SPY GUY

PYRAMID

INSTRUCTIONS



The lost Pyramid of Treflhotep IV has been discovered!

Meanwhile, cunning Doctor Moritz has stolen the map leading to the pyramid from archaeologists and plans to take its treasure for himself. The discoverers have asked Spy Guy for help! But it won't be an easy task – the road to the treasure is dotted with traps!

6+ 2–4 20–30 min

GOAL OF THE GAME

You play as Spy Guy – a super detective. You're tasked with catching Moritz before he reaches the vault and steals all treasure. If you manage to catch up with him, you win!



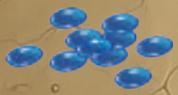


SPY GUY

GAME ELEMENTS



56 clue cards



10 clue markers



sand timer

30 board



6 pyramid tokens



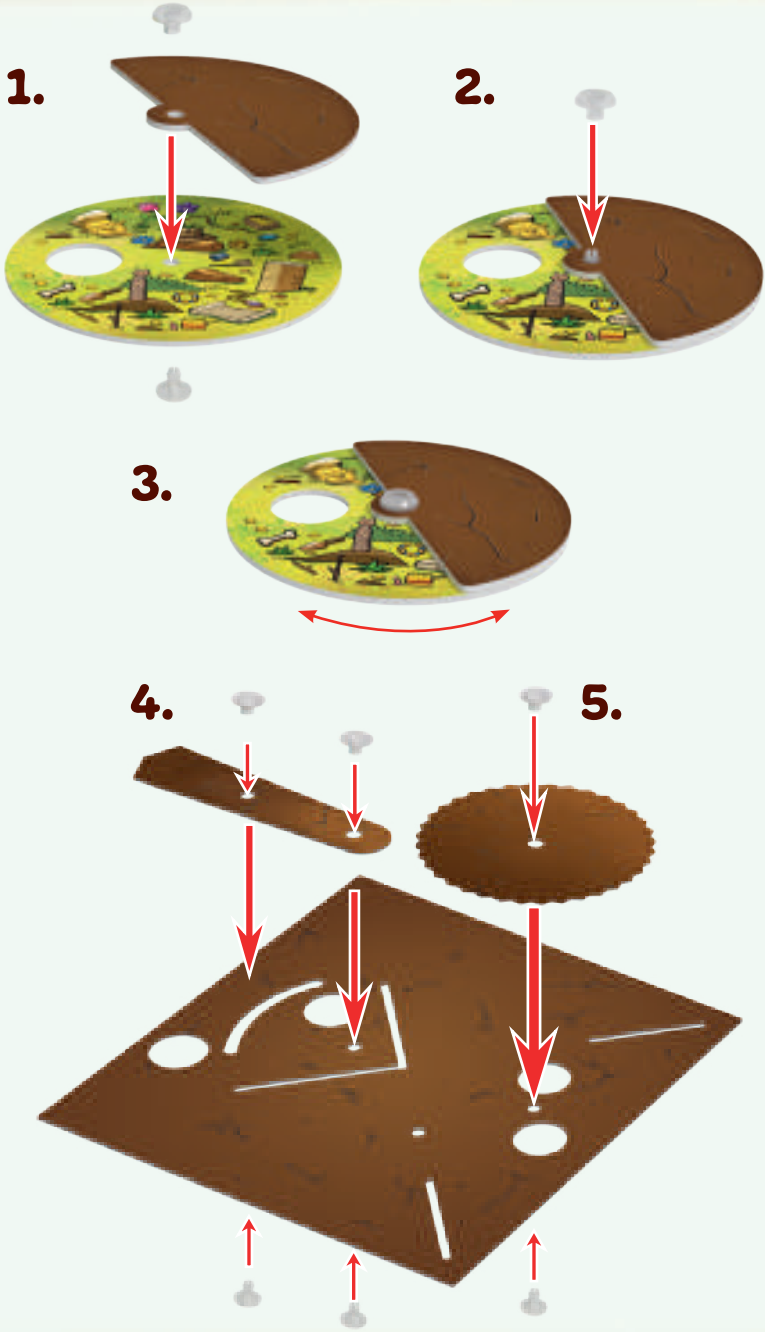
2 standees

ASSEMBLING THE BOARD

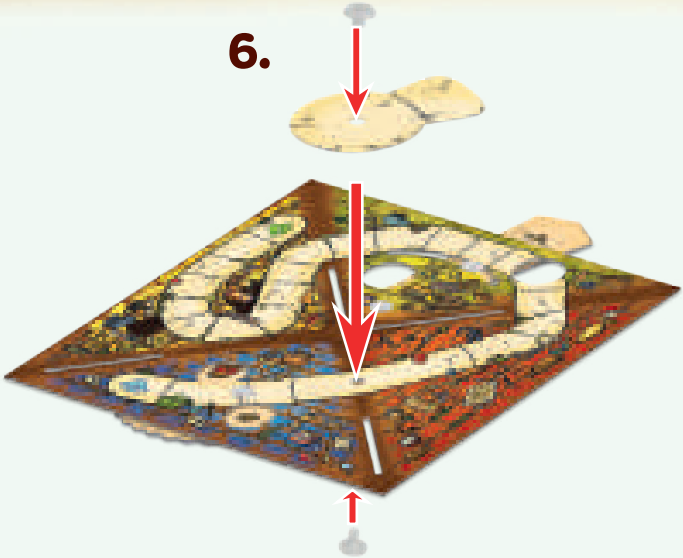
Before playing for the first time, assemble the board according to the instructions.

STAGE 1




1.
2.
3.
4.
5.

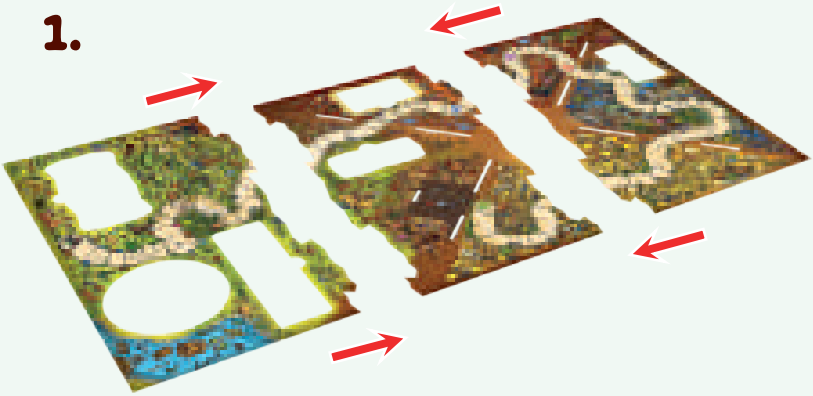
6.



STAGE 2



1.



2.



STAGE 3

















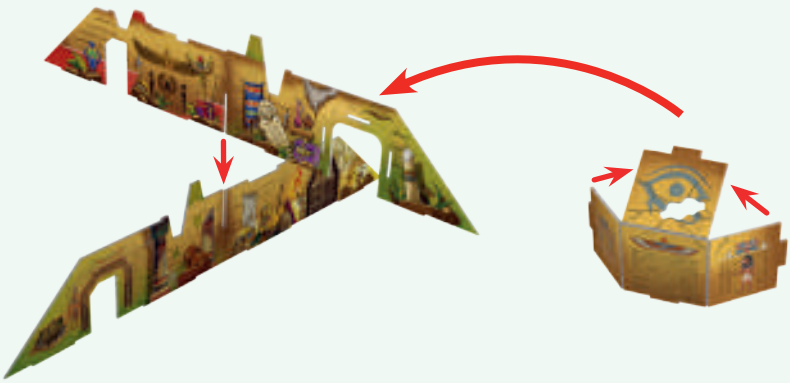






When assembling the board, notice that, on each side, the pyramid comprises chambers of different colours – blue, red, yellow, and green. By paying attention to the colour of the walls and floors on particular elements, you'll be able to assemble the pyramid faster!

1.



2.



3.

