

Mission 1

Scene: a secret meeting place, dark and mysterious, there are screens and technical 'equipment' around the place that Agent S is in control of (throughout the episode, he should work on the equipment as if he knows what it does). The meeting place is empty to start. Agent O comes on stealthily, shining a torch everywhere, checking for enemy agents. She turns and backs further on stage. At the same time, Agent S comes on backwards, closely examining a hand-held gizmo. They back into each other; S screams and drops his gadget.

O WHO GOES THERE! WHO DO YOU WORK FOR?

Agent S screams again and picks up his gadget. Looking at the screen he suddenly recognises who it is.

S Oh, Agent O, it's you.

O No, not U, O.

S What? No, you are O, aren't you?

O No, I'm not R or U. Just Agent O.

S Eh?

O And I'm not Agent A either, a bit big-headed, that Agent A.

S What?

O How did you know it was me?

S My UVU detected your mobile and informed me of your identity.

O Your what?

S My Undercover Verification Unit. It has all the profiles of the agents assigned to this mission.

O Oh, goodie. Well, let's see who's on the team.

S Well, it says that our leader is Agent M.

O *(Obviously disappointed at this, she sighs heavily.)* Oh —

S *(Interrupting.)* No, not you: Agent M.

O What? Er... No, I was just about to say—

M *(Marching heroically into the room.)* Don't worry, team, I'm here! We can start the mission now! And I can assure you that you can count on my bravery, strength, cunning, intelligence and extreme —

O Big-headedness?

M What? Oh, hello, O! How are you? I bet you've missed me, haven't you?

O Like a hole in the head. M, this is Agent S. Seems like he's the technician on the team.

S Pleased to meet you, M.

M So are we all here?

S No, apparently there are two more agents to arrive. *(Tapping buttons on his gadget.)* Agent E —

E *(Entering eating a giant sandwich, he speaks with his mouth full.)* Hmwnirg earl ugawegrhwh gg.

M *(Leaping into action.)* He's obviously speaking in code. S, what do you make of it?

O M —

E *(Still eating.)* Hmreogi wskrjg ehgaheguawb.

M Quick S, this could be important!

- O *(Trying to get his attention.)* M!
- M Quiet O, this could be news of our mission. *(Becoming wistful. If possible, heroic music can be heard in the background. E and S look incredulous; O looks a bit cheesed off.)* What heroic deeds will I be called on to perform next? How will I be able to show my bravery? In what marvellous ways will I be able to inspire my fellow agents?
- O *(Shouting.)* M! *(Music abruptly stops.)*
- M What?
- O I think he's just speaking with his mouth full.
- E Wotcha! Sorry about that. My mum always told me not to chat while eating. E's the name, spying's the game. *(He shakes S's hand, and S realises he has now got bits of E's sandwich all over his fingers.)*
- S Er, pleased to meet you, I think...
- M So S, my technological boffin of a spy friend, is there anyone else on the team?
- S Yes, just one more, but my Undercover Verification Unit is having trouble displaying the profile – it seems to be corrupted.
- Z *(Arriving stealthily, she greets the other agents with fake sincerity.)* I'm Agent Z, lovely to meet you – I've just been transferred from Spy HQ. M, what a great pleasure, I've heard so much about you! Agent O, always good to meet an agent of such quality. S, a technological genius. And E... *(She looks at him and then walks back to M, seeming to have decided not to waste any time on E.)*
- M Agent Z, eh? Don't think I've worked with you, have I? But you obviously know me and that's the most important thing, eh, O? *(He slaps O on the back.)*
- O What? *(Sarcastically.)* Oh yes, of course.
- At this point, the Chief appears. The Chief is stage left. The team line up in the order M, O, S, E and Z from left to right, with M nearest the Chief/screen.*
- Chief Greetings, team. Now that you're all here, let's get straight down to business. I've gathered you together because the secret papers on Operation Moses Rescue have been stolen! This vital information has been telling us all about God's rescue mission thousands of years ago, and what it means today. But now those papers have been stolen, we can't discover any more. It is vitally important that you find these papers! We'll be passing on information and all our leads to you, so you'll need to put together all the clues to crack this case. Can I count on you?
- M You sure can, Chief. I've been on hundreds of missions —
- O *(Stage whisper to the audience.)* Yes, a few of them were even successful!
- M *(Carrying on regardless.)* And you can be sure that we'll catch the perpetrators and retrieve the papers.
- Chief Good, M. Right there's no time to lose! Get going! *(The Chief strides off)*
- M Right team, let's get to it! S, you calibrate your instruments; O, get the maps and spy satellite photographs; Z, fire up the codebreaking machines and E... you get the tea.
- O What are you going to do?
- M I'm going to think about the case! *(He sits on a chair and strikes a heroic, thoughtful pose.)* Well, off you go!
- (O, S, E and Z rush about the stage. There is much crashing into each other, with maps being dropped, equipment being sat on, tea cups being dropped. E goes offstage to make the tea. Finally O rolls out a map on the table. M, S and Z join her looking at the map.)*

