

Half or Full Day Enigma Team Challenge

Pick 6 activities for an half day and 12 for a full day



Code breaking: A challenge where agents decipher a series of cryptic clues to work out the correct sequence of wires to disconnect on an electronic 'bomb'. Tension builds as the agent's work against the digital clock and its relentless ticking.

Safe-cracker: Only the best secret agents can crack a safe open under pressure. Teams will need to work fast to find the combinations and gain the spy dollars inside for their reward.

Agents International: Teams test their knowledge by identifying the border outlines of nations, and flags and capitals from around the world.

Axe throwing: After a short period of instruction, each agent will test their throwing skill using specially made axes, always under expert supervision.



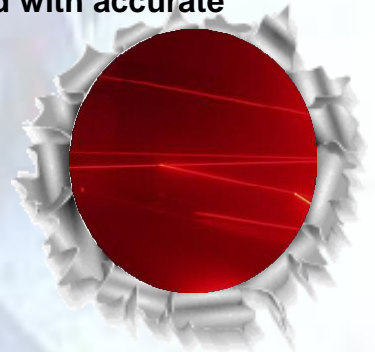
Sniper lane: Each agent shoots a lightweight sniper rifle with telescopic sight, requiring skill and patience to hit the target. Subject to venue approval and suitability.



Minefield breach: Teams have to successfully negotiate their blindfolded colleagues through a minefield, is there enough trust for your colleagues to do this successfully, and with accurate and clear communication?!

I.D. Parade: Teams test their recognition and memory skills naming a portfolio of movie stars from all the action movies.

The 39 Steps: Challenging memory test. Can you get the whole team across without running out of lives. No maps, no clues, everything is stored in your head.



Laser challenge: Can you avoid the laser alarm systems as you stealthily cross the room and collect the reward for your efforts? Can you then get away without breaking the beams as the clock ticks away? Subject to venue approval and suitability.



Mortar Attack!!! You have all the pieces, but this is no flat pack and no instructions. Can you build the mortar and fire the furthest to gain the biggest reward?

Radiation: Teams must work together to move unstable radioactive fuel rods into liquid nitrogen containers. Protective clothing and handling tongs will be provided and there will be strict time limits set for exposure to the radiation!



Dead Letter Box: A lateral thinking problem that creates lots of discussion and ideas, where teams use equipment to solve a sequential puzzle and retrieve a locked cash box left by a friendly agent.

Pistol Draw: Using the secret agents weapon of choice, the pistol, the team undergo training in how to properly hold the pistol for firing at targets. The next step is to improve the speed of the draw, ready to fire the weapon, culminating in a fastest draw competition to find the fastest draw in the group!



What, Where, When: An asset to any secret agent is the ability to recall events, their timing and location. A general knowledge challenge that will provoke discussion and much head scratching in their aim for reward for each correct answer.

Thunderball: The explosive charge must be transported as slowly and carefully as possible for a controlled explosion. More dollars are available for the extra twists and turns.

Other activities available:
Climbing Tower
Segways Experience

For more information please contact Nene Whitewater Centre on 01604 634040 or email info@nenewhitewatercentre.co.uk

