

"THERE IS NO PLACE WHERE ESPIONAGE IS NOT POSSIBLE."

—Sun Tzu

Filled with sharp wit and sharper daggers, *The Pocket Guide to Spy Stuff* will jump-start your training as a world-class spy. Chock-full of fun activities and delightful topics like surveillance, eavesdropping, keeping secrets, and misinformation.

"An especially
enthraling read."

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—*The Oregonian*

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THE POCKET GUIDE TO SPY STUFF

Bart King



GIBBS
SMITH

*The Pocket
Guide to*

SPY
STUFF

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Contents

Danger Is My Nickname!	7
Ethics? What Are Those?	14
Cyberespionage!	23
Misinformation!	36
Secret Agent Tool Kits and Self-Defense!	47
Espionage and Communication!	64
Dishonesty—It’s the Best Spy Policy!	77
Eavesdropping!	86
Surveillance!	93
Disguises, Alibis, and Covers!	106
Sneaking, Following, and Escaping!	133
Assassination!	144
Keeping Secrets Secret!	164
The Best (and Worst!) Secret Names Ever!	172
Spy Catching and Lie Detecting!	179
The Ten Types of Spy Screw-Ups!	195
Going Pro!	207

IT’S A TRICKY PROBLEM!

It’s hard to prove that friendly countries really aren’t spying on each other. As one agent said, “How would you verify it—by spying?”

Most nations in the world accept the fact that CIA agents are running around in their country. And in many cases, they’re happy to have the spies! That’s because CIA agents might find out some good information and then *share* it with those countries. The United States often returns the favor by allowing foreign spies within its borders.

OUR ROLE MODEL: SIR FRANCIS WALSINGHAM

Is it even possible to be a good person and also a good spy? Maybe. Sir Francis Walsingham (c. 1530–1590) created England’s first spy agency. In his 20 years of leading a team of more than 70 secret agents, Walsingham protected Queen Elizabeth from assassins and England from invasion by Spain.

In all the time Walsingham ran the spy agency, he never once used it for his own benefit. In fact, Walsingham paid his spies himself, out of his own pocket.



MISINFORMATION!

VOCABULARY

Confusion agent: A spy who doesn't spy. Instead, he spreads misinformation to confuse enemy agents.

Edward Lansdale was a US agent who came up with an interesting way to confuse opponents: Lansdale would publicly *thank* enemy leaders for their help! This would lead to conversations like this:

ENEMY SOLDIER: How did you help that American spy?

ENEMY LEADER: I didn't!

SOLDIER: Then why did the Americans send a singing telegram just now, thanking you for your assistance?

LEADER: He is just doing that to make you suspicious of me!

SOLDIER: So you *didn't* help him?

LEADER: No! Of course not!

SOLDIER: Yet I have never known a singing telegram to be wrong...

That Edward Lansdale was a tricky one! In fact, *all* spies are tricky. A man named Peter Ustinov wrote a play about how tricky a spy's life is. In it, a small country named Concordia is caught in a power struggle between the United States and Russia. To survive, Concordia needs to be crafty!

So, to play the two countries against each other, Concordia's spymaster tells the American ambassador that the Russians have broken the secret US code.

"We know they know our code," the American says. "We only give them things we want them to know."

Concordia's spymaster is stunned! He walks to the Russian Embassy and tells their ambassador, "The Americans know you know their code."

The Russian answers, "We have known for some time that the Americans knew we knew their code. We have acted accordingly—by pretending to be fooled."

Amazing! The spymaster then returns to the American Embassy and tells them, "The Russians know you know they know you know."



EAVESDROPPING!

As all spies know, a bug is a hidden minimicrophone. And kids love them!

That's because kids know how fun it is to be sneaky. For example, in 1946, a group of Russian schoolchildren gave the people at the US embassy in Moscow a gift. How sweet! It was a carved wooden wall decoration of the Great Seal of the United States.

This gift from the Russian children hung on a wall in the ambassador's home for the next six years. And then a US security team discovered that the carving had a microphone in it. It turned out that Russian agents had been listening in on the ambassador all that time.

Those little brats gave us a bug!

ONCE BUGGED, TWICE SHY

US agents sometimes overreact in their search for bugs. During a high-level meeting in Vienna, Austria, two American agents wanted to sweep a meeting room of any bugs. Investigating the room above the meeting area, the agents found a big brass object in the floor. They didn't know what it was, but the thing was suspiciously mysterious!

The two agents worked all night with a tool kit to remove the device. When they unscrewed a rod from inside of it, the brass object finally came free! But as they went downstairs, the agents realized they had made a big mistake. The meeting room couldn't be used anymore because the huge antique chandelier in its ceiling had just crashed to the floor and broken into smithereens.

Oops!