- O So we're here, and the papers were last seen over here.
- E *(Coming back on stage.)* E-up! Tea's up! *(He puts the tea heavily down on the map and the mugs fall over.)*
- O E, that's gone all over the map! And some of my equipment! *(There is a lot of shouting, and discussion on who's to blame and who needs to clear up the mess. During this noise, Z creeps away and takes out her mobile phone. While the others are still arguing, she stage whispers into the phone.)*
- Z Yes, I've fooled them. They don't know I'm a mole! They think I'm a secret agent too! Targets are at the secret meeting place; they don't suspect a thing. Go! Go! Go!
- (Immediately, there are bangs and crashes offstage, and sound effects of sirens and helicopters)*
(Offstage voice) Secret agents, you're surrounded!
- O Oh no! Our cover's been blown. How did they find us?
- E & *(Panicking and running around in circles.)* We're doomed, we're doomed! ARGH!
M
- O We've got to get out of here! *(S starts gathering up equipment. O pulls out a mobile and speaks into it.)*
- O Chief, where's the nearest safe house? *(She pauses; there is still banging and crashing.)* Thanks! *(She puts away mobile, then speaks to others.)* It's three streets away!
- Z *(Shocked.)* I didn't know about the safe house...
- O Come on, let's go! O grabs M and E, who are still gibbering and panicking, and drags them off. S follows carrying as many gadgets as he can. Z follows slowly after them.
- Z *(Leaving.)* They didn't tell me there was a safe house...

Mission 2

Scene: A safe house. The scene is different from yesterday, but this can be achieved by moving some of the props around – nothing new needs to be introduced. The agents all enter, chatting about the raid by enemy agents. Agent Z is joining in, not letting on that she arranged the raid.

- O How did they find us? All the information was top secret!
- S Everything was encrypted with a code I invented myself.
- M Well, thanks to me, we're all safe. My instincts and training kicked in and I made sure that all my team were safe.
- O *(Looking at him in disbelief.)* What?
- M No need to thank me, just doing my job.
- E So where are we?
- O A safe house – a hideout that not many people know about. We should be OK for a while.
- M OK, everyone, get everything ready. I need to sit and think things through. *(He sits down, closes his eyes as if thinking, and promptly starts snoring.)*
- S I'll set up the equipment and then we can start processing the information. *(He starts messing with gadgets, plugging things in etc, using whatever props you have.)*
- O So, we need to gather some information. E, you'll need to go out in disguise to meet a contact.
- E A master of disguise, that's me! *(He disappears to get changed.)*
- Z What do we know so far?
- O Not much at the moment – just that the papers were stolen two nights ago from Spy HQ – that's where you used to work, isn't it, Z?
- Z *(Struggling to come up with an excuse.)* Er, well, um... I wasn't there... I've been on holiday... yes, for a month. I went to, er... Belgium.
- O Belgium?
- Z Yes, Belgium. I... er... I'm a big fan of, um... *(Slowly, ashamed that this is the best she can come up with.)* Belgian waffles.
- O *(Thinking Z is a bit weird.)* Right.
- S Incoming message!
- O: Excellent, what does it say?
- S It's from Agent G, but it's in code. I'll feed it into my codebreaker and set it to work. *(Z goes over to S to 'help'.)*
- E *(Coming on dressed as a clown.)* Will this do?
- O What's that?!
- E I'm a clown. Smell this flower. *(O smells the flower and water squirts out of it, into her face.)*
- O E, that's not what I meant. When you're in disguise, no one's meant to notice you. Oh, never mind, I'll go. *(She goes offstage muttering to herself.)*
- M *(Waking up and seeing E dressed as a clown.)* AAAARRRRGGGHH!! Mummy! It's the evil clown! *(He runs and hides behind Z.)*
- M What's up with him?

