



# East Sussex County Scouts



It is 1943 and whilst flying over Germany on a top secret mission you and your unit were shot down. All survived, however, you were captured. After interrogation you were imprisoned in the Colditz prisoner of war camp.

Whilst in Colditz you have been contacted by a member of the local resistance unit who have supplied a plan for you and your unit to escape.

This is the plan:

Every member of your team will be given a passport. You will require this to track the items you have obtained, and in case you are found by the guard patrols.

Firstly, you must escape from your cells (walk to the game zone).

In the barracks around Colditz you have to find local members of the resistance to obtain the items that you will need to escape from the fenced off area. In this area there are guards attempting to re-capture you. If a member of your unit is captured then their passport will be marked.

Once you have got all of the required items you may make your way to the checkpoint. This will not open until 10:30pm. From this time onwards, guards will be patrolling the area in a regular pattern. Learn this pattern to slip past the guards.

Register with the resistance contact once you have gone through the checkpoint.

From here you will be directed to another area in the forest where you can pick up the supplies you will need to complete your escape. These can be found with resistance members, who will be constantly on the move. You must visit all four bases. You will receive one item at each base. You cannot re-visit any resistance member in this area, as they do not have sufficient supplies, and obtaining more will cause them to be discovered by the guards.

Once you have seen all of the resistance members you will have all of the supplies that you need, and should head to the final checkpoint. The head of the resistance will meet you here, and lead you to freedom.

You **must** stay together as a unit. Any incomplete unit found by the guards will automatically be taken back to their cells (base camp). If your unit is discovered by the guards, they will mark one of your passports. If you have lost your passport then you should return to your cells to obtain a new one. Any team member found by a guard without a passport, or failing to hand over a passport will be escorted back to the cells.

From Zone 1 you will need to collect 4 of each item (1 per member of your unit). Each resistance member will give you two items once you have found them (1 each for two members of your unit). The items are:

- Rope
- Ladder
- Uniform
- Spade

You will gain additional points if you visit additional bases.

From Zone 2 you will need to collect 4 items, one from each resistance member. These are:

- Food
- Money
- Travel documents
- List of safe houses