

“The group had a great time. I appreciate all of your hard work. I look forward to working with you in the future. Thanks again!

C.L. – SG CORPORATE & INVESTMENT BANKING

CLUE: LIVE!

Teaming up to Solve a Mystery.

Benefits & Results:

- Boosts morale & celebrates teamwork
- Fosters cooperation
- Builds communication skills
- Rewards problem-solving
- Supports time management skills
- Improves strategic thinking

A Unique Team Building Adventure!

The Game:

The mysterious Mr. X has been murdered! You have a pretty good idea when – after all, the body’s still warm – but as a team of top detectives, you still have to piece together the rest of the puzzle. Who is the murderer? Precisely where did this horrible crime take place? What weapon did the killer choose?

Clue: Live! is a hilarious and intriguing live adaptation of the classic board game, Clue. Your teams will have a rollicking adventure as they traverse ten city blocks in search of all-important clues. They’ll discover and uncover clues in unlikely places — in newspapers, on answering machines, even in suspicious footprints!

All the while, six costumed CharActors roam the hunt area and provide your team with vital information but only in the form of one-line responses. It’s only by combining and comparing these cryptic statements that teams sleuth out the truth and identify the guilty party.



Each team will have to work together to succeed. They’ll also have to cooperate with competing teams to identify the murder weapon. When teams crack the coded message, follow instructions to a final destination and arrive there first, they can bask in the glory that comes with solving a tough case.

Clue: Live! can be tailored to fit your event and your human development objectives, company culture, location and other factors. As a team adventure, *Clue: Live!* infuses excitement, intrigue and laughter into a fun team building experience that teams will never forget!

Continued



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CLUE: LIVE! cont.

Ideal Usage:

- Retreats/conferences
- Sales meetings
- New project kickoffs

Training Module or De-Brief:

Clue: Live! makes a great teaching tool. We can incorporate company info, product info, corporate info, conference themes and other educational topics into the game, as appropriate. An optional debrief, led by a trained facilitator, highlights team strengths and underscores the benefits of working together.

Group Size:

3 to 6 people per team; Works well with 2 to 12 teams.

Program Length:

Approximately two hours, depending on the size of your group and your time requirements. Plan on an additional 30 minutes for the optional debrief.

Space Requirements:

An urban area spanning 10 city blocks.