S It would seem our leader is a sufferer of coulrophobia.

M Mummy!

E What-a-phobia?

S He's scared of clowns.

E Oh! It's OK, M, it's only me! *(He takes off his wig to show M, but this only makes M more scared. He runs across the stage, and E chases him).*

E Come back, M, don't be scared.
(E continues to chase M around the stage, leaping over the set and falling over props. Eventually they are interrupted by S.)

S Incoming message! It's a carrier pigeon!

Z I'll catch it. *(Looking up to the ceiling.)* Here birdie, birdie! Come to Auntie Z!
(At this point, the imaginary bird 'poos' on Z. Z can either pretend, or if you have the facilities, you could rig up a way to drop white 'goo' at the appropriate time.)

Z Eurgh! Disgusting bird.

E *(Picking up a piece of paper from behind a nearby chair.)* Well, at least it dropped its message.

M *(Still nervous of the clown outfit.)* OK, E, you read that and I'll get back to my thinking. *(He sits down again and goes back to sleep.)*

E *(Opening the pigeon message and reading it.)* 'Beware!...' *(E is interrupted by a 'Ping' noise from one of S's gadgets.)*

S Agent G's message has been decoded. I'll print it out. *(He disappears offstage to get the printout.)*

E 'Beware! There is a mole. Identity unknown. Mole is female.' What's a mole? *(Z suddenly looks very worried. Shakily, she takes the note message from E.)*

Z Let me see that... *(O comes back in, wearing a false beard and sunglasses.)*

O I got the message from our contact. Here's what it says —

E Lovely beard, O, can I try it on? *(O takes it off and gives it to E, who puts it on.)*

S *(Coming back on with printout.)* Here's Agent G's decoded message.

Z Let me see! *(She takes it from S and reads it quietly to herself, so that the children can hear the message. The other agents move to look at M, in disbelief that he's asleep again.)* 'Enemy agents are hiding at the petrol station.' Oh no!
M suddenly wakes up, sees E wearing the beard and screams.

E What now?

S It looks like M also has pogonophobia – the fear of beards.
(M runs off, being chased by E. S and O follow trying to stop E and calm M down. In the ensuing chaos Z starts tearing holes in the two messages she has. Eventually O has enough and stops.)

O *(Shouting.)* EVERYONE STOP NOW! *(Everyone freezes where they are. E should be in a silly position, lose his balance and fall over.)* Z, give me those messages, we must find out where we should go. *(Z gives her the messages and O opens them so that the children can see. The two Z had are now full of holes.)* Z, what happened?

Z *(Frantically trying to think of an excuse.)* Er... mice.

O What?

- Z Yes... a giant mouse came and started to eat the messages. I managed to fight it off with my expert self-defence skills and rescue the notes, but not before it chewed holes in them. Don't worry, they still make sense!
- O *(Not sure she believes Z, but carrying on.)* OK. My message says, 'Enemy agents are moving on at 13.00 hours.' That's in an hour! Agent G's message reads, 'Enemy agents are hiding at the station.' And the last one says, 'Beware! There is a mole. Identity unknown. Mole is male.' A mole! Someone's trying to ruin our mission! *(She looks at M, E and S suspiciously.)* Which one of you is it?
- Z O, we've not got much time to lose – we need to get to the station! We can unmask the mole when we've completed the mission.
- O You're right, Z, no time to lose. *(Turning to the men.)* But I'm watching you...
M, O, S and E leave the stage, arguing about who the mole is. Z is left behind.
- Z *(Laughing evilly.)* Ha, ha, ha! They've fallen for my trick! They'll never get the secret papers back! Now I just need to contact my agents to come and steal all this equipment. *(She leaves to the boos of the audience.)*

