

SPY  
CODE

# Safe breaker™

SCAN → SPY → SOLVE

AGE  
6+

2-4

15'

YUZU

## How to set up :

Remove the battery cover on the bottom of the vault and insert three AA batteries (cross head screwdriver required to remove battery cover). Before you start playing put the three diamond stickers and one alarm bell stickers on any four of the golden coins.



D LR20	C LR14	AA LR06	AAA LR03
1.5V	1.5V	1.5V	1.5V
		3x	

Batteries not included.



This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

CAN ICES - 3 (B) / NMB - 3 (B)

Requires 3 AA/LR6 Batteries. (Batteries Not Included)

Use new batteries to obtain best performance. Alkaline batteries recommended. Do not use rechargeable batteries. Non-rechargeable batteries are not to be recharged. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same or equivalent type as recommended are to be used. Batteries should be replaced by an adult. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from product. The supply terminals are not to be short-circuited. Batteries are to be removed from the product when not in use. Do not dispose of batteries in fire.



Figure 1: slot for coins



Not suitable for children under three years.

Start by placing the Vault on the table along with all the 18 game cards with their numbers facing upwards. Then, you must insert all the coins into the backside slot of the Vault (see figure 1). Make sure that you have securely closed the back panel of the Vault. Finally, you can switch on the Vault using the on/off switch on the bottom. Once the red light on the door starts blinking, you are ready to play!!

### The Coins

The Vault randomly gives out 1, 2 or 3 coins each time it opens. There are three different types of coins.

1. Normal golden coin: Collect five of these and you win the game!
2. Diamond coin: These are more rare. You will only need two Diamond coins to win the game!
3. Alarm clock coin: If you find an alarm bell, it means that the police have been alerted! Immediately put all your coins back into the top of the vault (Figure 1), excluding the alarm coin.



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## 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.



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## Troubleshooting :

If the coins get stuck in the safe: This can be corrected by opening the panel on the back of the vault. Remove the cylinder on the right side, this contains the coins. The vault door will now open automatically, check the back panel and the inside of the safe to find and remove any stuck coins. Replace the back panel and shut the safe door, this will reset the game. Restart the round you were playing and continue trying to crack the code!

