THE Treflik FAMILY

SPY GUY

Instructions

daylight! ... behind it all, but so ... hopes are on Spy Guy - a super ... law and order in Trefliks Town. Will Spy ... Moritz before he escapes?

A SERIES OF THEFTS IN TREFLIKS TOWN!

The local shopkeepers are afraid. In the last week, more than 10 stores suffered audacious thefts in broad daylight! Witnesses testify that the crimes were committed by the cunning Doctor Moritz. But the police are stumped, and the brash thief is still at large! All eyes are on Spy Guy - only he can find Doctor Moritz and thwart his plans!

...by a series
...daylight!
...ing Doctor
...l, but so far
... Everyone's
...y -
...who preserves
... Trefliks Town.
...atch Dr. Moritz
...?

Dr. MORITZ

GOAL

**You are helping Spy Guy -
a super-detective who preserves law
and order in the city.
Your task is to catch Doctor Moritz
before he goes to the port and escapes
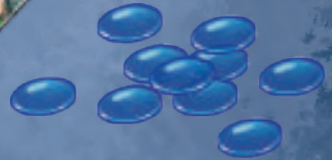from the city. If you catch him,
you win!**

SPY GUY

COMPONENTS

board

10 clue markers

56 clue cards

sand timer

2 standees
(Spy Guy & Doctor Moritz)

PREPARATION

Place the board on a table or floor, to create the game track.

Place Spy Guy on the track's first space, which is marked with his picture.

Place Doctor Moritz on one of the indicated spaces, depending on the number of players 1, 2, 3 or 4.

Put the sand timer and clue markers near the board.

Shuffle the clue cards to create a face-down deck.

CLUE CARDS

To catch Doctor Moritz, you must help Spy Guy find as many clues as possible in the city. The more you find, the faster your standee will catch up with the escaping villain. The items you need to find are listed on the clue cards.

This is the clue that you are currently trying to find.

The number of footprints tells you how many spaces Doctor Moritz will move on his turn.

4Y190

This clue's index number in Spy Guy's files; it has no game effect.

SPY GUY advises:

REMEMBER – AN ITEM ALWAYS LOOKS THE SAME ON THE CARD AND ON THE BOARD, WITH THE SAME SHAPE AND COLOR.

SEQUENCE OF PLAY

Spy Guy is a cooperative game in which you all direct the detective's moves. Spy Guy and Doctor Moritz alternate turns. Spy Guy starts the game.

SPY GUY'S TURN

Reveal the top card of the clue deck. It shows the item that you must find on the board this turn.

After revealing the card, immediately turn over the sand timer.

I Everyone searches the board to find the item. Every item appears in several places on the board. Whenever anyone finds the item, they place a clue marker onto it.

II When the sand timer runs out, you must stop searching and can place no more clue markers.

III Count how many of that item you all found and marked. Move Spy Guy forward that many spaces, toward Doctor Moritz.

IV Remove all clue markers from the board.

DOCTOR MORITZ'S TURN

Count how many footprints are on the clue card that was just revealed in Spy Guy's turn. Move Doctor Moritz forward that many spaces, toward the port.

SHORTCUT!

Spy Guy may be able to use his knowledge of the city to shorten his path in pursuit of Doctor Moritz. If Spy Guy starts his turn on the space with an arrow, he can move through the shortcut, instead of moving the longer way. Spy Guy moves along the 3 shortcut spaces like he moves along normal spaces: one space forward per item you all found.

GAME END

If Doctor Moritz moves to the track's last space (the port), he boards a ship and escapes from the city. Spy Guy does not catch him, and you all lose.

If Spy Guy moves into Doctor Moritz's space (or beyond it), you successfully catch the thief and win!

CLUES

Here is a helpful table that shows how many times each clue appears on the board. Good luck with your search!

8	6	6	5	8	8	9	7
10	7	7	6	6	8	6	8
9	8	6	10	9	7	10	7
7	6	10	5	5	10	6	10
5	7	10	9	5	8	8	9
6	5	5	5	5	6	6	6
5	5	5	6	6	5	6	5