



## GAME INSTRUCTIONS

**PLAYERS:** 2

**AGES:** 8+

**OBJECT:** Be the first player to navigate the maze, find the TOP-SECRET and take it to SPY GUYS HEADQUARTERS.

**CONTENTS:** 2 game cases, 28 different maze combinations on 14 Maze Cards, 2 game pieces, and 2 Mapping Tablets

**SETUP:** Position the open game cases back to back. Begin the game by placing each game piece on the START HERE space in the upper left corner. This space is located at A1 on the Maze Cards. Each player will need a Mapping Tablet and a pen or pencil. For first time play, shuffle the Maze Cards and deal seven cards to each player. Players should stack the cards and place the stack in the game case tray. Do not let the other player see the top Maze Card.

**GAME PLAY:** Play begins with the youngest player. Game pieces may be moved one space at a time to the left, right, up or down. The only exceptions to this rule are when a wall prevents moving to the next space or an icon indicates other movement is possible. If a wall is in the path of the direction the player wishes to move, the player must wait until his next turn to move to a different space.

Players never see their own game piece or the Maze Card they are navigating. They must find their way through the maze by using clues and mapping their own game piece movements on the Mapping Tablet.

The Mapping Tablet has the same grid layout of letter/number coordinates as the Maze Cards. This allows each player to make notes, remember which spaces he has already moved his game piece to, and where the various icons are on his Maze Card. The Mapping Tablet also gives the players clues that may help them figure out where the TOP-SECRET BRIEFCASE and SPY GUYS HEADQUARTERS are located.

Using the Mapping Tablet, Player 1 chooses which direction to move. Player 2 then moves the game piece and tells Player 1 the consequences of his move.

*For example, Player 1 asks Player 2 to move his game piece from space A1 to space A2. Player 2 says, "You cannot move to A2 because it is blocked by a wall." Player 1 makes a note of this wall's location on his Mapping Tablet and his game piece must stay on space A1, until his next turn.*

Player 2 then decides where he wants his game piece to be moved.

If a player's piece moves to a space that is blank, his turn is over. If the space contains an icon, the other player must indicate what the icon is and what happens to the player who landed on it. Players must reference the key on the inside lid of the game case to see the consequences of each icon.

*For example, Player 2 asks Player 1 to move his game piece from space A1 to space A2. Player 1 says, "You have a FAULTY COMMUNICATION DEVICE." Lose a turn while the bugs are repaired."*

Player 2 would want to make a note of the icon on the Mapping Tablet, so that he does not make the mistake of going back to that space again. Players take turns, in this manner, throughout the game.

**WINNING THE GAME:** The first player to take the TOP-SECRET BRIEFCASE to the SPY GUYS HEADQUARTERS is the winner of the game. First a player must land on the TOP-SECRET BRIEFCASE to 'find' it—then the player must land on the SPY GUYS HEADQUARTERS to win (this does not have to happen in consecutive turns).

**PLAYING AGAIN:** Before beginning each game, move the top Maze Card to the bottom of the stack. Once a player has played all of the Maze Cards, he may flip the stack over and play the other sides in the same manner; rotating the top Maze Card to the bottom of the stack before each game.