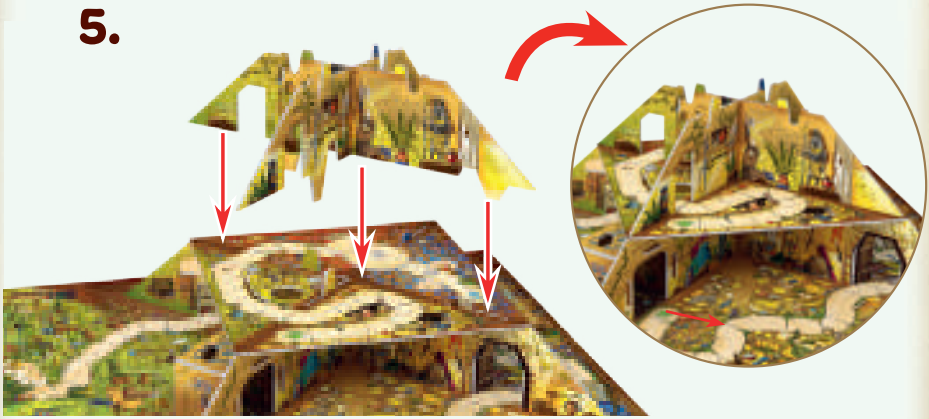




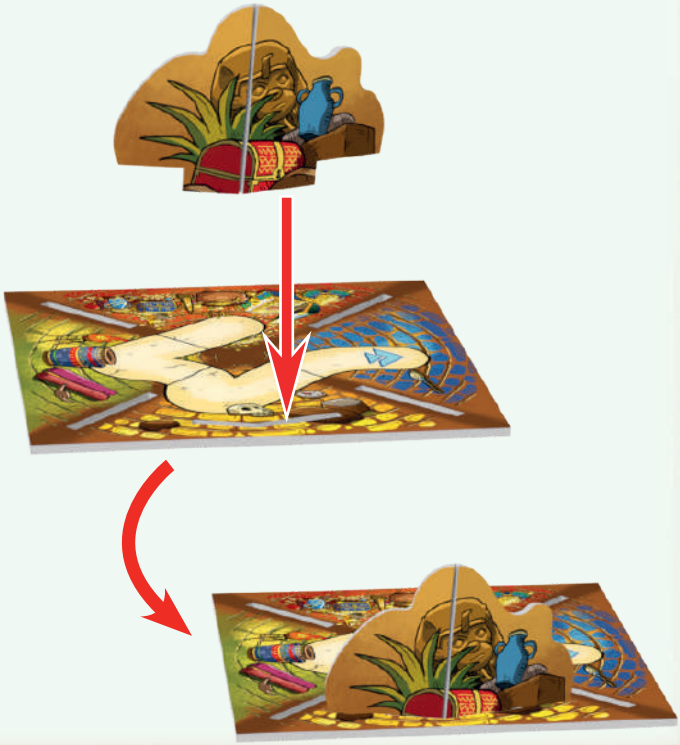
4.



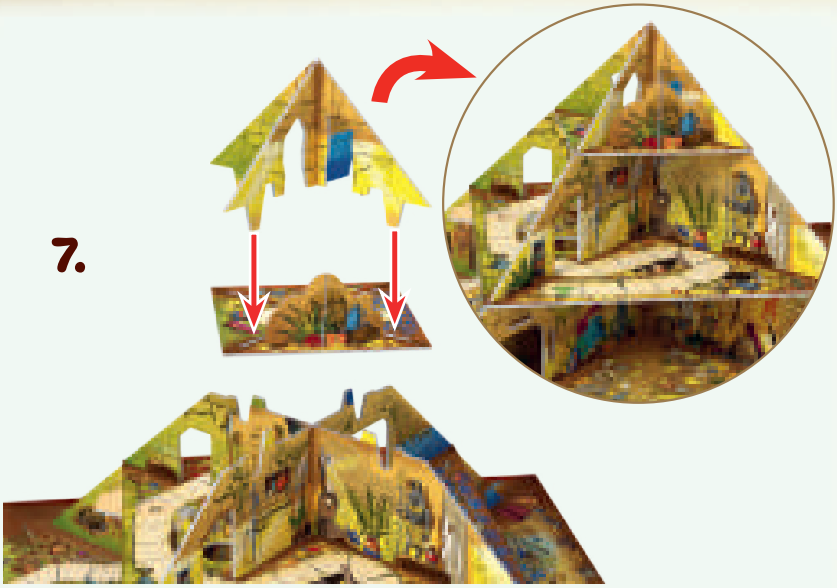
5.



6.



7.



8.



PREPARATION

Place the board on a table, so that everyone can access it comfortably.



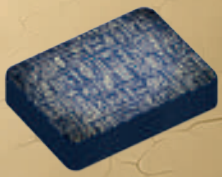


Place the Spy Guy standee on the first space of the track, which is marked with his image.



Place the sand timer and the clue markers next to the game board.





Shuffle the clue cards and create a face-down deck (with the clue images facing down).

