

5TH FLOOR
EXHIBITS START

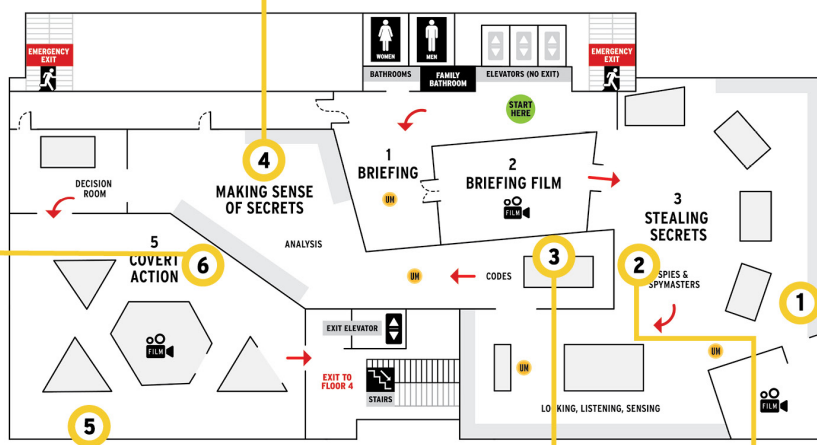


4. PAY ATTENTION

Activities take place in the Museum galleries (5th and 4th floor). Use these maps to help your team navigate around the Museum. The yellow icons represent the approximate location for each stop in the mission.



6. HANG ON!



1. ANIMAL SPIES

KEY	
Elevators	
Stairs	
Emergency Exit	
Sensitive Content	
Undercover Mission	
Exhibit Structure	



5. CATCH A SPY



3. MAKE & BREAK CODES

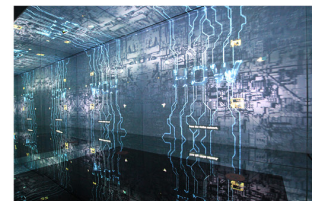
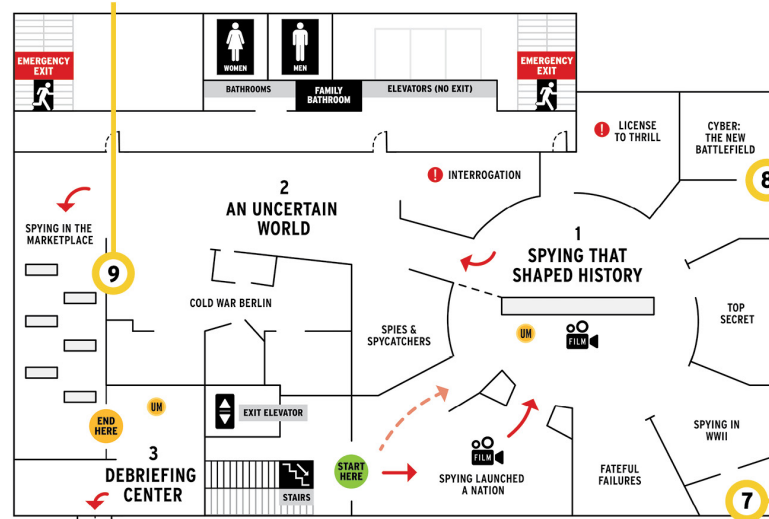


