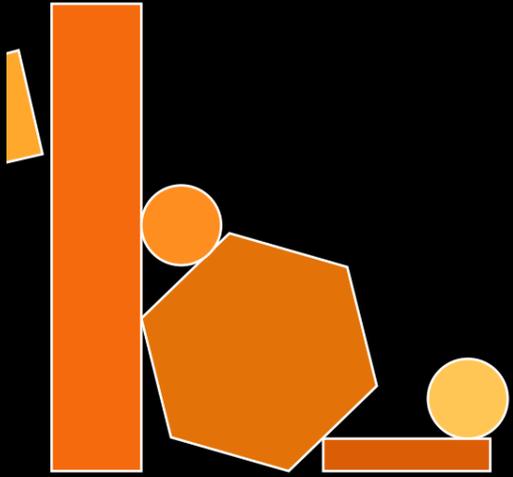
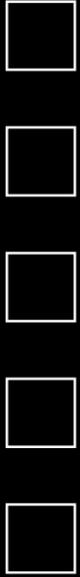


Max 3 hours

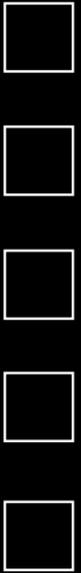


Mechelen





Outdoor





The Race

Goal

The goal is to build a fast racing car that will record the fastest time on the course. However, sturdiness, decoration and originality are also important points.

Game play

Every team has the same materials for building the racing car. In the shop, the participants find extra material for decorating the vehicle. The teams are given a maximum of three hours to build their racing cars based on a photo manual. The cars are tested for sturdiness and safety. And then the actual race begins. Ready! Set! Go!

Why build a racing car if you're not going to race it? The teams are given four test laps during the building of their vehicles, plus two timed laps. Whoever clocks the fastest lap time wins the race.

15 - 500 

Between 2 - 3 hours 

Free choice 

The godfather has a problem. From the many fights over the years, his clan has been thinned out. He is urgently looking for new members to join his famiglia. Who is worthy of the mafia?!

Don Corleone wants to test whether the guests are worthy of the family name and subjects them to a series of tests (e.g. shooting, knife throwing, dismantling a bomb, deciphering codes, etc.). If your guests succeed in the tests, they are accepted into the family. If they fail, they will be ... eliminated. Who dares to take on the challenge?

A love of fighting is important as, following a rotation system, participants are required to strive for victory. The participants learn to encourage and trust their colleagues. Cooperation and team spirit are essential for success. But true to the mafia, Don Corleone and his following will not fail to encourage people to 'bend the rules'!

After the practical tests have concluded, the winning team will become a part of the famiglia. As for the other guests? Well, no trace of them will ever be found again ... You can choose a short evening experience or an expanded day version of this event.

Either way, OMERTA is a matter of life and death!

Also possible as a dinner event.



1 - 400 

Between 3 - 5 hours 

Free choice 

The Maffia



Testament

Goal

A rich man has died. In his will, the notary discovers that the man had a special love for six famous female celebrities. It was his wish that the family member with the most affinity for the six celebrities would receive the inheritance.

Game play

The notary splits the participants into teams. Every team represents a family member. By taking part in the different tests and negotiating with fictitious money, participants can earn clues. With these clues, they can discover the names of the celebrities and place them in a grid.

Who will score most points in the activities? And who will end up with the most clues to help unmask the six celebrities?

The team that solves the puzzle first wins the inheritance.

15 - 500 

Max 4 hours 

Free choice 

Goal

Today, the teams are going to identify with the Eastern world. The aim is to learn and understand the mystique of the East and the culture of the samurai.

Game play

Your teams are received in the dojo where a briefing is given by a genuine sensei (teacher). Several diverse activities reveal the kingdom of the East. Afterwards, it is up to the teams to show what they have learned. Anyone who successfully completes the activity earns a real shuriken (ninja star).

Which team has most ninja stars? Only the members of the team with the most stars will proudly be able to call themselves samurai at the end of the day.

15 - 500 

Max 4 hours 

Free choice 

Asian Arts





The Vikings

Goal

Make a real drakkar! Build a lightning-fast boat in which the whole team fits so you can finish a course as quickly as possible.

Game play

The teams are given about three hours in which to build, decorate and have their own drakkar (a Viking ship) ready to sail. With a step-by-step construction plan and a few basic materials, they build the skeleton, the hull and oars for the ship. Hoisting, painting and waterproofing are all part of the challenge. Don't forget to make your team recognisable and to proudly paint your team insignia on the sail.

