

MISSION 1: SEIZE SKIPPER

PHASE 1: PENGUIN PROFILE: SKIPPER

A reflexive **contrarian**, daredevil adventurer, **instinctive** do-gooder and **avowed** bad-guy-scheme **foiler**, Skipper was born to lead.

Whether it's plotting to break out of the Central Park Zoo, or concocting the deliciously genius plan to break into Fort Knox to secure the last known sacks of cheezy dibbles, Skipper provides the leadership and strategy to carry the boys to victory... Sweet, salty victory!



MISSION 1



Definitions:

Contrarian - has different ideas to most people

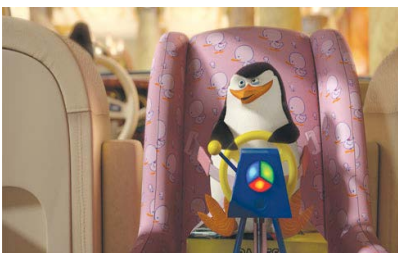
Avowed - dedicated

Instinctive - just knows what to do

Foiler - someone who puts a stop to things

Area of Expertise:

The Leader of the Penguins.



Mid-Mission Snack:

Cheezy Dibbles, of course.



MISSION 1: SEIZE SKIPPER

PHASE 2: USE INTEL BELOW TO LOCATE SKIPPER

USE EACH CLUE TO DRAW UP A SHORTLIST OF POTENTIAL COUNTRIES WHERE SKIPPER COULD BE LOCATED. YOU MAY NEED TO USE SOME REFERENCE BOOKS, ATLASES OR THE INTERNET.

CLUES:

Skipper overheard almost all the locals speaking English.

Skipper can tell by the stars that he is in the Northern Hemisphere.

On his journey through the country, Skipper passed lots of green countryside.

On March 17th, Skipper heard a lot of music and singing.

A third of the national flag is white.

AGENT NOTES:

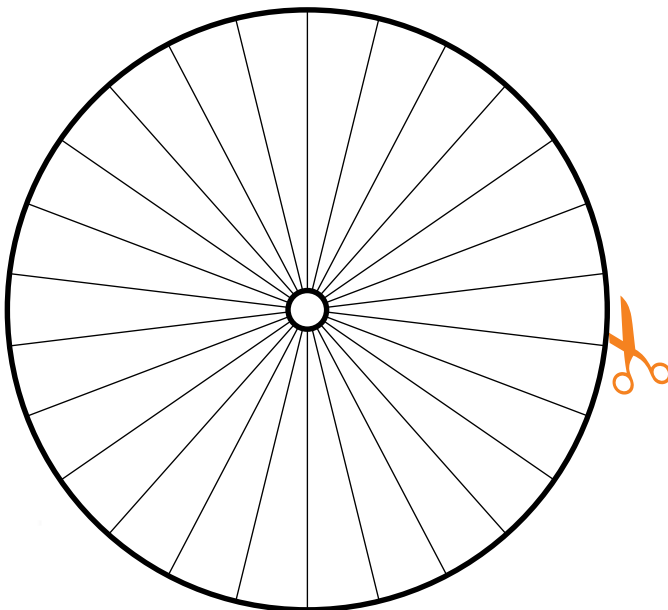
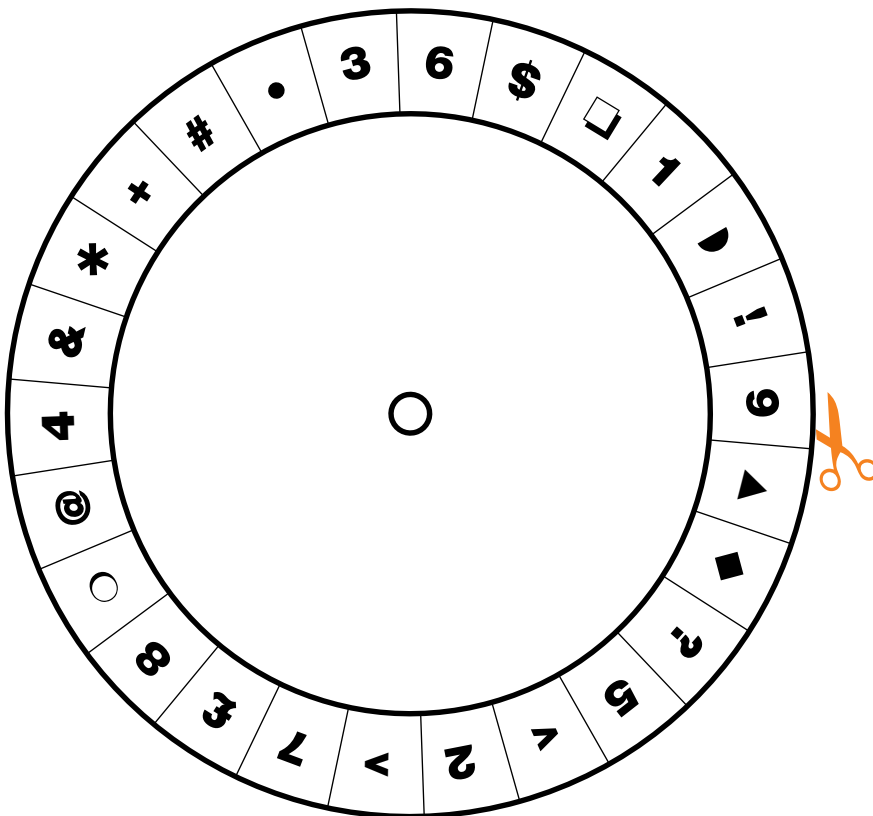
Write down evidence and additional information about the location here.

Skipper is located in the city of:



MISSION 1: SEIZE SKIPPER

PHASE 3: ASSEMBLE YOUR AGENT CIPHER WHEEL AND USE IT TO ENCRYPT
THE CITY NAME AS A SERIES OF SYMBOLS



1. In the smaller wheel, working clockwise, write the letters of the alphabet in order.

2. Cut out both wheels and secure the smaller on top of the larger using a split-pin, so that it can rotate.

3. Line up the wheels according to the TOP SECRET CIPHER KEY provided by the Chief Agent.

4. Use the cipher wheel to replace each letter in the city name with a coded symbol.



MISSION 1: SEIZE SKIPPER PHASE 3: CONTINUED

City Name:

--	--	--	--	--	--	--	--	--	--	--	--	--

Code Symbol:

--	--	--	--	--	--	--	--	--	--	--	--	--

MISSION 1: SEIZE SKIPPER

PHASE 4: CREATE A PAIR OF COORDINATES TO PLOT ON THE MISSION MAP POSTER

X COORDINATE:

The difference between the smallest number in the code and the largest number in the code.

Y COORDINATE:

The number of question marks in the code.

MISSION 1 COORDINATE:

[,]

AGENT NOTES:

