

SUPER SPY

THE ELECTRIC ALARM GAME FOR 2, 3 OR 4 PLAYERS

An intriguing alarm ringing game of strategy, where players travel from room to room, hoping that they will not land on mysterious dots that will set-off the alarm. If the alarm rings it hinders them from carrying out their assignments. These were handed them at start of the game. The mission is for players to collect Secret Document cards from each room and be first to escape safely at FINISH.

OBJECT: To be the first player to complete 4 spy assignments as designated on Secret Document cards and make a safe escape to Finish.

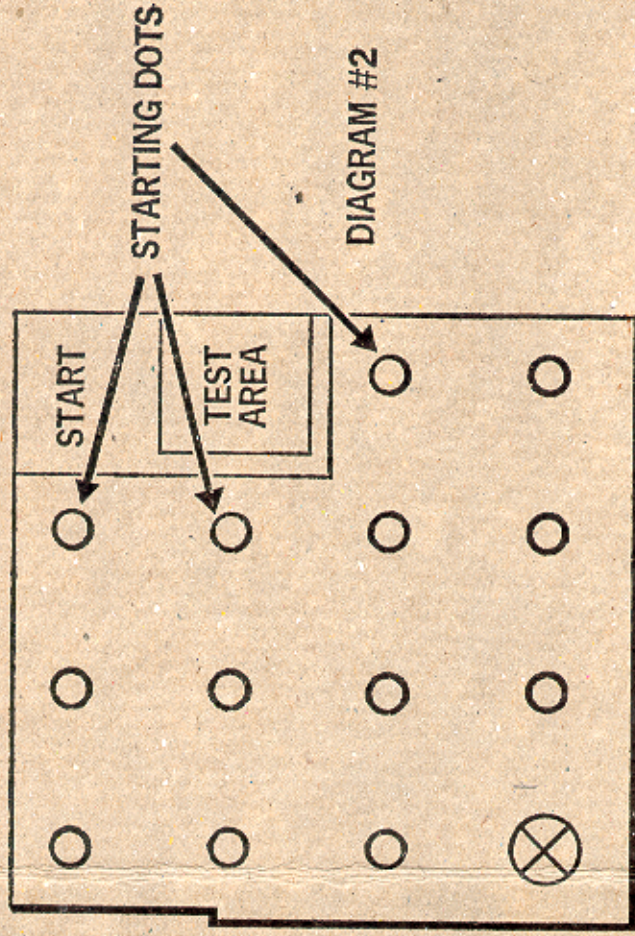
TO PLAY:

1. High roll of the dice goes first and play continues clockwise.
2. Super Spies move along white dot paths, the number thrown on the dice. At start, there are 3 dots from which a Super Spy may start as shown in Diagram #2.

NOTE: It is very important when moving your Super Spy NOT to SLIDE him along the playing surface from dot to dot. He MUST be LIFTED from each dot and placed FIRMLY down on the next one throughout his travels.

Sometimes a dot which rang the alarm for one player may not ring for a following player. This could be caused by a movement of the board, or if a player drags his Super Spy illegally over surface as stated above.

3. Super Spies may move in any room or from room to room, from floor to ceiling or from side to side but never diagonally.
4. Super Spies as they travel from room to room; can move through openings only. They cannot move through partitions which are indicated by heavy black lines. Also, when a spy is blocked or surrounded by opponent Spies and unable to move, his turn passes.
5. One Super Spy cannot jump over or move another Super Spy, nor can he land on the same dot occupied by one. However, two or more Super Spies may rest on any of the Safe Vault areas (white rectangular areas) at the same time.
6. When a player's Spy lands on a Safe Vault area, not necessarily by exact count of the dice, that player searches the Secret Documents in the slot of that area for his card as noted on his Assignments. After finding it he places it in front of him. He cannot take an opponent's card.



7. As a Super Spy Moves from dot to dot, he may set off the alarm bell, which means he must draw the top Alarm Card from the pack and move his spy as directed.

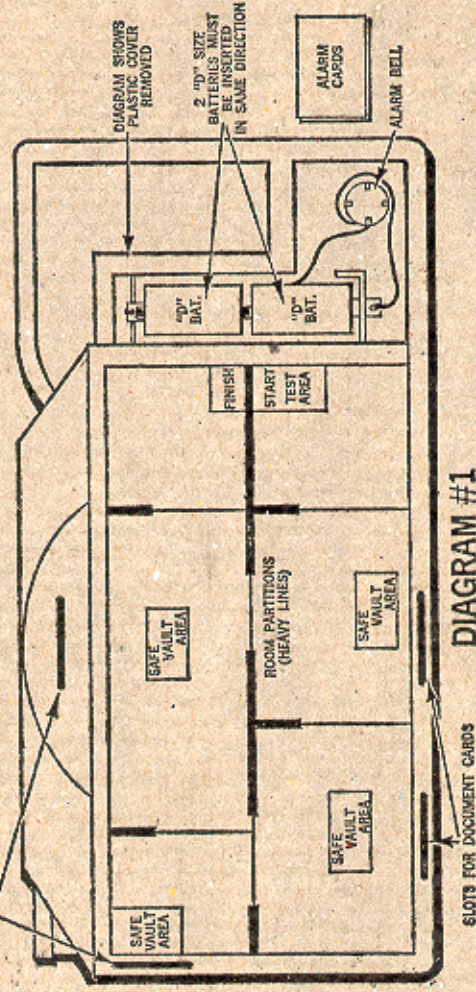
A. If told to replace a Document Card, he must place one of his back in its original slot.

B. If he does not have a Document Card, there is no penalty, but he must still move to where the card directs.

8. After a player has collected his 4 proper Document Cards (as designated on his Assignment Card) his Super Spy must deliver all 4 to Finish space.
9. The first player to arrive at Finish by exact count of the dice with his 4 Document Cards in front of him is the WINNER OF THE GAME.

SPECIAL NOTE: To re-set board for a new game shake game board slightly while holding it flat. This changes the position of the alarm ringing dots and makes each game play differently.

SLOTS FOR DOCUMENT CARDS



TO SET UP THE GAME:

1. Remove the "Security Alarm" cover by placing your fingers under the cover edge (above the word "Security") and lifting that edge.
2. Put 2 D-size batteries into the compartment. Both batteries must face in the same direction as shown in diagram #1. To replace the cover, lay it over the compartment so the 2 cover tabs are under the side wall. Then press down to lock the cover in place.
3. Carefully punch out pawns and place in slots of magnetic bases.
4. Check the alarm system by pressing a Super Spy (pawn) on the "Test Area". If the bell rings, the game is in working condition.
5. Shuffle the Alarm Cards and place them face down in a pile near the Security Alarm sign.
6. Place Document cards in their proper slots in the plastic frame as shown in diagram #1. There are four cards of each color corresponding to the name and color of a room.
7. Shuffle and give to each player an Assignment card which tells him the 4 Secret Document cards he must collect before he leaves Intelligence Headquarters to escape at finish.
8. Each player chooses a Super Spy with a special magnetic base and places it on the plastic cover near "start."