

REMOVING CAMERAS

Insert the Spy Figure's hook into the Camera's cable and pull up. The color of the Camera's base on the Game Board matches the color of the Camera Disc, to determine order.

REMOVING THE BOOBY TRAP

This is a 2-part obstacle:

- 1) Slide the Booby Trap disc into the hole in the Game Board using the Spy Figure's hook or hand.
- 2) Lift the Booby Trap Cover and place it over the hexagonal hole in the Game Board.

OPEN THE VAULT

- 1) To open the Vault, lift the Hatch Door to reveal the red Power Cable.
- 2) Using the hook, lift the Power Cable up to open the Vault Doors and reveal the Diamond.

NOTE: The minute you open the Vault, you've alerted the Security Guards! Hurry to retrieve the Diamond and escape in your Getaway Car before they arrive. If you do, you'll win the game!

RETRIEVE THE DIAMOND

Position the Spy Figure's chest on top of the Diamond and pull him up. The Diamond will magnetically stick to the Spy Figure.

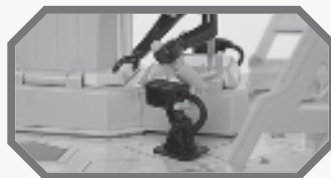
ESCAPE!

Quickly drop the Diamond into the Getaway Car by sliding the Diamond under the roof of the Garage. The Getaway Car will roll down the ramp, completing your escape!

WINNING THE GAME

If you can recover the Diamond and escape in the Getaway Car before the Guards arrive, you win the game!

If the Guards arrive before you can escape, you've been caught! Set up the game and try again!



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Manufactured by: YULU International Ltd. | Room 2104, 21/F, K. Wah Centre, 191 Java Road, North Point, Hong Kong
www.YULUtoys.com | support@yulutoys.com

WARNING: CHOKING HAZARD - Small Parts. Not suitable for children under 3 years.
MADE IN CHINA

YULU

CE



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INSTRUCTIONS

PACK INCLUDES

- | | |
|----------------------------|---------------------------|
| 1x Game Board | 1x Diamond |
| 4x Suspension Arms | 1x Vault |
| 1x Spy Figure with Strings | 1x Garage |
| 4x Ring Handles | 1x Getaway Car |
| 4x Cameras | 1x Guard Vehicle Arm |
| 1x Booby Trap Disc | 2x Guard Vehicle Stickers |
| 1x Booby Trap Cover | 5x Mission Discs |



AGES
6+

2-4
PLAYERS

15'
TIME

YULU



MISSION OBJECTIVE

The famous Blue Colossus Diamond has been stolen by an evil organization and is hidden deep within a vault. Work as a team to rappel in, eliminate the alarms, and escape with the diamond before the Guards stop you!

SET UP

1) Punch out the die-cut pieces and set the 5 discs aside. Assemble the game board (Figure 1).

2) Apply the Guard Vehicle stickers to each side of the Guard Vehicle (Figure 2).

3) From the underside of the Game Board, insert the Guard Vehicle Arm into the bottom of the Vault (Figure 3).

4) Unwind the string from the Spy Figure. Pull the black rectangle piece up and down the strings to help untangle them, if necessary (Figure 4). Slide the black rectangle back to the Spy Figure when done.

5) Place the Spy Figure on top of the vault, facing forward toward the Garage. One at a time, insert the string closest to the nearest Suspension Arm into the slot at the top of the arm (Figure 5).

6) Open the Vault doors, insert the Diamond, and close the Vault (Figure 6).

