



Ages  
**3+**

2-4  
**2-4**

15-20  
 15-20

### THE FIRST TIME YOU PLAY

1. Open game board and place 70 game cards on Mission Deck Icon.
2. Choose spy watch mover and place at start position.

### CONTENTS

- 4 Spy Watch Movers
- 1 Spinner
- 70 Mission cards
- 1 Sand Timer
- 1 Ryan Figurine
- 1 Peck Figurine

### GAME OBJECTIVE

A secret missions scavenger hunt game.  
Complete secret missions to move along the board. First to reach Pack Rat's lair is the winner!  
Don't get caught!



**WARNING:**

**CHOKING HAZARD - Small Parts.**  
Not for children under 3 years.

## RYAN'S WORLD: SUPER SPY BOARD GAME

1. Each player takes a turn to turn over a mission card and compete that mission. You have 45 seconds to find 1 object listed on the mission card and bring it to the game board. Move the spaces assigned to that clue. Take it in turns to find clues.  
First to reach Pack Rats lair is the winner
2. If you land on a **M** special mission space, flick the spinner. It gives you a special rule to follow on your mission. If you find your clue and follow the special mission instructions move the number of spaces assigned to the special mission + the spaces assigned to the clue. If you do not find a clue on a special mission move 1 space only.
3. If you land on a micro fig space you get one of the micro figs. If you get an extra hard mission you can use the micro fig powers to skip the mission and move 3 spaces. Once you have used the micro fig return it to the board. If you don't use your micro fig powers the next player that lands on a micro fig space can take the micro fig, so make sure you use it!
4. And don't get caught. If you land on an alarm space move back 2 spaces.



**CAUTION!** Dispose of the timer immediately if damaged.



**WARNING CHOKING HAZARD.** This article contains small parts. Please remove all packaging immediately before the product is a child. Please use discretion if making purchases for children younger than the age recommended on the package. Product **IMPORTANT!** Please read product instructions and pay close details for future reference as they contain important information.

## GAME BOARD SYMBOLS



• **Red mission space.** Spin spinner to get special Mission. Complete to move forward the number of spaces shown on spinner.



• **Alarm space!** If you land on an alarm space you move back two spaces!



• **MICRO figure space.** If you land on this space—you get one micro figure. Use micro figure to skip hard mission and move three spaces.



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Tel: 0161 633 9908 [www.characteronline.co.uk](http://www.characteronline.co.uk)  
RPOX VAS COTHSRSCADE 14, 3, 1123 CH, DK  
Item Ryan's World Super Spy Board Game  
Item Number: 31314 Age Grades: 5 year plus

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