

GAME DESIGNERS:

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PART I

You are a kid with superpowers and today you have set yourself a challenging goal — to find the most secret room in the house!

GAME RULES

ABOUT THE GAME

This is a tabletop quest in the form of two small fold-out envelopes. **DO NOT UNFOLD THEM IMMEDIATELY!** First carefully read the rules (here and on the inside of the cover), then start reading the story **page by page**. **Do not open** new pages unless you are instructed to do so. Usually, you'll need to solve a puzzle in order to turn over a page. In these cases, **NEVER** open the next page or read on until you find the correct solution.

AIM OF THE GAME

Help the character to find the most secret room in the house. To accomplish that, you will need to think logically and solve various puzzles, sometimes relying only on your senses. Perhaps, you will discover superpowers of your own?

SET-UP

Prepare a pen and some paper. You might need them to solve some of the puzzles. Mark down your starting time.

! Important: Do not write on the game components!

Now open the envelope, unfold chart **A «CHECK YOUR SOLUTION»** on the left and read the rest of the rules on page **E**.



YOUR
LOGO



E

GAME RULES

(continued). Read the beginning on the back cover.

PLAYING THE GAME

The game consists of two fold-out envelopes. Read each story page by page, starting from page **1** and then following the instructions.

Do not open the next page of the story until you are instructed to do so.

For example:

Turn over **PAGE 13** and read **PAGE 16**.

Did you find the code to open the cabinet? Turn over **PAGE 1** and read **PAGE 2**.

To solve a puzzle carefully read the text paying close attention to the highlighted words.

Usually, everything you need is on the page in front of you. But sometimes you will need items you have found earlier.

On these items there is a special symbol. Leave such an item on the table in front of you – you will soon need it to solve one or several puzzles.

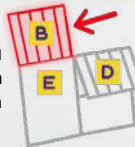


In the second part of the story you will have to make a choice between two options. Open the page under your choice. Do not open or read the other page.

USING HINTS

If you do not know how to solve a puzzle, use a hint. Open the tab with the page number of the puzzle in chart **B** “**HINTS**”.

Advice: we strongly encourage you to use hints when you are out of ideas!



WHAT IS THE SOLUTION?

The answer to each puzzle is a 2-digit number (if your answer consists of 1 digit, add a “0” before it to get 2 digits).

CHECKING YOUR SOLUTION

As soon as you find an answer, check it in chart **A** “**CHECK YOUR SOLUTION**”. To do so, find the number of the page with the puzzle in the top line of the chart. A column of numbers under it is the list of possible solutions. Find your answer in the column and carefully open the tab.

Advice: you may use a pen or a pencil to pry the tabs open.



Did you find a **green** check mark under the tab? Your answer is correct!

Follow the instructions and turn over the indicated page. *Some pages are held in place by special fasteners. Carefully open the fasteners and then turn the page over.*

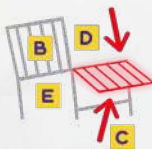


Did you find a **red** cross or not find your answer in the column? You have made a mistake. Try to find another solution or check out the hint.



SOLUTIONS

You had spent some time and have not found the correct solution? Make sure you have read the text and the hint very carefully. If you are still at a loss, you may look at the solution and its short explanation. To do so, open the tab with the puzzle number in chart **C** or **D** “**SOLUTIONS**”.



END OF THE GAME

You have reached the page stating “To be continued...” or “The End”? Congratulations! You have successfully finished the game – mark down the end time, and then subtract the start time from it to find the difference.

If your total time is **under 45 minutes**, you have outdone yourselves! If your result is **45-60 minutes**, your performance was excellent! If it is **over 60 minutes**, you still succeeded, but it was a close call for your mission.

Now fold back chart **D** “**SOLUTIONS**” on the right and start your adventure from **PAGE 1**.



RESETTING THE GAME

If you accidentally unfold any part of the envelope or cannot find a page, fold the envelope back in the correct order without reading or studying its contents.

Fold Part I in the following order: 24, 23, 21, 19, 16, 15 (fold it in two), **14, 12, 9, 6, 4, 3**. When you open the folded envelope, you should only see **PAGES 1 and 8**.

Fold Part II in the following order: 30, 27, 26, 24, 21 and 20, 18, 16, 15, 13, 10, 7, 5, 4. When you open the folded envelope, you should only see **PAGES 1, 2 and 11**.

You will find the detailed resetting instructions at the end of each game.

