

## **The Dead Drop Solo LARP**

You are a spy. An international person of mystery and you are carrying a secret. Opposing terrorist organizations are onto you and they have already hacked your phone. Not to worry – you threw that left that behind. So for the moment you are a little safer. They won't do anything against you that is obvious – not on public transport.

You're sure your people know where you are and wondering how to help you. You need to get a message to them and that means a dead drop. Working with whatever you have on your person you need to create a coded message that can be left at an appropriate place when you reach your destination. The message needs to be short, to the point and decodable. It needs to contain a time and place for your collection and bringing in to happen.

Once you have the message it's time to think tactically. Are any of your fellow passengers likely to be agents? If they are how do you evade them on departure. Also, how do you evade being tailed when you get off the transport and onto your feet?

Work out how to do this, make your way to dead drop and plant your message!