

THE GREAT DIVIDE

Volunteer Guide

Game Objective

Collect as many balloons as possible and return them to your team's base. When the whistle blows, your team must immediately stop, open the next envelope, and follow the new challenge.

Before the Game

Each team receives four sealed envelopes labeled:

- Envelope #1
- Envelope #2
- Envelope #3
- Envelope #4

Do **NOT** open the envelopes until instructed.

Start of Game

Leader says:

'Your mission is simple. Collect as many balloons as possible for your team. One balloon at a time. When you hear the whistle, FREEZE immediately!'

Start the timer.

Whistle #1

Leader: *'FREEZE! Team captains, open Envelope #1!'*

Example challenge cards:

Team A – Communication Breakdown: No talking until the next whistle.

Team B – Limited Ability: Everyone keeps one hand behind their back.

Team C – Slow Motion: No running.

Team D – Backward Thinking: Walk backward while carrying balloons.

Resume play.

Whistle #2

Leader: *'FREEZE! Open Envelope #2!'*

Each team keeps its first challenge and adds a second:

- Hop on one foot while carrying a balloon.
- Stay connected to a partner at the elbows.
- Every balloon must pass through one teammate before reaching the base.
- Walk heel-to-toe.

Whistle #3

Leader: *'FREEZE! Open Envelope #3!'*

Choose one challenge per team:

Defend Your Base

- One pool noodle per team.
- Knock balloons out of another team's base.
- Block paths.
- No hitting people.

OR

Role Reversal

- Half the team collects balloons.
- Half the team organizes balloons inside the base.

Final Whistle

Leader: *'FREEZE! Open your FINAL envelope!'*

Every envelope contains the same message:

Final Envelope – THE KINGDOM

The competition is over.

There are no more teams.

Your final mission is to work together.

Get every balloon into the center before time runs out.

Everyone wins only if everyone works together.

Volunteer Reminder

Do not explain why the challenges are changing.

Keep the energy high:

- Great job!
- Figure it out!
- Work together!
- You got this!

The message comes after the game.

Immersion Tip

Instead of plain envelopes, label them:

- MISSION UPDATE
- ALERT
- INCOMING TRANSMISSION
- NEW ORDERS

Or use colored envelopes with wax seals or a CONFIDENTIAL stamp to build anticipation each time the whistle blows.