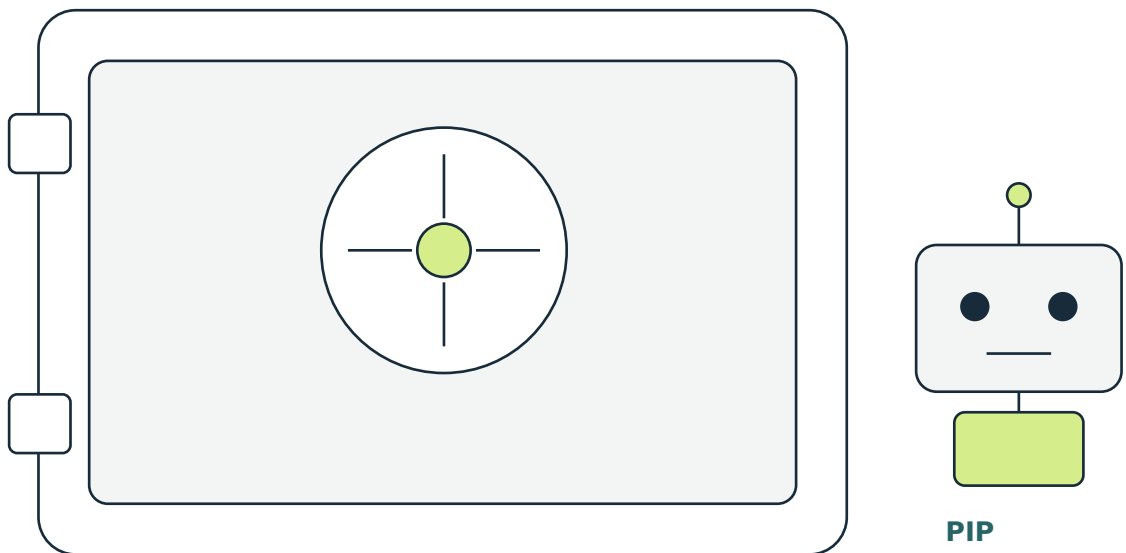


YOUR BIRTHDAY. YOUR MISSION.

SECRET AGENT ACADEMY

A print-at-home team adventure

OPERATION BIRTHDAY



Crack six missions. Decode the delivery point.
Find the secret birthday dispatch.

7-8

AGES

2-6

PLAYERS

6 + 1

MISSIONS + FINALE

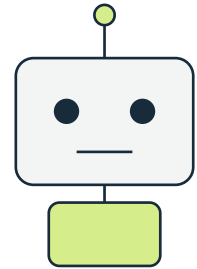
Adult-led. Works in black and white. No special locks needed.
Revised pilot: play time and age fit await testing with children.

START HERE / KEEP THIS SHEET

A message from Pip

Read together. Choose your agent names.

"Hello, agents! I am Pip, the birthday delivery robot. I put our secret Party Launch Orders in a safe place... then scrambled the vault code. Oops!"



Complete six missions to rebuild the code. Mission Control will then give you a decoder. Find the secret dispatch and launch the celebration!

TEAM NAME _____

01

02

03

04

05

06

--	--	--	--	--	--

AGENT RULES

Take turns. Explain your clues. Swap jobs after each mission. Ask for a hint whenever you need one. Walk during the relay. Stay in the mission room; no climbing or moving furniture.

Adult Mission Control: keep the Host Guide, decoder and finale hidden.
Give out one mission at a time.

MISSION 01 / SHARE INFORMATION

The scrambled signal

Adult: cut this sheet into two parts along the dotted line.

KEY AGENT: keep this key. The Signal Agent reads a number.
Find it below and say its letter. Swap parts after two letters.

A 1	B 2	C 3	D 4	E 5	F 6	G 7	H 8	I 9	J 10	K 11	L 12	M 13
N 14	O 15	P 16	Q 17	R 18	S 19	T 20	U 21	V 22	W 23	X 24	Y 25	Z 26

----- ADULT: CUT ALONG THIS LINE -----

SIGNAL AGENT

Read these numbers to the Key Agent, one at a time.
Write each letter you hear. Your word names a number.

