

Confidential

from

MELVIN PURVIS

CHIEF SPECIAL-AGENT-IN-CHARGE



**MANUAL OF
INSTRUCTIONS**

TO ALL OPERATIVES

**HEADQUARTERS, JUNIOR G-MAN CORPS
BATTLE CREEK, MICHIGAN**

HEADQUARTERS

OFFICE OF MELVIN PURVIS

CHIEF SPECIAL-AGENT-IN-CHARGE

JUNIOR G-MAN CORPS

BULLETIN No. X-43Y72Z

From: MELVIN PURVIS

To: ALL OPERATIVES

Subject: GENERAL INSTRUCTIONS

1 Your name has been placed upon headquarters records as an operative in my Junior G-Man Corps.

2 Your Junior G-Man badge is herewith enclosed. Hereafter you will keep it on your person at all times.

3 This Service Manual carries instructions intended solely for members of the Junior G-Man Corps, wherever operating. You are expected to guard the secrecy of this information closely. Memorize sections indicated.

4 Headquarters welcomes you to the Junior G-Man Corps and trusts that you will guard its secrets; perform its duties with discretion, alertness and energy; keep physically fit; and maintain the ideals of the organization—obedience to authority and respect for law and order.

5 SPECIAL ORDER No. 1
from MELVIN PURVIS

You are forbidden to play G-Man games with guns, pistols, revolvers,

knives, or any other weapon that may cause injury. Remember especially—you can never be sure whether or not a gun is loaded, and many serious accidents result from playing with guns that people think are empty. So don't ever disobey this rule. I, personally, never carried a gun in any investigation. I found it hampered instead of helped my operations in many cases.

6 You are requested to help enlist other boys and girls in the Junior G-Man Corps; thereby helping to increase the power and efficiency of the organization. In asking your friends to join, however, you are again cautioned to reveal none of the secrets of the Junior G-Man Corps.

(Signed)

Melvin Purvis

Chief Special-Agent-in-Charge

A SPECIAL GREETING TO ALL JUNIOR G-MEN

FROM

MELVIN PURVIS



AS MOST of you boys and girls know, I was a G-Man for the United States Government for a good many years. Fighting crime and all disobedience of authority and law and order has been my job and my responsibility—just as it is now *your* job and *your* responsibility as a member of my Junior G-Man Corps.

I want to extend to you—each one of you—my heartiest personal welcome into an organization of which you can be very proud. And I want to congratulate you for taking on the responsibility of aiding in the enforcement of your country's laws.

You will find in your work, just as I have in mine, that disobedience of the law never pays. When you have mastered the material in this Manual (which is the same sort of material that every G-Man uses in

fighting crime), you will begin to realize what tremendous chances the law-breaker takes. You will see how impossible it is for anyone to "get away" with crime for very long, even though he may seem to momentarily. The vigilance of the law is unceasing. Sooner or later the guilty are caught and punished.

And remember this: A good G-Man keeps himself fit. You can't be a good G-Man unless you watch your health and do the things that keep you alert. So I want every boy and girl in my Junior G-Man Corps to get plenty of sleep. Spend all the time you can out in the open air and sunshine. Eat the food your mother tells you to eat. (Signed)

Melvin Purvis

PLEDGE FOR JUNIOR G-MEN

Every member must take the following pledge and do his utmost to obey it. The pledge is to be repeated by all members at the opening of all meetings.

"I pledge myself to obey the laws of my country, my state, and my city, and to respect and cooperate with all those in authority. I further pledge myself to keep strong and fit for all duties of the Corps at all times.

"I take this solemn pledge as part of my service to the Corps, and to the ideals for which it stands."



SECRET CODES AND SIGNALS

You are ordered to memorize the following Junior G-Man Codes and Signals



IDENTIFYING SIGNATURE OF A MEMBER OF THE JUNIOR G-MAN CORPS. It is used in signing secret letters or whenever a member wants to give proof that he belongs to the Junior G-Man Corps. It may also be chalked on sidewalks, etc., by a Junior G-Man as proof to fellow-members of his squad that he has passed that way. Note that this code signature, which comprises the initials of Melvin Purvis, is made in one unbroken line.

THE SECRET PASSWORDS. The Official Secret Passwords are given whenever one G-Man wants to make sure that another person is also a G-Man. The first G-Man whispers the letters "J.G." Whereupon the other G-Man answers, "M.C." These, of course, are the initials of the Junior G-Man Corps. The passwords are never to be spoken above a whisper. They are also used when admitting people to Secret Meetings of G-Men.