We conclude with a rowing competition. The team that completes the course fastest is given the honour of being the best Vikings. Hägar would be proud!

20 - 200 

Min 2 - Max 4,5 hours 

Free choice 

Goal

The Highland Games are traditional folk games that originated in the Scottish Highlands. We look for the strongest team on the day!

Game play

After a warm reception, we split you up into 'clans'. The chieftain (team captain) of each clan will be dressed in typical Scottish clothing. The clans compete against each other in a series of different challenges. And it's not just strength that matters: style and elegance also play a role. Who is the best at the tug of war? Who is the whisky-tasting master?

After the clans have competed against each other in all the different challenges, it's time to declare the winner of the Highland Games. Only one clan can claim the title.

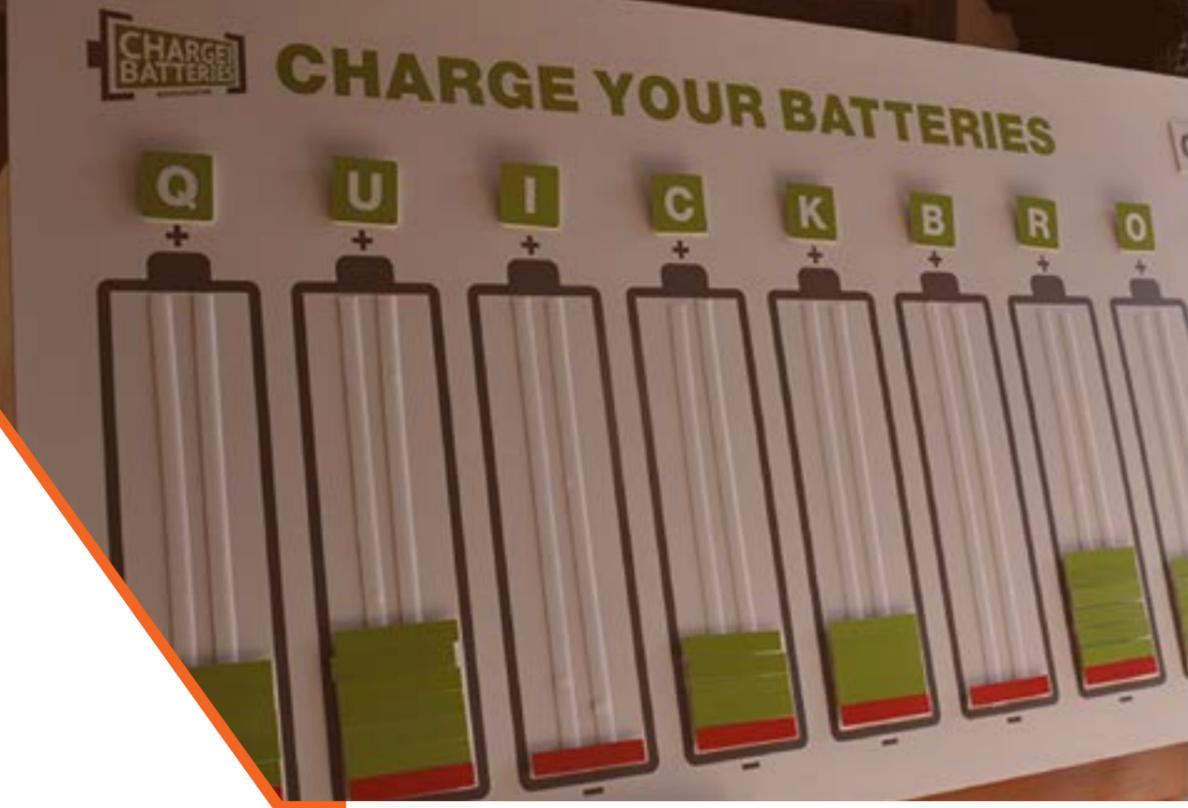
10 - 500 

Max 4 hours 

Free choice 

Highland Games





Charge Your Batteries

Goal

Tight deadlines. Working hard. And giving your all! Does this sound familiar? Then it's high time to charge your batteries.

Game play

Every team is given a flat battery to charge. The team that has accumulated the most energy at the end of the day wins the challenge. You compete with one or more teams for every assignment. In the meantime, you learn which products contain energising nutrients. And you complete sportive activities. Even concentrating hard increases your energy level ...

Did your team accumulate the most energy? Only then do you win the challenge. But regardless of the outcome, you'll feel rejuvenated and re-energised as you head home!

15 - 500 

2 - 4 hours 

Free choice 

Goal

Work with your team to gather the most plots of land and become the owner of the largest single expanse of land!

