



ESCAPE FROM DR. EVILL

As covert intelligence officers, your job is to stop Dr. Evil from destroying the planet with his nuclear weapon. With only 60 minutes on the lock before the missiles launch, you must infiltrate Dr. Evil's base, unlock its mysteries, and find the code that will abort the missiles from launching. With the combined power of your team's observation, deduction, and problem solving skills, only you can save the world.

Suitable for developing skills in : Problem Solving in Group Setting, Communication

Duration : 2 hours



Whiteboard
Workshop Center



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