

# Spy Safe Cracker™

## Interactive Spy Safe

**Important: Please save this instruction sheet. It contains valuable product information.**

The Spy SafeCracker is both a game of skill and a working safe!

- In Safe Mode, you can protect your stuff using a personal PIN number for instant access.
- In Game Mode, the player must “crack the safe” by finishing all 3 challenges before time runs out.

### GETTING STARTED

1. ADULTS: Insert the batteries (see back page).
2. Attach the base pieces to the unit.
3. Press POWER button on the back panel (Fig. 2).
4. The LCD display reads:  
**ENTER PIN\***  
[ - - - ]
5. Enter your PIN (Enter “1234” for the default PIN).

### MAIN MENU

PRESS	Function	Directions
1	<b>UNLOCK</b>	Open door and stash your stuff inside the safe. Click the door shut to lock it again.
2	<b>HACK IT</b>	Play the GAME.
3	<b>NEW PIN</b>	Enter your new PIN number. Re-enter it to confirm. Your PIN is set!
4	<b>EXIT</b>	System will power off.

\*As a security measure, 5 wrong attempts to guess the PIN will sound an alarm and shut the system down.

NOTE: If you ever forget your PIN, use a paperclip to press reset switch on back panel. The default PIN is “1234.”

### GAME MENU

PRESS	Level	Circuits	Tones	Codes	Time
1	<b>ROOKIE</b>	3	3	3 (5 digits)	3:30
2	<b>EXPERT</b>	5	6	4 (7 digits)	4:00
3	<b>TURBO</b>	1	1	1 (4 digits)	0:30
4	<b>CUSTOM</b>	You program the games and set the timer. See CUSTOM MODE on back page.			

### READY...

Unit will intermittently beep. (You can hide the safe for someone and they can use the beep to find it!)

### SET...

Touch the stylus tip to the floor of the maze (at START arrow) and hold it there.

### GO!

The countdown begins!

