

2001 Pack Holiday – Program Notes – ‘Spies’

Games

“**Kidnap**” – A VIP has to be escorted from one end of camp to the other by one of the teams (the ‘Bodyguards’). A second team is out to kidnap the VIP without any harm befalling him in the course of the operation (the ‘Terrorists’). A third team (the ‘Special Branch’) is aware of the kidnap plot and must foil it without enlisting the direct assistance of the VIP’s escorts as to alert them would spark off an international incident. Additionally, a fourth team (the ‘Spies’) is attempting to reach the VIP to receive the secret plans that he is trying to smuggle out of the country, unbeknown to the Bodyguards and the Special Branch!

- Certain obstacles must be crossed along the route, minefields, bridges etc.
- All teams wear wool armbands/sashes. If an opposite number manages to tear their armband they must return to a one of a number of areas to gain a new one.
- Each team is briefed alone so that they are not aware of any other teams mission.
- Each team must know the colours of the others (e.g. Red is Bodyguard, Blue is Spies)

Equipment Required – Coloured wool armbands, leaders at ‘refit’ bases, VIP, Marshals

“**Smuggle a Message**” – as for the ‘Smugglers & Spies’ game printout.

Equipment Required – Small paper counters with points on

“**Capture the Flag**” – as for the ‘Capture the Flag’ game printout with the Checkpoint Charlie rules. The flags will be placed in secret by a leader so teams do not know where any of the flags are (even their own!). A leader must supervise each flag and the jail area).

Equipment Required – Flags for each team, A ‘Jail Area’, leaders to supervise jail/flags.

Code Cracking Technique

Ciphers

A cipher is a system in which each letter of the alphabet is replaced by a letter, number or symbol. There are many different types of cipher

Substitution Ciphers – Where a letter in the alphabet is used to represent another letter in the alphabet. For example;

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
C	G	Q	U	A	D	Z	W	K	B	P	T	Y	H	E	R	J	X	L	I	S	M	O	N	V	F

To 'Crack a Code' means to be able to work out what the coded message is. It is a very important part of your training and you must learn how to crack codes if you are to survive as a spy. The easiest way to crack a code is to take the coded message and mark how many times each letter or symbol occurs. In the English language some letters occur much more often than others do. If you make a table showing how often each letter occurs you can begin to guess what each letter/symbol stands for. Simply look at the most commonly occurring letters. The most common letters in the English language (in order) are E T A O N I S R H

If we assume that the most common letter in the message is an E, replace the most common letter/symbol in the code with an E. Do the same for the next most common letters. Then we can begin to guess what the rest of the message says.

Codes

A code is a word or group of letters or symbols that stand for another word or group of words. Shorthand is a code.

Pictorial Codes – Where we have a symbol that represents each letter in the alphabet. Examples are Semaphore, Naval Signalling and Morse code.

Letter Spacing - Try writing your message down on a piece of paper. Now copy the message down onto another sheet one letter at a time, inserting 2 extra random letters in between each letter of the message. Now when someone wants to read the message they simply look at every third letter. For example;

Hsienfleolpzo If you cross out every third letter it spells the word – Hello.

You can do a similar code by placing whole words in between the words in your code. Simply write them all on one line. As long as the other person knows how they are spaced (e.g. every 4th word) they can decode it easily.

Keyword Code – This is another nice and simple one. Choose a keyword that only you and your contact will know. For example, Liberty. Now write out the keyword followed by the entire alphabet. Go through the letters of the alphabet and cross out any letters that have already been used. Now copy down the remaining letters, in the order that they are in onto a piece of paper. Write the alphabet above these and you have now generated a code that can be used to send messages.

Mirror Writing - You could try writing your message by placing a mirror standing on the paper. Concentrate on the mirror and draw a shape so that the letter can only be seen when you look at it with a mirror.

Codewheels – Take two circles of cardboard, one larger than the other. Cut a hole (or more if you wish, marking the holes with symbols or colours) in the smaller circle. Pin the smaller circle on top of the larger one. Write the alphabet, in a random order, carefully along the outer edge of the large circle so that it goes all the way around the circle. Now mark a pointer (line) on the smaller circle. Match the pointer to a letter and write the letter that you wish this to be in the code in the small hole. Do this for all of the alphabet. Now when you write a code you can use the codewheel to decode the message by pointing the smaller circle to the letter in the code and the answer will appear in the small hole.

