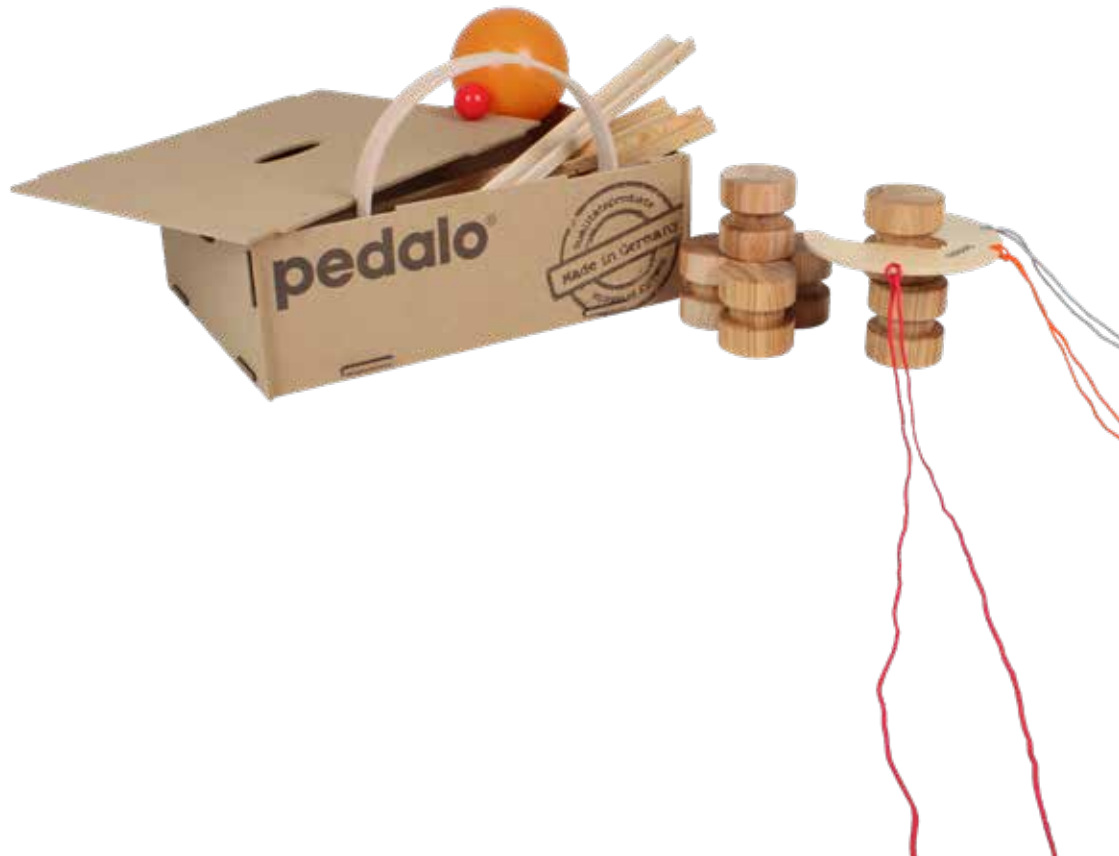


- ✓ To promote team spirit and social skills
- ✓ For children and adults
- ✓ For 4-16 players



Specification:

- 8 different colored ropes of 4 m each
- 1 gripper
- 4 rollers
- 2 rollers with recess to hold the balls
- 4 splints
- 1 ring
- 1 ball ø approx. 20 cm
- 1 Ball ø approx. 6 cm
- 1 instruction booklet
- Packed in a wooden box LxWxH: 59.5x44x23 cm
- 7.5 kg



No one can do it on his own, only with teamwork the various play and concentration tasks can be solved.

Building a pipeline, stacking and forwarding rollers, transporting balls, forming and dissolving knots, weaving and so on.

Different demands for children, adults, teams and companies. The participants learn effective communication, cooperation, active listening, to balance and to take responsibility. Between

4 and 16 participants can play.

The Pedalo-Team-Game-Box is not only suited for schools, movement or sports lessons, for remedial courses and stays in school country homes, respectively school trips, it is also very popular for leisure events of any kind.

Using the Team-Game-Box in the adult education, in leadership and management courses, proves to be consistently effective and successful.

The extensive play instructions and the motivating equipment allow a huge variety of application possibilities and leave room for own creative ideas.

