

SAFETY MEASURES

Requires 2 x 1.5V AG13 (LR44) button cell (not included). Batteries or battery packs must be recycled or disposed of properly. When this product has reached the end of its useful life, it should not be disposed of with other household waste. The Waste Electrical and Electronic Equipment Regulations require it to be separately collected so that it can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The “wheelie bin” symbol means that it should be collected as “waste electrical and electronic equipment.” You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.

HOW TO INSTALL BATTERIES:

1. Open the battery door with a screwdriver.
2. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery. DO NOT remove or install batteries using sharp or metal tools.
3. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
4. Replace battery door securely.
5. Check your local laws and regulations for correct recycling and/or battery disposal.

BATTERY SAFETY INFORMATION:

Batteries are small objects. Replacement of batteries must be done by adults. Follow the polarity (+/-) diagram in the battery compartment. Promptly remove dead batteries from the toy. Dispose of used batteries properly. Remove batteries for prolonged storage. Only batteries of the same or equivalent type as recommended are to be used. DO NOT incinerate used batteries. DO NOT dispose of batteries in fire, as batteries may explode or leak. DO NOT mix old and new batteries or types of batteries (i.e., alkaline/standard/rechargeable). Using rechargeable batteries is not recommended due to possible reduced performance. Rechargeable batteries are only to be charged under adult supervision. Replaceable-rechargeable batteries are to be removed from the toy before being charged. DO NOT recharge non-rechargeable batteries. DO NOT short-circuit the supply terminals.

WARNING: KEEP BATTERIES OUT OF REACH OF CHILDREN.

This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death due to chemical burns and potential perforation of the esophagus. Dispose of used batteries immediately and safely. Used batteries can still be dangerous. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

If you suspect your child has swallowed or inserted a button battery immediately call the 24-hour Poisons Information Centre on 13 11 26 for fast, expert advice. Examine devices to make sure the battery compartment is correctly secured, e.g., that the screw or other mechanical fastener is tightened. Do not use if compartment is not secure. Tell others about the risk associated with button batteries and how to keep their children safe.

TIMER WARNINGS:

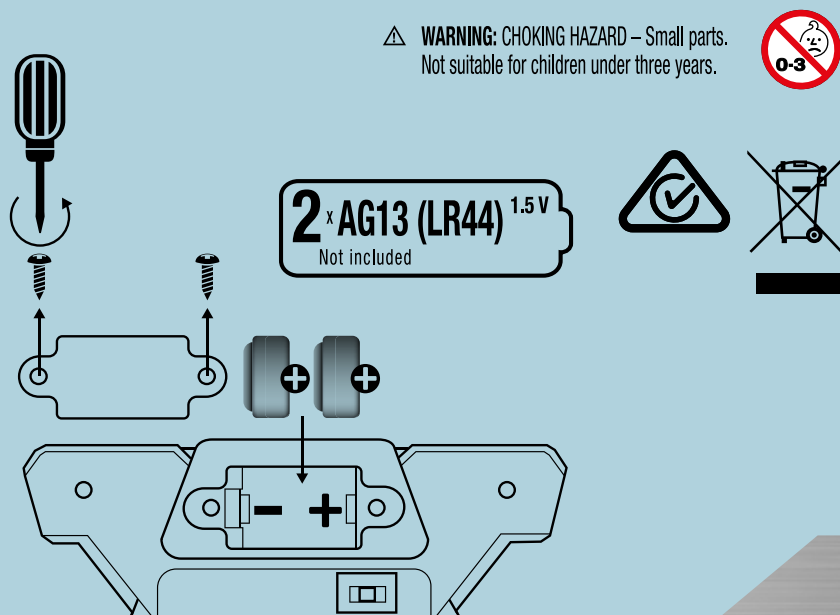
- Do not submerge the Timer in water
- Do not disassemble the Timer
- Do not place the Timer and the batteries in the vicinity of water, electricity, heat and/or cold sources
- Remove empty batteries from the Timer.

CARE AND MAINTENANCE:

- Turn the Timer off when it is not in use
- Remove the batteries if the Timer will not be used for a longer period of time
- Clean the Timer by gently wiping it with a clean damp cloth.

Please keep these safety measures since they contain important information.

Retain this information, addresses and phone numbers for future reference.



Rules

There are some important rules for you to observe during the game:

- Puzzle cards should never be taken out of the area they are found in.
- Puzzle cards may only be looked at by players who are in the area the cards are in. A player may therefore not show a card to a player in another area.
- A puzzle may only be resolved when all cards in that puzzle's color have been found.
- The Door Lock may only be opened when all the door hangers have been unlocked.
- You're not allowed to make notes in any way.
- Rooms that are locked by a door hanger can only be accessed when the door hanger has been unlocked. Only then may the puzzle cards in these areas be looked at and resolved.
- Only cards showing this print symbol in the top right corner may be written on, torn, cut into or get wet, etc., as they can be replaced afterwards.



