

## **The Blame Game**

A king of a beautiful small kingdom recently discovered that his daughter, the princess, had fallen in love with the cabinet-makers son. As his plans had been to marry his daughter to the prince of a neighboring kingdom, he was distraught and befuddled as to how to handle this situation. He called in his group of advisors who suggested to him to take a hard stand against this matter and to issue an edict that the princess should remain within the palace grounds. The king forbade the princess from leaving the castle proper and instructed his knights to secure the entries and not allow the princess to leave under any circumstances.

As the princess was in her boudoir with her mother the queen, she was interrupted by the sounds of rocks hitting the wall outside her window. Peering out she beheld the love of her life who was motioning her to meet him outside in the forest. The queen, also being a woman in love, told her daughter to go to him secretly. Since there was a moat surrounding the castle and all the bridges would be guarded, she decided to swim across at a secluded spot. She readied herself and made her way down to the waters edge.

As luck would have it though, as she ascended the other side from the waters edge and was drying herself off, a knight happened by on his rounds and recognized her immediately. He approached and reminded the princess that he was under orders to keep her in the castle and strongly suggested that she return. Being head strong and in love, the princess refused and began to walk away. The knight reached out to stop the princess, but she reminded him that being royalty, the penalty for laying a hand on her would result in his death. The knight, fearing his own life and the wrath of the king did the only thing that he felt remained to him. He pulled out his sword and slay the princess.

The king was overwrought with grief and assembled his advisors and asked them to determine who was at fault, for surely, someone must be punished for this travesty.

### The Players

The King – laid forth the edict

The Queen – made no effort to persuade the king to rescind and suggested secret betrayal

The Knight – dealt the death blow, though under orders

The Cabinet-makers son – tempted the princess though he knew the edict

The Advisors – for suggesting the edict to the king

The Princess – breaking the law set down by her father, the king

Team Ranking Selections (most at fault to least at fault):

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

## **SURVIVAL**

### **A Simulation Game**

You and your companions have just survived the crash of the Reallybusy, Inc. company jet. You were on your way to Northern Canada to set up automation for an ice-cube manufacturing plant specializing in walrus shaped ice cubes which the Alaskan Eskimos are in dire need. Both the pilot and co-pilot were killed in the crash. It is mid-January, and the daily temperature is 25 below zero, while the night time temperature falls to 40 below zero. There is snow on the ground, and the countryside is wooded with several creeks crisscrossing the area. The nearest town is 20 miles away, maybe. You are all dressed in city clothes appropriate for a barn cleaning. Your group of survivors managed to salvage the following items:

- A ball of steel wool
- A small ax
- A loaded .45-caliber pistol
- Can of Crisco shortening
- Newspapers (one per person)
- Cigarette lighter (without fluid)
- Extra shirt and pants for each survivor
- 20 x 20 ft. piece of heavy-duty canvas
- A sectional air map made of plastic
- One quart of 100-proof whiskey
- A compass
- Family-size chocolate bars (one per person)

Your task as a group is to list the above 12 items in order of importance for your survival. List the uses for each. You **MUST** come to agreement as a group.

**Survival Group Ranking Sheet**

	Group	Expert	Difference
A ball of steel wool	_____	_____	_____
A small ax	_____	_____	_____
A loaded .45-caliber pistol	_____	_____	_____
Can of Crisco shortening	_____	_____	_____
Newspapers (one per person)	_____	_____	_____
Cigarette lighter (without fluid)	_____	_____	_____
Extra shirt and pants for each survivor	_____	_____	_____
20 x 20 ft. piece of heavy-duty canvas	_____	_____	_____
A sectional air map made of plastic	_____	_____	_____
One quart of 100-proof whiskey	_____	_____	_____
A compass	_____	_____	_____
Family-size chocolate bars (one per person)	_____	_____	_____
	Total Difference		_____

## **A FACTUAL STORY**

On a quiet day at the Reallybusy Manufacturing Plant, a phone call is received by Herald Bigboss from a frantic person at the Weneeditnow Corp. They must receive a new Hotseller within 2 days or the world will end as they know it. Being that there is a semi-completed one from which parts had been robbed to replace ones that they had smoked from previous delivered machines; your team has now been tasked to figure out how to get this machine together on-time with no budget.

The one missing piece, a sound activating and enhancing flabbermonitor is expensive and almost impossible to purchase. But low and behold, as one of your team members is sifting through inventory, the part is found mislabeled with the part number associated with a 3/8" Phillips head screw.

The flabbermonitor is brought into the assembly room with much pomp and circumstance, and the task of installing it begins. Suddenly, as the power up test is performed, a sickening hum accompanied by a really cool sparkler display envelops the room. "QUICK-PULL THE PLUG" someone yells, but to no avail. "CUT THE WIRES" another shouts. Red, green, red, green, O which one. SNAP, the red wire is cut. With a final gasp, the flabbermonitor becomes silent and hiccups a large puff of smoke. WHEW!

From within the cloud of final smoke, a green glow appears. Then with what sounded like a raspberry, PHHHT!, the smoke clears and a little man stands there coughing and sputtering. He appears to be dressed in what only could be described as a pixie outfit two sizes too small and he is holding what looks to be a small hanger bent to retrieve keys from a locked car.

"What's the matter, ya never seen a gremlin before" he scoffs. "Yeah, I'm from the local 404 and I just hate it when I get woke up when I'm working. You cut the red wire didn't you? OK, here's the deal, you get three wishes to change anything about this workplace you want. Yourself, your boss, your co-workers, your processes, your paperwork, anything you want. Here are the rules. You have 15 minutes to decide, and you all have to agree. Now get to work, I haven't got all day."

With that he takes a drink from a tiny flask, does a tidy little tap number, waves his bent wire wand, and disappears. Well, all except that little tutu thing he had on which has now fallen to the floor. Your group can only wonder about that. And so you begin.....