Codesheets – A code sheet can be made by deciding upon a pattern like a crossword grid. Cut the grid out in cardboard. Form a table and place the grid over the top. Write your message square by square in the holes in the cardboard. Remove your grid and fill in the spaces in the table with random letters. It now looks like a jumble of letters. To read the code your contact places the same shaper cardboard grid over the top.

Coderulers – Take a thin strip of paper and write the alphabet in order. Now take another strip the same size and write the alphabet, or symbols, in a random, jumbled-up order. You can make a code by deciding upon a number. Simply tell the number to your contact, who has the same two rulers. He then places them side by side and moves the alphabet ruler down the number of places that you told him. Each letter is then represented by the letter or symbol it matches up with on the opposite ruler.

Caesar Code – Take a pencil or pen. Take a strip of paper and wrap it tightly around the pen without overlapping the paper (so that the paper spirals towards the end of the pen). Now write your message along a line on the paper and fill the remaining lines with random letters. Now unfold the sheet and pass it onto your contact. The only way that they can decode the message is to have a pen the same thickness as yours, and to wrap it around the pen and read off the message.

Hidden Messages

Invisible Ink I – A spy can write all their messages onto rice paper. If the enemy capture you just gobble up the evidence and you will suffer no ill effects. Rice paper can be bought from the baking section at a supermarket. Write your message in code, using an orange stick dipped in food colouring.

Equipment Required – ‘Orange Stick’, rice paper, food colouring.

Invisible Ink II– A spy can write all their messages onto rice paper. If the enemy capture you just gobble up the evidence and you will suffer no ill effects. Cut a lemon in half and squeeze its juice into a cup. Write your message on a sheet of paper with a brush dipping it into the juice between each letter. Now let it dry for an hour. The writing will disappear. To read the message place the paper, face down, on a shelf in the oven. Set the oven at 175°C or gas mark 4 and heat for 10 minutes.

Equipment Required – Lemon, cup, small paint brush, paper, oven.

Invisible Ink III – To write the message dissolve one teaspoonful of copper sulphate in a glass of water and use this to write your message. To read the message you dissolve one teaspoonful of sodium carbonate in 4 fluid ounces of water and pour this into a flat dish. Immerse the sheet of paper in the fluid and the writing will turn blue.

Equipment Required – Copper Sulphate, water, sodium carbonate, paper, flat dish.

Concealing Messages – A false sole in your shoe is an excellent ploy. Cut a pair of false soles from some thin cardboard and slip them inside your shoes. Tuck your messages underneath.

Make a secret pocket from a square of material the same size as your real pocket. Use double-sided tape to fix it inside the real one. Keep odd pieces of paper inside the real one to make it look genuine.

If you are captured by the enemy they may strip-search you to find any hidden messages. Some good places to hide messages are in your socks, behind your coat lapel, inside a shirt cuff or under a collar, even in the band of a hat.

You can even devise an eye patch concealing a message taped inside. You can hide it under your fingernails if they are long enough, some spies even have a false tooth made to store a message!

Equipment Required – Cardboard, scissors, sticky tape, double-sided sticky tape, string/elastic.

Information on Spies

Spies in History

Roman statesman Julius Caesar invented a simple cipher system that moved the alphabet three places to the right.

Some Greek politicians drugged their slaves and then branded their backs with a secret message. Histiaeus, the Greek Ambassador to Persia, sent secret reports home branded onto the shaved head of a slave. When his hair grew enough to cover the message the slave was sent home.

Roman historian Tacitus told of secret message being written on a thin sheet of lead which was then rolled into an earring. Some reports were written on tablets of wood which were then covered with a layer of wax. A fake message was carved on the wax. When this was received the wax was melted to reveal the message.

Dick Whittington, Lord Mayor of London, was an undercover agent for Henry V

Queen Elizabeth I had 50 spies in Europe. Christopher Marlowe, a famous English playwright, was once a secret agent employed by Sir Francis Walsingham who ran Queen Elizabeth I's intelligence service.

