

### Mission Log

Keep track of your missions and the team of Agents you worked with.

Time Remaining	Ranking
25-30	Legend
15-24	Instructor
10-14	Special Agent
5-9	Trainee
1-4	Recruit

DATE	AGENTS	TIME REMAINING

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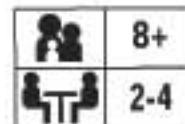
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## INSTRUCTIONS

Keep these instructions for future reference as they contain important information.

### CONTENTS:

1 Electronic Safe  
4 Agent Movers  
1 Guard Mover  
1 Dog Mover  
13 Tool Cards  
8 Booby Trap Tiles  
8 Top Secret Tiles  
2 Dice  
Instructions

### BACKGROUND

Deep within the confines of the EGC (Evil Guy Complex) resides The Safe. A wonder of engineering protected by the very bedrock of the earth and guarded by a solid steel door sixteen-feet thick. The Safe holds plans for the EGO (Evil Guy Operations) and it is your team of Agents job to retrieve these documents. Unfortunately, while infiltrating the EGC you've activated The Safe's self-destruct mechanism. Your team now has 30 minutes to find the four Safe Keys hidden within the EGC. If the keys can be found and placed in the Safe's lock, the timer will be stopped and your mission accomplished. Remember, everyone wins or loses together so it is imperative that you work as a team.

### MISSION OBJECTIVE

Find the four hidden keys, return to the Start/Finish Room and stop the clock within 30 minutes or less.

### MISSION BRIEFING:

This game is unlike anything you have ever played so it is important that you read completely through the instructions before you begin. Doing this will make your game-playing experience much more enjoyable.

# BREAK the SAFE GAME



## SET UP

- Each player selects an Agent and places it in the center of the Start/Finish Room.



- Place the red Top Secret Tiles and the Booby Trap Tiles face down and shuffle them. Once the tiles are shuffled you may not look at them.

- Place a red Top Secret Tile face down in each of the rooms outlined in red.



- Place a Booby Trap Tile face down on top of each red Top Secret Tile.

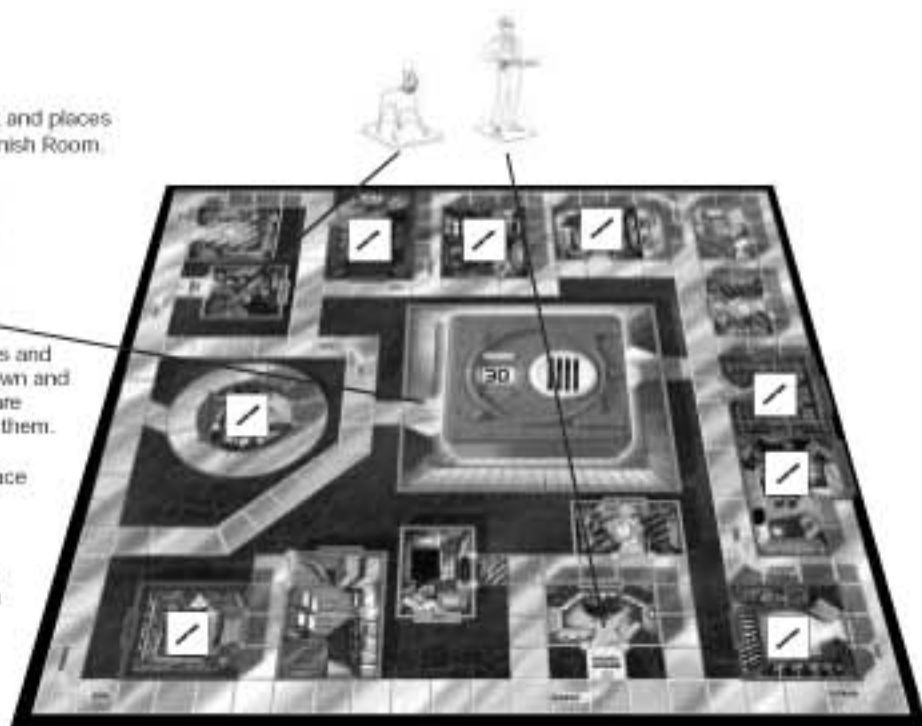
- Shuffle the Tool Cards (except for the Robot card) and deal them face up to each player.

- Place the Guard at his Desk and the Dog in the Dog Kennel.

- Set the Electronic Safe timer and place it in the middle of the Start/Finish Room. (See below for setting timer)

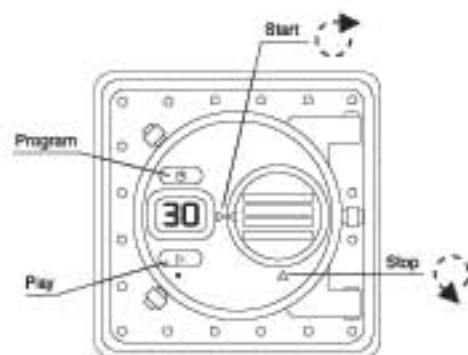
- When you're ready to play, start the timer.