Mission 3

Scene: The scene at the front of the stage is a train station, so you can dress the stage as simply or as ornately as you like. You could use sound effects to create the impression of the station. Make sure you have some things (plant pots, benches or rubbish bins) for the agents to hide behind. The agents come on stage through the children so make sure they can do so safely. All the agents have walkie-talkies and a range of spy equipment. Much of this episode relies on the agents moving through the hall stealthily – the stage directions are suggestions on how you could perform the episode, but use your hall and set up as creatively as you can.

- O *(Creeping on first, speaking into walkie-talkie.)* O to M, all clear. The children are here, but as long as they stay back, they won't be harmed. You can stay out of our way, can't you, children? *(The children shout their answer.)*
- M *(Striding on, with no pretence of trying to be undercover.)* Good work, O. *(Heroic music starts in the background.)* Just think, O – this could be my most heroic mission of all time. Imagine, recapturing the Operation Moses Rescue papers single-handedly. Battling through enemy agents, rescuing my team—
- O *(In a loud whisper.)* M! Sssshhh! We're meant to be undercover! And what do you mean single-handedly?
- M *(Slapping O on the back.)* Of course, I mean you'll give your usual helping hand! Now, where do we go from here?
- S *(Creeping on, carrying a gadget which he uses to scan the room and some of the children.)* All clear for bugging devices. Whoever the mole is, they aren't listening in on us.
- Z *(Creeping on, she moves up to M and speaks sycophantically.)* So, great leader, in your great experience, what's our next move?
- M Good question Z. O, what's our next move?
- O We need to wait for E. Where is he?
- E *(Struggling on, carrying far too much equipment.)* Coming!
- O What did you bring all that stuff for?
- E Z told me to!
- Z *(Under the angry gaze of O.)* Er, no, I didn't! I just told him to bring what he thought we needed...
- O E, put some of that stuff down. We don't need it. *(E drops everything on the floor and salutes O.)*
- E Yes, Ma'am!
- O M, you go alone down the right, S and Z, you go left and E and I'll follow up. I want to keep my eye on you, E.
- M OK, team, on my mark, as quietly as you can. Remember we need the element of surprise. *(Pause.)* Let's go!

(M charges down the right of the hall shouting as loudly as he can and hides behind a handily placed leader a few feet from the stage. O buries her head in her hands. S and Z proceed stealthily down the other side of the hall, taking it in turns to move ahead a short distance, then hiding behind a child or leader. O and E move through the children down the middle of the hall, dodging from behind one child to another. E should introduce himself to each child he hides behind, making small talk with them, maybe asking them about their favourite football teams. E should get chatting to one child and get left behind by O. She then has to radio him.)