Number of players:
2 – 16

This game is excellently suited for competitions. With a stopwatch the fastest team can be determined.

Material:
2 rollers with recess to hold the balls, 1 ball depending on wishes, all splints and depending on variant all ropes

Game manual:
The two rollers (one of them with applied ball) are placed with a few meters distance to each other on the floor. How do the ball reach the other roller without changing the position of the rollers and without touching the ball with the hands?

Game variation:

- The players are allowed to hold the splints...
 - in both hands
 - only with one hand
 - only in pairs with one finger each
 - only when sitting by resting the splints on the upper legs
 - only by using the ropes (to this 2 ropes for each splint are put in the notches and are hold from 2 or optionally 4 players. Depending on whether the rope is held in long or short distance, the degree of difficulty is affected)
- Routing...
 - over hurdles like chairs or tables
 - through doors or in a circle
- Transport of the ball ...
 - the ball is forwarded in the splints. The players form a continuous chain to forward the ball to the goal. Only if the ball is given to the next teammate, the player may enqueue in the front row again



Number of players:
2 – 16

This game is excellently suited for competitions. With a stopwatch the fastest team can be determined.

Material:
Gripper with ropes attached (half length = 2 players each rope), ball, 2 rollers with recess to hold the ball

Game manual:
The two rollers (one of them with applied ball) are placed within few meters distance to each other on the floor. How does the ball reach the other roller without changing the position of the rollers and without touching the ball and the rollers with the hands?

Game variation:

- The players are allowed to hold the ropes...
 - with both hands
 - only with the right/left hand
- Rope length
 - half length of the rope for 2 players each rope
 - whole length of the rope for 1 player each rope
- Routing...
 - over hurdles like chairs or tables
 - through doors
- Transport of the ball ...
 - in the air
 - on the floor (roll the ball by using the gripper on the floor – e. g. slalom or through an obstacle course)
- With closed eyes. There is only one teammate with opened eyes who guides the other blind teammates through voice instructions.



Leaning Tower of Pisa

Number of players:
2 – 16

Material:
Gripper (= rope crane) with ropes attached (half length = 2 players each rope), ball (= roof dome), all rollers (= columns)

This game is excellently suited for competitions. With a stop-watch the fastest team can be determined.



Game manual:
The 'Leaning Tower of Pisa' has collapsed. Coincidentally all columns fell by chance in such way that they now stand scattered around, fortunately including the column on which the roof dome is fastened in the end. Immediately there are many volunteers meeting around the tower to rebuild it but they are faced to some problem. If the columns are touched with hands they will turn to dust. Furthermore, the columns are too heavy to be stacked by any one person alone.
So only if the busy assistants find out how to steer the rope crane, they will succeed to rebuild the tower column by column. The rope crane does not like that assistants coming too close to him, he permits steering only by using the long ropes. With the roof dome on top, the 'Leaning Tower of Pisa' is finally rebuilt – how long – that depends on the players' architectural capabilities.

Game variation:
There is only one assistant who is able to see.

Game manual:
Roll the ring over a prescribed route (optionally slalom). The ring is steered through ropes which are held by the players oppositely. The ring must always be in contact with the ground and may not tip over completely. If it has been tipped over - what cannot always be avoided – the team has to start again from the original position.

Game variation:

1. Routing ...
 - slalom through the wooden rollers
 - over obstacles, then continue rolling
 - roll over obstacles (e. g. over the wooden splints)

2. Transport
 - the ropes are not led through the wooden ring, they only can be used to push the wooden ring from its outside.

3. With closed eyes. There is only one teammate with opened eyes who guides the other blind teammates through voice instructions.

Material:
Wooden ring, 1 rope for each 2 players. For slalom add the rollers

Number of players:
4 – 16

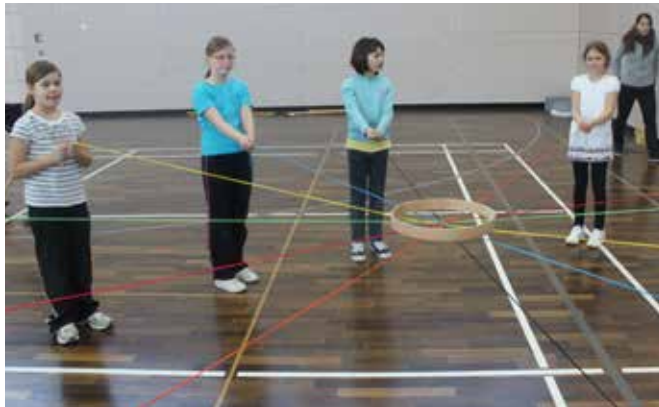
This game is excellently suited for competitions. With a stop-watch the fastest team can be determined.