2. HOW GOOD IS YOUR MEMORY

4TH FLOOR
EXHIBITS CONTINUE



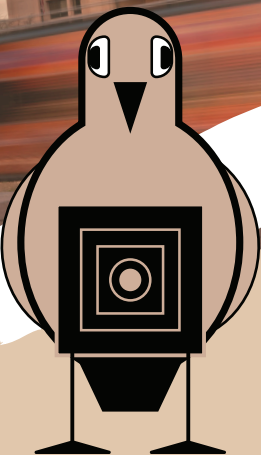
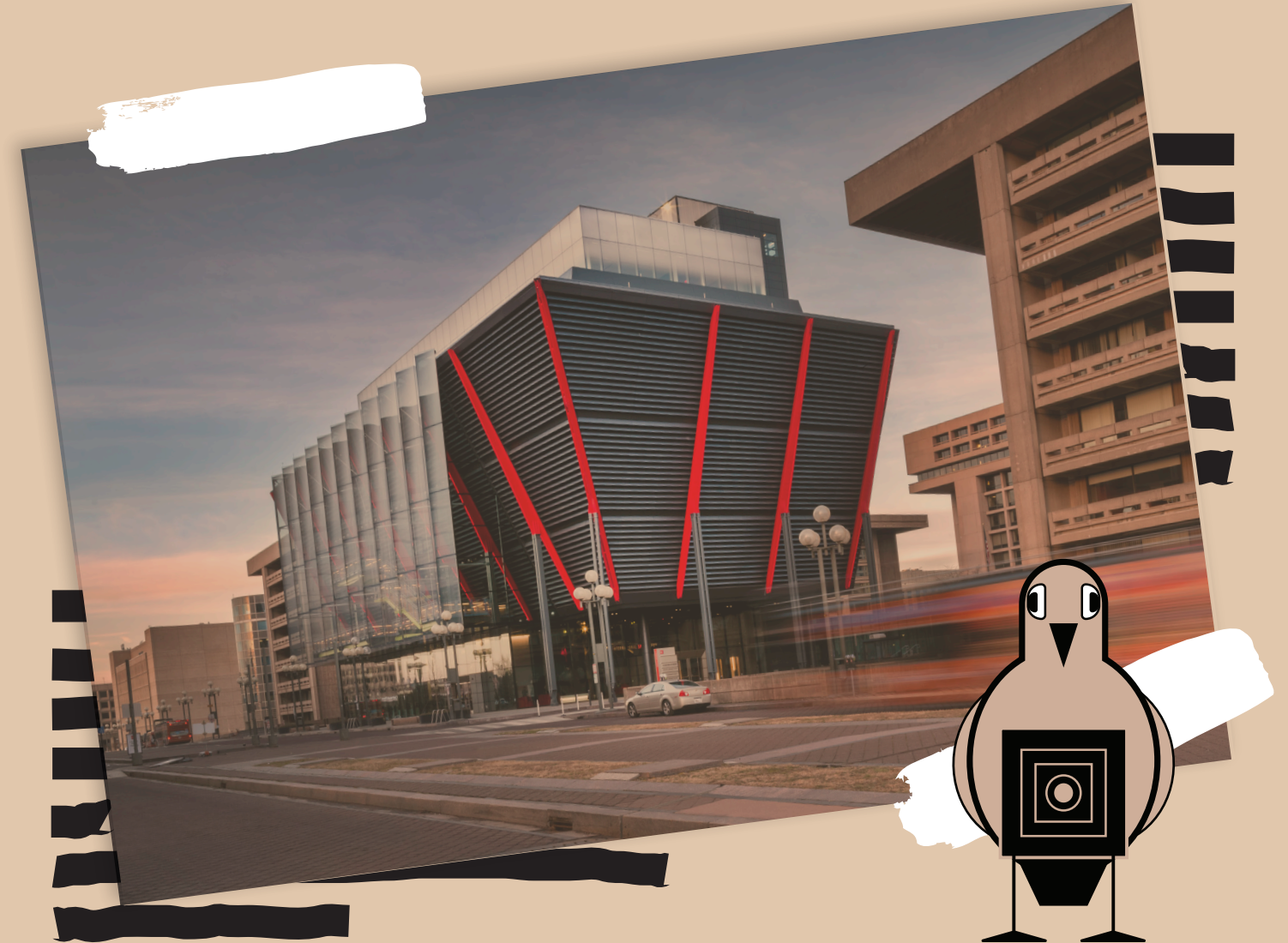
9. SNEAK INTO EAST BERLIN



8. INFINITY ROOM



7. WORLD WAR II



SPY NETWORK:

Families with junior agents
under age 10.



ADVENTURE FOR A
FAMILY OF SPIES

INTERNATIONAL SPY MUSEUM

TOP SECRET

ADVENTURE FOR A FAMILY OF SPIES

NEED HELP LOCATING A MISSION ITEM?

Exhibit maps are located on the back page of this booklet.



YOUR MISSION:

Complete these operations in 90 minutes.

**Undercover Mission stations are located throughout the exhibits. At the Briefing Center, use one badge for the whole family or one per junior agent.*

1 MEET SOME ANIMAL SPIES

From rats to dolphins, check out some animals that have inspired spy gadgets or have been used on spy missions.

Which one is your favorite?



2 HOW GOOD IS YOUR MEMORY?

James Lafayette, an enslaved man who spied during the Revolutionary War, needed an excellent memory.

Peek into the trunk. How many items can you remember?



3 MAKE & BREAK CODES

Test your code cracking skills by decoding secret messages with a Skytale, Cardano Grille, or cipher wheel.

Were you able to decode the secret messages?



4 PAY ATTENTION

Think you're a good observer? Select the Pay Attention interactive.

Watch the magician carefully. Can you keep track of the \$20 bill?



5 CATCH A SPY

Enter the 3-digit secret code (hint: a famous spy's codename) to see if you can catch a spy hiding in the air duct above.

Did you catch them?



6 HANG ON!

Spies find themselves in stressful situations — like hanging off a building.

Test your strength. How long can you hang on?

KEEP YOUR MISSION ON TRACK!
YOU SHOULD BE **ONE HOUR** IN AT THIS POINT



7 WORLD WAR II

Test your strength by trying to lift this suitcase. Imagine taking it on your next trip.

What secret spy gadget do you think is hidden inside?



8 INFINITY ROOM

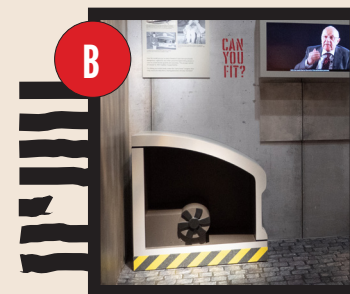
Step inside the Cyber Infinity Room.

Does this room match what you imagine the internet to look like?

9 SNEAK INTO EAST BERLIN

You are being watched!

- A. Meet a guard dog at the checkpoint. Is he friendly today?
- B. Can you fit? Crouch down beside the engine-shaped box and imagine what it might feel like if you had to hide in a car.
- C. Can you find a hidden camera in the Palasthotel?



MISSION COMPLETE

**Receive your Undercover Mission scores and photo at home after you complete your mission in the Debriefing Station (last gallery). As a reminder, you can use the number on the back of your badge within 30 days of your visit to access the Undercover Mission web portal at spymuseum.org/login.*