You can walk freely between any rooms which are not locked by a door hanger and look at all the puzzle cards held in there. Information shown on puzzle cards may be communicated between your team by talking/shouting to each other or by walking over and back between puzzle cards while the puzzle cards remain in their areas.

Tidying away

After completing the game, make sure to pack away all the used puzzle and answer cards. Check on the mission card table how many cards of either type have been used to make sure you've found them all. Put the answer cards back in the correct order in the stack of answer cards. Will you be playing another mission straight away? Then you may leave the door hangers and the Door Lock in place.

Scoring

Did you manage to escape? Then you've successfully completed the mission! Did you manage to do so within the time allowed? Then you've done brilliantly!

If you'd like to know exactly how well you did, or wish to compare your score with other teams, then use the table on the scoring card to calculate your score.



PASSING ON THE GAME

Would you like to pass the game onto someone else after completing the game? Then create full sets of cards again for missions 1, 3, 4 and 6 by using the 4 spare cards from the bottom of the stack of puzzle cards.



If the game is played again, new spare cards and area arrangement & scoring table cards can be printed off the website:

escaperoomthegame.com/en-us/escape-your-house/spy-team



Example

The Jones Team escaped with 5 players and had 2:43 minutes left on the clock. They picked up 3 trap cards. They get +3 points for escaping with 5 players, +6 points for escaping within the time allowed, +5 points for the time left (5 x half a minute), and -2 x 3 = -6 points for the 3 trap cards they picked up. Their score will therefore be: +3 +6 +5 -6 = 8 points.



©2021 Escape Your House Spy Team is developed and produced by Identity Games International BV, Rotterdam, The Netherlands.

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MADE IN CHINA
FABRIQUÉ EN CHINE

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ESCAPE YOUR HOUSE

SPY TEAM

CONTENTS

6 MISSIONS

- Door Lock
- Door Key
- Timer
- 78 Puzzle Cards
- 55 Answer Cards
- 6 Door Hangers
- 3 Mission Cards
- Scoring & Area Arrangement Card



Don't like reading?

Watch the How To Play video on
escaperoomthegame.com/en-us/spy-team
or scan the QR code!