Some famous authors have been spies: Somerset Maugham, Graham Greene and Ian Fleming worked in British Intelligence in wartime. Fleming put lots of details into his James Bond books. Chaucer was a secret agent working for John of Gaunt. Edgar Allan Poe, the American writer, used a cipher system in his story 'The Gold Bug'. Daniel Defoe, author of Robinson Crusoe was an agent employed by the first Earl of Oxford. Defoe wrote a booklet on how to seize political power and the operate a police state.

Did you know?

Naval code books are bound in lead so that if the ship is damaged or captured the books will sink to the bottom of the sea if thrown overboard.

In 1953 a Los Angeles dentist came up with a plan for spies to cover their tracks. He used bats to carry light-weight fire-raising devices into Japanese territory. He called the scheme 'X-Ray'.

The CIA's photocopying machines permanently record the number of copies made so no one can make an extra copy of a document they want to steal.

An American electronics expert, visiting Russia in 1993, decided, just for fun, to check his bedroom in Moscow's most expensive hotel for bugging devices. He found two!

Homing pigeons often used to carry messages during World War II but soldiers at the front were ordered to shoot any bird they thought might be a carrier, and, as they were usually hungry, they were only too pleased to obey.

A ratline is the rope ladder that reaches to the top of the mast on a ship. It is the last place of safety when the ship is sinking. It has also become an intelligence term for an escape network.

During the second World War many spies were caught out. One German spy offered food coupons to a waitress in an English restaurant because he didn't know they were only needed for buying food, not meals. Another, buying a railway ticket was told that it could cost 'ten and six' (ten shillings and sixpence, the money used then). He handed over ten pounds and six shillings! A Belgian agent was found carrying invisible ink in his pocket. A German secretary, spying for Poland, went to work wearing a very expensive fur coat she could not have afforded on her salary. She was arrested and killed.

Spy Organisations

KGB – Komitet Gosudarstvenoy Bezoasnost (Committee of State Security), or the Russian secret police. The KGB was world famous. It sent agents to gather information to help Russia make military and political decisions. Agents also had to try to spread communism by working against the political system of the country they were in. Agents were controlled by a Resident Director who lived outside Russia, but not in the same country as his agents.

SIS – British Secret Intelligence Service. This used to be MI5 and MI6. Many SIS agents work in the British Embassies around the world, but not even their colleagues know who they are.

BND - The Bundesnachrichtendienst, the West German Federal Intelligence Agency. The BND is split into 4 main divisions, collection of information, evaluation of collected material, communications, training and security.

CIA – America's Central Intelligence Agency gathers information from foreign countries. Agents are usually recruited from American universities. To be accepted applicants have to pass loyalty, psychological and lie-detector tests.

Special Branch – Part of the London Metropolitan Police. The Special Branch works closely with MI5 (now DI5). MI5 agents have no power of arrest so when they have tracked down a foreign spy and have enough evidence against him, the Special Branch officers have to make the arrest and appear in court. That way the identity of the MI5 agents is kept secret.

NSA – National Security Agency. America's most secret organisation. The windows of the steel and concrete building at Fort Meade, Maryland are permanently sealed and the grounds are patrolled by killer dogs. The building contains a hospital, dental centre, theatre, bank, shops and eight snack bars.

SMERSH – The Russian cover organisation. Its official title is 'The Ninth Division for Terror and Diversion' and the name comes from its motto SMERt Shpionen, "Death to Spies". SMERSH runs laboratories and workshops where, it is rumoured, it tries out new drugs and invents new weapons, all designed to make the victims death look as natural as possible. It has now been incorporated into the Counter Espionage Service.

FBI – American Federal Bureau of Investigation. Set up in 1908 as the detective service of the Department of Justice, its job was to investigate all sorts of crime. Just before World War II, it was given the job of counter-espionage and has been doing that ever since.

Disguise Notes

False Documents – It is vital that a spy keeps their identity secret. You must have false documents in case the enemy ask for your papers.

Simply cut some 'cards' out of cardboard and copy the look of some real cards. Cover them on both sides with clear tape or plastic.