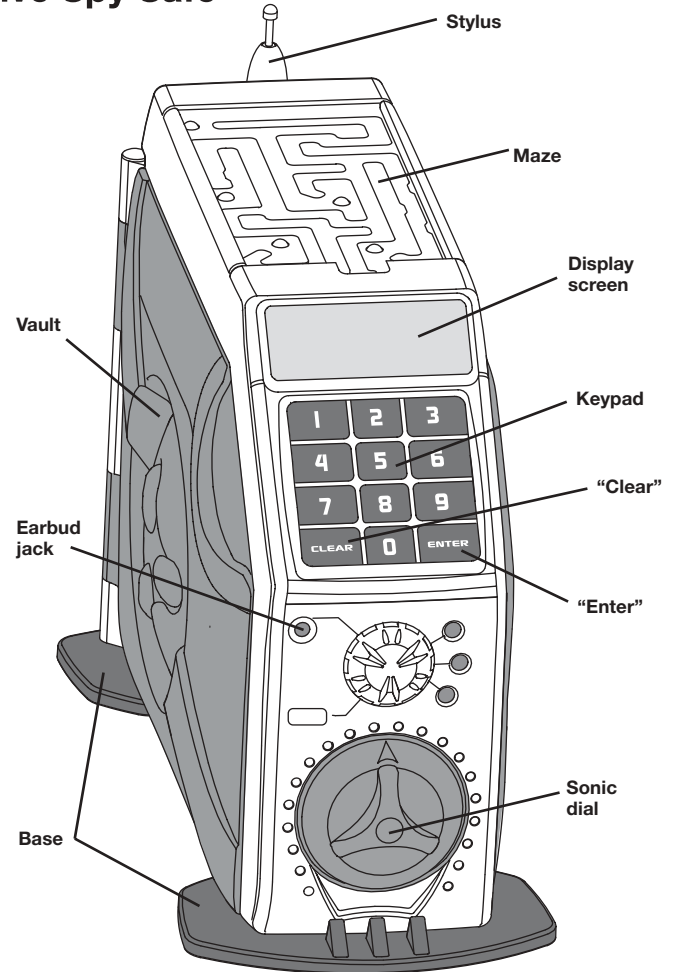


Fig. 1

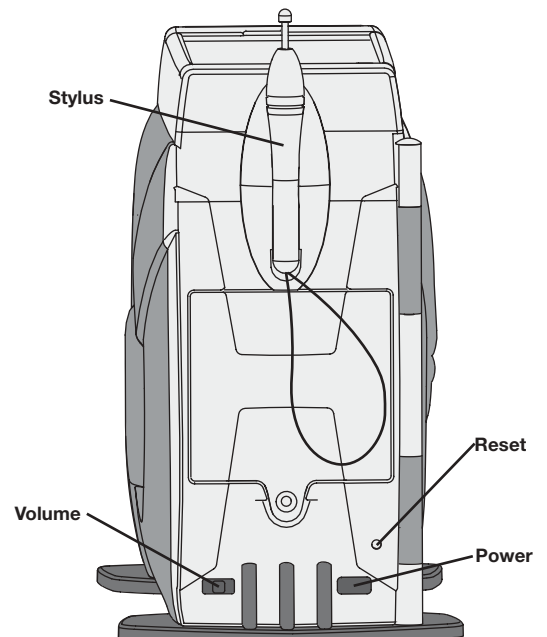


Fig. 2

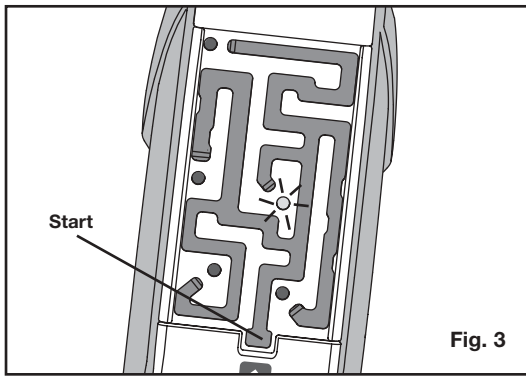


Fig. 3

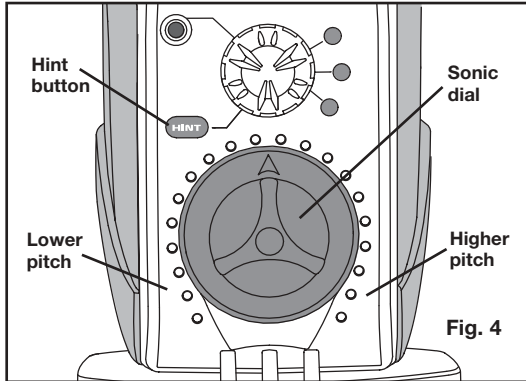


Fig. 4

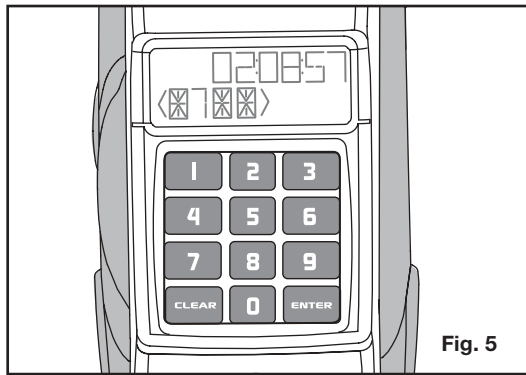


Fig. 5

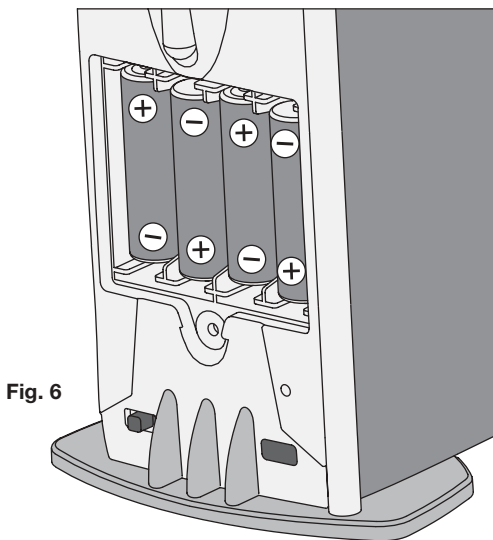


Fig. 6

**GAME #1—MAZE CHALLENGE (Fig. 3)**

Tag the blinking LED lights as quickly as possible.