- The Blue Agent goes first and play moves clockwise. The Agent who moves last gets the Robot card.



## THE SAFE

- Turn the Start/Stop dial clockwise to power up the Safe.
- The display screen will flash "30".
- Press the Play button to start the timer.
- The timer counts down in one-minute increments. Each time a minute passes the timer will emit an audible beep. The timer will beep twice to indicate every 5 minutes.
- The final minute will be counted down in seconds. A single beep will be heard for each second and a double beep in the last ten seconds.
- If the timer is stopped before time is up, a victory sound will be heard. If time runs out, a defeat sound will be played.



### Game Reminders


The 10-sided die moves the Agents.  
The six-sided die moves the Guard and the Dog.  
When the Guard and Dog are in play, they move first then the agents.



## INSIDE THE EGC

Okay team, pay attention. In order to accomplish your mission and win the game you must work together. In light of this fact, there are a few things you need to know...

### MOVING YOUR AGENT

- Roll the large 10-sided die and move your agent that number of spaces. You may move in any direction, but you may not switch directions in the middle of your move. So if you roll a six, you can't move forward two spaces and back four.
- You do not need an exact roll to get into a room.
- Two or more Agents may share the same space.
- Once you enter a room, all movement stops for that turn. This includes the Start/Finish Room.
- All Secret Passages are connected. Once you go through a Secret Passage your move is over.
- If you roll the "unlock" symbol and you're not in Jail, you don't move. 
- You may choose not to move but you must always roll the dice.
- Players may perform more than one action per turn. For example, you may roll both dice and move, pass a card, reveal and disarm a trap, etc.

### TOOLS

The EGC is a dangerous place filled with nasty surprises designed to make an Agent's job difficult if not impossible. To help you, we have given you the Tools (cards) to deal with any situation you might encounter. Some of the Tool Cards help you disarm Booby Traps and some help you in other ways.

### DISARMING BOOBY TRAPS

You may play a Tool Card at any time on your turn to disarm a Booby Trap if you are in the same room as the trap and you have the correct card.

- Once you have disarmed a Booby Trap you may flip over the Top Secret Tile below it.
- Each Tool Card can be used only once in a game. After you use the Tool Card, place it in a discard pile.

### The Tools that disarm Booby Traps are:

	The Gas Mask		Protects you from the Poison Gas
	Bug Spray		Eliminates the Killer Bees
	Ice Suit		Neutralizes the Heat Sensor
	Wire Cutters		Cuts the Barbed Wire
	Deflection Mirror		Deflects the Laser Web
	Glass Cutter		Opens the Glass Case
	Robot		Defeats the Ring of Fire

(See next page)

### THE ROBOT

The Robot is your faithful mechanical sidekick and one of the most important tools at your disposal. If you have the Robot card you may use it to pass one Tool Card to another player on your turn.

- If you use the Robot to disarm the Ring of Fire, the Robot is destroyed and may not be used again in the game.
- Once you pass the Robot, it stays with that player until it is used again.
- You may pass just the Robot without sending a Tool Card with it.
- You may not send or receive the Robot if you are in Jail.



Some Tool Cards do not disarm Booby Traps but have other helpful uses:

	Telephone	Sends Guard back to his Desk.
	Bone	Sends the Dog back to his Kennel.
	Radio Jammer	Moves the Guard BACKWARDS the number of spaces you roll on the Guard/Dog die.
	Dog Whistle	Moves the Dog BACKWARDS the number you roll on the Guard/Dog die.
	Jet Board	Lets you double your roll on that turn.
	Lock Pick	Opens the Jail.


### BOOBY TRAP TILES

Those nasty surprises referred to above.

- Once you enter a room you may flip over any Booby Trap Tile that is still face down. You must defeat the trap before you can flip over the Top Secret Tile below it.
- After flipping over a Booby Trap, you may leave the room on your next turn and return later or a different Agent may come in to disarm that Booby Trap.





The Booby Traps are:

						
Killer Bees	Barbed Wire	Glass Case	Laser Web	Ring of Fire	Heat Sensor	Poison Gas

 500-Pound Weight – This does not require a Tool Card but you must have two Agents in the room to disable it.



### TOP SECRET TILES

Once you have disarmed a Booby Trap Tile with a Tool Card you may flip over the Top Secret Tile below it, if the Tile is a key, pick it up and place it in front of you. Leave all other Secret Tiles in place on the board. There are 8 Top Secret Tiles:

	4 Key Tiles	These tiles are used to stop the Safe Countdown.
	2 Secret Passage Tiles	You may go to or from the rooms with these Top Secret Tiles or either of the Secret Passage rooms.
	1 Stun Tile	If this tile is turned over, anyone in the room is stunned and loses their next turn.
	1 Empty Box	This is a tile that contains nothing.