THE SECRET WHISTLE. All Junior G-Men must practice until perfect this official secret whistle: One short whistle followed immediately by two long ones. When one G-Man is within calling distance of another, but out of sight, and wants to call the other member, he gives the Secret Whistle. The other members will immediately respond with the same whistle.

THE "DANGER" CODE SIGN. To be used only if a member is in danger and wants help. Place this sign on a piece of paper or upon anything else; send it to a fellow Junior G-Man or leave it where he can see it. It means: "Rush help as quickly as you can. I am in great danger." This sign is to be used only in cases of emergency, and any member of the Corps finding such a sign shall take immediate steps to answer the appeal for help.



SPECIAL TRAIL SIGNS. In addition to chalking the Identifying Signature on the sidewalk, there are many other methods of informing fellow members of the Corps that you have travelled in a certain direction. These signs are determined by the type of country in which you are operating. For example, in brush country, twigs bent in a certain direction inform those following which way you are going; in timber country, a small mark made on trees with a pocket-knife; in grass country, tufts of grass may be twisted together and bent in the direction taken; and on rocky ground, a small rock placed on top of a larger rock says as plainly as a signboard, "I have come this way."

Codes for detailed messages will be found further on in this Manual. You are under orders to guard the secrecy of all Codes and Signals.

HOW TO ORGANIZE A LOCAL SQUAD OF JUNIOR G-MEN



Presenting Operations Reports. One of the important functions of a Junior G-Man is to present, in meeting, a report of his operations in line of duty since the previous meeting. This is not only essential for maintaining the records of the Squad, but is very valuable training to enable you to set down clearly and concisely an account of your activities in any line of work.

ELECTIONS: A full squad consists of eight members, just as a squad in the army does. But it may have fewer. After you and your friends have received your badges and manuals, you must vote for a Special-Agent-in-Charge. It is best to elect a Special-Agent-in-Charge *each week to serve for one week at a time.* In the Federal Bureau of Investigation I have often seen special agents rise from the ranks to positions of great responsibility, due to their training in administrative work.

DUTIES OF SPECIAL-AGENT-IN-CHARGE: The Special-Agent-in-Charge has charge of the calling of meetings, arranging for and directing of drills, and is responsible for the carrying out of *all my general instructions.* (See Page 2.)

The Special-Agent-in-Charge must arrange and direct the pursuit of the guilty parties by his Junior G-Man Squad, see to it that no clue is overlooked. When there are no trails, the Special-Agent-in-Charge may tell his men to bring in such-and-such a suspect for questioning.

MEETINGS: Meetings shall be held once each week, preferably on Saturday. General Headquarters may be set up in any convenient place—in an empty basement room in the home of one of the members, or in a vacant lot, or in someone's back yard. Sometimes in order to maintain secrecy, and to avoid being trailed and discovered, it is best to change the place of meeting each week. Meetings must always be absolutely secret. Only members of the Junior G-Man Corps are allowed to attend. *They must give the Password before entering.* Records should be kept of all meetings—attendance noted, reports made on all games and drills. Remember, all records must be kept secret.

EMERGENCY CALLS: Whenever the Special-Agent-in-Charge deems it advisable, he may send out an Emergency Call to meet at Headquarters. All who can attend must do so. Emergency Calls are sent out only when some special situation arises requiring swift action by several Junior G-Men together.

G-MAN DRILL BY SQUADS

GENERAL RULES

WHEN there are two squads of Junior G-Men in your neighborhood, this course is to be followed: the two squads are to take turns in drills, one squad being the G-Man and the other the Guilty. If there is only one squad, it is to be divided equally.

Drill procedure is as follows:

Select the spot where the Guilty Person will leave clues. The Guilty Squad shall first decide which of their number will be the Guilty Person. After that the Guilty Squad shall decide what clues to leave. The

Guilty Squad always *leaves some clues* for the G-Man Squad to follow.

TWO KINDS OF CLUES

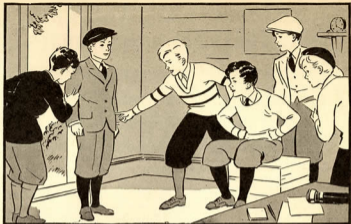
As all G-Men know, there are two kinds of clues. First, things left behind. Perhaps the Guilty Person may drop a marble, or a knife or something else from his pocket. If the selected scene happens to be out-of-doors and slightly muddy, the Guilty Person may walk through the mud, thus indicating that he has been at the scene of the crime. Certain clues must be left within ten steps of the place chosen.

