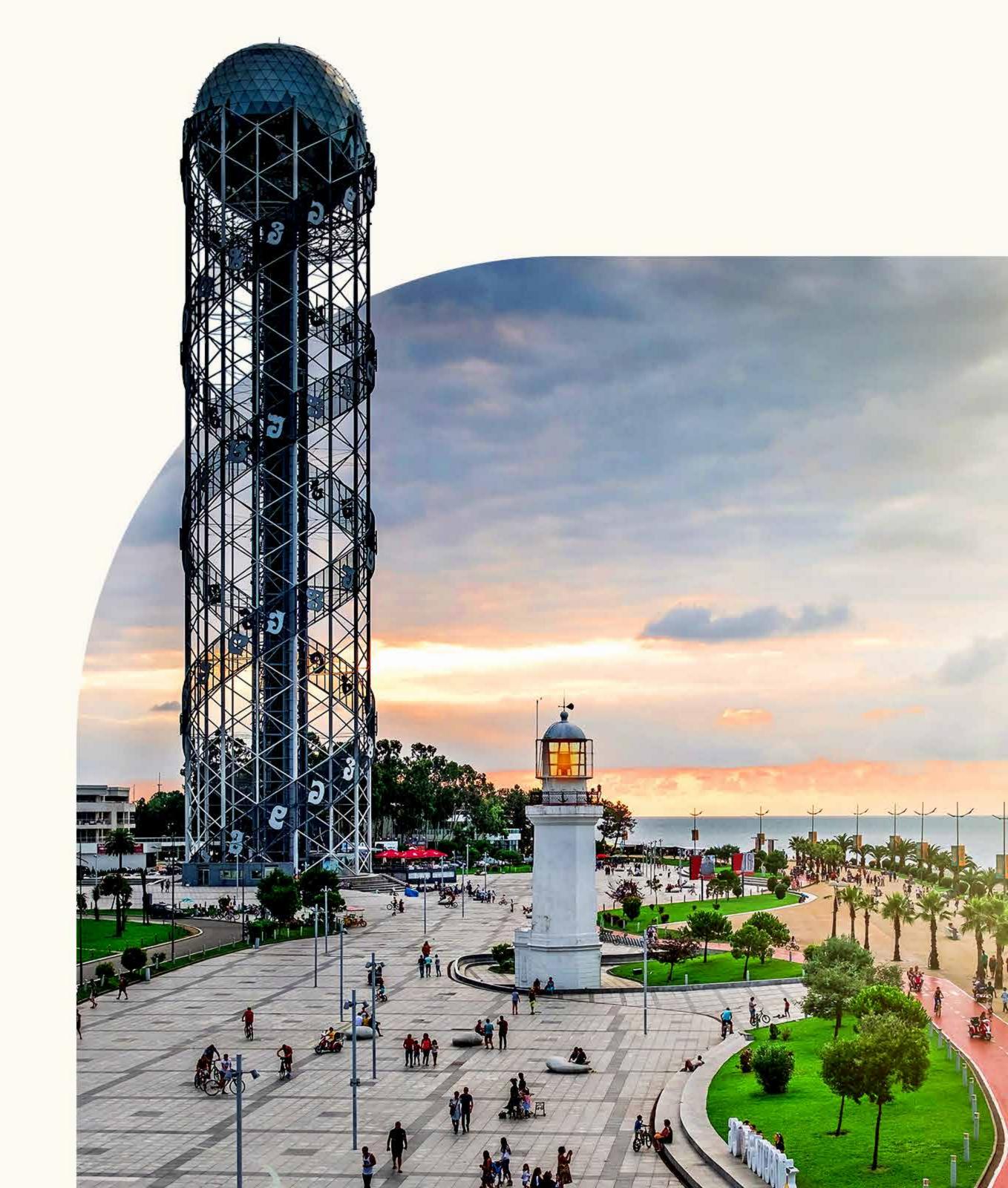
