

SPY
CODE

Safe breaker™

SCAN → SPY SOLVE

How to play :

The goal of the game is to break open the vault by cracking the code. First player to collect either five coins or two diamonds wins the game!

The youngest player starts. Pick a card and place it in front of you. Turn the dial to the corresponding number. Then, grab the Spy Stethoscope and connect it to the top of the Vault. Gently press your finger on the fingerprint scanner and listen to the hint.

If the number you chose is correct, then you will hear a YIHAA sound through the Spy Stethoscope and the vault will show a green light and open. Collect the coins and close the Vault for the next round.

If the vault does not open, it means that you entered the wrong number and the vault gives you a secret hint. The vault can give one of the three different sound hints:

1. "PING PING" (high sound)

This means that the correct number is higher than the number you have selected.

2. "BOOM BOOM" (low sound)

This means that the correct number is lower than the number you have selected.

3. "Alarm Bell"! (sirens blaring)

BAD LUCK!! This means you have to skip your turn because the vault doesn't give you a hint.

Continue the game clockwise, until someone opens the safe. The winner of the previous round gets to start the next round. You can play multiple rounds until one of you has collected either five golden coins or two diamond coins.

The player who collects the five golden coins or the two diamond coins the fastest is the winner of the game!



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Alternative Game Play :

The SafeBreaker code changes each round, so you never know which number will crack the Vault. For the more experienced spy you can make the Vault game more difficult via the following 2 options:

Intermediate Level: Start with the same setup as in level 1 but after picking a card you now place the card back on the same spot on the table. Now all the players have to remember what numbers have been used before.

Expert Level: The most challenging game play. Play the game without any cards. Try to crack the code without showing anything to your opponent. Fill in the number and get the hint. Before the other player can try you give the wheel a spin to make sure nobody can see the number you tried.

