

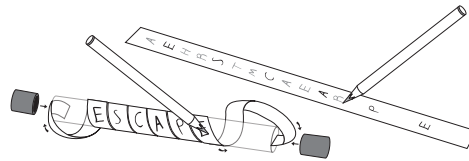
The message cannot be seen, as it is invisible. However, the message will show up like magic by simply using Developer Writer (black) to mark on the paper.

Homemade invisible ink: With adult assistance, you could also make your very own invisible ink at home. Here is recipe: Simply dip a toothpick into some transparent fruit juice like lemon juice and write the message with the tip. As you expect, the message is invisible. However, when you place the paper above a warm light bulb or a hair drier the message will appear, in brown writing. How does this work? The organic chemicals in the fruit juice contain carbon; and when heated, some compounds break down to leave carbon residue. This is brown, so your secret message appears at higher temperatures. This also works well with milk.



PAGE 21: STICK CODE

You and your partner agent need: Stick Code Message Capsules, message capsule covers and the paper strips at the back of your Journal (P.21), or you could make some paper stripes of similar size from any blank paper. This is probably one of the oldest ways of delivering the secret messages. History has it that the ancient Spartan generals (Sparta was one of the great cities in ancient Greece, around 500 BC) rolled a strip of goatskin around a rod, and wrote a message on it. He unrolled it and filled the spaces with other letters, so it looked like a stripe with a jumble of letters. The goatskin strip was then sent to the message recipient. To read the message, the message recipient needed to roll the strip around a rod of the same diameter of the one on which the messages was created. The message then appears like magic.



HOW TO SEND STICK CODE MESSAGE

1. Tear off one of the paper strips from P.21, along the perforations. The sender puts one end of the paper strip into the capsule. Lock it with the Message Capsule cover.
2. Roll the paper strip around the Stick Code Message Capsule, then lock the other end of the paper strip with Message Capsule cover.
3. Write the message on the paper strip.
4. Release the paper strip.
5. Fill in the spaces with random letters, to cover the initial – so your message is now hidden! Then put the strip into the Stick Code Message Capsule, and give to the receiver.
6. Receiver puts one end of the paper strip into the Stick Code Message Capsule, locks it with a Message Capsule cover and rolls it around the Stick Code Message Capsule.
7. The secret message is now revealed! In the absence of your Super Spy Secret Journal, you may simply roll a paper strip around a pencil, write and deliver a message as above. This is a fun way to pass secret messages in school. You could also use the Stick Code Message Capsule to deliver secret messages created by X Ray Secret message or invisible writers. How cool is that!

SPY SCIENCE SECRET MESSAGES

⚠ WARNING:
CHOKING HAZARD – Small parts.
Not for Children under 3 years.

TO PARENTS: PLEASE READ THROUGH THESE INSTRUCTIONS BEFORE GIVING GUIDANCE TO YOUR CHILDREN.

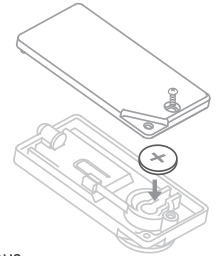
A. SAFETY MESSAGES

1. Please read through all the instructions and keep them since they contains important information.
2. Adult assistance and supervision is recommended.
3. This kit contains small parts which may cause choking if misused. Not intended for children under 3 years of age.
4. Only install batteries under adult supervision.

B. USE OF BATTERY

1. Use 1 x 3V button cell battery (Model CR1220).
2. Unscrew the battery case cover to replace battery. Adult supervision required.
3. For best results, always use fresh batteries.
4. Make sure you insert the batteries with the correct polarities.
5. Remove the batteries from the kit when not in use.
6. Replace exhausted batteries straight away to avoid possible damage to the kit.
7. Rechargeable batteries must be removed from the kit before recharging.
8. Rechargeable batteries should be recharged under adult supervision.
9. Make sure that the supply terminals in the battery case are not short circuited.
10. Do not attempt to recharge non-rechargeable batteries.
11. ⚠ WARNING: This product contains a coin battery. A coin battery can cause serious internal chemical burns if swallowed.
12. ⚠ WARNING: Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention. The battery is hazardous. The battery can cause severe or fatal injuries within 2 hours if it is swallowed or placed inside any part of the body.

1 x 3V button cell battery.
(Model CR1220).



C. CONTENTS

1 set of paper for making inner pages of the journal, 1 set of cards for making the journal covers and other accessories, 2 red filter lenses, 1 plastic binder, 1 plastic bag, 1 Morse Code Torch, 1 invisible message writer (white), 1 invisible message developer (black), 2 message capsules, 4 message capsule covers, double-sided adhesive tape, detailed instructions with fun facts.