Game play

The participants are divided into teams. The teams compete against each other, playing for a plot of land. Whoever wins a test or event, receives the deed to the land and a reward in ducats (currency for the game). The team with the largest single area of land wins. In other words? Teams attempt to win challenges. But also, and above all, to trade and negotiate intelligently. The up-to-the-moment score can be followed on a map showing all the properties.

The notary guides the entire process and holds public sales of the last few plots of land. Saving ducats is important: these last plots of land will prove crucial in the final stages.

15 - 1000 

Between 2 - 4 hours 

Free choice 

The Heritage





MORE INFO SOON

Rally

- 15 - 500 
- 2 hours 
- Free choice 



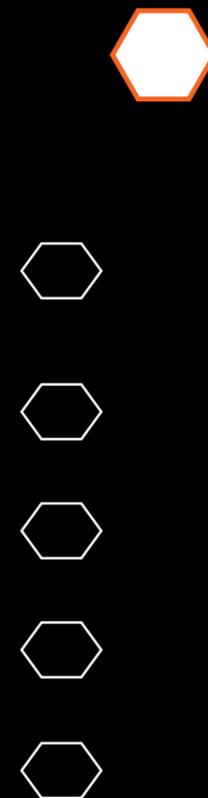
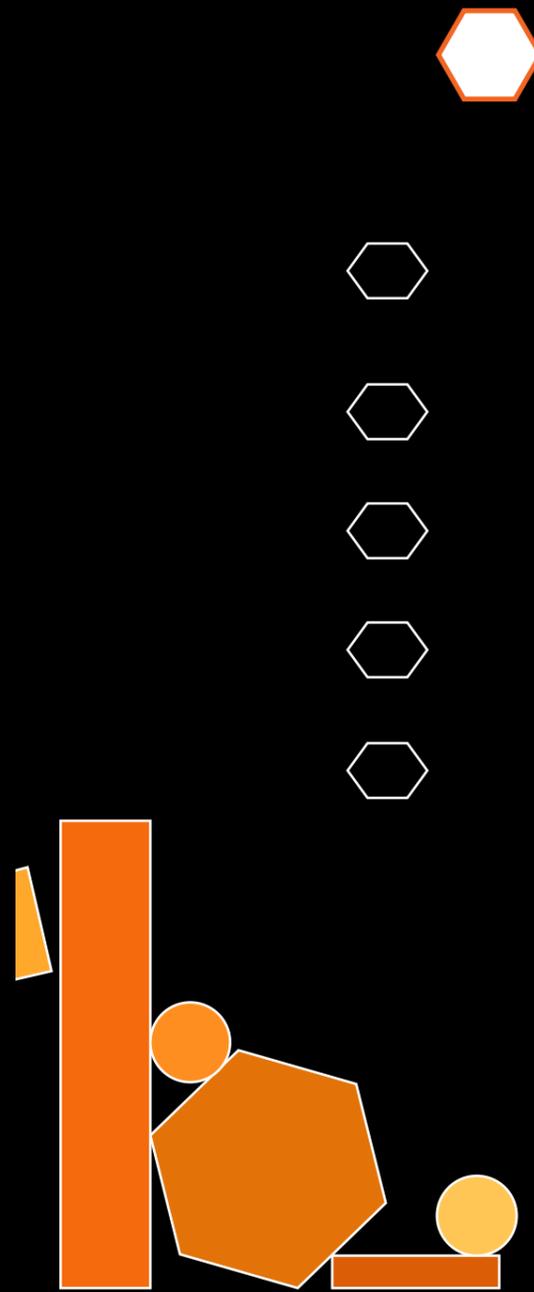
Escape The Tower

