



# RULES

## OBJECT

Deactivate your opponent's explosive before he deactivates yours! Take turns racing the timer to "wire circuits" that destroy your opponent's three special fuses (Trigger, Power, and Detonator). If you deactivate your opponent's explosive and your opponent fails to deactivate yours, you win!

## SET UP

Follow the set up instructions on the Divider Shield.



## ON YOUR TURN

To start a game, the Silver Agent always takes the first turn.

- 1 Push the button on your side of the tablet to start the timer.
- 2 You have 40 seconds to slide the tiles around as quickly as you can. You may slide any tiles, including either Defuser. Try to wire a circuit (a path of your color) between your Defuser and one or more of your opponent's fuses. If you can wire your Defuser to several of his fuses, that's great!
- 3 When the timer stops, stop sliding tiles. If you finish sliding tiles before time runs out, you can push your button to stop the timer and save your remaining time in your Time Bank (see TIME BANK section on page 2).
- 4 Examine the tiles. Did you wire your Defuser to any of your opponent's fuses? (See EXAMPLE above-right.) If you did, your opponent must pull those fuses out and give them to you.
- 5 If you captured any of your opponent's special fuses – the Trigger, Power, or Detonator – insert them into the collection holes on your side of the tablet. Every special fuse you collect gets you closer to deactivating your opponent's explosive!
- 6 If you captured decoy fuses (fuses with round tips), they go through the big hole on your side of the tablet so they're out of the game.
- 7 At the end of your turn, your opponent may claim an encroachment penalty against you (see ENCROACHMENT PENALTY section on page 2).



**EXAMPLE:**  
If you are the Silver Agent, you will try to wire silver circuits that connect the Silver Defuser to your opponent's red fuses. In the example above, the Silver Agent has connected to two red fuses.

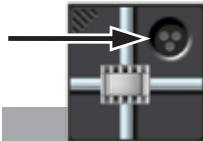
Now it's the other agent's turn!

## TIME BANK

During your turn, while the timer is ticking you may push your button to stop the timer (and stop sliding tiles). For instance, you might want to do this if you have wired a circuit and don't want to accidentally ruin it. Any time you have remaining will be added automatically to your Time Bank. At the end of the game, you can use your saved time to attempt a comeback (see FINAL

## ENCROACHMENT PENALTY

At the end of your turn, your opponent should remember to check for an encroachment penalty. Here's how: If there are any dots visible through the hole in your Defuser, you are subject to a penalty for leaving your Defuser in enemy territory. Your opponent may pull the number of fuses from your side that matches the number of dots! These are "free pulls" and are treated just like fuses pulled during regular play. If your opponent does not notice your encroachment and starts his timer, it's too late to claim a penalty.



**EXAMPLE:**  
Silver Agent has encroached and gets penalized! Red Agent pulls three silver fuses because there are three dots.

Note: It's possible for both agents to capture the other's third and final special fuse on the same turn (one in regular play and the other with an encroachment penalty fuse-pull). If this happens, it is a tie game – and in this case, there is no Final Attempt.

## FINAL ATTEMPT



If the other agent has captured all three of your special fuses, it's time for your Final Attempt!



If your opponent has captured your three special fuses first, you now have one last chance to deactivate his explosive and the game by using the time you have stored in your Time Bank. Here's how:

- 1 Hold down your button until you hear the Final Attempt announcement. Your Time Bank timer will start counting down your stored time. Try to wire a circuit to as many of your opponent's remaining fuses as you can.
- 2 If your Time Bank timer runs out, you will lose the game – don't let that happen! As soon as you hear the Time Bank timer change to super-fast ticking, push your button to stop the timer.
- 3 Quickly pull all of the fuses wired to your Defuser.
- 4 If you capture all of your opponent's remaining special fuses, hold down your button until you hear whether you've tied the game or lost. It all depends on how fast you are.

If you don't capture your opponent's remaining special fuses, your opponent wins!

Now switch colors and play again!

## STORING YOUR GAME WHEN FINISHED

Your Spy Wire Divider Shield can also be used when storing your game for future play!

- 1 Remove all the fuses then turn the two Defusers over so the raised areas fit into the square holes on each end of the tablet (this will allow the Divider Shield to lay flat).
- 2 Align the Divider Shield so the cut out areas on the sides fit over the clips on the tablet.
- 3 Insert the corners of the Divider Shield into the spaces at the corners of the tablet.