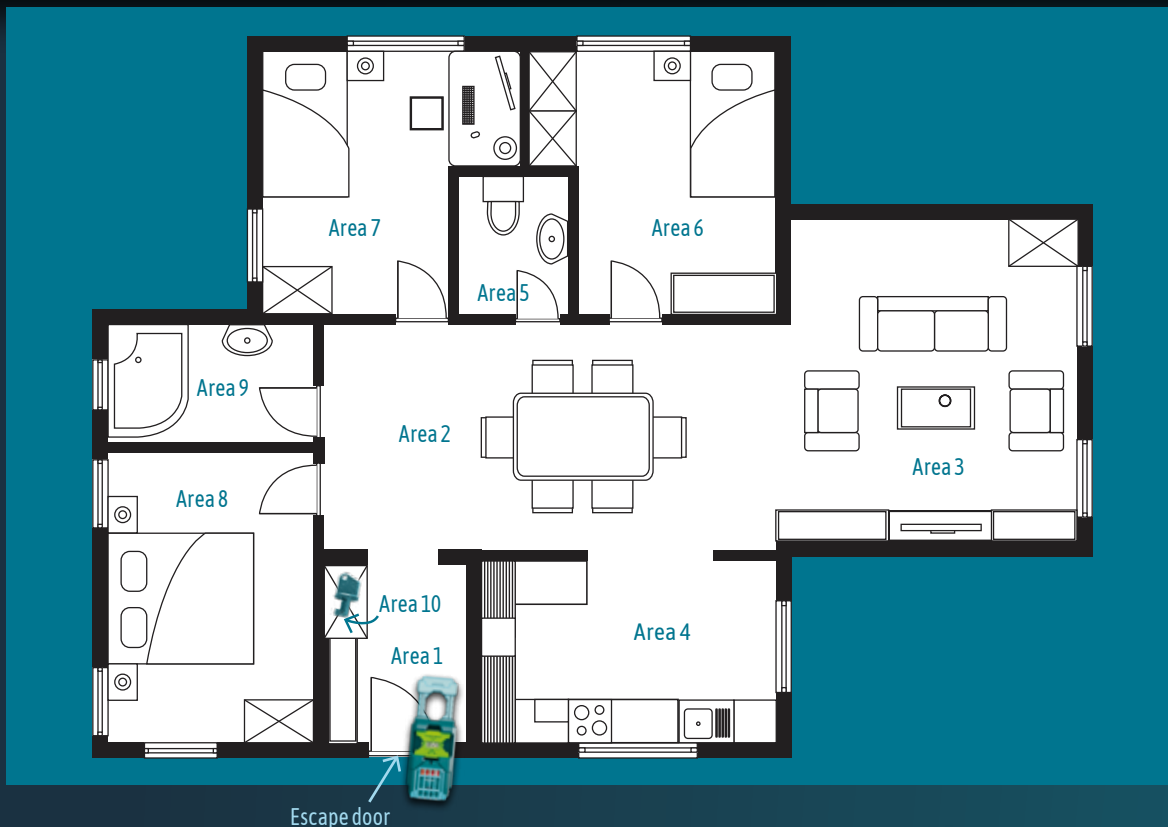
THE STORY

The Super Secret Spy Team (SSST) is an organization that protects the world against dangers. One of the main characteristics of spies is that they go unnoticed. And what would be less noticeable than a sweet, innocent family or a bunch of keen friends? Which is exactly why the SSST is looking for people like you! You never turn down a challenge and, like many other people, have decided to sign up as candidates.

This week, a letter has landed on your doormat stating that you, together with 9 other teams, have been selected to take part in the Spy Team Auditions! The letter also contained some sort of timer with a note instructing you to carry the gadget around with you at all times. When you and your team got back from a trip to the zoo today, the front door slammed shut and locked behind you. Suddenly, a male voice sounded: "Greetings, Candidates...!"

NUMBER OF PLAYERS: 3-6 • AGE: 8+ • TIME: 6 x 15 MINUTES

GAME RULES



GAME GOAL

The goal of the 6 Escape Your House missions is to escape your house within 15 minutes!

PREPARATION

Escape Your House won't be played around the table, but in the various rooms of your own house, or any other location, like a holiday accommodation, office, school, etc. Steps 1 and 2 of the preparation will only need to be done once per play location. Steps 3, 4 and 5 will take place before each mission.

1 Choose an escape door

Choose which door you'd like to escape through. This will normally be the front door, but may also be the back door.

2 Number the areas in your play location

- An area may be an entire room (or a corridor or bathroom), or
- A section of a room, like areas 2 and 3 in the example map.

Area Arrangement:

Determine which 10 areas you'll be using for the game and fill in the table on the Area Arrangement card. Use a new column for each new location where you'll be playing the game.



Important considerations for selecting your areas:

Area 1: always adjoins the escape door.

Areas 1 to 4: will be accessible from the start of the game. Choose areas that are connected to each other and the escape door. (Example: 1. Hallway, 2. Dining room, 3. Living room, 4. Kitchen.)



Areas 5 to 9: each receive a door hanger on the door and may only be accessed when the correct key card has been found. These areas must be accessible via areas 1, 2, 3 or 4, or via any area that is not used for the game (e.g., a corridor).

Incorrect Arrangement



Correct Arrangement



Area 10: will always just contain the Door Key. It could simply be a closed cupboard.

3 Choose a mission

Play the missions in order from 1 to 6.

4 Prepare the areas

Grab the Mission card of the mission you're about to play and check out the table. Position the designated puzzle and answer cards in each area, hang up the designated door hangers and position the Door Lock and the Door Key.



A: Position the puzzle and answer cards

- Puzzle cards (large cards) need to be placed clearly visible in the room, preferably in an elevated position like on a table, sofa or bed, but the floor is possible too. If there are several puzzle cards in an area, then position them in various corners, or at least half a meter (about a foot and a half) apart.
- Answer cards (small cards) need to be positioned in a neat row underneath their associated puzzle cards:



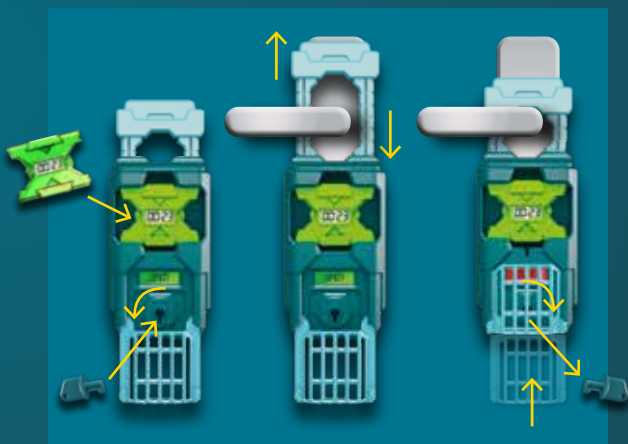
B: Fold the door hangers (see instructions on the back) and hang them up

- Is the area an entire room? If so, hang up the door hanger on the outside door handle.
- Is the area a section of a room? Then place the door hanger on the puzzle card, or in case of multiple puzzle cards, in between them.