MORE INFO SOON

- 10 - 100 
- Between 2 - 4 hours 
- Mechelen 

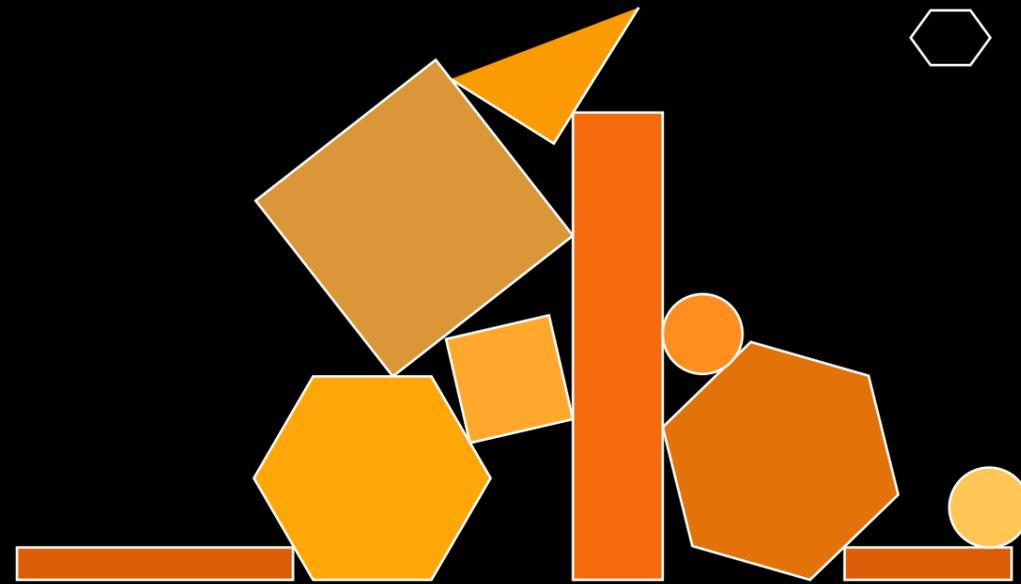


Indoor



 Entertaining dinner







Integrity

Goal

Complete all challenges before the deadline and get scored on your honesty. Be the team with the most integrity.

Game play

Each team receives multiple challenges. The scores will not be awarded by a neutral facilitator, but by a referee appointed by an other team. Once time is up, that referee scores the team according to seven performance criteria. After that, the referee is judged by the team on his integrity and how honestly he scored the team. Each team also holds five 'Integrity Stones' to award to the referees at their integrity. At each challenge, communication, leadership, and teamwork are all tested to the max. Unlike ordinary problem-solving exercises, Integrity breaks new ground by introducing a revolutionary new game dynamic. Both the team, and their 'referee' are scored on their performance!

Find the end code and open the cell. Communication is essential to free the locked-up man before it's too late!

10 - 500 

Max 2 hours 

Free choice 

Goal

Outbreak is a fun and experiential learning game that enhances team work and problem-solving skills in a fun and relaxed environment. Effective communication and active listening are essential ingredients to success.

Game play

Teams watch an intriguing video. They learn that a few months ago a synthetic virus that destroys people's ability to communicate and collaborate was discovered. The video unfolds a story of a team of international scientists who, while developing a vaccine against the virus, have tragically become infected. As a result, they are unable to cooperate and have encrypted, locked up and hidden their findings.

Teams are challenged to discover the vaccine and save the world! In this quest they must open the boxes, decrypt the codes and bring the proper DNA samples to the analyzer.

4- 300 

1.5 - 2 hours 

Free choice 

Outbreak





Beat The Box

Goal

Teams need to decipher the secret code before the timer stops.

Game play

Every team is given a locked aluminium trunk. A mysterious video takes the players on an adventure. With the information from the video, the teams should be able to open the trunk. Inside, there are four more locked boxes, full of puzzles and riddles to decipher. By working together and sharing information, the participants will be able to bring the game to a successful conclusion. Teamwork is essential.

In the last box, the participants will find some letters. By putting them in the right order, they will be able to form a slogan. They then need to use the slogan to stop the countdown clock.

Also possible with professional teamtraining!

- 10 - 500 
- Max 1.5 hours 
- Free choice 

Goal

QuickFire is a fast and energetic tablet game. Your mission is to complete as many challenges as possible within a specific amount of time

Game play

Every team is given an iPad and a box full of assignment materials. With the choice between intellectual, creative and physical assignments, every team chooses which assignments they want to complete. With three difficulty grades, you decide how much you'll bet and how many points you'll possibly win. Who dares to raise the bar high enough?

QuickFire is pure group dynamics: sometimes 100% teamwork, sometimes for the solitary thinker, the funniest actor or the most sportive player. QuickFire is all about fun, strategy and team building! Which team will score the most points?

Quickfire is also available with a football theme AND a Christmas theme!

- 10 - 1000 
- Max 3 hours 
- Free choice 

Quickfire





Infinite Loop

Goal

A man is locked in the virtual world. Free him and bring him back!

Game play

Virtual Reality is the future. 'The Odyssey' is a company that wants to make it accessible to everyone. But it isn't as innocent as it appears to be. Odyssey kidnaps users who are then locked up in the virtual world. You are divided into teams of 'White Hackers'. 'White Hackers' are responsible for safety in the virtual world. While one person with VR glasses enters the virtual world and describes what they see, the others are given a manual with clues, tips and puzzles. Based on descriptions, they need to search for the solution.