- O *(Into walkie-talkie.)* O to E, O to E... come on! *(E doesn't respond, but carries on chatting.)* O to E, O to E. Stop talking and hurry up! *(E doesn't answer and O has to go back to him.)*
- O *(Pulling E by the arm away from his conversation.)* Come on, E!
- E I was only having a quick chat!
- O This is a secret mission, not a cocktail party! Hurry up!
- E Sorry... you don't think I'm the mole, do you?
- O No, I don't think the mole would be as stupid as you.
- E *(Smiling.)* Oh thanks, that's really kind. *(He realises what she means.)* Hang on, hey!
- O Come on! *(Into walkie-talkie.)* O to M, O to M. Come in, M. *(We hear loud snores.)*
M has fallen asleep again. O puts her head in her hands.
- O E, go and wake M up! *(E goes over to M and starts poking him in the shoulder.)*
- S *(Into walkie-talkie.)* S to O, we're outside the station. Request further instructions.
- O *(Into walkie-talkie.)* O to S. Hold your position. We are having trouble with M.
- S Fallen asleep again?
- O Correct.
- Z *(To S.)* What's going on?
- S M has fallen asleep again.
- Z *(To herself, laughing evilly.)* What a stupid fool! I'm surprised he hasn't been fired!
- S What did you say?
- Z Er, um... I said he must be very tired.
- E M, wake up, we're all outside the station!
- M *(Waking up.)* What? Eh? The station? Have we caught them? Good-o, let's go home. Then I can write the report to say how I bravely captured the enemy agents singlehandedly, sorted out world poverty and invented a new recipe for chicken tikka masala!
- E No, M, we've not even entered the station yet.
- M Oh right. Well, come on. What are we waiting for? *(Into walkie-talkie.)* M to O. What's the hold-up? Let's get going!
- O *(Into walkie-talkie.)* OK, agents, after three, everyone enter the station. S and Z, you go in through the fire exit, M through the side entrance and E and I'll go through the ticket office. Three!
(The team makes their way onto the stage from three different directions. M moves ostentatiously, with exaggerated spy movements, S scans everything he sees with his scanner, O moves like the experienced spy she is, Z doesn't bother with stealth, as she knows there are no enemy agents to catch. She could laugh quietly at the antics of the others. E manages to fall over various things (leaders, whatever set you have for your 'station'). O crouches down centre stage to examine something on the floor. M, who hasn't noticed her crouch down, sees her and mistakes her for an enemy agent. He picks up a large piece of cloth (hanging as if it is curtain), gestures to E and they both creep up on O, throwing the cloth over her and shouting triumphantly.)
- M Gotcha! O! O! I've caught them! We've got the enemy agents! *(O struggles inside the cloth, but is still held down by M. The others look around for O. Z looks on in amusement.)*
- E O! Where are you? *(O lets out a muffled shout from underneath the cloth.)*
- E What was that?!

- S *(Scanning O.)* M, I don't think this is an enemy agent...
- O *(From underneath the cloth.)* Get off me, you idiot!
- M O? Is that you?
- O *(Struggling out from underneath the cloth.)* Yes, of course it's me. Who did you think? Cheryl Cole?
- S *(Scanning all around.)* My scanner isn't reading anyone in here except us.
- E Do you mean we've missed them?
- O I don't think there were any enemy agents here. Either our intelligence was wrong, or the mole has struck again. How can we ever complete this message?
- S Incoming message!
- Z *(Looking up in the air.)* It's that pigeon again. I'll get you, you pesky bird!
(Z is pood on again (either pretend, or using the same method used for episode 2). E picks up a message from behind a piece of set.)
- E But it dropped the message again. It's from the Chief! It says, 'Don't despair, I know things are tough. But you will succeed in your mission, agents!'
- O Well, I'm glad he has confidence in us! Perhaps we will succeed.
(M, O, S and E leave the stage.)
- Z Well, I May have got pood on, but at least those stupid agents are no nearer to rescuing the papers. *(She laughs and exits, to the boos of the children.)*

Mission 4 Capturing the mole

Scene: The scene is the safe house from episode 2, but all the screens and gadgets have gone, stolen by enemy agents. The sections torn by Z from the messages during episode 2 should be on the floor. The agents enter looking downcast.

M Well, maybe that episode won't make it into my autobiography, 'Agent M – Star of the Secret Service'.

Z *(Laughing to herself.)* What a bigheaded fella...

M What?

Z Er, um... I said that will be a bestseller!

M Yes, it will. *(Heroic music starts, the others look at each other in dismay.)* It tells the stories of my great triumphs! Rescuing the Princess of Germanland from the Evil King, seizing the secrets of the mines of Goldonia from the enemy, inventing the television, introducing potatoes to the people of Britain, marrying Davina McCall...

O You didn't do any of those things!

S Hang on a minute! Where's all the equipment?

O It was here when we left – it must have been stolen! The mole! Right! *(Turning on M, E and S.)* Which one of you is it? 'The mole is male'. That's what the message from HQ said. So, come on! Own up!

(M, E and S protest their innocence all at once.)

O Well, M. You keep falling asleep – you've done nothing to help solve the case, but you seem certain that you'll get all the glory. S, you decoded the message from Agent G – how would we know if you changed some of the details? And E... well, E, you're just a useless agent!