The other kind of clues are those that are found on the Guilty Person. Perhaps he may have a twig broken from a nearby bush which had caught in his pants or in one of the buttons on his shirt. Or, if there are burrs or thistles at the scene of the crime, he may have several of these stuck on his clothing.

If the G-Man Squad cannot find any clues at the scene of the drill, they should examine the Suspects to see if the clues are on any one of them. Suspects brought in for questioning must always submit to arrest.

After the Guilty Squad has arranged the clues, the G-Man Squad must try to discover them, and from them decide who is the Guilty Person. They must not merely guess, but must tell why they believe this particular person is guilty. The G-Man Squad can name only one person and if they are wrong, they lose and the Guilty Squad wins. If they name the right person, the G-Man Squad wins.





Examining a "Suspect" for Clues. Always inspect the clothing of the suspect thoroughly; look over his shoes for traces of mud, grass-stains, etc., indicating that he might have been at the scene of the crime. Always take the fingerprints of the suspect, to see if they correspond to any fingerprints which might have been left at the scene of the crime. Suspects are also submitted to cross-examination by the Special-Agent-in-Charge.

If the Guilty Squad wins, they must then point out to the G-Man Squad the clues that were left.

A time limit should be set in advance during which the G-Man Squad must find the clues and decide which is the Guilty Person. If they cannot do it within that time, they lose.

TRAINING FOR ADVANCEMENT

In our government service we had many practice drills like this and used them as definite training for advancement. We made as many clues as possible tie up with the material we learned in the course of our study. This is something you should do in your practice drills. You'll find your Examinations for Advancement to the grade of Roving Operative and Chief Operative further on in this manual—the Roving Operative examination on page 20; the Chief

Operative examination on page 22. I hope that all of you will soon become eligible for Roving Operative and Chief Operative badges.

SPECIAL GIRLS' SQUAD

Some of the greatest government operatives in history have been women. I have often found it highly desirable to have a squad composed entirely of girls. That is why there is a special badge for the Girls' Division of our Corps. Girls' squads operate in exactly the same way as boys' squads.

Naturally, girls can be included and operate to good advantage in all practice drills with boys' squads. There are special cases in which only a woman operative can handle the situation—such as "covering" a tea-room, women's club, or women's clothing store.

INSTRUCTIONS FOR SOLVING CRIMES AND APPREHENDING CRIMINALS

(Every Junior G-Man is to study this section most carefully)

EVERY Junior G-Man in my Corps must train himself to be observing. He must notice things that other people overlook. Such observation often reveals important "clues." It is through careful observation of small and apparently unimportant things that crimes are unraveled. I therefore charge every member of my Corps with the duty of developing his power of observation.

The first rule of all G-Men is:

Do Not Touch Anything at the Scene of the Crime.

Study every object you find, but do not touch it. If in the course of duty you must



pick up something, drop a handkerchief over the object before you pick it up. Otherwise you may destroy valuable fingerprints. If something is found lying in a certain

place, the exact place must be marked before the object is picked up.

Important Clues Every Junior G-Man Must Watch For

***FINGERPRINTS:** Look closely at a smooth object that has been handled. You can usually see faint prints of fingers. *No two people have fingerprints just alike.* They can never be disguised. Examine all prints carefully; if they are on a dark surface, sprinkle them with flour or face powder; if they are on a light surface sprinkle

with soot or powdered pencil lead. Gently blow away the surplus powder. You will see the print sharp and clear. (More about fingerprints on page 18.)



FOOTPRINTS: Note their size; whether they were made by a man or woman. Measure the distance between the footprints. Then measure the distance between your own footprints. By comparison, a Junior G-Man will be able to tell about how tall the person was who made the prints. The taller the person, the farther apart the footprints.

Notice how deep the prints are. Heavy persons make deeper prints than light persons. If the prints are close together and deep, you can be sure the person was heavy or fat, or carrying some heavy object.

If the toes dig into the earth, the person was running. Look for impressions of rubber heels, etc. This will tell you what kind of shoes were worn.

WRITTEN MESSAGES: In working on a case, a Junior G-Man must search the scene carefully for scraps of paper on which a revealing message—or fragment of

What peculiarity do you note here that might help you find the writer of the message?

MEET ME TONIGHT by THE OLD PINE TREE

*The official Melvin Purvis fingerprint set for members of the Corps is shown in the catalog of prizes sent with your Manual.

a message—may be written. Note the character of the writing or printing. If the message is typewritten, look for broken letters, etc., which will give you a clue as to typewriter used. *No two typewriters write exactly the same.*



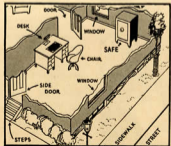
BLOTTERS: Examine blotters by holding a mirror next to the blotter and reading the writing in the mirror. Writing on blotters is backwards. In the mirror it becomes perfectly readable.