Find the end code and open the cell. Communication is essential to free the locked-up man before it's too late!

4 - 300

Between 1.5 - 3 hours

Free choice

Imagine ...

It's some time at the end of the 1920s and the beginning of the 1930s. The Great Depression is in full swing, Prohibition is making its mark felt on American cities, Al Capone and other gangsters reign supreme, illegal gambling and drinking is at an all-time high and the Charleston is unstoppable. Decadent parties are everywhere. This is also the time when illegal boxing matches were raising a furore. The beau monde gathered in unknown places around the boxing ring to gamble. This forms the background and the theme of your event. Upon arriving at the event location, two 'bookmakers' hand your guests a pack of dollar bills.

In the background, if desired, there's a Dixieland band decked out in appropriate clothing and playing music from the 1930s. The reception begins. After the meal, the guests are invited to their tables. In the centre of the tables is a real boxing ring. Before dinner is served, thunderous music sounds, the boxing ring is brightly lit and a commentator steps into the ring. With plenty of bravura, he explains to the guests that there is a genuine boxing match taking place that evening.

During the dinner, the bookmakers make their way from table to table to close bets, encouraging the guests to bet on 'their' boxer. At the end of the dinner, when all bets have been placed, the commentator once more appears.

This time, he announces the referee, invites the boxers into the ring and asks for the official weighing. And last but not least, the breathtaking, scantily clad 'ring girls' are presented. It's then time for the long-awaited fight of the night.

The Fight



10 - 1000

Max 3 hours

Free choice



Cooking Workshop

MORE TO COME SOON

5 - 50 

Max 3 hours 

Free choice 

Goal

The goal is simple: earn money and use it to build a monopoly. Make your team the wealthiest.

Game play

The participants are divided into teams. With a starting capital of one billion euro, they immediately set out to conquer. They loan and invest money with the bank, trade in buildings and buy grounds to build casinos and luxury hotels. Share the tasks: who manages the capital and the income from rental? Who takes care of other income sources? As well as trading in money and real estate, there are also less 'legal ways to earn money: Wheel of Fortune, Blackjack, etc.

The clock ticks down mercilessly. And when time is up, the team with the most capital and property is the winner.

25 - 250 

Min 2 -Max 3 hours 

Free choice 

Gambliso





Cocktail workshop

Goal
 Have a wonderful and relaxing time while mixing and experiencing different cocktails. During this teambuilding you learn the methods and techniques to create a tasteful cocktail.

Game play
 After receiving some basic information about cocktails and the techniques, you start working on your own cocktail.

After the teambuilding you can evaluate your own and your colleagues cocktails to see who is the real bartender in the group.

5 - 100 
 Max 3 hours 
 Free choice 

Whisky Wisdom - Tickle your senses during this tasteful activity.

Discover all there is to know about whisky aromas and try to differentiate between the various scents. Not as simple as it sounds! Whichever team can not only name all the aromas, but also taste them in the whisky itself? Armed with scent sticks, the teams try to name 12 different aromas. Afterwards, there is time to try four different whiskies and recognise their composition. The winner is the team that can not only unmask the four whiskies, but that can also give us a brand name.

Team Tonic - Become a true gourmet

We go deeper into the taste of gins and tonics. Smell recognised gin aromas and guess the solution. After a short introduction, the various teams receive an aroma box and certain guidelines. The game moves forward on the basis that a true sommelier knows everything and compositions. The first assignment is to guess which aromas are in a G&T and identify them with the correct card. The team needs to make a unanimous decision. For the experts, we go a step further: can you guess the gin from the different aromas?

The collective hard work is rewarded with a delicious Gin & Tonic.

15 - 200 
 Max 1.5 hours 
 Free choice 

Apero





Building Bridges

Goal

An exciting building project where teams need to work together to design and build an impressive, connected and continuous bridge.

Game play

In this ambitious challenge, the teams each build a certain part of the bridge. They do this in line with the specific instructions and requirements of the client. At the same time, they give an assignment to the team next to them. Everyone needs to strictly keep to the plans and overcome all communication barriers.

All the different parts need to form a single, stable and properly connected bridge. It must be strong enough for a remote-controlled car to cross over it.

20 - 500 

Max 2.5 hours 

Free choice 

Also possible with professional teamtraining!

Goal

Toy Factory is a team-building activity where you assemble, decorate and personalise toys that will then be donated to charity.

