



*Hello Class, the ACME Agency needs your help. We are currently unable to get any of our agents to your area and time is of the essence in this case. Sue St. Marie has struck again. Yes, the leader of the internationally feared S.T.E.E.L. (Sinister Team of Eccentric, Eclectic Looters) has recently abducted St. Kateri. This newly declared saint and namesake of this St. Kateri Outdoor Learning Centre has been taken from the past through a worm hole in time developed by the sinister Dr. Dread, in the hopes of wiping St. Kateri's existence from the history books forever. In order to stop this from happening, your class has been selected to assist in this investigation.*

*This box supposedly contains the time warp that will return St. Kateri to her own time period and restore history. The box was dropped by Larry the Loner, one of Sue's crew, during a high-speed pursuit but he managed to elude capture. Unfortunately, the combinations to these locks are not known. Your mission is to follow the clues to find the correct codes to unlock this box before history is forever changed. We have already located some of the clues, but it is up to you and your team to decipher these to find the codes and unlock the box. You only have 55 minutes to complete your mission. Time is of the essence!*

*On the table, there are five envelopes, one for each group needed to complete the task. Organize yourselves into these groups and assign one person to keep track of the envelope and the clues you collect. Gather your evidence and return to open your group's lock before the timer runs out.*

*Good luck and follow the trails to the conclusion. Please get this done before the timer runs out. Save St. Kateri and history!*