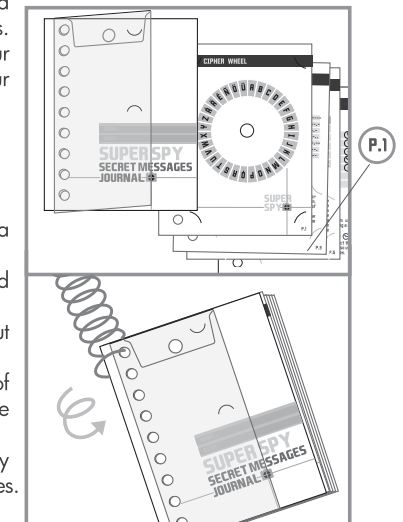
D. INSTRUCTION FOR ASSEMBLY

A good spy is always well prepared for any mission. The Super Spy Secret Journal organises all the spy gear and secret information vital for your missions. Before you start passing around important secret messages, assemble your journal and spy gear accessories. Some accessories in this kit can be shared with another secret agent in your team; you will also need to assemble these accessories, and pass to your agent before the mission begins.

ASSEMBLING YOUR SUPER SPY SECRET JOURNAL

SECRET JOURNAL BODY

1. Detach all the paper from the set of paper. Arrange in a pile, in a sequence according to the page numbers at the lower right corners.
2. Pop out the base page for the Cipher Wheel from the card set (marked P.1). Put it on top of the paper pile, as it is "P.1".
3. Now pop out the Journal cover and back cover from the set of cards. Put them at the front and back of the Journal.
4. Align all holes at the edges of all pages, and put the plastic bag on top of the journal. (This is for storing your Morse Code Torch and secret message markers.)
5. Insert one end of the plastic binder into the hole at the top. Then gently twist the binder, rather like a screw. It will spiral its way through all the holes.
6. After the binder reaches the bottom hole, your Spy Journal is bound.



QUESTIONS & COMMENTS

We value you as a customer and your satisfaction with this product is important to us. If you have comments or questions, or you find any part of this kit missing or defective, please do not hesitate to contact our distributor in your country. You will find the address printed on the package. You are also welcome to contact our Marketing Support Team: Email: infodesk@4m-ind.com, Fax (852) 25911566, Tel: (852) 28936241, Web site: WWW.4M-IND.COM

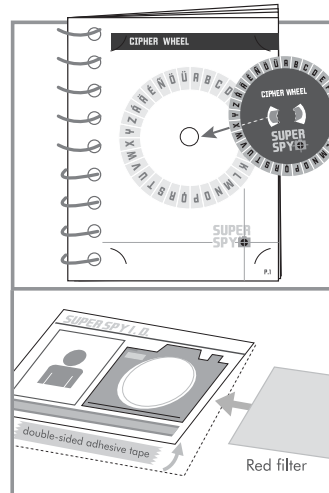
CIPHER WHEEL

You need to build a Cipher Wheel on P.1, which has the printed base of the Wheel.

1. From the set of cards, pop out the blue front of the Cipher Wheel.
2. Tip out the centre parts.
3. Gently insert the central parts into the hole through the base page. Use the centre parts to fix it to the base page. Your Cipher Wheel is complete.

SUPER SPY ID CARD

1. Pop out one of the Super Spy ID cards from the set of cards.
2. Fold the card according to the guideline.
3. Put the red filter into the middle of the folded ID card, covering the round opening.
4. Use double-sided adhesive tape to affix the ID card.
5. Write your name and stick a picture of yourself on the card. Your ID card is complete. You may slide the ID card into the slots on the Journal cover. Congratulations! Your Super Spy Secret Journal is complete.



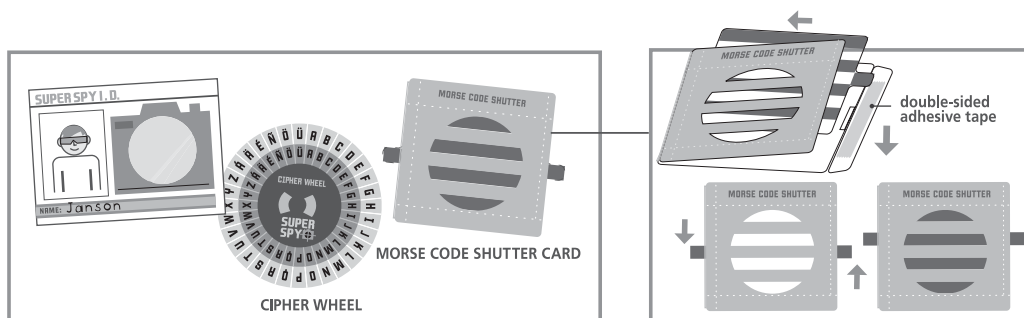
ASSEMBLING GEAR FOR YOUR TEAM MEMBERS

SUPER ID CARD - There is a spare Super Spy ID Card. Assemble this for your partner agent.