TIP: You could use a chair to block off an area and leave the door hanger on the chair.

C: Position the Door Lock

- Slide the timer inside the Door Lock, insert the Door Key into the keyhole and turn it counterclockwise by 90 degrees to open the lock.
- Slide the bar at the top upwards, hang the lock around the door handle on the inside of the escape door and push the bar back down until the lock is secure.
- Turn the lock shut, remove the Door Key from the keyhole and push the grid back up again.



D: Position the Door Key

Position the Door Key in area 10 in a spot you can easily access.

E: Take the timer

Remove the timer from the Door Lock and hand it to the youngest player who will be keeping the time for the whole group.



TIP: Get 3 players to go through the areas in the order of the area numbers. 1 player positions the puzzle cards, 1 player positions the associated answer cards underneath the puzzle cards and 1 player hangs up the door hangers on the doors. A fourth player could possibly position the Door Lock and Door Key. Check each other's tasks to make sure everything is in the right place.

THE GAME

Start of the Game

Everyone gathers inside near the locked escape door. One of the players reads out the introductory story on the mission card.

The youngest player turns on the timer by moving the ON/OFF switch on the back cover to the 'ON' position and starts the timer by pressing the button on the front. The game has started!

The players now have 15 minutes to resolve all the puzzles, unlock all the areas and ultimately find the Door Key, open the Door Lock and escape.

Gameplay

1 Find all the puzzle cards in one color

In order to resolve a puzzle, you'll need all the puzzle cards of the same color (on the front). When you enter an area, you can turn the puzzle cards in this area over to face upwards and look at them. In the top left corner of the cards, there's a little icon indicating how many cards there are for this color and which number card this is.

So, the card in the example opposite is the third card out of the 4 cards you'll need to resolve the red puzzle.



If you can't find all the puzzle cards for one color, it will be very likely that further cards of that color are held in areas which are still locked by a door hanger.

If so, leave the puzzle in question for the time being and look for a puzzle for which all the cards are available.

2 Resolve the puzzle to find a key card

There are two types of puzzles:

QUESTIONS:

The first card contains a question; the remaining cards contain the required information. When you know the answer to this question, turn over the associated answer card underneath the puzzle card.

- If the answer is right, you'll find a key card. Take it with you.
- If the answer is wrong, you'll find a trap card. Keep this card (in your pocket) and try the question again. At the end of the game, each trap card will represent minus points.



TASKS:

This card describes a task to perform. Continue with the task until you succeed and start over if you fail. Once the task has been completed, you can take the key card from underneath the puzzle card.

Do you need materials for a task which you can only find in an area that's still locked, like toilet paper? Then you can quickly go and get it without looking at any puzzle card held in the locked area. Pull the door shut again behind you.

3 Use the key card to unlock a new area

Insert the retrieved key card into the door hanger of the same color to unlock the door hanger and to access the associated area. Now you have access to new puzzle cards and answer cards.

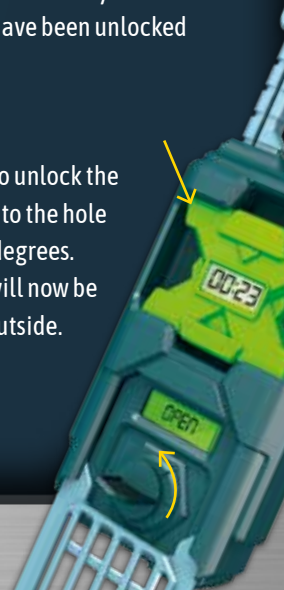


4 Repeat

Repeat gameplay steps **1**, **2** and **3** until all 6 key cards have been found, all door hangers have been unlocked and the Door Key has been found.

5 Unlock the Door Lock

Insert the timer into the Door Lock to unlock the keyhole. Next, insert the Door Key into the hole and turn it counterclockwise by 90 degrees. The timer stops and the Door Lock will now be unlocked. Open the door and step outside. The mission is complete!