FORGERIES:

Forgers write upside down when they make forgeries. Therefore, if a G-Man thinks a signature is forged, he compares it upside down with the true signature. If it is exactly the same, he is sure it is a forgery, because nobody ever writes exactly the same.

Below is a map made of a room by an observant G-Man before anything was touched. Make map like this on your own cases and make sure of missing no clues.



THINGS LEFT BEHIND: Always examine the scene of a crime very carefully. Note any article, however unimportant it seems. Keep it for further examination.

For example: buttons, or shreds of clothing are often caught on something and left behind. Look also for cigarette stubs, gum wrappers, bits of twine, hair, etc. I cannot emphasize too strongly the importance of Junior G-Men noticing *little things*.



Here is an instance of deduction that helped to solve a hard case. An escaping prisoner, disguised as a woman, was captured when a keen-eyed G-Man noticed that he was trying to button his coat on the right, as a man does, instead of on the left, as a woman does. This operative knew that a woman's (or girl's) coat-buttons are on the opposite side from a man's.

Observation Test for all Junior G-Men

Junior G-Men are required to *know more about the things around them* than average persons. Do you know how many buttons there are on your shirt? Do you know how many panes of glass there are in the windows of your home? You have looked at all of these things many times. But the chances are you have never really noticed them.

I want all my Junior G-Men to learn to notice every little detail. And the way to do



Look at this picture one minute. How many objects do you remember?

this is to *train yourself*. Study everything carefully. Walk past a shop window, look inside for a minute, then see how many things you can remember.

On this page (above) is a picture. It's the type of observation test used in training G-Men in Washington. Study it for one minute (as long as it takes you to count slowly to 60). Then cover up the picture and see how many of the objects you can remember.

If you can remember 8 of them you are very observing. If 5, you are just average. If less than 5, you will have to work hard to train your powers of observation. And you can, if you just keep trying.

This power of observation is important not only in finding clues and remembering people—I have found it especially valuable in *noticing when things are not as they should be*.

Observation Test by Squads

Members of the Junior G-Man Corps are to practice this drill. It is highly valuable training. Take your squad at ordinary walking pace past a row of parked cars. Pick out any three to study. Each squad member makes a list of what he saw as he walked past. (Make of cars, license plates, nicked fenders, things left on seat,

etc.). Later on the Special-Agent-in-Charge checks up to see whose list is the largest and most correct. It is surprising to see what people *put in* the list, as well as what they leave out; often, a list will contain two or three objects that were never there at all! With practice, you can become very adept at observing at a glance things people without Junior G-Man training would overlook.



Instructions for Shadowing Suspects

Members of the Corps often find it necessary to follow, or "shadow" a suspect—as G-Men call it—without letting him know he is being followed. All members of the Junior G-Man Corps should follow these rules:

1. Keep as FAR from your man as possible without losing sight of him.
2. DO NOT try to hide if suspect turns around. That would make him suspicious. Keep on about your business.
3. If the suspect should succeed in getting on board a vehicle and leaving you behind, BE SURE to get the number of the taxi, or destination of bus or car.
4. If suspect goes into a building, take its number and location and report to headquarters. Another man may be sent to relieve you if the suspect makes a long stay; again, the address may be all the information that is needed.

Using Special Talents of Squad Members

Junior G-Men will often find it difficult to "cover" a certain house or barn, or vacant lot, without arousing suspicion. In such cases a member of the squad shall be selected who can create a reasonable excuse for being in the vicinity. For instance, the squad member* might own a bicycle. He could easily pretend to be pumping up a



tire and thus, *without creating suspicion*, be able to keep close tab on all activities in the suspicious neighborhood. Among our G-Men we numbered different vocations and special talents, such as musician, mechanic, singer, painter, etc. For almost any emergency we had someone who could cover the case without arousing suspicion. It is necessary for all G-Man Squads who want to operate most efficiently to keep a careful list of all special talents of its members.

What To Do If You Are Followed

If a member of the Corps has reason to believe that someone is watching or following him, here is a quick, sure way of finding out. Immediately upon spotting the individual suspected, the Junior G-Man shall move in as many different directions in as quick succession as possible . . . turn sharply down streets, first in one direction and then in another. If he is followed in these random moves, he may be sure he is being "shadowed."