Game play

Each team is given a box with all necessary materials. They are challenged to combine components and produce a range of high-quality children's toys. Participants are guided through the process with clear assembly instructions. Participants need to identify the components, set up a work process and a production line. High quality is vitally important, but participants must also work against a deadline. Collaboration is crucial!

If participants are satisfied their toy is complete, they can call the jury for a quality check.

10 - 250 

2 - 3 hours 

Free choice 

Toy Factory





Goal

Design your own pyramid.

Game play

The teams receive a briefing on how to make small pyramids in a competitive, race-against-the-clock challenge. After the initial commotion, they will quickly realise that teamwork allows them to build an impressive structure. Each team starts with its own small, self-assembled design and gradually works towards a complex Rubik's Cube concept. Finally, each of the team's pyramids are joined together to create one gigantic pyramid. The 'grand finale' reveals a core message, and the participants come to fully understand the power of team focus.

The final pyramid reveals a picture or a brand message of your choice.

20 - 1000

Max 3 hours

Free choice

Chain Reaction

Goal

Create a chain reaction with the most ridiculous objects.

Game play

Equipped with a game board and a set of game cards, the participants work in teams, but share information and resources with other teams. They need to develop a strategy to make a creative series of machines. When the participants move further into the planning and building phase, they become more aware of what they can achieve as a group, resulting in a feeling of closeness and of having achieved a communal goal. Communication between the teams is crucially important!

After the machines are constructed, tested and joined together, everyone waits for the start of the chain reaction ... You can actually feel the tension! Once the reaction successfully reaches its conclusion, there is a feeling of euphoria in achieving a communal goal.

20 - 500

2 hours

Free choice

Also possible with professional teamtraining!

40

41

Flat Out Pyramid





Building Blocks

Goal

Your assignment is to use LEGO blocks to build a specific construction within the allotted time. The four segments you build come together to form one entity: a giant totem pole.

Game play

The teams each work on building one of the four parts of the totem, each of which has an extra challenge attached. Afterwards, the teams rotate and brief the other teams on the assignment. As such, every team works on building every segment of the totem pole.

The segments are put together to form a spectacular totem pole, two to four metres tall. Afterwards, there is sufficient time to admire your combined efforts and take selfies.

15 - 300 

Max 1.5 hour 

Free choice 

Also possible with professional teamtraining!

Goal

Design and build a challenging mini golf course, and organise a fun and competitive tournament.

Game play

Teams build a crazy mini golf course using non-perishable food items (such as canned foods) and mini golf props. The participants are assigned different tasks, which they need to complete quickly and efficiently. The activity requires effective communication and teamwork. Each course has to be fun, challenging and distinct. Hit a hole in one!

The teams are responsible for designing and building their own putter, which they'll use in the last tournament, who will bring home victory? Once the teams have played all the holes, the food items are donated to a charity of your choice.

18 - ... 

Max 2.5 hours 

Free choice 

Hole In 1





Domino Effect

Goal
 This teambuilding exercise requires precise teamwork to build the right connections and create an epic chain reaction—from the first to the last tile of your dominoes masterpiece. Line them up well and watch them all fall down!

Game play
 Each team creates a dominoes masterpiece, relying on creativity and a steady hand. Before the main event, teams compete to win items that will be incorporated into their masterpiece: from light bulbs and books to balls. Next, the teams receive their dominoes and the items they've won, then use them to build a masterpiece. Every item counts!

Excellent teamwork and stable connections between the domino tiles are vital for success. To achieve the desired domino effect, the team's tiles must create a chain reaction—the first tile will tip over the second, then the third, and so on. When they all fall down, everyone is a winner!

6- 150 
 30 min - Max 1 hour 
 Free choice 

Goal
 Every team is given a box filled with an assortment of miniature car parts. In the box, there are various dismantled cars, each with its own design. What team can put the cars back together most quickly and efficiently?

Game play
 Optimising the flow of your assembly line is crucial. The teams are challenged to play various rounds and to improve their assembly time. Quality is everything: the final model must meet the expectations of the client. The speed of construction is rewarded, but any minor errors will see the team drop down the leader board!

The team that records the fastest team time wins the competition. The scoreboard shows all the times.

10 - 150 
 Max 1.5 hours 
 Free choice 

Need 4 Speed





Puppet Masters

Goal

Work with your team to build a gigantic marionette. The ultimate communication test in which teams move the giant marionette to copy – seemingly – simple human movements..

Game play

Every team is given a construction packet and an instruction booklet. After thoughtfully dividing the tasks, everyone starts work. Measuring, drawing, cutting, checking and putting the marionette together. After the building process, it's time to give the puppet the right clothes and decoration.

