

# THE CRYPTIC QUEST



*Held around the centre of Christchurch. This race for clues gets everyone involved and running around in the outdoors, and is a game that is both FUN and promotes the ideals of team building.*

Many years ago, the founding fathers of Christchurch gathered the wealth they brought with them from England and forged the city that we know today. What they had left over they hid somewhere within the four avenues. They laid a path of clues that only the sharpest adventurers could follow. This is where your team comes in!



Each team follows their own cryptic map to follow a trail of clues around the city. At certain locations, the clues can only be obtained by performing an activity or looking for a mysterious character. Once all of the clues have been recorded, the code must be deciphered to reveal a password to win the treasure.

This event can incorporate the use of Christchurch activities, such as the Trams to move between certain locations, and punting on the Avon to discover important clues. Please contact us if you would like to include these additions and we will work out a cost for you.

The Cryptic Quest will encourage:



- **Team work**
- **Competition**
- **Problem solving**
- **Thinking**
- **Time Management Skills**
- **FUN!**



... and is a great way to reward a team. We can debrief the event to discuss comments made by individuals and how teams behaved to maximise the learning. The event can be tailored to fit in with a "secret" final location that could be a restaurant for a meal. This is an opportunity for teams to enjoy a rewarding meal together and discuss the race for the founding father's treasure.

*"Thanks to the whole ROCK & ICE team, our company day out was a great success! We had a great day full of fun and everyone enjoyed all the challenges. We shall now make it an annual event."*

**Nicki Sharpe, General Manager, NZ Homebonds**

LOCATION	SEASON	DURATION	Min/Max
Christchurch	All Year	3 – 5 Hours	10 to 300