I want my Junior G-Men to use a similar method of training in this respect to that used in government service. One Junior G-Man will trail another without telling him about it—later checking back to see if he has been "spotted."





About Disguises

Bear in mind this fact about disguise which I learned as a G-Man; it need not be very elaborate, with false whiskers, stage "make-up," etc. Some disguises do use such things; but we in government service found that usually such disguises are so freakish and unnatural they *attract attention* instead of averting it. The following ways are outlined for Junior G-Men to disguise themselves simply—yet not to be recognized except by close observation.

Study yourself. You have certain characteristics, and you must remember that it is by these things that people recognize you. It is these characteristics you must attempt to change.

Suppose you are fairly tall, hold yourself straight, and take long, swift strides. When you do not wish to be recognized you should stoop a little, and walk with a slouch. You will find, too, that you have certain habits of dressing; by changing these only slightly, you will make a very effectual disguise. If you usually wear a cap, change to a hat before going out. If most of your neckties are tied in a bow-knot, switch to a four-in-hand.

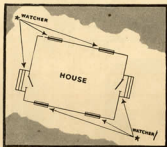
Another highly effective disguise for Junior G-Men is a change of caps. Suppose you are being followed. You are wearing a

cap which is dark brown. Now if you turn a corner quickly, shove the dark brown cap into your pocket and put on another of an entirely different color, you have an excellent chance of making a leisurely getaway.

REMEMBER: these disguises are NOT supposed to enable the operator to pass undetected among people who know him and are watching for him. But the use of these methods WILL keep a Junior G-Man from being recognized at a passing glance.

How to Surround a House in Which a Suspect is Hiding

It sometimes happens that a suspect will take refuge in a dwelling house, intending to make his escape through some other door or window. When the Special-Agent-in-Charge of the pursuers has enough of a force, it is easy to station a man at each door or window, with instructions to watch. But it is also possible to "surround" a house with only two men. Simply place yourself at one corner and the other Junior G-Man at the diagonally opposite corner, like this:



You can see that the two watchers have "covered" every exit, and a cry from one will bring the other at once.

SELF PROTECTION FOR JUNIOR G-MEN

All Members of The Corps are to Practice the Following Methods of Self Defense as Part of Their Regular Training.

BREAKING THE WAIST HOLD. If a person seizes a Junior G-Man around the waist, as shown in the picture, his captor may think he has him secure. Yet it is quite easy to get away.



Merely clasp the hands together and push up against and under captor's chin. The harder he holds on, the more his head is pushed back. He is compelled to let go.

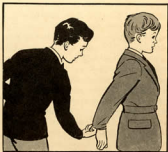
With a little practice all Junior G-Men will be able to execute this perfectly.



THE COAT-LOCK. This enables a Junior G-Man to tie up his opponent's arms in such a way that his arms are powerless. I have often used this trick in my encounters with criminals.

Stand facing your opponent, as shown in the picture below at left. Then suddenly seize with both hands his coat at the lapels.

Quickly flip the coat back over his shoulders and pull down. As you can see in the picture, his arms are snugly "tied" and he is powerless, either to grab or hit you.



THE SLEEVE HOLD. Usually used by detectives and police. It is one of the most secure holds known and very difficult from which to escape.

Insert your thumb under the sleeve, give it a sharp twist leaving your four fingers to grasp the sleeve from the outside. The coat sleeve is then twisted about your thumb and secured by the fingers so that it is not easy for the suspect to slip away.

SECRET CODES

SECRET CONVERSATION CODE

It is important that G-Men be able to communicate ideas when outsiders are around them, without letting anyone else know what they mean. In order to do this I have devised the following "conversation-code." It enables Junior G-Men to exchange important information while apparently making the most casual sort of conversation. The key lies in the fact that you make statements which sound like simple truths. You thus arouse no suspicion in the minds of listeners.

All Junior G-Men should learn and practice the following code as soon as they receive badge and credentials.

First, the code signal which means "I'm going to start using the conversation-code." It is: "We don't always mean what we say." This should be hidden in some casual sentence such as, "Say, I was reading in a magazine the other day about how everybody's at least partly crazy. But I guess we don't always mean what we say." Or, "Mary Smith told me she wouldn't speak to Joe Brown again as long as she lived. But we don't always mean what we say."

The reply to this, which means "I understand. Go ahead," is as follows—"Pretty nearly always," these three words, no more and no less, with nothing added either in front or after.