(O, M and E start arguing about who the mole is and who it isn't. Z stands watching them, smiling. E wanders dejectedly away from the group, sad that he has been called useless. Suddenly he spots the torn bits of paper on the floor and picks them up. He reads them and then realises what they are. He rushes to O.)

E O! O! Look what I've found!

O *(Sarcastically.)* Oh, I can't imagine. Another half-eaten sandwich? *(She looks at the bits of paper E is showing her.)* Bits of paper? Oh, come on, E. These are just bits of paper a mouse has chewed.

E Well, I thought they might have meant someth—

O *(Suddenly realising what the bits of paper are.)* Paper a mouse has chewed! Let me see them! E gives her the bits of paper.

O These are blank, but this one says 'fe' and this one says 'petrol'. S, have you still got the messages? Give them to me!

S *(Handing her the messages.)* Here they are. *(O starts to fit the bits of paper into the messages with S and E looking on. Z looks uncertain about what's going to happen. M just looks mystified!)*

O That's it! The messages read, 'Enemy agents are hiding at the petrol station.' and, 'Beware! There is a mole. Identity unknown. Mole is female.'

(M, S and E look suspiciously at O. Meanwhile Z is looking desperately for a way out.)

O Not me, you idiots, her!

Z Busted!

- M Get her! *(A brief chase ensues, where M and E crash into each other and S gets pushed to the ground. Finally, O manages to catch Z.)*
- S Got her!
- M I knew it was her all along.
- O Well, why didn't you say?
- M What? Erm, um... I wanted to help you discover it for yourselves. Yes, a training activity, that's it.
- O *(Fed up with M's boastfulness.)* Shut. Up.
- E What shall we do with her?
- O We should take her to Spy HQ, but we still might have time to catch the enemy agents at the petrol station! It's not quite 13.00 hours yet. They'll still be there! Let's just tie her up here. E, I suppose you can tie her up; you do remember that from Spy School, don't you?
- E Of course! Top of the class, I was!
- O Good. E, you tie her up. S, you go and find whatever equipment that wasn't stolen. Meet M and me outside in one minute.
- (M, S and O rush off. E picks up a rope and tries to tie Z up.)*
- E *(Fiddling with the rope.)* Now, through this loop, round that end, double back, push it through and you're done! Well, I think that's how you do it. I only came top of rope class by copying Agent J. It'll do. *(Shouting in the direction of the exit.)* Wait for me, guys!
- (E runs off, leaving Z alone on stage.)*
- Z Well, they may have caught me, but it's not over yet. *(She wriggles out of the ropes easily.)* That E – what an idiot! Have you noticed? He's got slip-on shoes! Can't even tie his own shoelaces! They'll not get far, and even if they do manage to rescue the Operation Moses Rescue papers, I'll be waiting for them! *(She leaves, laughing.)*
- (Pause, then shouting can be heard offstage, as the agents recount their battle to recapture the papers. The agents enter while saying this dialogue, with O carrying a scroll – the Operation Moses Rescue papers.)*
- S Did you see when I disabled their alarm system with a semi-repeating binary continuum, linked to their infinity loop with a random 341 pattern?
- E Er, what?
- M I was majestic. Never has a rescue been performed with such style and finesse!
- O Well, you were quite good this time. And you didn't fall asleep. Well, team, we've completed the mission! I didn't think we'd do it, but everything came good in the end. We rescued the papers and captured a mole at the same time! I think we can all be proud of ourselves, we did a grea—
- (They suddenly stop short at the rope on the floor. They realise Z has escaped.)*
- M E, I thought you were meant to tie her up!
- E I did! She can't have escaped!
- S Well, she did.
- O Come on, we can't stay here – the enemy know all about this place. We need to get the papers back to Spy HQ. Let's go! *(They all rush off stage.)*

Mission 5 The final escape

Scene: The scene is a mysterious building. The team have managed to get lost, and they don't know which way to go. During this episode, a section of the stage needs to light up like a protected area that uses laser beams to stop anyone progressing further. There needs to be a big red button for E to lean on by accident.