Ropeway

Number of players:
4 – 16

Material:
Ring (= ropeway), 1 rope for each 2 players



Game manual:
The ropeway runs:
In this game the ropeway is put on at least 2 horizontal tensioned ropes (= 4 players at least). Through skillful acting the ropeway has to be transported towards one of the players, it must not fall down or touch the ground.

'Repair of the ropeway' (change of carrier ropes):
A safety investigation has shown that the present carriers are defective. They have to be replaced without touching the ropeway. For this at least 4 assemblers come to help the current players and take over the ropeway with their ropes.

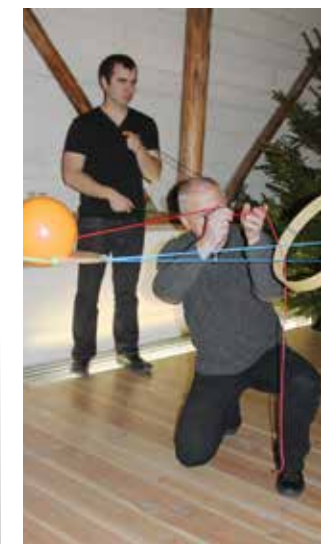
Game variation:

1. The players are allowed to hold the ropes...
 - with both hands
 - only with the right/left hand
2. With closed eyes. There is only one teammate with opened eyes who guides the other blind teammates through voice instructions.

Game manual:
With the help of two knotted ropes, 2 or 4 players hold the tube vertically in the room and define two separate areas. All remaining players have to transport the rollers and balls from one side of the room to the other by using the gripper with attached ropes. The whole equipment must be passed through the tube without touching it.

Material:
Wooden ring (= tube), gripper with up to 6 ropes attached, rollers and balls optionally

Number of players:
6 – 16



Game variation:

1. The players are allowed to hold the ropes only at the ends.
2. For higher degree of difficulty, the ring could be positioned free-standing on the floor or at a table. At a touch, the ring may tip over and the game will be lost.

Number of players:
2 – 16

Material:
2 ropes for marking, several treadstones: ring (= island), rollers + splints (= tree parts)



Game manual:
The group has been on the river for days. To reach the goal all team members must arrive at the other side of the river without getting wet (the river is marked by 2 ropes - lying parallel to each other - on the ground. Depending on the condition of the group, the distance may vary = different degree of difficulty). Only the scattered tree parts can help to cross the river. The first one who is brave enough to enter the river, places the tree parts cleverly that way so that his teammates are able to reach the next part safely. The teammates who are moving up, supply him with other tree parts. It is probably a good idea to place the saving island at an extremely difficult position as the whole island offers protection against the water. The last one collects all tree parts and passes them forwards. Will the team be able to manage the task and succeed in crossing the river without wet feet and by taking all of the tree parts to the other side of the river?

Game variation:

1. Group members are allowed to (are not allowed to) help and support each other.
2. Tree parts must be in constant contact with a group member.
3. One of the group members must cross the river with closed eyes.

Game manual:
Under a spider net, on a tower stacked from several columns, there is a precious treasure in form of a marvellous crystal ball which can do miracles. It would be a dream to get it. But the crystal ball is strictly guarded by a gigantic spider who rests on the treasure. Only if the rescuers succeed to lift the spider over the tower and the glass ball, the way to the treasure is free for them.

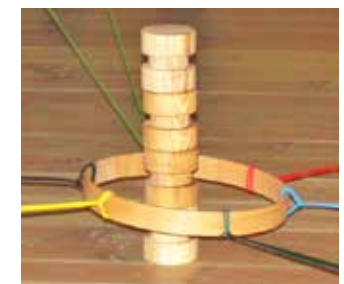
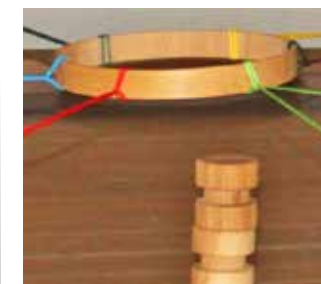
The spider may not touch the tower nor the glass ball. In order to avoid touching, the rescuers have to pull at the 'spider's legs' evenly and at the same time. Be careful as the spider is still sleeping.

