**Events & Missions & Rewards (for officials only)**

Every half hour or so there will be an event or mission. To start an event or mission, call a meeting by ringing the bell.

When the meeting has convened do one of the following events or missions:

**EVENTS**

* Unlock video 2 – Play it in front of everyone and give analyst video unlock code 2950
* Unlock video 3 – Play it in front of everyone and give analyst video unlock code 9468
* Who dunnit meetings (after 4 hours). If you guess and get it wrong, you cannot guess again for another hour and your whole team gets arrested twice!

**REWARDS**

Rewards are given when a meeting is called. Roll a dice. Rewards are given for:

1 - Team with least arrests

2 - Team with highest streak

3 - Person with least arrests

4 - Team with most surveillance tasks done – re-roll if everyone has completed them all

5 – Team with best current streak

6 – re-roll

Rewards are either coins or codes (taken from Dan & Sian’s codes). Rewards increase as game progresses. Example, 1st meeting 2 coins & 1 level 1 code, 2nd meeting 3 coins & 1 level 2 code, etc

**MISSIONS**

* Wood mission – Criminal activity in woods. Go to woods and bring back 4 clue codes from the woods and give to Lou Tennant.
* Code mixup – Thanks for all the clues you’ve given us CSIs. Sadly, the clue laboratory mixed them up all after a wall fan blew them everywhere. I can give you the codes but we have no idea which codes are useful and which may be harmful. Anyway, I’m Sure you will sort it out for me. Here’s the mixed up clues. Scrambles.
* Downtime – You’ve been working hard CSIs. I don’t want you to burn out. Time for some time-off, some downtime. Follow me to a secret location where your downtime will begin.

EQUIPMENT FOR DOWNTIME MISSION:

Plenty of jumpers (to tie people’s legs together and for goal posts)

3 frisbees

Football

Baseball / rounders bats and balls

Downtime winner key

Sian’s codes and Dan’s codes

Take everyone to rec for games of:

3-legged bulldog

Frisbees – 5 mins distance throwing and catching – furthest wins.

4 goal football – 5 lives each – When a team is out, they can continue to play but just can’t win and their goal is removed.

Baseball

Prizes:

For each game. winning team gets 3 level 2 clues (hand them out from Sian’s codes and Dan’s codes)

First goal in football, 3 coins

Overall winning team – give them downtime winner key (based on 3 points for 3rd place, 2 points for 2nd place, 1 point for 1st place – draws resolved by rock paper scissors)