

THE MISSION SAYS

- Think of a list of simple things to do in your playground and tell your agents to listen for THE MISSION INSTRUCTIONS.
- Use actions such as run / hop / skip / walk backwards / etc to specific places.
- Shout out random actions, but tell your agents they must only carry out the instruction if you say ‘The mission says’ first. Try to catch them out!
- The difficulty can be increased by combining a string of instructions together or by shouting “The Mission says FREEZE!” No one should move no matter what you say next until you shout, “The mission says UNFREEZE”
- Once a player is ‘out’ they should stand out of play. Carry on until there’s a winner.

