



You are a detective trying to solve your hardest case yet, but there's another spy detective trying to solve the case before you! Use the coordinate grids on page 2 to discover your opponent's tools before they are able to solve the case!

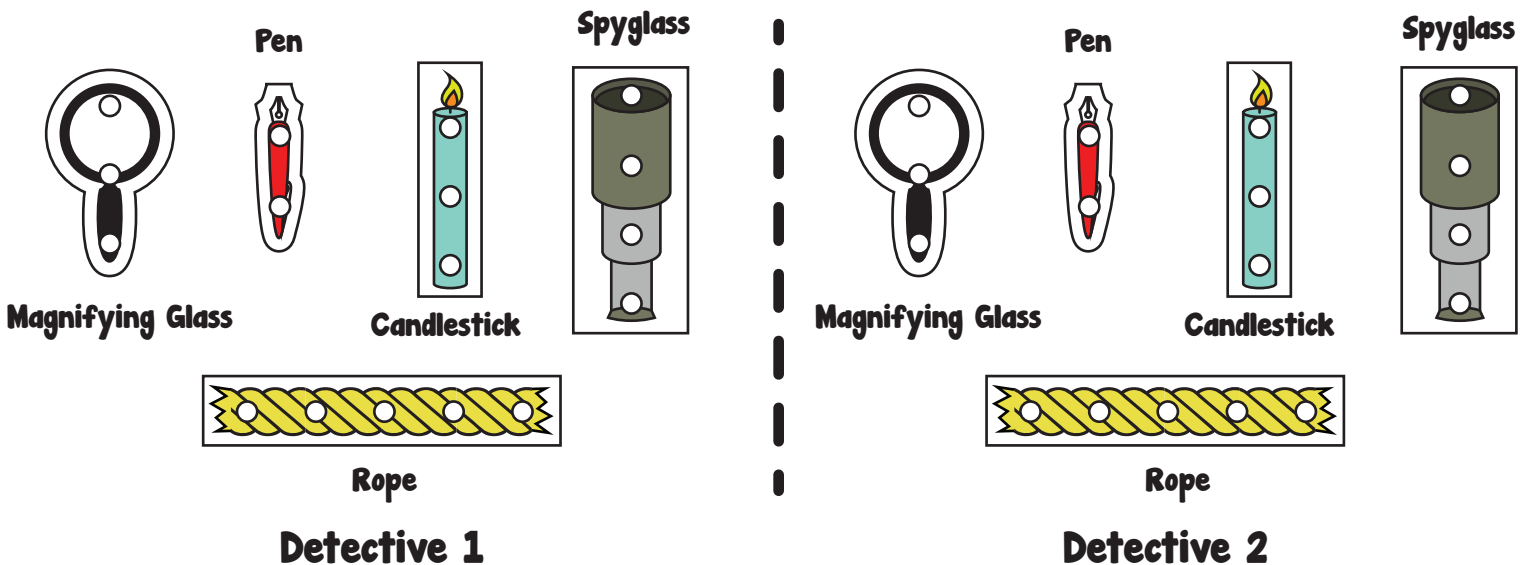
## You will need:

- pair of scissors
- tape
- red marker, pen, or crayon
- black marker, pen, or crayon

**Remember to print 2 copies of page 2!**

## Game Pieces

Cut out each piece carefully. Each player gets 5 pieces.



# OPPONENT'S BOARD

						5					
						4					
						3					
						2					
						1					
-5	-4	-3	-2	-1		0	1	2	3	4	5
						-1					
						-2					
						-3					
						-4					
						-5					

# YOUR BOARD

						5					
						4					
						3					
						2					
						1					
-5	-4	-3	-2	-1		0	1	2	3	4	5
						-1					
						-2					
						-3					
						-4					
						-5					



Detective \_\_\_\_\_  
(your name)

### Directions:

1. Use tape to place the five pieces from page 1 onto your board. (Pieces must be placed either horizontally or vertically.)

2. Once both detectives are ready, take turns guessing coordinates ("I Spy -2, 5!") to find your opponents pieces. You and your opponent must reply with "Caught me!" or "Missed me!"

3. If you hit your opponent's mark, mark that coordinate with a red dot on "Opponent's Board." If you miss your opponent's mark, mark that coordinate with a black dot.

4. If your opponent hits one of your marks, mark that coordinate with a red dot on "Your Board."

5. Once a piece has been fully marked, you or your opponent must say "You've discovered my [item]!"

6. Once all five of an opponent's pieces are found, that player has found the spy!

Fold Here



Fold Here

(Use this page as a border between the two players)