MESURES DE SÉCURITÉ

Fonctionne avec 2 piles bouton AG13 (LR44) 1,5 V (non fournies). Les piles ou les batteries doivent être correctement recyclées ou éliminées. Lorsque ce produit arrive en fin de vie, il ne doit pas être jeté avec le reste des déchets ménagers. Conformément à la directive sur les Déchets des équipements électriques et électroniques (DEEE), il doit être collecté séparément afin d'être éliminé selon les meilleures techniques de récupération et de recyclage disponibles. Cette démarche réduit les risques de pollution du sol et des eaux, et permet ainsi de minimiser l'impact de toute substance nocive sur la santé et sur l'environnement. Cela diminue également la quantité de ressources nécessaires à la fabrication de nouveaux produits, et évite la saturation des sites d'enfouissement. Veuillez apporter votre contribution en ne jetant pas ce produit avec les déchets de votre commune. Le symbole de la « poubelle sur roues » signifie que ce produit doit faire l'objet d'une collecte respectant la directive sur les Déchets des équipements électriques et électroniques (DEEE). Vous pouvez également retourner les produits en fin de vie à votre détaillant lors de l'achat d'un produit similaire neuf. Pour plus d'informations, contactez votre commune.

INSTALLATION DES PILES :

1. À l'aide d'un tournevis, ouvrir le couvercle du compartiment des piles.
2. Si des piles usagées sont présentes, les extraire en tirant sur l'une des extrémités. NE PAS utiliser d'objet coupant ou métallique pour extraire ou installer les piles.
3. Installer des piles neuves comme indiqué sur le schéma de polarité (+/-) du compartiment des piles.
4. Bien refermer le compartiment des piles.
5. Consulter la législation locale concernant le recyclage et/ou l'élimination des piles.

INFORMATIONS DE SÉCURITÉ CONCERNANT LES PILES :

Les piles sont de petits objets. Le remplacement des piles doit être effectué par un adulte. Respecter le schéma de polarité (+/-) du compartiment des piles. Retirer immédiatement toute pile usagée du jouet. Jeter correctement les piles usagées. Retirer les piles du jouet en cas d'inutilisation prolongée. N'utiliser que des piles d'un même type ou d'un type équivalent à celui recommandé. NE PAS incinérer les piles usagées. NE PAS jeter les piles au feu ; elles pourraient exploser ou fuir. NE PAS mélanger des piles neuves et des piles usagées, ou des piles de types différents (ex : alcalines/standard/rechargeables). L'utilisation de piles rechargeables n'est pas recommandée en raison des baisses éventuelles de performance. Les piles rechargeables doivent être rechargées sous la surveillance d'un adulte. Retirer les piles rechargeables/remplaçables du jouet avant de les recharger. NE PAS recharger des piles non rechargeables. NE PAS court-circuiter les bornes d'alimentation.

⚠ ATTENTION ! MAINTENIR LES PILES HORS DE PORTÉE DES JEUNES ENFANTS.

Ce produit contient une pile bouton. L'ingestion d'une pile bouton peut provoquer des brûlures chimiques internes en seulement deux heures. Ces brûlures chimiques ainsi que la perforation potentielle de l'œsophage risquent d'entraîner la mort. Mettre les piles usagées au rebut immédiatement, en respectant les consignes de sécurité. Les piles usagées peuvent également être dangereuses. Maintenir les piles neuves et usagées hors de portée des jeunes enfants. Si vous pensez que des piles ont été avalées ou se trouvent à l'intérieur du corps, consultez immédiatement un médecin.

Si vous pensez que votre enfant a avalé une pile ou qu'elle se trouve à l'intérieur de son corps, contactez immédiatement le centre antipoison pour obtenir rapidement un avis médical spécialisé. Inspecter l'appareil pour vérifier que le compartiment à pile est bien fixé, c'est-à-dire que la vis ou toute autre attache mécanique est correctement serrée. Ne pas utiliser si le compartiment n'est pas bien fixé. Sensibilisez votre entourage sur les risques associés aux piles bouton et les mesures de précaution à prendre pour protéger les enfants.

Conserver les informations, adresses et numéros de téléphone pour consultation ultérieure.

AVERTISSEMENTS CONCERNANT LE MINUTEUR :

- Ne pas plonger le minuteur dans l'eau
- Ne pas démonter le minuteur
- Conserver le minuteur et les piles à l'abri de l'eau, de l'électricité et de toute source de chaleur ou de froid
- Retirer les piles vides du minuteur.

ENTRETIEN ET MAINTENANCE :

- Éteindre le minuteur lorsqu'il n'est pas utilisé
- Retirer les piles du minuteur lorsqu'il n'est pas utilisé pendant une longue période
- Nettoyer délicatement le minuteur avec un chiffon humide et propre.

Conserver ces mesures de sécurité, car elles contiennent des informations importantes.