Game variation:

There is only one courageous treasure hunter with opened eyes. The others are fearful and prefer to play with blind-folded eyes.

Material:
6 rollers (= columns), ring (= giant spider) with ropes attached (feet), big ball (= crystal ball)

Number of players:
2 – 16

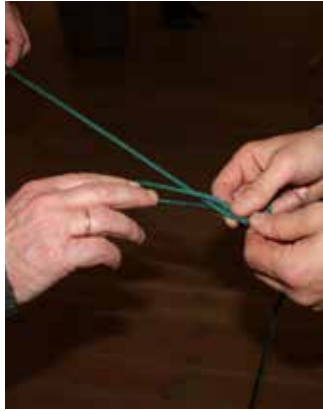


Number of players:
4 – 28

Material:
Ropes, knotted at the ends, according to the number of players. Maximum 4 players each rope (rope part/color)

Game manual:
As a starting point there is a sample created, for example a '8'. This rope remains lying on the ground as an example. Now the players have to copy this knot whereby they have to follow some rules. At first they tie the needed ropes according to numbers of players at the rope's ends (one rope per four players). Then the players hold the rope with one hand by standing regularly distributed (up to 4 players per rope).

Important: The rope must not be released during the gameplay. Now the players have to move in such a way that they reconstruct the knot and the knot ends up in the centre of the group. Whether the players are climbing over, under or even passing through, the rope remains in their hand without changing hands at any time. Will the group be able to master this task?



Game manual:
The ring (with ropes attached) is held by the players with tensioned ropes in horizontal position. The ring is besieged by an invisible little man who needs to be out-played. To accomplish this, the ring has to be turned up-side-down once, without touching it with hands, because the little man is vicious. How should this work?

Material:
Ring with ropes attached according to number of players

Number of players:
4 – 16



Please note:

- At the beginning and at the end, no ropes may cross each other.
- No player may release his rope.
- The ring may not touch the ground.
- At the end of the game, all players have to stand in viewing direction to the ring.

Light barrier

Number of players:

8 – 16 'rope holders' (guardians)
+ X additional players (thieves)

Material:

Ropes (= light barriers), all items
of the box (= treasure box)

This game is excellently suited for competitions. The contacts with the rope are counted for each group, respectively for each two players. The winner is the team or player with the lowest number of contacts.



Game manual:

There are valuable treasures behind the light barrier, which the thieves want to bring in their possession. To arrive at the treasure box, the thieves have to cross the circle of the light barriers without touching them. If just one thief touches any light barrier, alarm is immediately triggered and there is no escape!

But the treasure guardians are attentive and make it anything but easy for the thieves. They stretch the light barriers opposite to each other in various heights criss-cross through the space, so that only 'master thieves' will find access to the treasure and succeed in arriving the treasure box – when at all.

Game variation:

1. Each thief steals a treasure.
2. The thieves form a chain to pass on the treasures.

Hurdle race

Number of players:

8 – 16 'rope holders'
+ X additional players

Game manual:

The rope holders form two opposite lines. Each two opposing players stretch one rope whereby they press the rope against a previously agreed point of their body, in order to hold the rope as still as possible. During the course of the game the distance between the ropes as well as the height of them, is increased after each round.

In doing so:

Flat rope and wide distance
= easy

High rope and narrow distance
= difficult

Begin with easy level. The players who do not hold a rope, now try to step over the ropes without touching them. Afterwards the players change their position with those of the rope holders until it was everybody's turn.

Material:

All ropes

Game variation:

1. If a player has touched a rope while crossing it, he becomes a 'rope holder' and stays such during the remaining game-time, until there is finally only one player without mistakes – the winner!

2. If a player has touched a rope while crossing it, it will be marked as mistake. All mistakes are added up through several rounds. At the end of the game the number of mistakes is compared.

This game may also be played in two groups for competition character. Which group has less mistakes? In case of a tie, the speed determines the winner.

