ADVENTURE FOR A FAMILY OF SPIES

SPY NETWORK:
Families with junior agents under age 10.

YOUR MISSION:
Complete these operations in 90 minutes.
*Undercover Mission activities are included. Use one badge for the whole family or one per junior agent.

1. MEET SOME ANIMAL SPIES
From rats to dogs to dolphins, animals inspire spy gadgets and are used in spy missions.

2. HOW GOOD IS YOUR MEMORY?*
Being caught with notes is dangerous for a spy. 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
Can you decode secret messages? Try the Skytale, Cardano Grille, and search for invisible messages on the desk.

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*
See if you can catch a spy hiding in the air duct above you. Enter the secret code.
(Hint: where is James Bond when you need him?)

6. WALK LIKE A NINJA
Ninjas never want to get caught... can you be as stealthy? Here you can practice your Ninja walk.

7. HANG ON!
Spies find themselves in stressful situations—like hanging off a building.
*How long can you hang on?

KEEP YOUR MISSION ON TRACK!
YOU SHOULD BE ONE HOUR IN AT THIS POINT
CATCH UP ON YOUR OPERATIONS AND FIND A SECRET MESSAGE*

At this station you can:
1) Complete Undercover Mission challenges you might have missed upstairs (GADGET LAB, DISGUISE, OPS ZONE, AND CODE CRACKER).
2) Complete your “Intel Review” mission and find a secret message in a “dead drop” hidden on this floor.

Good Luck!

DISCOVER AN INVISIBLE INK FORMULA

Visit Dr. James Jay’s Invisible Ink Laboratory and uncover his secret formula that helped George Washington win the Revolutionary War.

DEFUSE A BOMB*

Movie spies can do it...but can you? You’ll need a steady hand and nerves of steel to save the city!

SNEAK INTO EAST BERLIN

Try these 3 things:
1. Find a hidden camera in the Palast Hotel room.
2. Meet a guard dog at the Checkpoint. Is he friendly today? Did you bring any treats for him?
3. At Can You Fit? Crouch down beside the engine-shaped box and imagine what it might feel like if you had to escape your country hidden in a car.

*Receive your Undercover Mission scores and photos at home after you checkout in the Debriefing Station (last gallery) OR skip Debriefing and use the number on the back of your badge within 30 days of your visit on the Undercover Mission web portal at spymuseum.org.
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.

5TH FLOOR EXHIBITS START

1. ANIMAL SPIES
2. HOW GOOD IS YOUR MEMORY
3. MAKE & BREAK CODES
4. PAY ATTENTION
5. CATCH A SPY
6. WALK LIKE A NINJA
7. HANG ON!

4TH FLOOR EXHIBITS CONTINUE

8. INVISIBLE INK FORMULA
9. INFINITY ROOM
10. DEFUSE A BOMB
11. SNEAK INTO EAST BERLIN

ADVENTURE FOR A FAMILY OF SPIES

INTERNATIONAL SPY MUSEUM