

Enigma Project

Your chance to be James Bond and save the world!



We have taken the best action and adventure from the world of secret agents, and designed a range of events and activities that allow anyone to experience it for themselves. We use the exciting world of International espionage and the work of Secret Agents as a theme for tailor-made events using the best activities, equipment and expertise in the spy world.

A series of 29 secret agent missions to choose from provide a very versatile format. The half day offers 7 choices and full day 15 from the range. These can be either indoor or outdoor and challenge the team to cryptic, observational, agility, physical, weapons dealings and current affairs. Each of the tasks allows members of the team to contribute to the overall objective of gaining those all important Spy Dollars.

Thus, the Enigma Project is great for a range of skills required in the workplace such as team building and strategic challenges. Each task lasts for around 15-20 minutes and then the teams move onto the next objective to ensure everybody is kept on their toes.

The full choice of missions are found on the following pages, with problem solving, some active tasks, and lots of unusual games to play that you have never tried before, the session is great for bringing people together.

This 'Spy Experience' is especially relevant to assist the team in improving; **communication, team spirit, diversity, support, efficiency, time management, flexibility, control and leadership.** This activity is also perfect for large groups.

Please contact the team at Experience More for further information and to secure a booking.

**Tel: 0870 444 2577 or
email: sales@experiencemore.co.uk**

Key Information

Locations:

Hemel Hempstead or any suitable venue UK wide

Dress:

Casual wear

What is included:

Activities chosen
Instruction
All equipment hire Safety equipment
Tea/coffee & pastries
Lunch (full day)
Trophy & prize giving
Public liability insurance

What is not included:

Venue hire

Duration:

Half Day (3 hours)
Full Day (7 hours)

Price Bracket:

£50-100 pp (Half day)
£100-£150 pp (Full day)

Excl. VAT at 17.5%

Cost dependent on group size, location and duration.

Supplement for certain activities.

Range of Activities – Select 7 for half day and 14 for full day



Dexterity type of activities

Demolitions: Teams must connect a series of explosive charges using colour coded detonating cables – a complex mission against the clock!

Car Chase (outdoor): Use your skills to drive the remote control Aston Martin Vanquish cars and avoid the enemy agents trying to run you off the road!

Radiation: Teams must work together to move unstable radioactive fuel rods into liquid nitrogen containers. There will be strict time limits for exposure to radiation!

Booby Trap (outdoor): In an outdoor area, teams must make their way along a route booby trapped by enemy agents. There will be a need for good observation and communication skills to avoid the tripwires and make it through safely.

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.

'Mojo' Challenge: From time to time, every secret agent needs to go undercover to maintain their effectiveness. In this challenge, each member in turn must recite songs that only they can hear, can your team identify the short passages that they hear? If they can, they will be rewarded and their 'Mojo' remains intact!

Casino Royale: Gamble the hard earned Spy Dollars on the roulette wheel, the teams will be given some chips to gamble with and the winnings are kept, but need to decide when to speculate to accumulate?

Current Affairs type of activities

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.

Obituary: Various famous people and celebrities, lives have expired, the question is when? Teams are rewarded for correctly identifying the year of death, another game to provoke discussion.

Weapons activities

Sniper lane (outdoor): Each agent shoots a lightweight sniper rifle with telescopic sight, requiring skill and patience to hit the target.

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

Target shooting (outdoor): Using automatic pistols and sub-machine guns, agents show mental agility and skill to shoot targets under close supervision.

***Rocket Launch (outdoor):** Teams must construct and launch a solid fuel rocket – This is an impressive challenge, with the rocket streaming a smoke trail up to 500ft into the sky

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!

Pulse Ranger Combat (outdoor): Teams battle it out using our Pulse Ranger Weapons system, the infrared weapons offer all the fun of paint-balling, but without the bruises!! Winning team takes the cash!!

Range of Activities – Select 7 for half day and 14 for full day



Physical type of activities

***Climbing wall (outdoor):** 2 qualified staff will instruct and supervise agents as they test their physical dexterity in climbing the mobile tower. Up to 4 climbers can attempt routes of varying difficulty at once. There maybe an additional cost to include this activity.

Minefield breach (outdoor): Teams have to successfully negotiate their blindfolded colleagues through a minefield, with the option of using UHF radios to communicate.

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?

Stage Fighting: Learn how to fight like the stunt-men and throw a punch or a kick without actually hitting anyone, then be rewarded for how realistic your fight sequence is. Next stop Hollywood!

Observation type of activities

Agents International: Teams test their knowledge by identifying the border outlines of 20 nations, and flags and symbols from around the world.

Agents in Disguise: Teams must get as many photos as possible from the list of disguises From gardener, cleaner, juggler, bank robber, and so on. With digital cameras and their imagination they'll have 15 minutes to go 'under-cover.'

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

Photo-fit: Having witnessed enemy agents caught on CCTV, teams must re-create their images using facial photo-fit techniques.

***Airborne surveillance (outdoor):** Spy from the sky in a sleek and fast jet-ranger helicopter with a capacity of 4 or 6. Your mission is to spot enemy agents and report back to HQ using UHF radios; this will add adrenaline to any event (additional cost).

Usual suspects: One of the agents has been murdered, as always we need to investigate the crimes against the organisation. It's the job of the team to establish the murderer and be rewarded accordingly. One thing for sure, this time, the butler did not do it !

Code Breaking activities

Brief Case: Agents attempt to crack the code for a brief case; open it and the money inside is theirs!

Safe-cracker: Only the best secret agents can crack a safe open under pressure. Teams will need to work fast to find the combination and get the key to the secure box for their reward.

Code breaking: A 15 minute challenge where agents decipher a series of cryptic clues to work out the correct sequence of wires to disconnect an electronic 'bomb'. Tension builds as the agents work against the digital clock and sound effects.