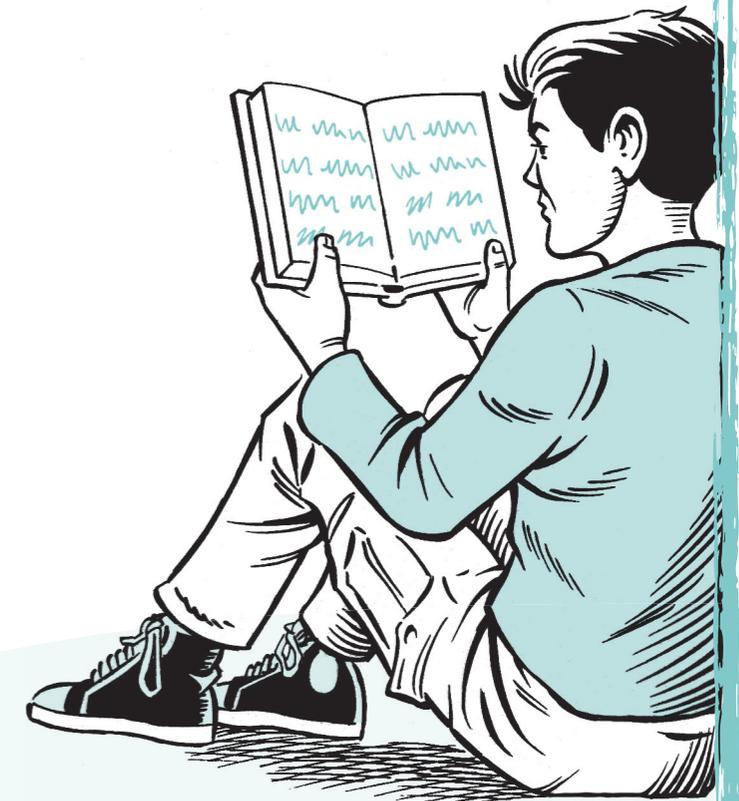


CONTENTS

How to set up a spy ring	6	How to disguise your messages	48
How to set up your headquarters	10	How to use hand signals while on operation	52
How to set up an advance warning system	14	How to be the best at reading body language	54
How to set up a balance alarm	16	How to make a snoop paper	58
How to point the finger at an intruder	18	How to become a real-life spy	60
How to have the best secret hiding places	22	How to pursue a suspect on top of a moving train	62
How to spot a good spy	24	How to become a surveillance expert	64
How to create the perfect cover story	28	How to make a code grid	66
How to build a camouflaged den	30	How to use emergency signals	70
How to create a quick disguise	32	How to signal from a distance	72
How to shadow a suspect	34	How to make a code wheel	76
How to test a spy's memory	37	How to choose a good password	80
How to have fun with phonetics	40	How to make your escape	82
How to plan an undercover mission	42	How to write in invisible ink	86
How to set up a dead-letter drop	44	How to encode emails quickly	89

How to shake off a tail	90	How to mount an undersea rescue	112
How to be a master of disguise	94	How to use a walkie-talkie	114
How to write invisible messages	96	How to use a code book	118
How to be a Morse master	100	How to crack a code	120
How to create a fake identity card	102	An A-Z of spy speak	124
How to create secret signals and signposts	104	How to train a new recruit	126
How to see everything without being spotted	108	Certificate	128
How to make a spy ring badge	110		

