

Quatermain's Mine is an enjoyable team building simulation that focuses on themes of leadership, planning and communications.

The situation is that teams have sufficient but not excessive resources for a 20-day journey to and from the lost Quatermain's Mine.

The challenge?
To work together and to spend as many days as possible at the mine, to "Mine as much Gold and as many Diamonds as we can!"

The design of the exercise is to generate opportunities for learning. There are many metaphors in the game that link elegantly to individual and organizational improvement initiatives.