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★ ★ ★ ★ ★
Keine Stimmen

Mission Impossible



In this night terrain game, players are on a quest to find a secret agent. This agent is in possession of a very important briefcase. Will you find out the necessary information to lure him out of his hiding place?

Material

- 2x set of wooden boards (white)
- 2 gel cards
- Mobile phone
- Note with cell phone number
- Briefcase
- Note with secret code (number combination of the suitcase)
- Money cards (one per group)
- Cash notes (50s/100s) approx. 7200
- Tape to mark the field where the wooden pieces will be distributed and to mark the places where the card pieces can be found
- Determine items to be collected (corks, coasters o.ä.) and their value

Preparation

- Find a playground: A large, poorly manageable meadow (900 x 900m), or a wooded area is suitable. The terrain can be uneven or hilly. For the dealers or the spy there should be a few Büsche or Bäume as a hiding place
- Make wooden boards with the password phrase: Boards (30 x 15cm) painted white and label with individual words of the phrase.
- Distribute boards in a small section (200 x 200m) of the game area
- Example password sentence: For an / abomination / to the / Lord / is he who / goes / astray, / but with the / upright / he keeps / his counsel.
- On 2 gelände cards, the place where the secret agent will appear is marked. These are cut up and then distributed in the area in 2 or 3 places
- For each group, another gel card. In it, the game area and the fields located there are marked, in which the password and the map parts are searched for. In addition, the places where the dealer

and the spy hang out are marked
- For the spy: slips of paper with the secret code of the briefcase, the network code and the phone number of the mobile phone (The number of individual slips of paper depends on the number of participating groups.)
- Für dealers: enough money (Clue: Each group must earn about one-third of the total amount.)
- Set minimum prices for the spy's information slips and the current bar of money from the spies
- Specify the amount of money to be paid out to the agent
- Distribute items to be collected throughout the board.

Roles for staff

- 1 spy
- At least 3 dealers
- 1 agent

The staff should be **dressed in black**. The number of employees depends of course on the number of participants

The aim of the game

- The objective of the game is to come into possession of a secret agent's briefcase in groups, initially separately and then later united.
- In the 1st phase, the groups play separately. Each tries to buy as much information as possible.
- The game is designed so that none of the groups can get all the information together. Therefore, in the 2nd phase, they must pool all their knowledge to get to the goal.
- So there is no winner or loser in this game.

Execution

Each group is given a map of the terrain with the important places marked on it
- Each group has a base in the terrain where they can collect the collected info, items and money.
- All groups start at the same time.
- In the 1st phase of the game, players try to buy as much info as possible.
- Info to be obtained: 1. Agent's cell phone number 2. number code of his briefcase 3. password set for agent 4. map with agent's location
- In addition, a certain amount of money is to be collected as payment for the agent.
- The spy also wants to receive money for the info he gives. However, players can haggle with him over the price. However, a minimum and a maximum price is fixed
- What info does the spy give? He gives out slips of paper with parts of the cell phone number as well as the number code of the briefcase.
- How do the players get money? In the game area there are different valuable objects distributed everywhere. These can be exchanged for money at the dealer
- In a marked field, the players should furthermore search for the parts of the password treasure. Here, too, only individual parts may be transported at a time
- In 2 to 3 places marked on the cards of the groups are parts of a geländekarte to search, which reveals the whereabouts of the agent. A player may only transport one piece at a time.
- Neither group should manage to complete all the tasks!

- After 1 hour, the 1st phase is completed. The groups all come together at one point. It is determined that no one could get everything.
- So the groups need to get together to be able to successfully contest the 2nd phase. All information will be collected
- They now get a mobile phone, with which they call the agent by the found out mobile phone number, in order to announce to this the password sentence. If the phrase is correct, the agent goes to the location marked on the cut-up map.
- The group also heads there. The agent hands out the briefcase to the groups for payment.
- For the 2nd phase and the evaluation of the 1st phase, about 30 minutes are needed.

Game Overview

Game Overview

Source credits

- Title image: MariES
- Recorded files: MariES

Weitere Informationen

Categories
Games and activities

Tags
Нощна игра
Mystery
Outdoor play
Treasure Hunt
Tension

Age
13–16 years
from the age of 16

Number of participants
1–20
20–30
30 – 100

Bible
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A lot of work

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