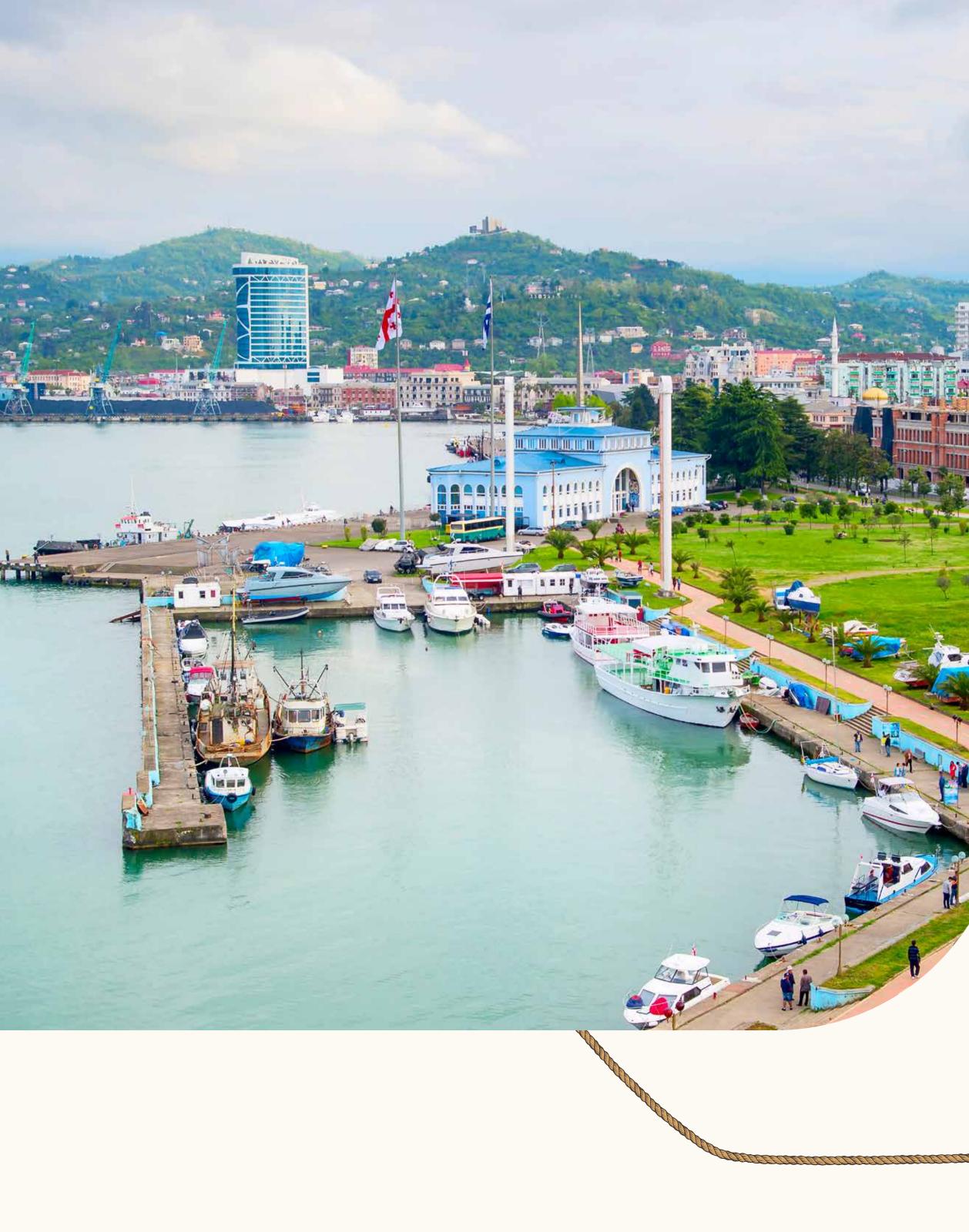