Place Moritz on one of the marked spaces. Depending on the number of players,

it will be space 2, 3, or 4.



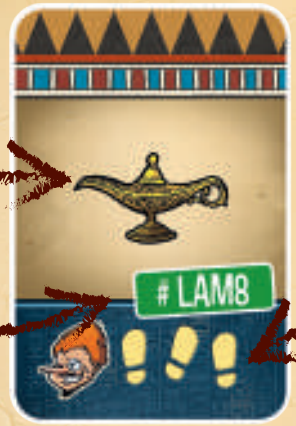
Spread out the pyramid tokens around the board, with any side facing up.

CLUE CARDS

To catch Doctor Moritz, together with Spy Guy you need to find as many clues hidden on the board as possible. The more clues you find, the faster you will catch up with the fleeing villain. The items you need to find are pictured on the clue cards.

This is the clue you are currently looking for.

The evidence number in the Spy Guy file. Its last numbers indicate how many clues of that type are hidden on the board.



The number of shoe prints tells you how many spaces Moritz moves forward during his turn.

SPY GUY TIP:

Remember: the item on the clue card always looks identical to the one on the board. It has the same shape and colour.



GAMEPLAY

Spy Guy Pyramid is a cooperative game where everyone directs the detective's movements. The game consists of a series of alternating turns between Spy Guy and Doctor Moritz. Spy Guy starts the game.

SPY GUY'S TURN

Draw and reveal the top clue card from the deck. It depicts the item you need to look for on the board during the current turn.



Immediately after you've revealed the card, turn over the sand timer.



I Everyone looks for the clue item on the board. It will appear in more than one place. If one of the players sees it, they place a clue marker on it.



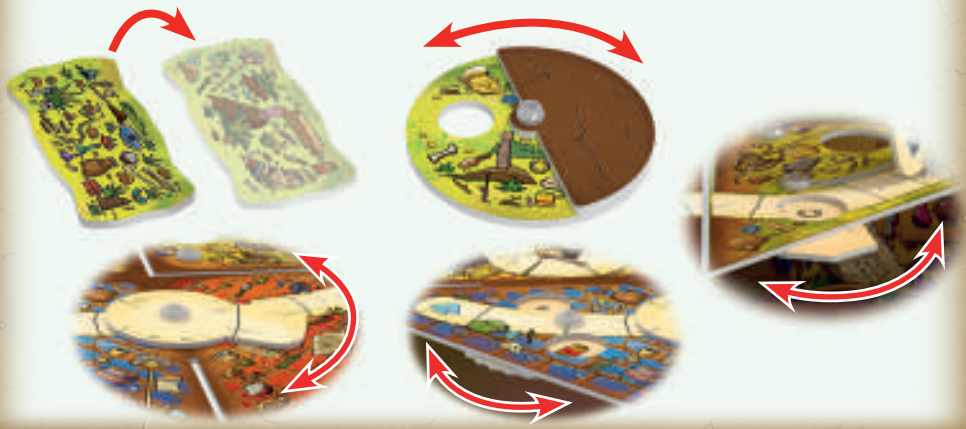
II Once the sand stops falling, the search is over! You can no longer add any markers.



III Count how many of that item you were able to find. Move Spy Guy's standee forward the same number of spaces, in Moritz's direction.

IV Remove all the clue markers from the game board.

Pay attention, though – some clues have been hidden from sight! In order to find all copies of a given clue, you'll need to move the board elements to discover more of them. Unfortunately, uncovering some clues will mean obscuring others. So, in the next round, you'll have to check again if no additional clues are hidden in the pyramid's depths.



MORITZ'S TURN

Look at the clue card revealed during Spy Guy's turn. Move Doctor Moritz's standee the same number of spaces towards the vault as indicated by the number of shoe prints pictured on the card.



MOVING ACROSS THE BOARD

Both Spy Guy and Doctor Moritz follow the same track leading to the vault on the pyramid's top level. Whenever any standee goes beyond space or ends its turn on it, it resumes from space on the next level (floor). Think of the spaces as adjacent to each other.



END OF THE GAME

If Doctor Moritz manages to get into the vault on the pyramid's top level, he steals all of Treflhotep IV's treasure and flees. Spy Guy couldn't catch him, and you lose. If Spy Guy manages to catch up with Doctor Moritz or overtakes him on the way to the vault, you've caught the thief and you win!



CLUES

For your convenience, the table below 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

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