When the marionette is finished, it's time for the difficult task of making it move like a real person. The whole team is needed to direct the marionette. Communication and practice are central..

15 - 500 

Max 3 hours 

Free choice 

Goal

Bring your participants together and transform them into a symphonic orchestra in just two hours. We challenge your team to push their boundaries and play Carmina Burana together. Orchestrate brings your team to unprecedented performances.

Game play

Participants sit unsuspectingly in the room when a small orchestra enters. After playing a short piece, the conductor tells the participants that today, they will play the instruments themselves. Divided into groups for workshops and under the guidance of professional musicians, everyone practises their parts.

Everyone comes back to the large hall to play Carmina Burana together. Under the guidance of a conductor, the teams perform the whole piece. A grandiose finale that is guaranteed to give you goosebumps.

10 - 250 

Max 3 hours 

Free choice 

Orchestrate





Making The News

Goal

In teams, you write up front-page news: tell the real story of your conference.

Game play

Every team is led by a captain: the chief editor of the team's newspaper. Just like at a real newspaper, the teams go in search of big stories. The subject: the day's meeting. The tasks are divided: the reporters do interviews, the photographers try to take award-winning photos, and so forth. Don't forget to decide on a powerful layout for your front page!

By integrating Making the News into a meeting, you emphasise the key subjects of the day. The teams publish an article with their own interesting vision on the subject. This is then printed to scale and shown to everyone. A nice little memento to hang up in the office!

- 15 - 200 
- 2.5 hours 
- Free choice 

Painting Sport - Create a masterpiece based on the input of every team member. We follow a well-thought-out communication strategy: the first two steps are individual and the last two steps are based on teamwork. The subject: a self-chosen theme. Everyone sketches their ideas on the subject and, with guidance, synthesises these sketches into one single piece. A first layer of paint takes away the fear of the blank canvas. The real work then follows: painting a beautiful painting that is a synthesis of everyone's ideas.

Mosaic - A surprising new brainstorming method that delivers original results. The participants are divided into teams of five. By using a well-defined communication strategy, the participants brainstorm about an agreed-upon theme. As soon as the design sketches are made, the team receives instructions about how to complete the piece artistically: choosing colours, breaking tiles, composition, perspective, etc. Every team member is given a specific task.

Masterpiece - Creative collaboration is the best glue for a close team. Starting with an existing artwork or design of your choosing, we distribute canvases to the different teams.