«Rower Place» Quest

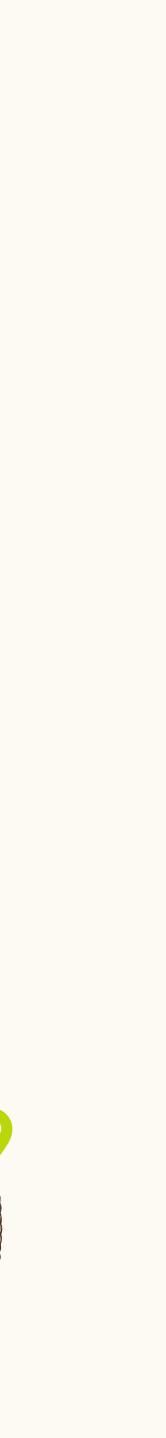
Location: **old part of Batumi, Ajara Autonomous Republic of Georgia** Duration of game: **2 hours**

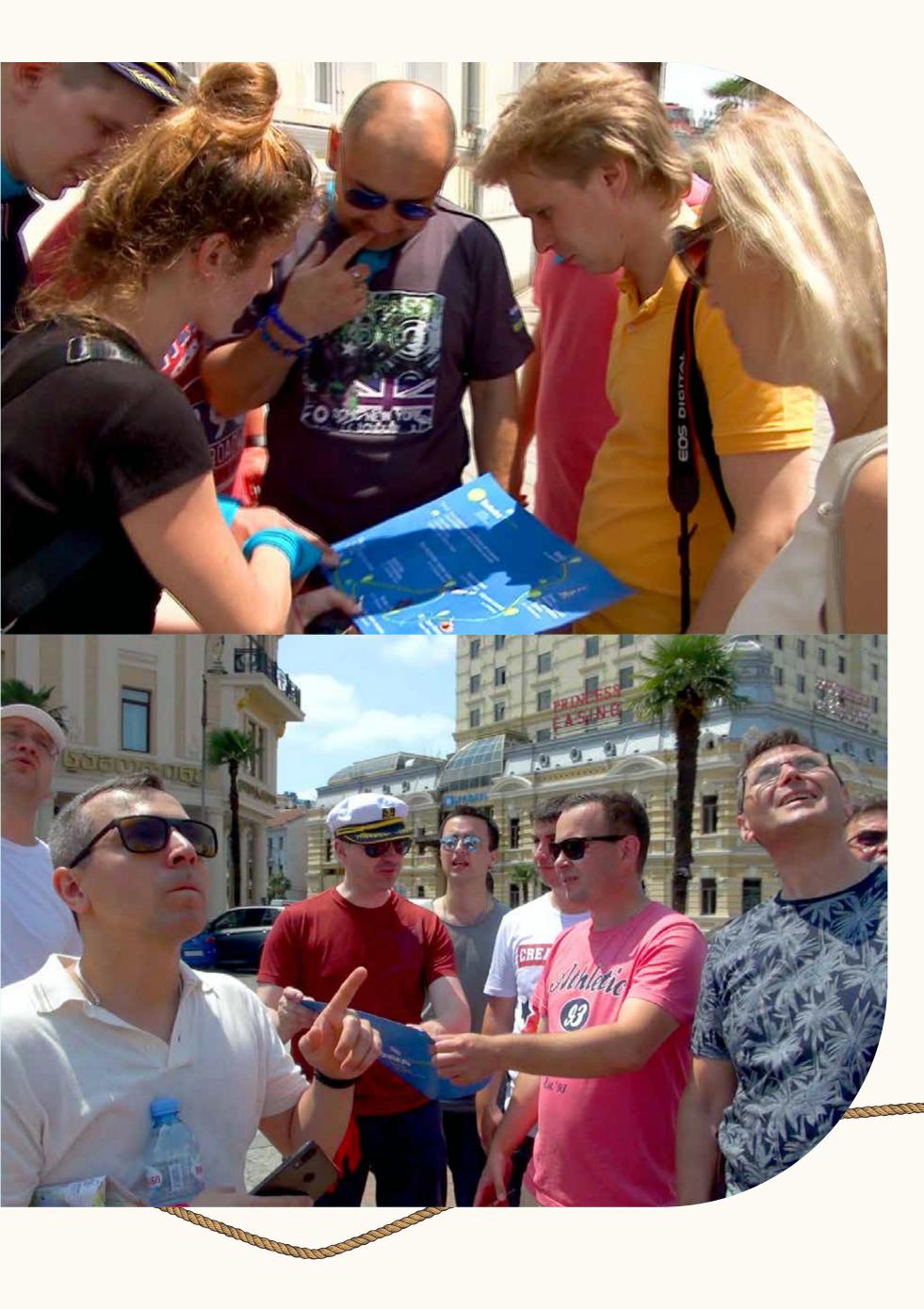




One can talk about Batumi endlessly! This is the city, which is in the embrace of the mountains and the sea. The Sun has stopped here so you could watch and admire it longer. And the aromas of a pine, magnolia, the cool shadow of a century-old sycamore tree and serenades of lovers create a better mood!