MORSE CODE SHUTTER CARD - Instead of using the Morse Code Torch, your partner agent will use a shutter card for Morse code communications. Pop out the Morse code card wrapper and the shutter card, which has strips within, from the set of cards. Place the card with strips inside the wrapper card. Make sure you follow the directions as in the diagram. Fold, and apply double-sided adhesive tape to affix the shutter card.

CIPHER WHEEL - Your partner agent needs another Cipher Wheel to decode your messages. Instead of being on a journal page, this will be a standalone Cipher Wheel. Pop out both the wheel front and base from the set of cards. Assemble in the same way as before.

In addition to the above, you may also give your partner agent a few sheets of the X Ray Secret Notes, a few paper stripes at page 21, and one of the message capsules for stick code. Before you start the operation, you need to pass these to your partner agent so you can communicate him or her.



E. INSTRUCTIONS FOR SECRET COMMUNICATIONS

The specially designed Super Spy Secret Journal introduces you to the different ways of secret communications included in this kit. They will be introduced below according to the page sequence.

NOTE: These instructions are TOP SECRET. Read, remember, and store in a secret place.

PAGE 1-2 : CIPHER WHEEL

You need: Cipher Wheel built inside the Secret Journal

Your partner agent needs: the small Cipher Wheel

Read the fun facts and history of the Cipher Wheel printed on the back of the Cipher Wheel base page. You will learn how the Cipher Wheel works. You may start by following the example, to transform a message by replacing each letter with the letter that comes one after it in the alphabet – so “ A ” becomes “ B ”, “ B ” becomes “ C ” etc. Turn the inner circle accordingly and start to write your secret messages. Send the secret message to your agent, and tell him or her to decode it by shifting the letters one place back on the Cipher Wheel.



PAGE 3: MORSE CODE

You need: Morse code torch

Your partner agent needs: Morse Code Shutter Card

1. Sender writes down the message he wants to send and translates into Morse code.
2. Sender uses the Morse Code Torch to flash the signal to the receiver. (“ – ” for a long flash, and “ . ” for a short flash.)
3. Receiver writes down the signal received.
4. Receiver then converts the code he received with reference to the Morse code conversion chart in the Journal. If the sender is using the Morse Code Shutter Card, he holds the card wrapper with one hand and moves the inner striped card up and down with the other hand. This will imitate the signal from a flashing light used by the navy. A quick move represents a “ . ”, whereas a slower move represents a “ – ”.

PAGE4-8: SECRET CODES LIBRARY

Apart from the Morse code as described above, this handy secret code library contains some common codes used in the spy world. Study them well and use them in writing your secret messages or for decoding messages any enemy messages you intercepts. There are fun facts, and a brief history of spying, too.

INVENT YOUR OWN SECRET CODES

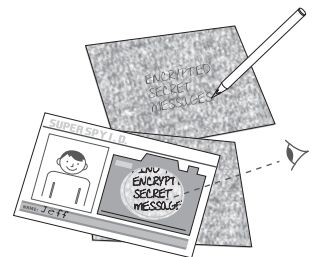
There is a blank code page in your code library. Invent your very own set of secret codes for use between you and your partner agent. Put them down on this blank code page, and communicate in a way no one except your spy ring can understand.

Page 9-14: X RAY SECRET MESSAGE

You need: X Ray Secret Notes sheets

Your partner agent needs: Super Spy ID Card with the Decoder Lens

Use a grey/black colour pen (or simply a pencil) to write on the X Ray Secret Notes sheet. Your messages/drawings will be hidden in the red colour patterns. To view the secret message, simply view through the Decoder Lens built into the Super Spy ID, and your message will clearly appear like magic. How does this work? This is in fact a kind of colour illusion trick. By viewing through the red filter lens, all colour in the red colour group is filtered out, so messages belonging to the blue/black colour group appear. This colour encryption method is ideal when you need to create a secret map or drawing, or create a secret message that can be instantly viewed by your partner agent with a Decoding Lens (on the Super Spy ID card).



PAGE 15-20: INVISIBLE MESSAGES

You need: Invisible Message Writer (white), the Secret Notes sheet at the back of the Journal or any other blank sheets of paper

Your partner agent needs: Invisible Message Developer (black)

A spy may write invisible messages so their enemy does not even know the messages exist. A set of secret message writers is included in this kit. Simply write your messages with the Invisible Message Writer (white).