6

15

21

18

CODE SLOT 1

Write the number as a digit. Copy it to the team sheet.

MISSION 02 / SEARCH TOGETHER

Spot the real badges

Pip needs a count of genuine Academy badges.



A real badge is a TRIANGLE with exactly ONE DOT.
Count only the badges inside the grid.
The example on the left does not count.

Share the rows between agents. Circle your matches.
Ask a teammate to check them, then add the row totals.

CODE SLOT 2

Copy the total to the team sheet.

MISSION 03 / LISTEN AND NAVIGATE

Guide the delivery robot

Adult: cut off the Navigator strip along the dotted line.

MAP AGENT: start at B4. Listen to the Navigator.
Move one square each time. The final square gives your digit.

N = UP

S = DOWN

E = RIGHT

W = LEFT

	A	B	C	D	E
1	7	1	5	9	4
2	3	8	6	1	7
3	4	5	9	6	2
4	8	START B4	3	7	1
5	5	2	4	8	6

----- ADULT: CUT ALONG THIS LINE -----

NAVIGATOR: READ ONE MOVE AT A TIME

RIGHT RIGHT UP LEFT UP RIGHT RIGHT DOWN

Ask the Map Agent to say each new square aloud.
Do not point to the answer. You can restart together.

CODE SLOT 3

Copy the digit from the final square to the team sheet.

MISSION 04 / COMBINE CLUES

Find the missing courier

Pip remembers three details. One agent matches ALL three.

1. The courier has a STAR symbol.

2. The courier has a DOTTED band.

3. The badge number is GREATER THAN 6.

NOVA



BADGE

8

ECHO



BADGE

7

ORBIT



BADGE

9

PIXEL



BADGE

1

COMET



BADGE

4

LUNA



BADGE

6

Take turns reading clues. Cross out agents who do not fit.
Which courier remains? Use their badge number.

CODE SLOT 4

Copy the courier's badge number to the team sheet.

MISSION 05 / FILTER AND ORDER

Repair the signal log

Two records are broken. They must not enter your message.

First cross out every ERROR record. Use only OK records.
All times are on the same morning. Number the four OK records
1-4 from earliest to latest. Read their letters in that order.

☐	09:30	OK	V
☐	09:00	ERROR	Z
☐	09:10	OK	F
☐	09:40	OK	E
☐	09:25	ERROR	X
☐	09:20	OK	I

WORD: _ _ _ _

One agent orders; another checks. Agree before writing.

CODE SLOT 5

Turn the number word into a digit. Copy it to the team sheet.

MISSION 06 / ALL HANDS

Recover the final message

Ask Mission Control to set out the six Relay Cards.

Pip has one last message. Everyone has a part to play.

01

Collect as a team

Take turns walking to the relay station. Bring back one card at a time. With six players, each collects one. With fewer, keep taking turns.

02

Do the team actions

Follow the action on each card together. You may stay seated or replace an action with a wave. Nobody is eliminated.

03

Put the message in order

Arrange all six cards from 1 to 6. Read only the five LETTERS. The star is the Academy seal, not a letter. Your word names the final digit.

Now read the full six-digit code to Mission Control!

CODE SLOT 6

Copy the final digit to the team sheet.

MISSION 06 / ADULT PREPARATION

Relay Cards

Adult: cut out all six cards. Keep them hidden until Mission 06.

CARD 1

E

Each agent says their agent name.

CARD 2

I

One agent claps a short pattern. Everyone copies it.

CARD 3

G

Pass an imaginary parcel around the whole team.

CARD 4

H

Together, name one mission you have completed.

CARD 5

T

Choose a victory pose. Everyone tries it together.

CARD 6



Show this seal to Mission Control. Say: "Team ready!"

Walk, do not race. Every action can be done seated or replaced with a wave.

OPTIONAL / ONE SHEET

Agent credentials

Adult: cut out one badge per player. Use as desk cards; no pins needed.

