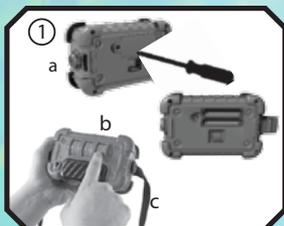


How to set up :

1. TIMER STRAP

Unscrew the battery compartment on the back. Insert 2 AAA batteries and close the compartment (1a). Set the timer to 180 sec which gives you 60 seconds for each of the 3 challenges(1b). Make sure that the black cover is closed (1c).



D LR20	C LR14	AA LR06	AAA LR03
1.5V	1.5V	1.5V	1.5V
			2x
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.



2. KEY CAGE

To assemble the key cage, insert the grey cage into the round base. Place the square roof on top of the cage. Add the spinner arrow on top of the cage (2a). Place the key cage with the two sticks somewhere in the room (2c) with one key inside the cage (2b).

3. QUIZ MASTER

Place the Quiz Master with separate color stacks of cards somewhere in the room. Press the black button on the back right side of the Quiz Master (3a), and pull the tray out. Place a key in the tray (3b) & slide the black button on the bottom left(3c) to snap the tray back in. (3d)

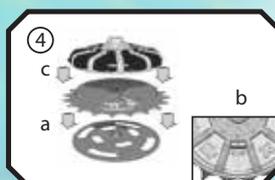
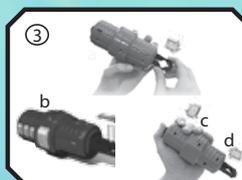
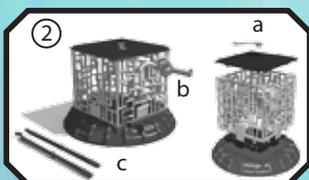
4. LUCKY SPINNER

Assemble the spinner by first placing the tray on the base (4a) and inserting the key in the slot (4b). Then, attach the cover on the top (4c).

Spread the challenges throughout the room and lock your friend with the Timer Strap. You are now ready to start the operation!



Not suitable for children under three years.



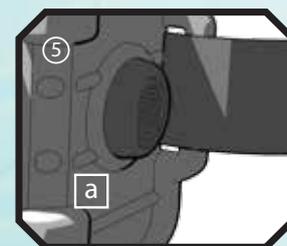
OPERATION: ESCAPE ROOM™

How to play :

Time is ticking! You and your friends have been captured and you have very limited time to escape. Find a way to solve the puzzles that are scattered in the room, retrieve all the keys and use them to stop the timer and release the strap that locks your friend. You will need patience, skill, strategy and a little bit of luck to solve the challenges and complete Operation: ESCAPE!

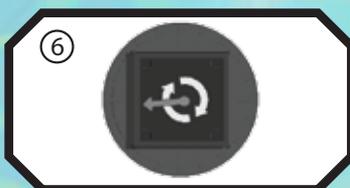
TIMER STRAP :

Once the challenges are in place, and your friend is strapped inside the timer, press the fingerprint button on the side of the timer to start the game (5a).



CHALLENGE #1 : Skill Key Cage

The Key Cage will test your fine motor skills. Spin the arrow on top to decide what side the key needs to come out of (6). Each side has a different difficulty level. Use the two sticks to balance out the key (7).



Recommended time:

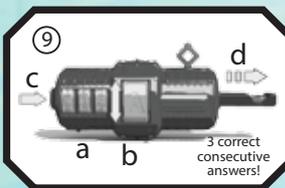
- Side 1 - Novice Level - 60 seconds
- Side 2 - Intermediate Level - 70 seconds
- Side 3 - Advanced Level - 90 seconds
- Side 4 - Expert Level - 100 seconds



OPERATION: ESCAPE ROOM™

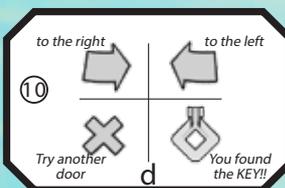
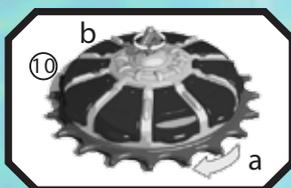
CHALLENGE #2 : Strategy Quiz Master

Use the key retrieved from the key cage to unlock the Quiz Master. Insert the key in the keyhole and turn it half a circle (8). You have to solve three different puzzles to release the second key. Pick a card and enter the card number on the Quiz Master (9a). Solve the puzzle and enter the answer (A, B, C, D) on the Quiz Master (9b). Check if the answer is correct by pressing the fingerprint scanner (9c). If the answer is correct, 1/3rd of the key tray will slide out (9d). Only with three consecutive correct answers you can release the key. If even one answer is wrong, the key shoots back in and you have to play 3 new puzzles! Cards are divided into 3 difficulty levels.



CHALLENGE #3 : Lucky Spinner

Spin the bottom disk (10a), insert the key from the strategy challenge in the top of the spinner and turn it clockwise while pressing it in (10b). Lift up 3 different doors, one by one to find the third key (10c). If you do not find the key within the third try you have to close all doors, remove the key and spin the spinner again to start over. When you open any door, you will receive one of the below hints that will help you to find the key (10d).



SPY
CODE

OPERATION: ESCAPE ROOM™

Tips and Tricks:

Make it easier by:

- Starting with side 1 on the Key Cage.
- Using the hook side of the sticks
- Using only the green cards in the Quiz Master challenge.



Make it more difficult by:

- Setting a shorter time to finish all the puzzles.
- Using only the red cards in the Quiz Master challenge.

Escape And Win!

Now you have the KEY TO ESCAPE. Run back the timer strap and insert the key clockwise to reveal the escape button. Press the button to stop the timer and release the strap. ESCAPE AND WIN!

You did it! Write down the remaining time and try to be even faster in the next round! If you do not release your friend before 0-0-0, you can open the strap by using the safety button (read below) and you have to play the mission again! At any time during the game, you may also release the strap using the safety button (read below). Remember your record time and try to beat the time in round 2.



SPY
CODE

OPERATION: ESCAPE ROOM™

Alternative Game Play :

#1 : Random difficulty

Spin the arrow on the cage before you play the key cage challenge. And hussle the stack of cards randomly you can only pick the top card before you start playing.

#2 : RECORD

Solve all sides of the key cage, all 45 puzzle cards & the spinner within 999 seconds.

#3: Hide 'n' Seek

Ask a friend to spread the challenges around the house. Your mission is to find the challenges and solve them to escape in time! (Set the amount of time you believe is fair)

#4: HIGH RISK:

To raise the stakes, you can lock-up one of your prized possessions. If you do not solve the puzzles in time you can not have it for the next week!



SPY
CODE

OPERATION: ESCAPE ROOM™

Emergency :

If you cannot get out. On the back side of the timer, below the battery compartment you will find a safety button. Slide it to immediately release the strap.

