## **Full Steam Ahead**



Participants, in 5-6 person teams, explore the parks, pier, and cultural center of Serock, solving nine challenges along the way.

After following Captain's orders, deciphering a "message in a bottle", and learning more about Serock's history at the Chamber of Fishery Traditions, participants finish with sailors' shanties and a cool drink back at their hotel.

Participants will flex their mental muscles as they decode a wide variety of nautical-themed puzzles.

These can be calibrated to any level desired, ranging from a "tourist" version to complement a short trip around Serock (also suitable for children aged 13+), to an "advanced" version guaranteed to challenge the most ambitious analytical problemsolvers in the group. The materials will also be modified to include the client's logo, if desired.

In all cases, participants will need to work closely together as they decipher both standard (e.g., signal flags, crosswords) and original codes (e.g., finding hidden messages after folding an orgiami sculpture) – and where often the main challenge is deciding how to approach the probem in the first place.













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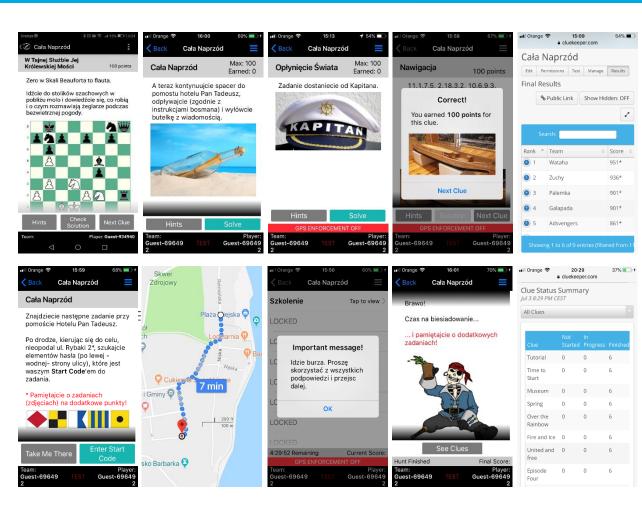
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The event is supported by a customized mobile application, CLUEKEEPER which replaces the traditional "paper-based" approach with GPSbased guidance to specific locations, clear and consistent hints, real time scoring and monitoring of teams' progress, a leaderboard visible to all participants, messages during the event, and more.

Anchors Aweigh!

- 2.5-4 hour event, in Polish or English
- 15-100 participants





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