

Size: 5.875" x 8"
Color: Black



SECRET MESSAGE SPY PEN

Ages 6 and up
Item #41151
SN-12



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Distributor - US Market Only

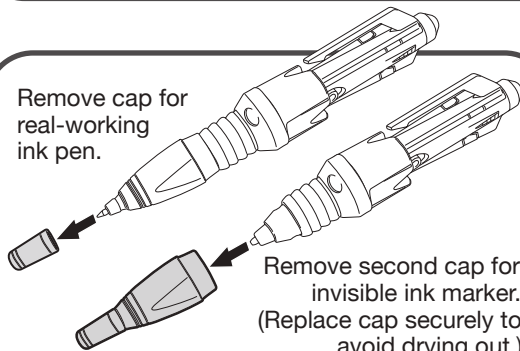
Playmates Toys Inc.
909 N. Pacific Coast Highway,
Ste 800 El Segundo, CA 90245
Email:
toys@playmatestoys.com

Hey, Spy Ninjas. We have a new mission for you – send secret messages without being detected by Project Zorgo!

You can hide this Spy Gadget in plain sight. It looks and works like a regular ink pen - until you need to read, write or store a top secret message. Keep this a secret between us Spy Ninjas.

Get communicating, and good luck!

Remove cap for
real-working
ink pen.

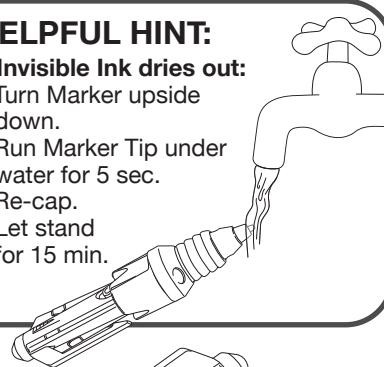


Remove second cap for
invisible ink marker.
(Replace cap securely to
avoid drying out.)

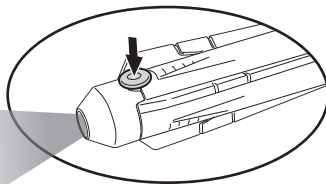
HELPFUL HINT:

If Invisible Ink dries out:

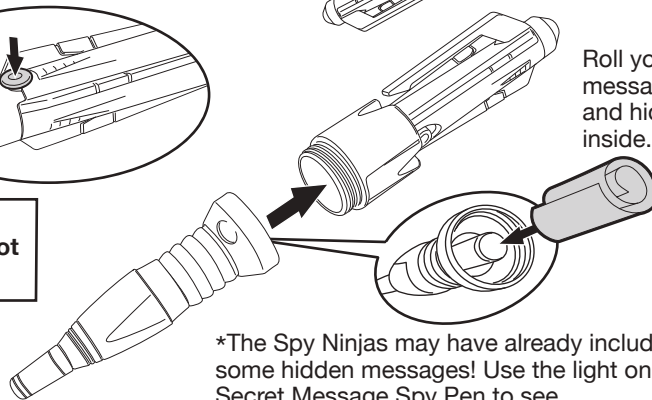
- Turn Marker upside down.
- Run Marker Tip under water for 5 sec.
- Re-cap.
Let stand for 15 min.



Press button.
Light will reveal
'invisible'
message.*



Roll your
messages
and hide
inside.*



CAUTION:
Toy contains UV light. Do not
stare directly into beam.

**Download additional
decoding activities at
SpyNinjasGadgets.com

*The Spy Ninjas may have already included
some hidden messages! Use the light on your
Secret Message Spy Pen to see.