When you have stated that you are going to use the conversation-code, and have received the "I understand" code reply, you can make use of the following signs:



1. Any remark about the weather—"We are being watched."
2. Any remark about clothes—"Stay with me."
3. Any remark (not a question) about books—"Don't stay with me."
4. Any question about books—"Do you need help?"
5. Yes or no to this question—"Yes, I do," or "No."
6. Any question about school—"Are you on a case?"
7. Yes or no to this question—"Yes, I am," or "No, I'm not."

Let us suppose two Junior G-Men meet in a crowd. Neither is quite sure what the other is there for, and there may be enemies in the group. Junior G-Man A says "Hello, Jimmie!" and Junior G-Man B naturally replies "Hello! What are you doing here?" The conversation then goes like this:

A: "Oh, Billy Taylor promised to meet me here half an hour ago. I guess we don't always mean what we say."

B: "Pretty nearly always."

A: "Well, maybe you're right. Anyway he hasn't shown up yet. Well . . . Did you have trouble with the test in school last week?"

B: "Yes, I did."

A: "That's too bad. Have you read any new books lately?"

B: "No."

A: "H'm. Nice weather we're having, isn't it?"

B: "Certainly is. Well, it probably won't last. Speaking of weather, we have a book at our house that tells all about it."

A: "Is that so? Well, I'll have to borrow it some time. Well, so long."

B: "So long!"

That certainly sounds like idle talk to pass the time. But these two Junior G-Men have actually had the following conversation:

A: "I'm going to start using the conversation-code."

B: "I understand. Go ahead."

A: "Are you on a case?"

B: "Yes."

A: "Do you need any help?"

B: "No."

A: "We are being watched."

B: "Don't stay with me."

After which the two G-Men part without anyone's knowing that they have actually told each other everything they need to know.

You will be surprised how easily these seven signals work into conversation, and how useful they can be to a Junior G-Man on duty.

SECRET WRITING CODE

Following is the official Secret Writing Code of the Junior G-Man Corps. The code is to be used between members whenever there is need for secrecy and a possibility that the message may fall into enemy hands. Be sure to keep this code absolutely

confidential. Here is how to use it:

1. Write the message with the words all run together. If you wanted to say, for instance, "Meet Me Tomorrow Evening," you would write it—

MEETMETOMORROWEVENING

2. Write below each letter the letter that comes immediately **AFTER** it in the alphabet. You would code **MEET**, for instance, like this:

MEET
NFFU

If you should have to write the letter **Z**, you would write under it the letter **A**.

3. Copy the lower line of letters—and there you are. "Meet me tomorrow evening" would look like this:

NFFUNFUPNPSSPXFWFOJOH

To decode a message received in this form of secret writing, you would simply copy the message as you received it, and write under each letter the letter that comes immediately **BEFORE** it in the alphabet.

With a little practice you can code and decode such messages very rapidly; at the same time you can be sure that such a message, falling into unauthorized hands, will prove completely baffling.

ALTERNATE LETTER CODE

To use^a this simple code, you send two messages instead of one. In the first message you include the first letter of the first word and then every other letter, alternately in order, in every word of your message. Your second message includes the letters you left out of the first message in corresponding order. The receiving Junior G-Man simply puts them together and thus decodes the message.

For instance, suppose you wanted to say, "I am in the old Haunted House." You would first write the message like this:

IAMINTHEOLDHAUNTEDHOUSE

Then starting with first letter of the first word and alternating as follows you have your first message with the numeral 1 at the beginning:

1IMNHOUDANEHUE

Then you would write the remaining letters in your second message, beginning with the numeral 2, as follows:

2AITELHUTDOS

The receiver puts them together like this:

1IMNHODANEHUE
2AITELHUTDOS

And writes out the message as follows:

IAMINTHEOLDHAUNTEDHOUSE

Thus the message is quickly broken up into separate words and is easily readable.

TELEPHONE CODE

Sometimes I have found it impossible to talk directly over the phone at all . . . for fear an enemy may be listening in. In such cases I use a special code, which I herewith transmit to all members of the Junior G-Man Corps. To use this code, simply tap with pencil or fingernail on the telephone. The Junior G-Man receiving the call will *pay no attention to the words he hears, but listen to the taps.*

Each squad is to devise its own code. Here are some suggestions:

"Hello, Tommy. Want to go to the movies?"

(2 taps—meaning "Danger.")

"Sure, how soon?"

(2 taps, pause 3 taps—meaning "I'll come at once.")

"Oh, in about an hour or so."

(3 taps—meaning "No. Stay where you are.")

"OK, I'll see you then, good-bye."

