



## Nightfall Manor

For 1-4 players, age 10 and up



Download the free  
Kosmos Helper App!

**CAUTION:** Do **not yet** look at any of the game materials (puzzles, riddle documents, etc.) before starting the game! **First**, read this rulebook **together out loud**, and carefully follow all of the instructions.

## What's the game about?

Gaston was an odd bird. Whenever you ran into him, he would regale you with horror stories. The children of the village hung on his every word. Gaston was particularly obsessed with a spooky castle called Nightfall Manor. Gruesome stories about the castle's owner had been circulating through the village for decades. But Gaston was the only one who took them seriously. Yesterday, he loudly proclaimed that he wanted to get to the bottom of the mysterious tales. Nobody has seen him since.

This is a matter of some concern. You are quite fond of Gaston. He is something of a hero from your youth. What if he has gotten into some kind of trouble? You don't need to think about it for long. You grab your backpack and set out to search for him.

Your path leads you into the dark woods, where towering fir trees swallow u every bit of light. The treetops sway in the breeze, intermittently revealing a glimpse of Nightfall Manor. You pause for a moment. Did one of the towers look like a screaming face just now?! Didn't Gaston say something about the way this place can play tricks on you? You push the thought aside and remember why you're here: to find Gaston

After what seems like an eternity, you come to a clearing in the woods. You fin several crates, four strange disks, and a book scattered across the ground. What could this mean?

Read through the rulebook carefully, assemble the decoder disk, and take out the riddle document labeled "Start" along with the puzzle bag containing the pieces with grayish-blue backs with no pattern. Then start the timer and assemble the first puzzle. Only if you manage to work together o solve all the riddles will you be able to uncover the secret of Nightfall Manor and save Gaston!



KOSMOS

**IMPORTANT!** Do **not look closely at any of the game materials** before starting the game!  
Wait until the game instructions tell you to do so.

## Game materials

Each jigsaw puzzle has a different design on the back.

4 Puzzle bags with 88 pieces each

14 Riddle documents

10 Strange items

4 Decoder disks of different sizes

1 Two-piece snap fastener

1 Rulebook with help and solution section



## Additionally required game materials

In addition, you will need something to write with (ideally a **felt-tip pen** and a **pencil**), a pair of **scissors**, and possibly some **paper** for taking notes. You will also need a **watch** (ideally, a **stopwatch**). As an **alternative**, you can use the **digital timer** with the atmospheric soundtrack. Just select the game in the **Kosmos Helper App** and click on the hourglass.



## Game setup

Arrange the **14 riddle documents** fanned out along the edge of the table with the labels visible on their front sides. **Don't forget: Be sure not to look inside the documents yet!**

You can leave the **four puzzle bags** inside the box for now.

Carefully remove the **four decoder disks** and the **ten strange items** from the die-cut cardboard sheet. If necessary, use a sharp object to clear the two keyholes in the strange item that looks like a machine. Then set the machine and the other nine items aside at the edge of the table. You will not need these materials until later in the game.

## Assemble the decoder disk

Take the small two-piece **snap fastener** and insert the part with the depression into the small center hole of the largest **decoder disk** from behind (1).

Then, in order of size starting with the second-largest disk, place the three other disks on the fastener (2). The **numbers** on the outer ring of the three disks have to be **facing up**. Finally, secure the white fastener with the top portion. Press the two parts tightly together until the top one snaps into the depression and you hear a click.

Check to make sure that your decoder disk looks like the two illustrations to the right. Are the wheels easy to turn? If so, set the disk within easy reach at the edge of the table. If not, check to make sure that you assembled the two parts of the snap fastener properly. The two parts should not come apart easily.



1.



2.

Front side



Back side



## Where is the game board?

This game has no game board! The **four jigsaw puzzles**, which you will find and assemble one by one during the game, will show you what you need to find in the game and what the locations look like.

You can tell the four puzzles apart by looking at their backs. There are four different patterns:



1 puzzle with solid grayish-blue back and no pattern



1 puzzle with striped back



1 puzzle with stars on the back



1 puzzle with circles on the back

During the course of the game, you will be told exactly which puzzle bag to take from the box and when. Leave assembled puzzles on the table until the end of the game.

**Example:** At the start of the game, all you have **available** to you are the **puzzle bag** containing pieces with a grayish-blue backs and **no pattern**, the **decoder disk**, and the “**Start**” riddle document.



During the game, additional **riddle documents** will come into play. You are allowed to take and look at a riddle document whenever you have entered a code in the decoder disk and you have been directed to the corresponding riddle document by the symbols that appear there. Sometimes you will be explicitly directed to a riddle document by something you read. When that happens, you are also allowed to take the corresponding riddle document from the edge of the table.

