

TEAMWORK

SPY
MISSION



PLANNING
PROBLEM-SOLVING
STRATEGIC THINKING
TEAMWORK
TIME MANAGEMENT

00:00

INTRODUCTION AND ORDERS:

The Spymaster introduces the mission and explains that word has been received of local, covert activity that needs every team's immediate attention. Time is critical, resources are finite and failure is not an option!

Teams are issued with vital information, including clues and orders that hold the key to a combination which, if cracked, serves as the deactivation code to save the day. The participants' smartphones are fully charged and brains are wholly engaged.



00:20

PLANNING AND PREPARATION:

It's time for careful planning and decision making, but is this possible with the myriad of information confronting the team? To achieve their mission, teams must crack the code, capture and send photos, plan routes to gather notional gadgets and cash as well as send texts to receive information that leads them onto the next stage in their quest.



00:50

ACTION STATIONS:

With planning over, teams venture forth knowing that they have everything at their disposal to succeed. Every team has the same opportunity to win to save the day! However, the team that excels will be the one that is coordinated, resourceful and creative; they will be communicating effectively, delegating the tasks and managing their resources. Everyone is taking responsibility and contributing towards beating the impending deadline.

01:20

MISSION CRITICAL:

During every mission, there is always a moment when the best laid plans unravel. Teams need to manage unexpected events, rise to the challenges presented by new intelligence and make quick decisions to stay one step ahead. As the mission progresses, the careful team planning undertaken back at base is proving invaluable. Decisions need to be made as the deadline approaches. What intelligence will best serve the Spymaster and what will the next text reveal? Can all the clues be cracked before it's too late? The clock is ticking...

03:50

ORDERS COMPLETED. WINNING TEAM ANNOUNCED:

Team scores are revealed and the winning team is announced. Prizes are awarded.



03:20

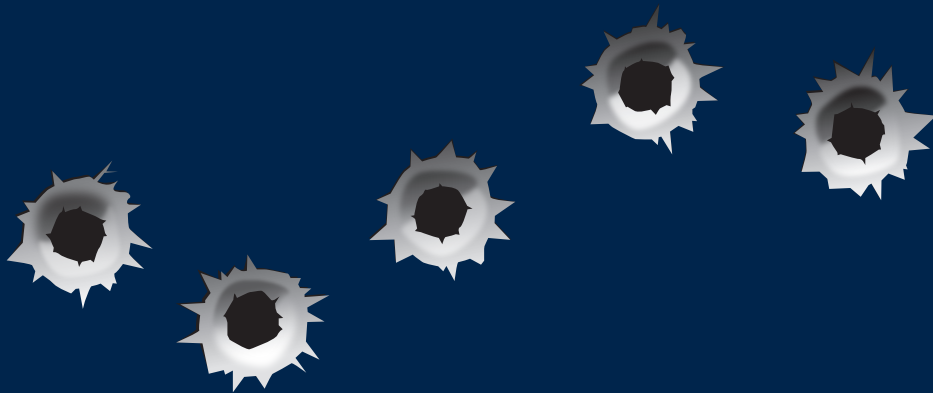
MISSION ACCOMPLISHED:

Back at base, teams submit their deactivation code and hand over to the Spymaster any items that they have sourced whilst on their mission. The Spymaster scores the photos and converts the gadgets into currency to arrive at an individual team's total score.

04:00

YOUR NEXT MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...





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