(2 taps, pause, 2 taps—meaning "Give warning to Headquarters.")

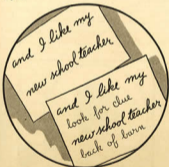


SECRET INVISIBLE WRITING

The Invisible Writing Method is to be used in connection with code-writing whenever unusual secrecy is necessary. There are two methods Junior G-Men may follow. First, the paper containing the message may appear to be perfectly blank; second, it may have a perfectly innocent message with the real message, which is invisible, *written between the lines*.

Best results are obtained by using the official Junior G-Man Mystery Writing Outfit shown in the prize catalog sent with your copy of this Manual.

However, until you get your official outfit, plain milk, or lemon juice, can be used for invisible writing. Whittle a wooden match stick to a point and use this as a pen.



The writing is done by dipping the pointed match stick into milk, then writing your message upon paper with the milk. When the milk has dried, no writing will be visible.

When using milk or lemon juice, the person receiving the secret message holds the paper over a hot stove, a candle, or wrapped around an electric light. Caution: paper must not be close enough to burn, yet close enough for the paper almost to scorch. As the paper becomes hot, the secret message

suddenly appears on the paper.

In sending messages written with invisible writing, it is necessary to let the receiver know that the paper must be "treated" to bring out the real message. When message is mailed, this can easily be done by putting on the stamp upside down. Otherwise a small X in the lower left-hand corner of the paper may be used. When message is to be brought out by heat treatment, the word "Heat" should be included in the fake message. If this word is *not* included, the receiver will know that it is to be brought out by the Developer Fluid in the Official Mystery Writing Outfit.

Important: Junior G-Men should submit all messages, or pieces of blank paper that fall into their hands, to the Heat Test, then the Developer Treatment. Innocent-looking pieces of paper may sometimes contain a hidden message that will unravel a baffling mystery.

HANDWRITING

Pay special attention to the handwriting of any notes or fragments of messages that fall into your hands in the course of your investigations. Even though the handwriting be disguised, it is often possible, by close study, to discover the author. This is because all people have certain peculiarities in the way they write, and no matter how they try to disguise them, hints of their special way of writing will creep into the formation of certain letters.

As training for this branch of Junior G-Man work, I suggest that you study closely your own and your friends' handwriting. How do you make the letter G—with a long, open loop below, or a shorter, slim one? Do you make the letter P with an open or a closed loop? How do you write K? Study these and all other things relating to handwriting closely. You never know when such study is going to come in mighty handy.



HOW TO JUDGE AND



COMPARE FINGERPRINTS

I WANT to impress on every member of my Corps these two facts: 1. *No two persons have the same set of fingerprints.* 2. *A suspect can be positively identified by the prints he leaves.*

That is why G-Men place so much stress on the rule, "NEVER touch anything on the scene of the crime without using handkerchief, gloved hand or tweezers."

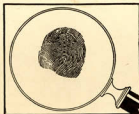
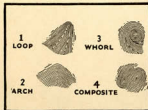
It is important that all G-Men should have at least a working knowledge of the different types of fingerprints.

You would think that all the millions of different fingerprints in the world would be impossible to classify; but it is a fact that EVERY fingerprint will fall under one of FOUR classes. These are:

have a good start toward the real science of fingerprint identification.

Special Instructions For Obtaining Fingerprints

Notice what smooth surfaces suspect touches with his fingers — such as a smooth table-top or a pane of glass. By keeping careful watch you are fairly certain of getting a specimen of his fingerprints. They are invisible until brought out



by dusting with powder. (The official Melvin Purvis Fingerprint Set for members of the Corps is shown in the catalog of prizes sent with your Manual.)

If you can borrow some smooth article which the suspect carries you will be pretty sure to get a good set of prints.

If you learn these four types you will

(See additional information about fingerprints on Page 8)

PROMOTION TO HIGHER RANKS IN THE CORPS



HOW YOU CAN BECOME ONE OF MY ROVING OPERATIVES



Roving Operative's Official Badge



Roving Operative's Secret Passport

NOW that you have received your Junior G-Man badge, and Manual, and have studied the Manual, you have begun to see how interesting and exciting G-Man operations really can be.

As your Chief Special-Agent-in-Charge, I want as many of you as possibly can to qualify for the next rank which is now waiting for you—that of **ROVING OPERATIVE**. It entitles you to wear the Roving Operative's Special Badge, and to receive your special Secret Passport, which is your evidence that you are now a full-fledged Roving Operative subject to orders from Headquarters at all times.