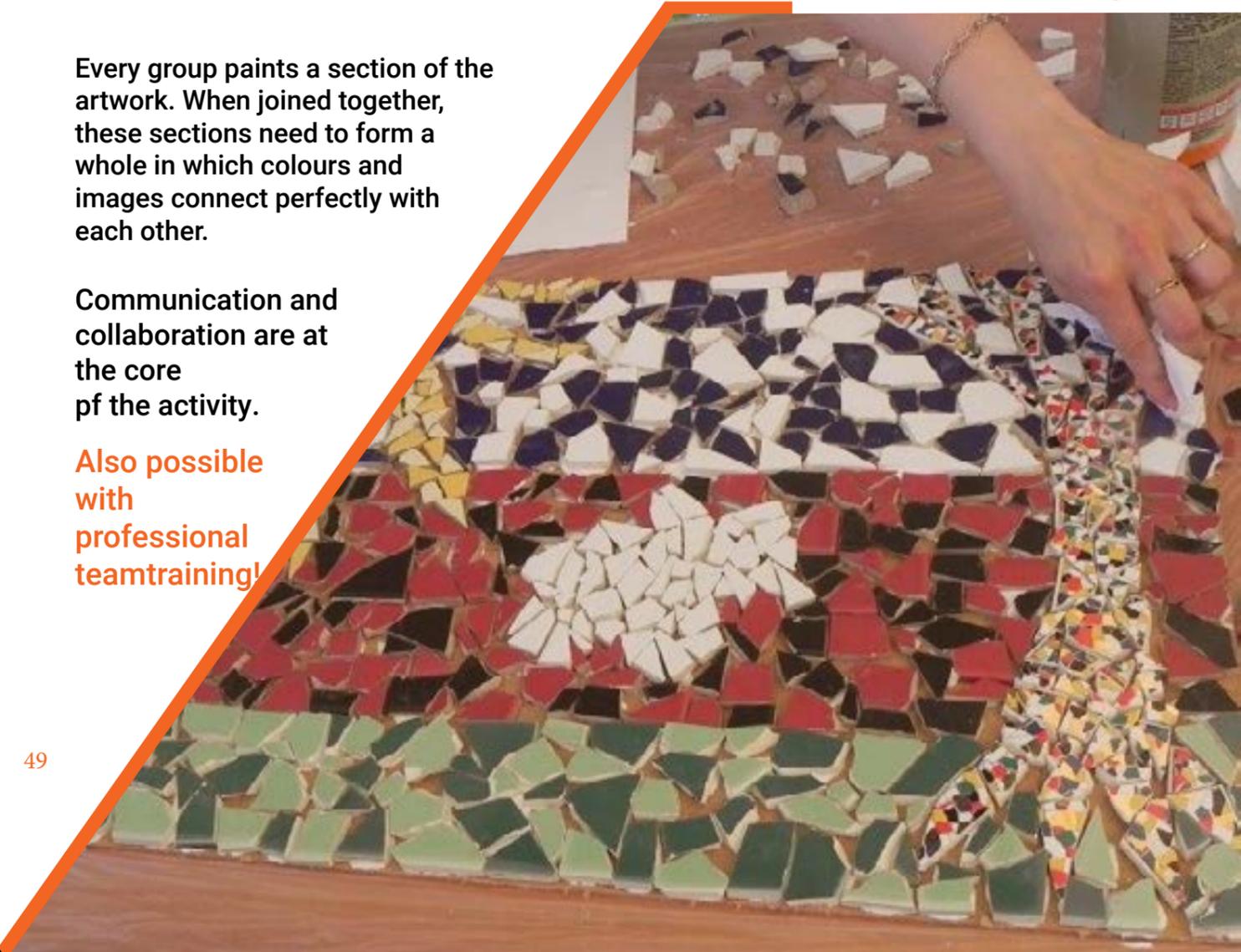
- 15 - 250 
- 2.5 hours 
- Free choice 

Art Teambuilding

Every group paints a section of the artwork. When joined together, these sections need to form a whole in which colours and images connect perfectly with each other.

Communication and collaboration are at the core of the activity.

Also possible with professional teamtraining!





Essence Of Excellence

Goal

With your team, you make your own individual scent and create a perfume with a related marketing strategy, perfect for your target group.

Game play

A perfume needs to evoke feelings and emotions. Teams will need to think carefully and work efficiently. Every team is assigned a target group. After the basic techniques of perfumery have been taught, the teams will need to mix the basic, mid and top 'notes' to create a ready-to-wear scent. And to accompany it, the teams need to invent a suitable marketing campaign. Will they succeed in finding a convincing product and creating a powerful way to promote it?

The teams present their exclusive scents, which are then compared with each other. Which scent is best suited to the target group? Which team will win the prize for the best perfume?

- 10 - 1000 
- Max 2.5 hours 
- Free choice 

Goal

Create your own film trailer based on a self-chosen theme or subject.

Game play

If you could direct a film, what would the trailer look like? BlockBusters challenges the participants to translate their company message into a dynamic and clear trailer. Brainstorm the scenario with your team. You'll then go to work with the help of an iPad. The challenge is to make a trailer that reflects your chosen subject.

Not only films receive Oscars: there are awards for film trailers too. Which trailer depicted the theme best? Which is the funniest? Just like at a real awards show, we honour the best trailers!

20 - 500 

2.5 hours 

Free choice 

Blockbusters





Crescendo

Goal

Learn to play violin or viola in one hour and a half? It sounds impossible. In Crescendo, our professional musicians take you on a musical adventure. No previous musical experience is required and your team will still achieve a beautiful result.

Game play

Half of the group learns to play violin while the other half take on the viola. Thanks to clear coaching and with simple techniques, they learn to play these classical instruments together in a single room. An ideal break during your meeting or conference. Or perhaps as a dinner activity ...

After about an hour of practising, the participants are ready for the grand finale. The group flawlessly plays 'Pour un Flirt' by Michel Delpech as well as a spectacular rendition of Abba's 'Super Trouper'.

15 - 500 
1.5 hour 
Free choice 

52

53

...



MORE INFO SOON

More Than Art

5 - 100 

Max 3 hours 

Free choice - Turnhout 



Global Innovation Game

Goal

Come up with great, new and innovative ideas in a creative environment. Pitch it to the group and invest!

Game play

The Global Innovation Game is designed from the need to step away from the busy day-to-day technological world. The concept goes back to basics: let everyone speak openly, innovate and create new ideas without online influence, webtools or PowerPoint presentations full of flashing images.

The teams invest with our banker in the idea that appeals to them the most. They need to convince as many investors as possible. The top three teams are the ones that have brought in the most money.

10 - 500 

45 min - Max 2 hours 

Free choice 