

1

## WILL IT FLOAT OR WON'T IT?



It may not be a duck and certainly not a boat, but is there any chance this card would stay afloat? You could waste time by messing about... but there's only one way to find out!



**Put this card in a bowl of water.**

**Will it float?**

- A. Yes
- B. No



**ESCAPE  
YOUR HOUSE**  
***SPY TEAM***

PUZZLE CARD

SPARE  
**10**

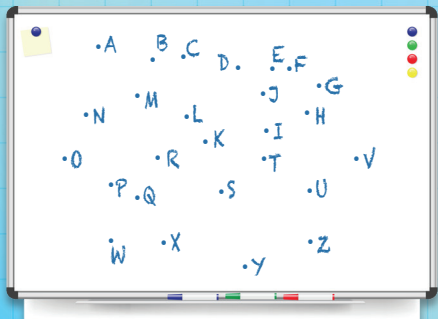
MISSION 1

2

## THE DRAWING



The board in this classroom is covered in dots. What's this supposed to be?



Use a pen/felt tip to draw on this card as per the instructions on the board in classroom 3.

Classroom 1



# ESCAPE YOUR HOUSE

*SPY TEAM*

PUZZLE CARD

SPY  
3

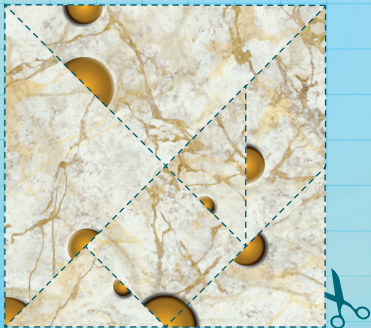
MISSION 3

7

## SHARDS BRING LUCK?



Oops, you've accidentally knocked over a camel figurine...



When the guard comes around, he'll notice and raise the alarm. Quickly cut out the shards and make an exact replica of the figurine shown on puzzle card 3.

**Once you succeed, answer card 12 is yours!**

Hall



# ESCAPE YOUR HOUSE

*SPY TEAM*

PUZZLE CARD

SPARE  
**2**

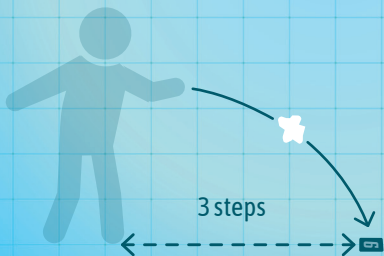
MISSION 4

1

## MAGNETIC FISHING



There's a key in a pit full of hungry crocodiles. Luckily, you've found a magnet and a long piece of rope. All it takes is an accurate aim...



Place answer card 6 on the floor and move 3 steps away. Crumple up this puzzle card and throw it to try and hit the answer card.

**Once you succeed, the answer card is yours!**

Crocodile Enclosure



# ESCAPE YOUR HOUSE

*SPY TEAM*

PUZZLE CARD

SPARE

MISSION 6