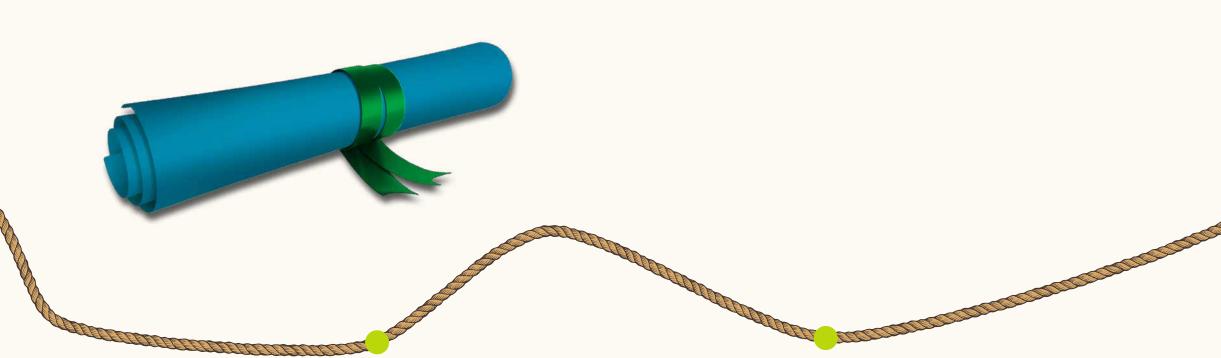






The quest «Power Place» is a great opportunity to discover the soul of the old city, learn the incredible stories that happen in port cities, plunge into the fates of bright characters, and also test the strength of yourself and those who are nearby!

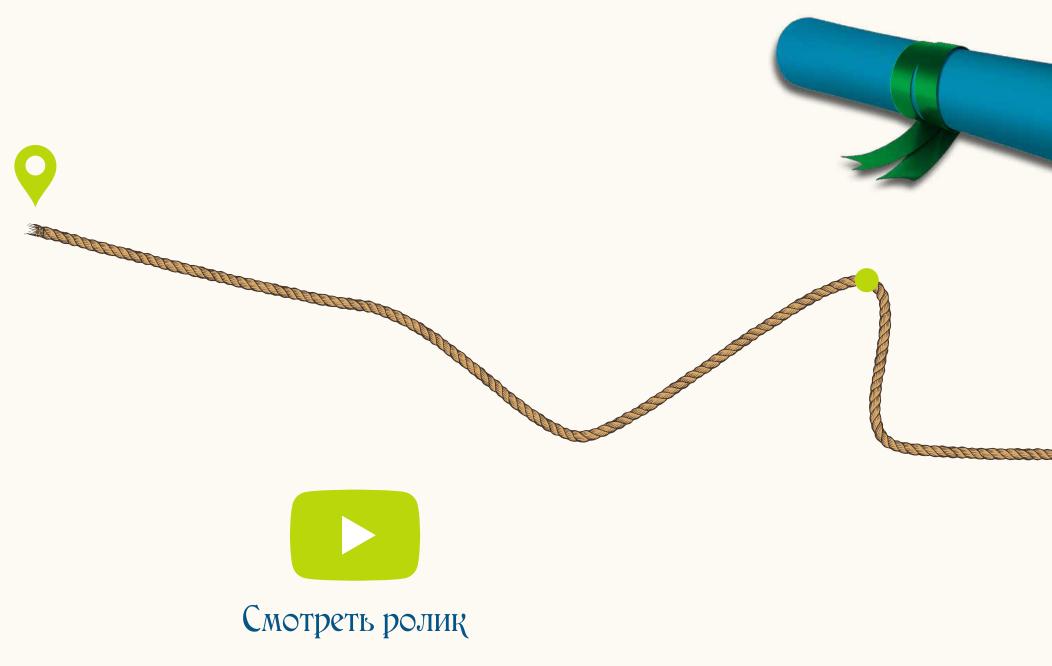
The game is aimed at developing team communication and requires participants to coordinate joint actions. Each team selects its own guidebook by lot. Routes do not repeat each other and commands do not intersect. Performing tasks on ingenuity, tasting the "right" Adjarian dishes, participants smoothly and naturally immerse themselves in the local flavor, feeling themselves to be an integral part of everyday Batumi life.





The team that passes the route in the allotted time and guesses the word wins. And also, the team members should not forget to find and photograph all the secret locations indicated on the map.

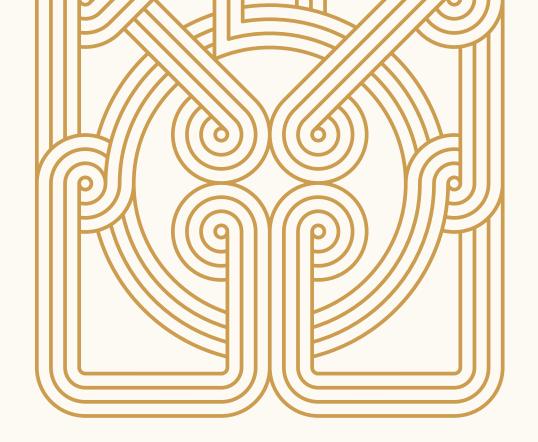
And in the end, the teams will gain special knowledge, find a unique Power Place and write a vivid story in the spirit of those which they heard during the quest!













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