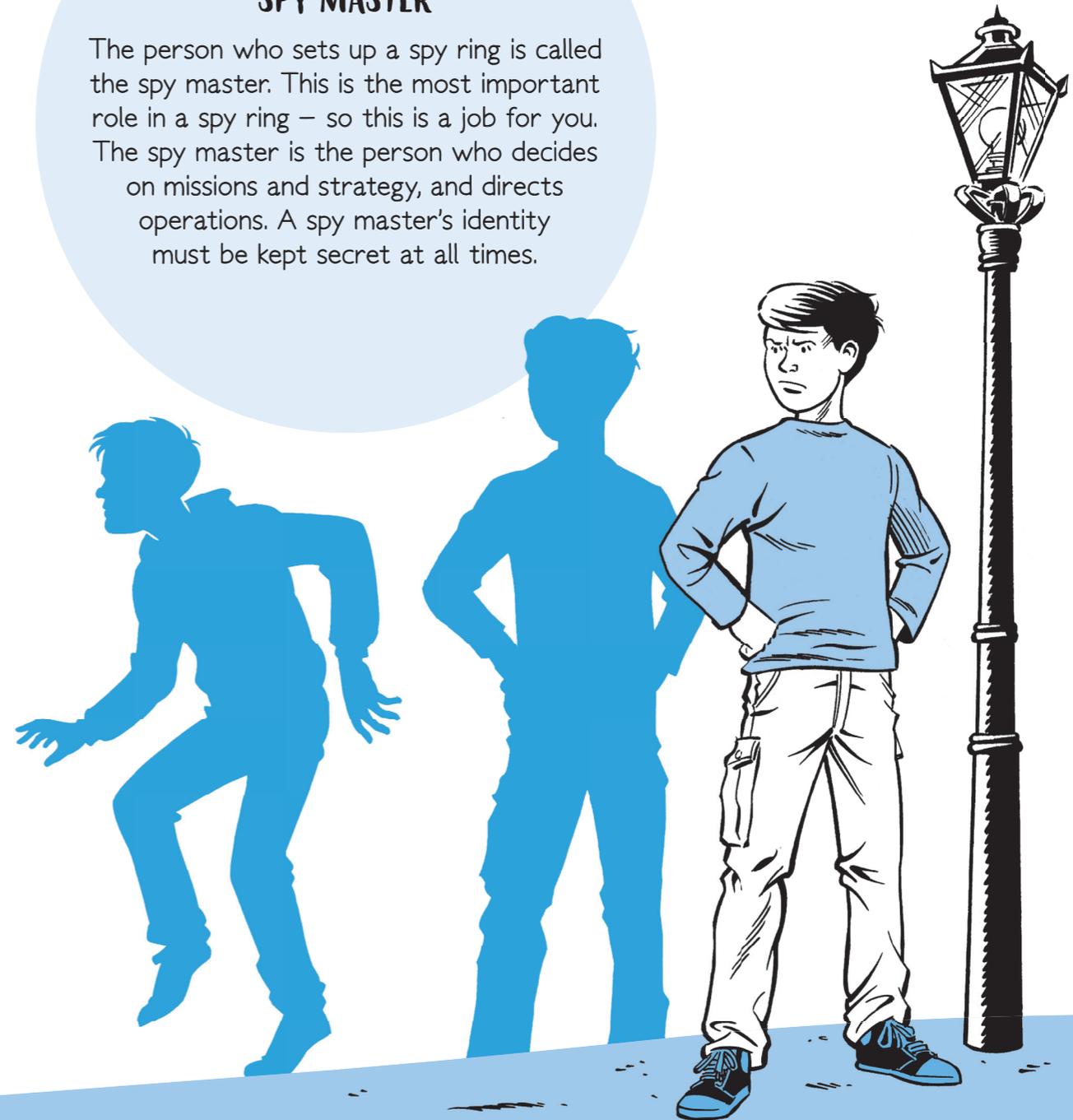


HOW TO ... SET UP A SPY RING

Although some spies prefer to work solo, it's a lot more fun to develop your headquarters, plan operations and pass messages with a group of friends. What you need to do is set up your own 'spy ring'. A spy ring is an undercover organization run by a 'spy master' along with several 'field agents' and a 'go-between'. Read on to find out more about these roles and how to recruit friends into your organization.

SPY MASTER

The person who sets up a spy ring is called the spy master. This is the most important role in a spy ring – so this is a job for you. The spy master is the person who decides on missions and strategy, and directs operations. A spy master's identity must be kept secret at all times.



FIELD AGENTS

Next there are field agents – spies who are out and about carrying out missions.

A field agent does the exciting and difficult jobs, such as staking out suspects, passing on information, and mounting surveillance operations.

GO-BETWEEN

The final person in a spy ring is the go-between, who passes communications between the spy master and the field agents. The go-between is a level above a field agent, because they must be capable of acting as an active spy as well as being an excellent communicator.

STEP ONE

Your first step as spy master is to choose a suitable go-between. Pick someone you trust, but try not to be too obvious by picking your best friend – that could easily blow your cover.