1. Beginning at the start arrow, move the stylus through the maze to the metal contact at the blinking LED.
2. Touch the sidewalls or lift the stylus and you'll lose time!
3. When all required blinking LEDs have been lit, the level is secured.
4. GAME 2 begins three seconds after GAME 1 is complete.

**GAME #2—SONIC MATCH (Fig. 4)**

Correctly match a randomly selected tone.

1. Listen through the built-in speaker, or use the earbud for secrecy.
2. The Safe Cracker will play a target tone for 2 seconds. Listen carefully!
3. Try to match the tone by turning the dial to scan the range of tones: counter-clockwise for lower pitch, and clockwise for higher pitch. After the target tone sounds, it is best to wait one second before turning the dial.
4. When you think you have a sonic match, CHECK by pressing the dial.
  - If INCORRECT, buzzer sounds and you lose 10 seconds.
  - If CORRECT, unit plays the next target tone.
5. Press HINT at any time to replay the target tone. Each hint subtracts 10 seconds.
6. When all required tones have been matched, the level is secured.
7. GAME 3 begins three seconds after GAME 2 is complete.
8. Remember to unplug the earbud!

**GAME #3—CODE BREAK (Fig. 5)**

Spot and remember the numbers and enter the secret code.

1. Carefully watch the scrambling numbers—don't blink!
2. Starting at the left, each digit will pause briefly on a number and resume scrambling.
3. Remember the entire sequence and correctly enter it at the prompt.
4. Unit will indicate a CORRECT or INCORRECT entry.
5. When all required digits have been matched, the level is secured.

- If you complete all 3 games before time runs out, you will hear the locks releasing and the vault will open!
- If time runs out, the alarm sounds—you have been BUSTED!
- Mark your best time. Can you beat it?
- To play again, re-enter your PIN to access the main menu.

**CUSTOM MODE**

- You set the number of hurdles and the total game time to create safecracking challenges that are as easy or as difficult as you like!
- Choose #4 from the GAME MENU and follow the screen prompts to program the number of challenges in each game: LEDs, tones and codes.
- Choose HIDE mode to stash the safe for another player to find. Set the total game time to include time to find the safe. The clock will begin countdown as soon as you press "enter."

**NOTE:** After a period of inactivity, Spy Safe Cracker will beep and read "Powering off in 5...4...3...2...1" and automatically shut off to save battery life. Pressing any key during this message cancels automatic shutdown.

**Battery Information**

Spy Safe Cracker requires 4 AA (LR6) batteries, not included.

**Battery Safety**

- Only adults should install and replace batteries.
- Do not recharge non-rechargeable batteries.
- Remove dead or exhausted batteries.
- Insert batteries correctly. Match positive and negative signs.
- Do not place anything across the battery terminals.
- Only use the batteries specified above.
- Do not use rechargeable batteries
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Do not dispose batteries in a fire; they may explode.
- Dispose of batteries safely.

**ADULTS: To Install/Replace Batteries**

1. Use a small screwdriver to loosen the Phillips head screw on the battery door. NOTE: Screw will not fall out when loosened.
2. Open the battery compartment door.
3. Remove old batteries. Install 4 new AA (LR6) batteries as shown (Fig. 6).
4. Replace cover and tighten screw.

**NOTE:** Safecracker may experience memory loss and sound stopped if subjected to an electrostatic discharge. If this occurs, reset the Safecracker.



SPY SAFE CRACKER 70079-4000 PR 04/04

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT US AT  
 1-800-247-6570  
 WWW.WILDPLANET.COM  
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 P.O. Box 194087 San Francisco, CA 94119-4087



**WARNING:**

**CHOKING HAZARD: Small Parts.  
 Not for Children Under 3 Years.**