- M Well, I have my own inner compass, so I never get lost. It can't be my fault.
- O Shut up, M, that isn't helping.
- E We could have asked someone, you know!
- O We're meant to be secret agents! We can't just stop someone in the street and ask for directions!
- S Well, my infra-red navigation locator definitely says Spy HQ is in this direction.
- E What, through this warehouse?
- O S, are you sure you've put the right coordinates in?
- M We could have used my SatNav, you know!
- O No way – it's got your voice on it. I'm not having you telling me to *(She does an impression of his voice.)* 'Turn left here.' or 'Perform a U-turn at the next safe opportunity.'
- E Wait a minute, what's that over there? Shouldn't we just go that way and see where we end up? *(E walks over towards the 'laser protected' area. He turns back to face the others, level with the red button on the wall.)*
- E I mean, what's the worst that could happen?
(As he says this, he leans on the big red button and the corridor lights up!)
- S E! Get away from there! You've just turned on a neutron high combustibility nuclear laser Stun-oray defence system!
- E I did what?
- S You activated a defence system that will knock you unconscious if you walk into it!
- O Wait, what's that noise?
- M Sorry, that's my stomach; it's been a long time since breakfast.
- O No, not that. I think I can hear footsteps. *(S scans the door through which they came in.)*
- S There are agents approaching. I think it's Z and she's not alone!
- M We're trapped! Oh, Mummy!
- E O, do something!
- O What can I do?
- S *(Looking at scanner.)* Incoming message! It's the pigeon again!
- E I'll get it! Here pidgie, pidgie! *(E gets pooed on, either pretending, or using the method you used in previous episodes. O picks up the message from a pile of newspaper.)*
- O It dropped the message. *(She opens it.)* It's how to disable the lasers! S, do you understand the instructions?
- S Yes, of course, it'll take me a couple of minutes.
- O Be quick!
- M *(Whimpering.)* Hurry up!

(S fiddles with the big red button, looking at the instructions. Footsteps and shouts are heard offstage.)

E They're coming!

O Come on, S!

S I've almost done it! But it will only last a few seconds; we need to run as fast as possible! *(One last adjustment to the red button.)* There, done it!

(The 'lasers' go out and the team run through the protected area, shouting 'Quick!' 'Hurry up!' E drops the Operation Moses Rescue papers on the way across and only realises when he has got to the other side.)

E I dropped the papers, I have to go back!

(He rushes back to get them, with others shouting at him not to/hurry up. As soon as E gets back across, Z and a couple of henchmen run on stage.)

Z Ah-ha! Got you now! There's no escape! You thought you'd outrun Z – the greatest evil agent of all time? You stupid people! Now, give me back the papers, and prepare to meet your doom!

M Oh, Mummy!

O You'll never get away with this, Z!

Z Well, if you won't give them back to me, then I'll come and get them from you!

(Z and the henchmen start to run across the laser area, but halfway across the laser comes back on and they are knocked unconscious. If your laser area is out of sight, the team will need to react and let the children know what has happened.)

S They've been knocked unconscious! We need to get them out of there!

M But how?

S I don't know. The controls are on the other side.

E What happens if I flick this switch on the floor?

S Not now, E. This is important.

E I was just saying that there's this switch on the floor.

M Quiet, E. This is agent talk!

E Well, I was only saying...

O Hang on; does anyone know why E can't flick that switch?

S No. *(E flicks the switch and the lasers go off.)*

O Brilliant, E! Quick, let's get them to safety and back to Spy HQ!

(The team gets Z and the henchmen out of the laser area.)

E But how will we find HQ – we're lost, remember?

(The Chief suddenly appears onstage.)

Chief You're at Spy HQ! S, your instruments aren't broken. We have to disguise HQ; you can't have a big sign on the street saying, 'Spies in here!' Well done, team, for recovering the Operation Moses Rescue papers. Now we can carry on learning about God's rescue all those years ago, just as the children have been learning about it all this week. And well done in catching the mole! We've been looking for her for some time. When she comes round, we've got some questions for her and her friends! Come on, agents, let's go and celebrate a mission completed!

(They all leave, helping Z and the henchmen off too.)