Size: 11.75" x 8"

Color: Black

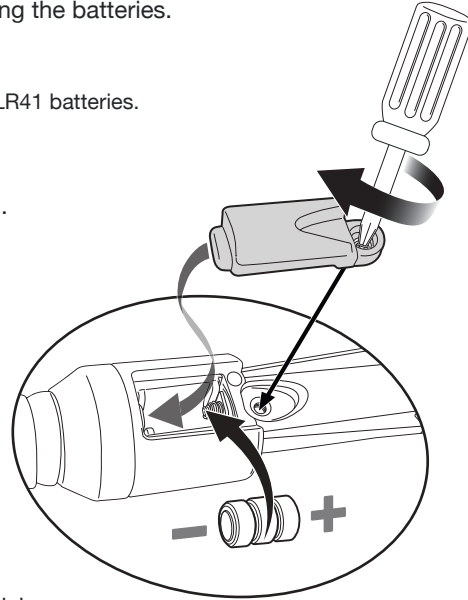
If Secret Message Spy Pen is not working, try replacing the batteries.

To change batteries:

- Unscrew battery cap.
- Take out old batteries and replace with 3 new AG3/LR41 batteries.
- Replace battery cap.

Battery Instructions:

- Non-rechargeable batteries are not to be recharged.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct **+** and **-** polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Batteries are to be removed from the toys when not in use.
- Do not dispose of batteries in fire.
- Do not use rechargeable batteries.
- For electric toys using rechargeable batteries, the batteries should be charged under adult supervision.
- Batteries are only to be charged by persons of at least 8 years old.



Adult supervision is required to replace batteries.

Batteries Regulation: Do not mix old and new batteries.

Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.

Warning: Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation. Under the environment with severe electrostatic discharge, the product may malfunction and requires user reset.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Size: 5.875" x 8"
Color: Black



NINJA NOISE ENHANCER

Ages 6 and up
Item #41138
SN-13



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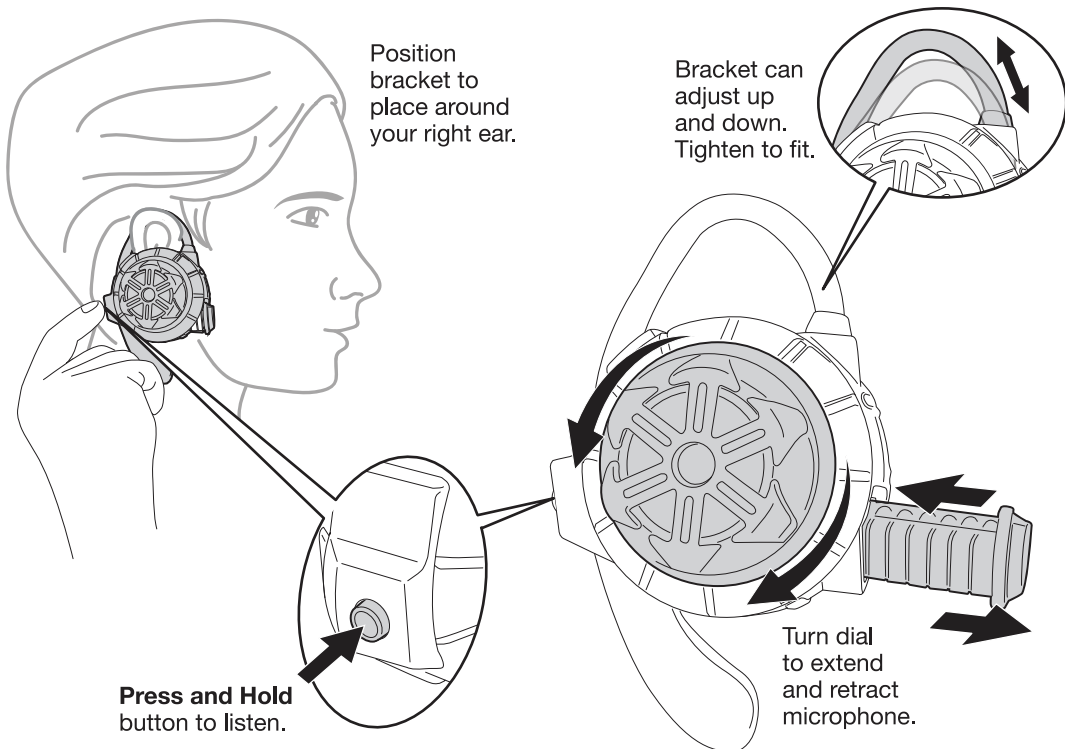
Distributor - US Market Only

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Email:
toys@playmatestoys.com

What's up, Spy Ninjas? We have a new mission for you – listen in on what Project Zorgo is planning!

