

Spy Hunt

Spy Hunt is an interactive team challenge inviting individuals to work together to complete different mission as effectively as possible. The game has been specifically designed to deliver a cost-effective event and can handle small or larger groups. However, it can also be used for intranet induction training and is ideal for team building.

Your group will be divided into teams, which will be given a 'Spy Pack,' which includes a digital camera, compass, map, refreshments and snacks. The mission begins by the teams logging onto the Spy Hunt computers with Internet access for a mission briefing. We will provide the computers and the venue must provide the telephone lines. (However, Spy Hunt can run independently of the web if no internet service is available)



By clicking New Agents and entering your mission code (which we provide), you will be able to commence the first mission; Locate Spies whose location can only be found by following a series of testing clues. The mission starts by presenting you with some background intelligence and then the objectives and clues to complete the mission. At Spy Hunt we give you everything you need: The mission briefing, relevant intelligence, training notes and a team pack, but after that you're on your own and the clock is ticking!

During the mission itself the teams are charged with finding answers to clues with different point values. The Trail will take them around various sights and points of interest within the area, town or city centre, including identifying the location of photographs taken at historic sites or special features.

The team's calibre will be tested by the Spies who may challenge the team with certain 'tasks', for example:

- Pulling a Pint in a Pub
- Taking a photo of the team with Japanese tourists (turning the tables!)

...and will be asked to provide photographic proof of their various antics, to which they will have to provide captions!



If the teams provide the Spies with the correct secret code they may well assist them in finding Internet Cafes where the team can again log on to the Spy Hunt computer without the need to return to the hotel or venue to collect their next mission or task.



Once the mission has been completed satisfactorily the team are provided with a success code and once punched into the computer the time taken is recorded and Spy Hunt provides the team's next mission.

At the end of the Challenge the teams will have to make their way back to the start point within the given time to enter their final solution code and to complete the mission. A league table of the team's position is displayed on the event computer.

The Spy Hunt Clue Trail will be competitive, but the overall emphasis will be on fun. We aim to provide the group with an event that will allow them to enjoy the local area, to get to know the other members of their team, to establish a level of friendly rivalry with opposing teams and above all to have great fun answering the clues, finding the Spies and completing their tasks.

SpyNet = £1,750 + Vat (based on 50 people in 8 teams – with one spy. £1,950 + Vat with two Spies)

To include;

- setting of the missions prior to the event
- all materials required, including computers and Spy Hunt packs
- complete event management and staffing on the day

(Travel costs may be added depending on the venue selected)



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