Figure 1

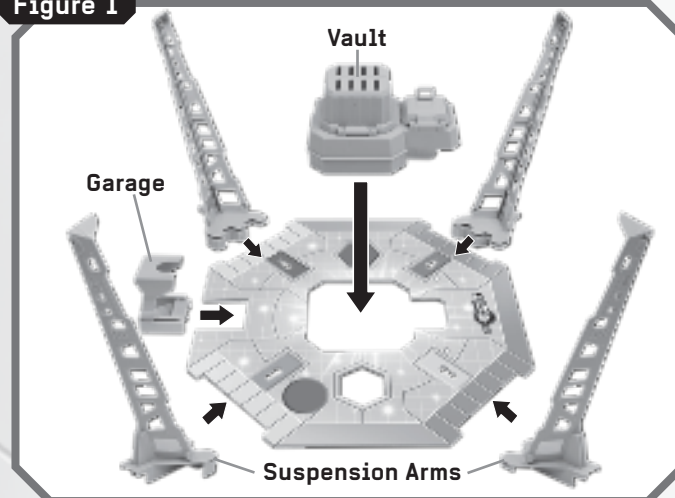


Figure 2



Figure 3

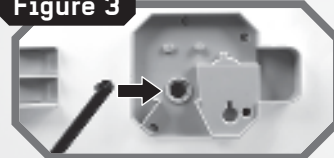


Figure 4

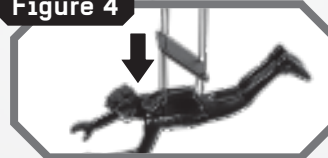
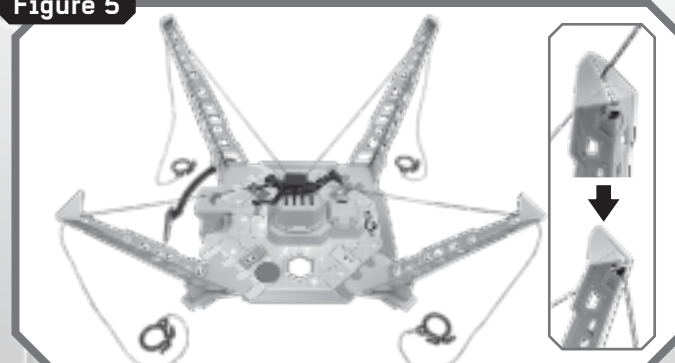


Figure 5



7) Set up the Getaway Car, 4 Cameras, Booby Trap Disk, and Booby Trap Cover as shown in Figure 7.

START THE MISSION

First, make sure the Diamond is in the Vault, and the Vault Doors and Hatch Door are closed. Then, pull the Security Guard arm back (clockwise) as far as it can go (Figure 8).

Put the Getaway Car on the ramp in the Garage. There is a ridge at the top of the ramp that will hold the back wheels (Figure 9).

Each player chooses a String to operate. Hold the string by the ring, and pull or loosen the string to raise, lower and move the Spy Figure around the board. (Figure 10)

NOTE: Diamond Heist can be played with 2, 3, or 4 players. In a 2- or 3-player game, some players will need to operate 2 strings.

Flip over the 5 Mission Discs so the picture side is down, and then mix them up. Turn them over and put them in a line. This is the order you must remove the 4 Cameras and eliminate the Booby Trap. (Figure 11)

Figure 6

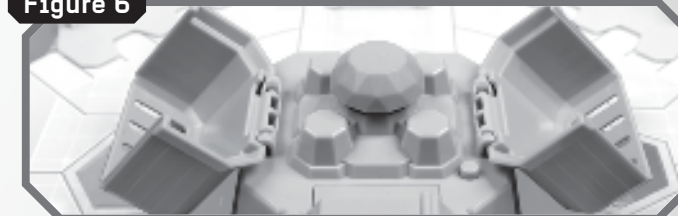


Figure 7

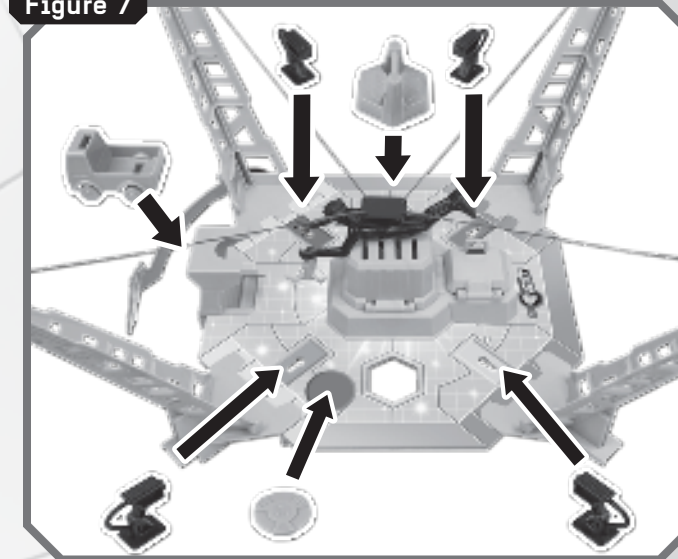


Figure 8

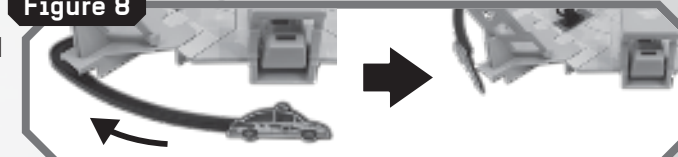


Figure 9

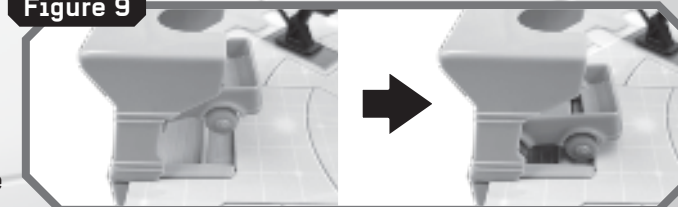


Figure 10

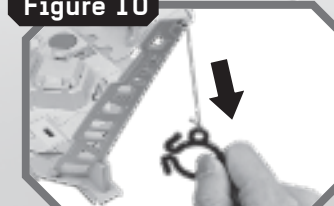


Figure 11