You can find a stealthy hiding spot or play it cool in plain sight. By wearing and activating this Spy Gadget, you can secretly gather intelligence by amplifying sounds from a distance.

Take notes and report back to us!



Size: 11.75" x 8"

Color: Black

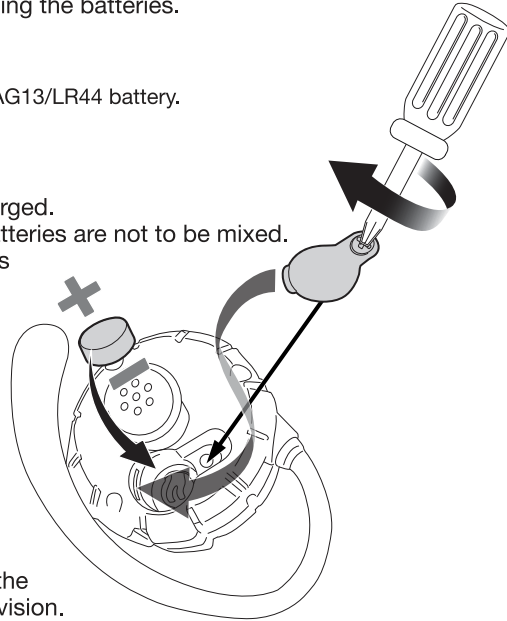
If Ninja Noise Enhancer is not working, try replacing the batteries.

To change batteries:

- Unscrew battery cap.
- Take out old batteries and replace with 1 new AG13/LR44 battery.
- Replace battery cap.

Battery Instructions:

- Non-rechargeable batteries are not to be recharged.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct + and - polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Batteries are to be removed from the toys when not in use.
- Do not dispose of batteries in fire.
- Do not use rechargeable batteries.
- For electric toys using rechargeable batteries, the batteries should be charged under adult supervision.
- Batteries are only to be charged by persons of at least 8 years old.



Adult supervision is required to replace batteries.

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Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.

Warning: Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

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- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

Size: 5.875" x 8"

Color: Black



SECRET MESSAGE DECODER WHEEL

Ages 6 and up
SN-14



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What's up, Spy Ninjas? We have a new mission for you – decode messages sent in from Spy Ninjas everywhere, before Project Zorgo can figure them out!

This Spy Gadget is all you need to start sending and receiving coded messages that only other Spy Ninjas can read. Soon you'll start discovering ciphers everywhere.

Get cracking – and send us some coded messages!

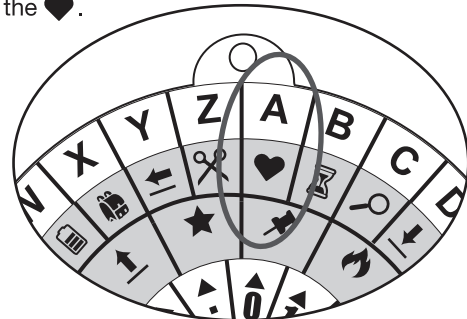
TO DECIPHER A CODE:

First, find the key. You'll usually see it at the beginning of a row of symbols, in parentheses, like: (A = ♥)

Next, turn the inner blue dial so the A lines up with the ♥ .

Now, without turning the blue dial again, read each symbol in the code and look for it on the inner blue dial.

See which letter – or number – lines up with the symbol on the outside red dials. Write down each answer one at a time.



TO WRITE YOUR OWN CODE:

First, create the key. Turn the inner blue dial so one letter lines up with one symbol. (You can only use letters to set the key, not numbers.)

Next, write the key in parentheses to begin your code, like: (X = 🔒)

Now, without turning the blue dial again, find each letter – or number – in your message on the outside red dials. See which symbol lines up with the letters or numbers on the inner blue dial. Write down each symbol one at a time to create your code.