### GUARD AND DOG

The Guard and the Dog provide security in the EGC and they are always a threat to foil your mission.

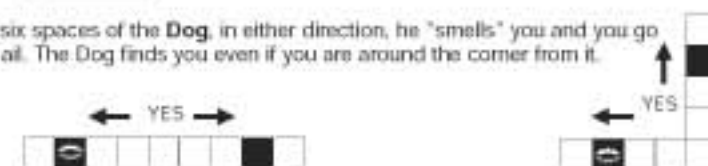
- If the Guard is at his Desk and you roll the **Guard symbol** on the 10-sided die, the Guard wakes up and is placed on the "Guard Awake" space immediately outside his Desk.  On the next player's roll, the Guard begins to move in the direction of the arrow that says "Guard".
- A player cannot be caught if the Guard and Dog are in their Awake space, or the player is in the Out of Jail space.
- If the Guard is already awake and you roll the Guard symbol, the Guard goes back to his Desk.
- If the Dog is in its Kennel and you roll the **Dog symbol** on the 10-sided die, the Dog wakes up and is placed on the "Dog Awake" space immediately outside the Kennel.  On the next player's roll the Dog begins to move in the direction of the arrow that says "Dog".
- If the Dog is already awake and you roll the Dog symbol, the Dog goes back to his Kennel.
- The Guard and Dog MUST move first.
- The Guard and Dog always move in the direction of their marked arrows, unless they are sent backwards by one of the Tool Cards.
- The Guard and the Dog cannot see or smell inside rooms.

### CAUGHT

- If you are in the same corridor as the **Guard**, he "sees" you and you go immediately to Jail. The Guard does not have to be facing you to "see" you. Just being in the same corridor with the Guard is enough to be caught.



- If you are within six spaces of the **Dog**, in either direction, he "smells" you and you go immediately to Jail. The Dog finds you even if you are around the corner from it.



- If an Agent is in range of the Guard and the Dog after the Guard and Dog are moved, the Agent is sent to Jail.
- If, on your move, you pass through the Guard's or Dog's range you are caught.

## JAIL

### If you are in Jail:

- You still roll both dice when it is your turn and move the Guard and Dog if they are out.
- You may not send or receive the Robot or use any other Tool Card except the Lock Pick.

### There are three ways to get out of Jail.

Each of these will release all the Agents in Jail.

Once you are released, move to the Out of Jail space.

- If you roll the "Unlock" symbol on the 10-sided die. Your turn is then over.
- Using the Lock Pick Tool Card. After you use the card your turn is over. You may only pick the lock from inside the Jail.
- If another player enters one of the Jail Release rooms, any Agents in the Jail are automatically released.

## WINNING THE GAME

When you have uncovered all four Keys, make your way back to the Start/Finish Room.

- All Agents must be in the Start/Finish Room before you insert your keys into the Safe.
- Once all the Agents are in the Start/Finish Room, insert your keys and turn the dial counter clockwise to stop the countdown.



- If you can uncover the four Keys and stop the countdown before time runs out, your team wins!

## PLAYING WITH LESS THAN FOUR

While the game plays best with four players you can still have a great game with three or two.

**Three Players**-Each player chooses an Agent and the Safe timer is set at 22 minutes.

**Two Players**-Each player chooses an Agent and the Safe timer is set at 15 minutes.

## Changing the Time

1. Turn the Start/Stop dial clockwise to power up the Safe.
2. The display screen will flash "30".
3. Pressing the Program button will cycle you through your time choices: 15, 22 and 30 minutes. Press the Play button to start the timer when you have made your choice.

## Timer Notes

- If the timer is not started or programmed within two minutes of being turned on, it will turn off. To restart the timer, turn the Start/Stop dial to the **Stop** position and then back to the **Start** position.
- Once the timer is started it cannot be paused or programmed.
- To change the length of a game in progress you must stop and restart the timer.
- During the Victory or Defeat sounds, you may press either the Play button, the Program button or turn the Start/Stop dial to stop the music and turn the unit off.

This game unit requires 3 AA batteries.

Open the battery compartment door on the back of the unit using a screwdriver.

If LCD Screen or Sound is weak, replace the batteries.

- Replace batteries as shown. Match direction of "+" and "-" terminals.
- Close the battery compartment and replace the screw.
- For longer life, use only alkaline batteries.

## BATTERY SAFETY INFORMATION

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium). Rechargeable batteries are to be removed from the toy before being charged (if designed to be removable).
- Insert batteries as indicated inside the battery compartment.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy (product).
- Dispose of batteries safely. Do not dispose of batteries in a fire. The batteries may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy (product) before charging.
- If removable, rechargeable batteries are used they are only to be charged under adult supervision.