Equipment Required – 'Bus Passes', Photos, Old Identity cards, Cardboard, Pencils/Pens, Scissors, Tape, Clear Plastic.

Glasses – Half moon shaped specs can be made by tracing out the shape onto some thin card like a cereal packet. A monocle gives a person an aristocratic look. Use a curtain ring tied onto a piece of string and secure to a buttonhole on a jacket.

Equipment Required – Old pairs of glasses (lenses removed), Cardboard, String, Curtain Rings.

The Walk – A small flat stone inside your shoe will give you a limp. A ruler behind your knee will disguise your walk as well. Lean over slightly to one side and rest on a walking stick to give the impression of an elderly person with a bad back or an old war wound.

Some elderly people shuffle as they walk, others take each step slowly and deliberately. People in a hurry take long strides, some walk with their feet pointed inwards or outwards.

Equipment Required – Rulers.

The Voice – The voice is an important part of disguise. Each persons accent is different. You can alter the pitch of your voice too, deeper or higher. Talking faster or slower is another technique.

See if you can learn to 'roll your R's'. Try to speak with a boiled sweet in your mouth. When talking over the phone pinch the tip of your nose with your fingers and draw a handkerchief over the mouthpiece.

Equipment Required – Boiled Sweets.

The Clothes – Changing your appearance is the most important part. Try to wear clothes that would blend in with your surroundings and your disguise. There is no point wearing a suit if you are pretending to be a car mechanic! A hat/scarf can make a big difference.

Equipment Required – Various Clothes/Hats/Scarves

The Height – To give the impression of being taller wear longer length clothes with vertical stripes. Try a long scarf draped down your jacket front and add a hat. Perhaps even try 'padding' your shoes.

Equipment Required – Clothes, scarves, hats, shoes.

The Shape – It is quite easy to make yourself fatter and smaller. Make your shoulders look round by rolling up a small towel and laying it across your neck. Slip a coat over the top and fasten. For an overall rotund shape, secure two cushions around your middle with ribbons and put a coat on.

To give the illusion of a muscular build, simply wrap head scarves around your upper arms and thighs under your clothes.

Equipment Required – Towel, Clothes, Scarves, Cushions, String, Scissors.

The Head – Change your eyebrows (cover them with soap, wait until dry and pencil in new ones). Add wrinkles with a soft dark eyebrow pencil.

Blend blue & grey eye shadow together, dab this around the eye socket for dark circles under the eyes.

Sprinkle talcum powder over your hair to make it look grey. Try brushing differently or even a wig.

Stubble can be added with dark eye shadow around the chin area.

A moustache can be made from black cardboard /eyebrow pencil or a piece of wool.

Beards can be made from 2 pipe cleaners looped together with cotton wool glued around them.

A goatee beard can be made from short strands of wool on a triangular piece of material.

Sideboards can be made with face paints or taping cotton wool.

Cover your teeth with a piece of licorice to make them look black and rotten.

Change the shape of your mouth by padding with small wads of cotton wool or large gob stoppers.

Equipment Required – Cardboard, Scissors, Glue, Cotton Wool, Pipe Cleaners, Eyebrow pencils, Talcum Powder, Eye Shadow (Blue/Grey), Wool, Licorice, Soap.

Gadget Ideas

Key Duplicator – An important part of your spy equipment is your key duplicator. Use the plasticine to make an imprint of the key that you wish to use. When you get back to your headquarters the spy lab can produce the skeleton key.

Equipment Required – Plasticine/Blu tak, old keys

Handcuffs –

Equipment Required -

Communications Equipment –

Equipment Required -

Secret Message Containers –

Equipment Required – Old Pens,

Lifting Fingerprints – Special powder can be used but talcum powder will do. The powder is brushed onto the surface to be tested with a long-handled brush of very fine hairs. Once prints have been found, lift them with lifting tape or even Sellotape by pressing gently onto the powdered print, carefully peeling off and sticking onto black paper.

Another method is to scrape some charcoal off burnt toast, place the finger onto this and then lift the print with sellotape and put over some white paper.

Equipment Required – Talcum powder, brush with fine hairs, sellotape, black paper, burnt toast.