Approach your potential go-between and discuss the idea of a spy ring. Don't identify yourself as the spy master. Just casually mention that you've heard that someone is setting up a secret club that sounds like it might be fun. Gauge your friend's reaction – if they seem interested, describe the role of the go-between. Why not say that you'd love to be chosen for that role? This helps to cover your identity as spy master, or as someone already involved in the ring at all.

STEP TWO

If a friend would like the job of go-between, wait a few days, then tell them you have been told to give them the task of recruiting up to four field agents. You could even allow yourself to be recruited, so that you have the fun of being a field agent while also protecting your real identity as the spy master.

THE RULES

- Now it's time to get to grips with a few key rules of a spy ring:
- Keep the numbers in your spy ring to between four and six. If too many people are involved, you increase the risk of discovery.
 - Any communication between the members of the ring should be in code (you will find a variety of suitable codes in this book).
 - Make sure that during a mission all your agents are not working together at any one time. If you are discovered together, your spy ring can be blown wide open in just one moment. Operate in twos and threes.
 - Ideally, as spy master, you should be the only one to know the identity of all the members of the ring and their roles. This way, if an agent is discovered and interrogated, they will not put your entire operation in jeopardy by naming other operatives. However, this won't be much fun for your friends and will make meetings very hard, so you will probably have to break this rule!

HOW TO ...

SET UP YOUR HEADQUARTERS

You've probably noticed that in spy films and books the characters are often multi-millionaires, with a secret cave or hideaway as their headquarters. If you don't have the funds for an underground cave complex, don't worry. With a little careful planning and foresight, you can create a highly-effective base for the espionage activities you'll soon be master-minding.

AWAY FROM PRYING EYES

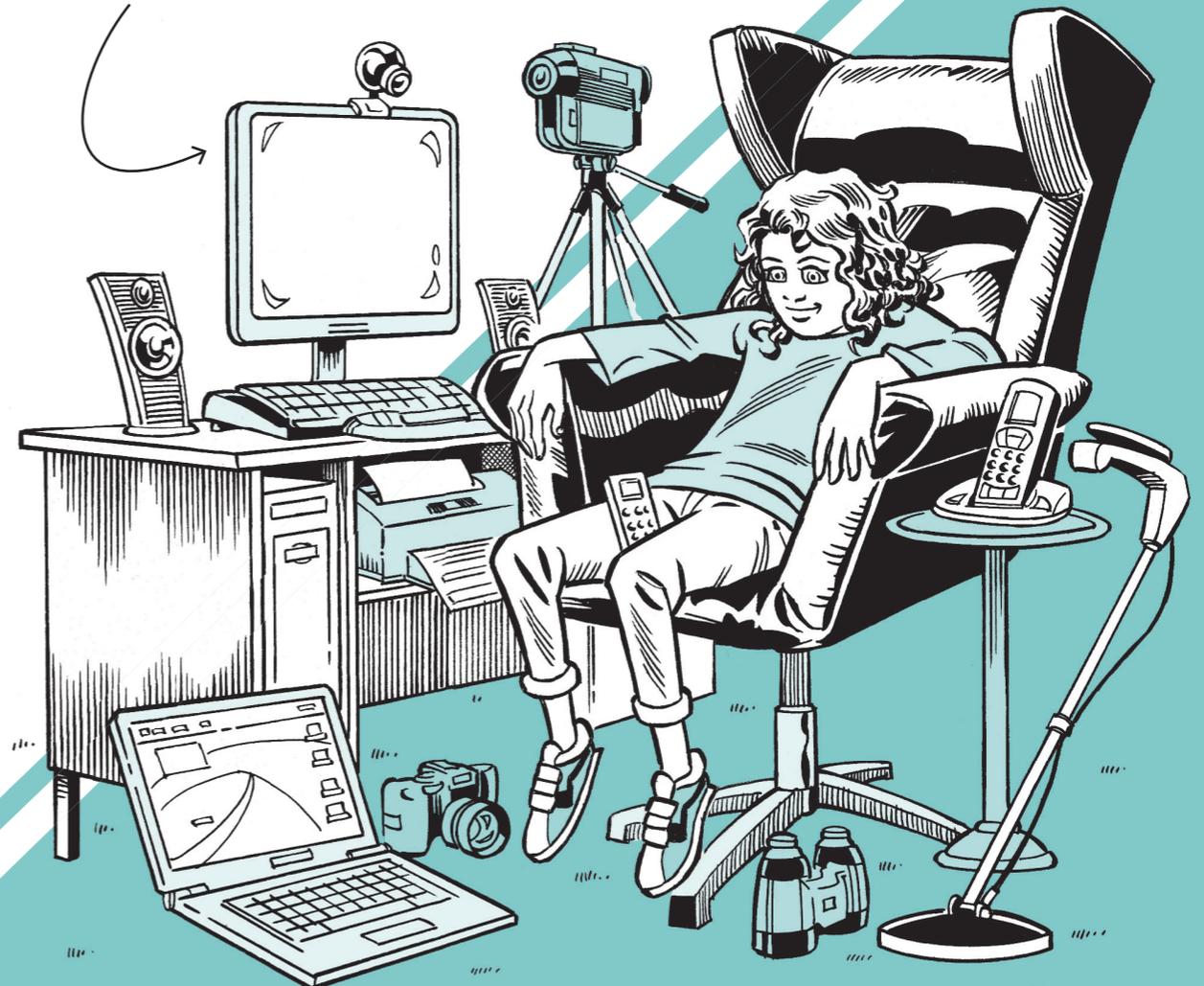
A spy's headquarters should always be top-secret. If you have a garden you could build a camouflaged den (see pages 30-31). However, your bedroom, set up correctly, will make an excellent headquarters.

