



FREE OPTIONAL BACKGROUND ACTIVITY

# Secret Missions Mini Deck

Six kind, low-pressure missions for an at-home celebration.

## WHAT'S INSIDE

- Mini host guide
- Completion tracker
- Six mission cards
- Pass + trade rules

NO DRINKING • NO STRANGERS • NO PUBLIC POSTING

BOBOTEMP



# Mini Host Guide

Choice-first play for 4–24 adults

## AT A GLANCE

4–24 participants • 30–90 minutes • adult bachelorette groups

## HOW MISSIONS WORK

- Each guest takes one optional card and keeps it private; anyone may pass or trade a card at any time.
- Do the mission naturally during the gathering—only with people at the party, never with strangers or staff.
- Any mission may be done seated or in writing, or swapped for a gentle card.
- At the reveal, each guest may say what they did. The host accepts the guest’s word; no proof is needed.
- Missions earn recognition, not points, so trading or passing never costs anything.

## HOW MANY TO PRINT

| PARTICIPATING GUESTS | COPIES OF PAGE 3 |
|----------------------|------------------|
| 4–6                  | 1                |
| 7–12                 | 2                |
| 13–18                | 3                |
| 19–24                | 4                |

Print one more copy for trades; duplicate missions are fine. Have pens and small sheets of paper ready.

## CHOICE-FIRST SCRIPT

**“Every mission is optional. You may pass, trade a card or stop at any time without explaining.”**

REVEAL TIME

QUIET SPACE

RECOGNITION NOTES



# Six Secret Missions

Offer one optional card per guest; duplicates are fine (copies: page 2)

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M01



**Learn someone's favorite celebration snack.**

M02



**Find a guest who has known the guest of honor  
for more than five years.**

M03



**Ask someone for a one-song road-trip  
recommendation.**

M04



**Discover a small tradition someone would like  
to start.**

M05



**Learn which season another guest would  
choose for a weekend away.**

M06



**Find two guests who prefer different breakfast  
foods.**



# Completion Tracker

Recognition only; no one is eliminated



| GUEST OR TEAM | MISSION | COMPLETE | TRADED |
|---------------|---------|----------|--------|
|               |         |          |        |
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|               |         |          |        |
|               |         |          |        |

Guests may trade or stop at any time. Finish with a thank-you, not a penalty.