

## School for Spies

“School for Spies was awesome! David and the Spy team were great! I have heard many positive comments about the afternoon from the team. I can't thank you, Jayne, David, and the Spy team enough. Every part (from the coordination of the event through the entire event) went very smoothly. It was a pleasure working with you all. I am sure we will be using teambonding in the future. But wanted to pass along a big thank you once again from my team!”  
D.B. – Cendant

**Primary Benefit:** Fun! Very effective for ice-breaking and fostering creative teamwork. This event is high energy and very involving. All participants interact with one another in a competitive, fun-filled gathering. It's no surprise that School for Spies continues to be our single most popular corporate team builder.

### Secondary Benefits:

- Group Awareness
- Improved Morale
- Decision Making
- Problem Solving
- Goal Mapping
- Prioritizing

**The Game:** The nation's most prestigious espionage training academy, the School for Spies, is about to hold its annual graduation. Everyone attending has invested years of grueling effort to become part of the elite group that gets all the glamorous assignments. These lucky few are also the spies who get all the cool new gadgets.

The problem is, there's only room at the top for a few outstanding spies. So, think of this as your final exam – the chance to prove once and for all, who really deserves those international assignments, flying cars and big expense accounts.



Your group is divided into teams representing high-level intelligence organizations from around the world. The Head of School for Spies (we'd tell you his name but then we'd have to kill you) briefs your teams on the objective of their mission.

Next, each team is armed with a briefing package including coded messages, topsecret passwords, audio tapes, electronic bugging devices, and things too tightly classified to mention here.

Participants will break codes, follow clues, retrieve sensitive information and push their mental acuity – and their scruples – to the limit. Teams elect members to undertake certain missions based on personal strengths and skills. Some challenges require stealth and cunning; others call on creativity and imagination; almost all require that you leave honesty and integrity at home.

We know of no better way to help your group get to know one another. This is a wildly exciting step away from the day-to-day routine, and always filled with hilarious surprises. This event is also really effective at pushing out-of-the-box thinking – let's face it, success as a high level international spy these days requires a lot of right-brain ingenuity.

**Training Module or De-Brief:** There is no de-briefing after this game. However, we can facilitate a post-play group discussion on a variety of subjects if you'd like.

**Minimum/Maximum Group Size:** A group must have at least 12 persons (three teams of four). School for Spies works well with groups up to 250 persons (25 teams of 10).