

RULES

SET-UP

To solve some of the puzzles you will need a pen and paper.

Mark down the start time on a piece of paper.

Important: Do not write on game components!

01

INCIDENT TYPE | CRIMINAL MISCHIEF (VANDALISM) | THEFT | LOST PROPERTY

PLAYING THE GAME

Read the texts in consecutive order starting with page 02. All elements needed to solve the puzzle are on the spread in front of you. All answers to the puzzles are numerical codes. They may contain 3 or 4 digits or sometimes even a percentage.

Once you solve the puzzle check it using the Check Your Answer table (page A). If you open the tab with the answer and see a green check mark, you have solved the puzzle correctly. If your answer is not amongst the options or if you see a red X once you open the tab, you have made a mistake and need to find another solution.



ONCE YOU SOLVE THE PUZZLE CORRECTLY, FOLLOW THE INSTRUCTIONS AND TURN OVER THE INDICATED PAGE.

Some pages are closed with a flap. Open them carefully, then turn over the page.

If you are stuck, don't hesitate to use a hint. To request a hint, open the corresponding tab on page **D**.

If after taking a hint you still don't know how to solve the puzzle, you may look up the answer. To look up the answer, open the corresponding tab on page **C**.

Use the answers only as a last resort!

Every time you request a hint or a solution, mark it down on a piece of paper. At the end of the game add:
- 2 minutes for each opened tab with a red X on page A;
- 5 minutes for each opened answer tab on page C.

END OF THE GAME

Once you reach the end of the story, mark the end time, then subtract the start time from it to find the difference. To obtain the final score, add the penalty minutes.

*If your final result is less than **60** minutes, you are a dark genius, even the great Houdini would be jealous of your talents!*

*If your result is **60-90** minutes, your escape was a success, and difficulties don't seem to stump you.*

*If you needed more than **90** minutes, you still succeeded, but you barely made it.*

RESET THE GAME

In the end of the game you will find detailed instructions on how to reassemble the envelope.

If you accidentally unraveled the envelope or messed up the order of the pages, reassemble the envelope starting with the last opened page in the following order: 18, 16, 14, 13, 10, 09, 06, 05, 02. Then close pages C and D and close the envelope.



*TO START THE GAME, TURN OVER **PAGE 01**.*