SECRET AGENT ACADEMY

AGENT NAME

MY TEAM SKILL

A

SECRET AGENT ACADEMY

AGENT NAME

MY TEAM SKILL

A

SECRET AGENT ACADEMY

AGENT NAME

MY TEAM SKILL

A

SECRET AGENT ACADEMY

AGENT NAME

MY TEAM SKILL

A

SECRET AGENT ACADEMY

AGENT NAME

MY TEAM SKILL

A

SECRET AGENT ACADEMY

AGENT NAME

MY TEAM SKILL

A

OPTIONAL / TWO PER SHEET

Your mission invitation

Fill in the details, then cut out the two invitations.

TOP SECRET

A

YOU'RE RECRUITED!

Join a Secret Agent Academy birthday mission.

FOR

DATE / TIME

LOCATION

RSVP

TOP SECRET

A

YOU'RE RECRUITED!

Join a Secret Agent Academy birthday mission.

FOR

DATE / TIME

LOCATION

RSVP

OPTIONAL / ONE PER AGENT

MISSION COMPLETE

Secret Agent Academy - Certificate of Achievement



THIS CERTIFIES THAT

AGENT NAME

has completed Operation Birthday

with curiosity, teamwork and sharp thinking.

DATE

MISSION CONTROLLER

FINALE / RELEASE AFTER CODE CHECK

Decode the delivery point

Mission Control gives you this sheet after checking all six digits.

Copy your six-digit code below. Use the key to replace each digit with its LETTER or SYMBOL. Read from left to right.

SLOT 1	SLOT 2	SLOT 3	SLOT 4	SLOT 5	SLOT 6

6 = T	2 = A	7 = H
1 = S	8 = ☆	4 = C
9 = I	3 = O	5 = R

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FIRST FIVE BOXES = AN OBJECT

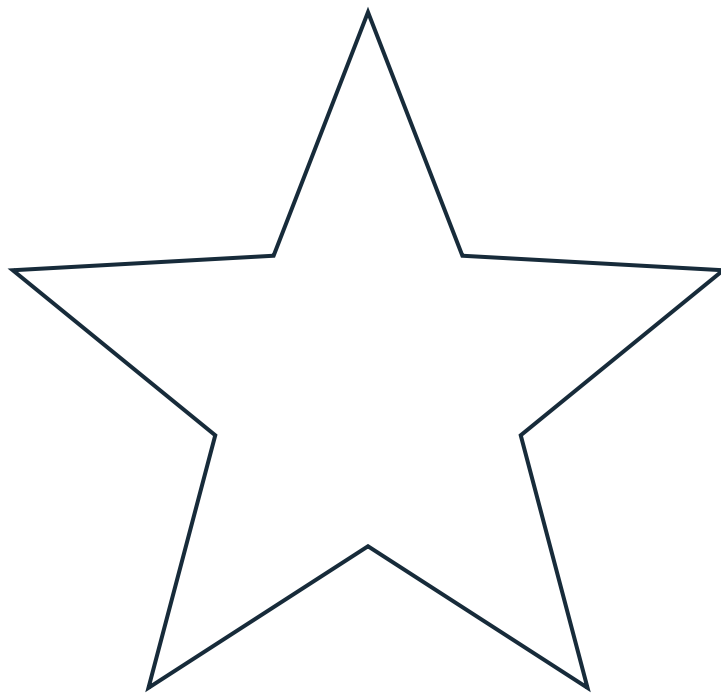
LAST BOX = ITS MARK

Find the matching delivery point in the mission room. Ask for help reaching it.

FINALE MATERIAL / ADULT ONLY

Delivery-point marker

Place this marker on the back of the finale chair. See Host Guide page 6.



ACADEMY DELIVERY POINT

Adult: fold over the chair back or attach with optional tape.
Do not put the dispatch under furniture or somewhere players must climb.

THE SECRET DISPATCH

Party Launch Orders - from Pip and Mission Control

Agents, you found it! The vault code protected our secret delivery point. Your teamwork has earned you a new title:

OFFICIAL BIRTHDAY AGENTS

Your final orders are below. Complete them together to launch the celebration!

- 01 Choose your team's victory pose.
- 02 Give today's birthday agent three cheers.
- 03 Count down together from 5 to 1.
- 04 Strike your pose and shout: "MISSION COMPLETE!"

You are all part of the Academy. Thank you, agents!
- Pip