Here's all you have to do to become a Roving Operative:

First, the Corps requires a pledge from

you, that you have carefully studied the Official Manual.

Second, the Corps requires that you memorize the Junior G-Man pledge as given on Page 3 of the Manual . . . and as evidence thereof, that you write out the pledge *from memory*, in the blank space on the back of this page.

Third, you are to tear out this page and mail it, together with 3 Post Toasties box-tops, to Melvin Purvis, c/o Post Toasties, Battle Creek, Mich.

It is easy to obtain the 3 Post Toasties box-tops. Of course, *you* eat Post Toasties. *All* members of my Junior G-Man Corps do. Also ask your parents, relatives and friends to save the empty boxes for you and you'll soon have the required 3 tops.

(See next page.)

How to become a CHIEF OPERATIVE

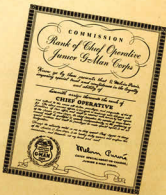


under special orders from *Melvin Purvis*

AFTER a member of the Corps has become a duly qualified Roving Operative, and received his Badge and Secret Passport, he may qualify for the rank of Chief Operative, my highest rank.

The position of Chief Operative is one of great honor in the Corps. It signifies that the possessor is extraordinarily keen and alert, and shall be called upon, whenever it is deemed necessary by the Special-Agent-in-Charge, for duties requiring skill and swift action.

It is necessary to pass an examination for Chief Operative and upon passing this examination you will receive your Chief Operative's Badge and Official Commission.



SEE NEXT PAGE FOR EXAMINATION →

EXAMINATION FOR ADVANCEMENT TO RANK OF CHIEF OPERATIVE

Fill in the answers and send this page, before Dec. 31, 1936, with 4 Post Toasties box-tops, to Melvin Purvis, Headquarters, Junior G-Man Corps, c/o Post Toasties, Battle Creek, Mich.

Your name.....

Your street address.....

Your city and state.....

Your age.....

When did you join the Junior G-Man Corps (month and year)?
.....

What is the first rule to be observed on reaching the scene of a
crime?
.....

Write the Junior G-Man pass words.....

Do two people ever have the same fingerprints?
.....

If you had only two men available to watch a house, where would
you place them?
.....

Upon successfully passing this test you will receive
your Chief Operative's Badge and Official Commission.



Don't forget: Mail this page, before the expiration date, Dec. 31, 1936, with your answers and 4 Post Toasties box-tops to MELVIN PURVIS, HEADQUARTERS, JUNIOR G-MAN CORPS, c/o POST TOASTIES, Battle Creek, Mich.



FOLLOW THIS RULE AT BREAKFAST TIME!



I MAKE it a rule to eat Post Toasties for breakfast *every morning*. I'd like you to follow the same rule. First, because a Junior G-Man needs a big, satisfying breakfast in order to be alert and on the job. And second—because Post Toasties are the greatest tasting breakfast cereal a fellow ever ate!

Post Toasties are *better* corn flakes, made from the tender, sweet little hearts of the corn, where most of the flavor is. And each golden flake is toasted double crisp so it keeps its crunchy goodness longer in milk or cream.

And here's another mighty important reason why you ought to have Post Toasties for breakfast every day:

You'll want to begin now to save Post Toasties box-tops so you can send them away for the Official Junior G-Man equipment and other special **FREE PRIZES** I have waiting for you. (You'll find them all in the big Junior G-Man Catalog that comes with this Manual.) Ask your friends, neighbors and relatives to buy Post Toasties and save the box-tops for you too!

(Signed)

Melvin Purvis

Chief Special-Agent-in-Charge
Junior G-Man Corps.

OFFICIAL BULLETIN FROM MELVIN PURVIS

TO ALL MEMBERS OF MY CORPS:

I want all of you to study carefully the wonderful prizes I have waiting for you in the Catalog which comes with this Instruction Manual. See how easy it is to get the Regulation Equipment every Junior G-Man needs—and many other things you'll want to own!



Every member of my Junior G-Man Corps—both boys and girls—should have his or her own equipment, in order to carry on really effective work as a member of my Junior G-Man Corps.

In order to make it easy for you to obtain this equipment, I have made arrangements with the makers of Post Toasties to supply this equipment to you *without your having to pay a cent!* All you have to do is save your Post Toasties box-tops, and send them in exchange for the equipment and prizes you want to own.

You will find all these grand free prizes listed in the Catalog. Look them over. Pick out the things you want most. Then start right now saving up those Post Toasties box-tops!

(Signed)

Melvin Purvis

Chief Special-Agent-in-Charge
Junior G-Man Corps