Here are the essential elements to include when setting up the perfect spy HQ in your bedroom:

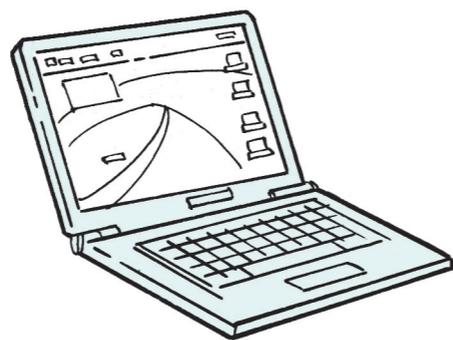
- Your HQ should have a floor area large enough to lie down on. This will be useful for practising sit-ups and push-ups to improve your basic fitness – essential for the best spies.

- Your HQ must include a desk at which to plan missions. A desk offers plenty of hiding places for secret documents, as well as providing ample room to create anti-snooping devices and space for mastering code-breaking techniques (see pages 120-123).

Make sure you are seen sitting at your desk doing homework regularly, so no one questions what you are doing sitting at it.



- A mirror is a vital piece of equipment for many reasons. You will be able to use it when creating a disguise and to check your appearance before leaving HQ. It will also provide defence against surprise visits (see pages 14-15). The best kind of mirror to get is one on a stand, whose angle you can adjust depending on whether you are using it to put on disguises or keeping an eye on the door to your HQ.
- Hang a framed photograph or picture on the wall – a picture of you looking your best is always nice. On the front is an innocent-looking you – on the reverse attach a clear plastic document folder into which you can slip the outline of your latest mission, or coded messages that need to be broken. Simply flip the picture over according to who is in HQ at the time.
- Buy a flat map of your local area. This is invaluable for plotting the route of your missions. If your bedroom has a roller blind, pull it down and secure the map to the front of it – just pull the cord to make it disappear in a flash. Alternatively, stick your map to a sheet of cardboard that can be slipped behind your wardrobe when not in use.



OTHER ESSENTIAL ITEMS

- a torch
- a small notebook
- some pens and pencils
- paper and card supplies
- paintbrushes
- sticky tack
- sticky tape
- chalk
- scissors
- small mirrors
- talcum powder
- junk, such as tin cans, toilet rolls, juice cartons, rope, bamboo canes
- unusual clothing for disguises, or a collection of coats, hats, scarves
- some dark glasses

USEFUL, BUT NON-ESSENTIAL ITEMS

- a computer
- a camera phone
- face paints
- tarpaulin sheet
- a pair of binoculars



CONGRATULATIONS

THIS IS TO CERTIFY THAT



IS NOW A

BUSTER KNOW-HOW EXPERT