The **strange items** may likewise only be used when you are **explicitly told** that you have found them. Until then, leave them at the edge of the table!

## Course of play

Your goal is to work together as quickly as possible to find Gast n and uncover the secrets of Nightfall Manor. With so many riddles that need solving before continuing onward, this will be easier said than done.

**IMPORTANT:** To solve the riddles, you can **write on, fold, or tear the material**. All of this is allowed, and sometimes even required. (You can only play the game once — after which you will know all the riddles, and won't need the game materials any longer!)

Solve the riddles in their proper order as you work through the various locations. Again and again, you will come across **locked objects** and **doors**. They are barred with small **colored locks**, which can only be opened with a **three-digit code**.

If you see a riddle, take a close look at the material that you have been told you are allowed to use. The materials include strange items, riddle documents, individual puzzle pieces, the rulebook and the box. Put your heads together to try to figure out how to solve the riddle and find the correct three-digit code. You will then enter this code into the **decoder disk**.



On the outer edge of the disk, there are **ten different-colored locks** pictured. Each lock stands for one of the codes you are looking for. Pay close attention to **which lock** is shown on the objects or doors in the puzzle picture! Enter the three-digit **number code** under this lock on the disk — starting **from the outside** and proceeding **toward the center**. Then flip the decoder disk over. You will see a picture in the viewing window of the largest wheel on the disk. This will tell you whether the code might be correct.

### Example:

You have calculated the code **8 6 2** as the solution to the riddle with the **green lock**. Enter this combination of numbers under the green lock on the decoder disk — starting **from the outside** and proceeding **toward the center**. Then, flip the decoder disk over onto its **back** to check if the **code** is correct.



### ➔ Is the code **incorrect**?

If so, an **X** or a lock of a **DIFFERENT** color will appear in the little **viewing window** on the **back side** of the decoder disk. Double-check the lock color and the code on the front side. If that doesn't help, take another look at the riddle and try to come up with a different code.






### ➔ Is the code **possibly correct**?

If so, in the **viewing window** on the **back side** of the decoder disk you will see a **lock** in the **SAME** color as the lock you are trying to open.

Turn the decoder disk back to its **front side**. In the **three viewing windows** on the three smallest wheels of the disk, you will see **three symbols**. Reading them **from outside in**, they will form a very specific sequence. Look for this exact combination in the riddle documents.



### Example:

You want to open the **green lock** on the wooden crate. After entering the code under the green lock on the decoder disk and seeing the green lock through the viewing window in the back, you will get the symbols    on the front side.

Now look through the stack for the **riddle document** with this sequence of symbols.



### ➔ Is the code **really** correct?

If you find a **riddle document** with the **symbol sequence** shown on the decoder disk, the number code is **correct**. **Immediately take** the riddle document and **look at it**. It will tell you how to continue.

### ➔ Is the code **actually** incorrect?

If you **cannot find** a **riddle document** with a **matching symbol sequence** re-check the number code sequence and verify that the lock color entered in the decoder disk matches that of the lock to be opened. Also, re-check the symbol sequence appearing on the front side against what you see on the riddle documents. If the code is still wrong, take another close look at the riddle to see if you can come up with a different code.



**IMPORTANT:** You must **solve the riddles in order!** In other words: You can only take the next riddle document or assemble the next puzzle when you have cracked the previous code and the game tells you that you are allowed to proceed!

## Need help?

The game can provide you with assistance if you get stuck. For each code, there are three clues in the corresponding lock color.

Each **“1st clue”** will provide some useful initial assistance as well as telling you what you will need or what you can start doing to find a solution to the corresponding riddle

Each **“2nd clue”** will give you more concrete assistance in finding a solution to the corresponding riddle.

The **“solution”** will tell you the approach to take in solving the riddle along with the correct code or the right symbol sequence for the next riddle document.

The **green help section starts on the back of this rulebook**. Page 1 of that section tells you where you can find each clue. Only examine the clue that you need for the riddle you are trying to solve. You will find a brief set of instructions on page 2 of the help section.

Don't be shy about using the clues if you aren't making any progress. If you have used a clue that provided you with **NEW information or the solution**, enter an X in the box at the bottom right. At the end of the game, count up all the marked clues and solutions. They will contribute to the assessment.



## When does the game end?

The game ends when you have solved the last riddle, found Gaston, and uncovered the secret of Nightfall Manor. A riddle document will tell you this.



## Assessment

Assembling the four puzzles and solving all the riddles is a great achievement! If you also want to assess how well you did with the puzzles and riddles, you can take a look at the table below.

When calculating the number of clues used, use the checked boxes in the help section. Count only the ones that provided you with **NEW** information or solutions!

	No Clues	1 – 2 Clues	3 – 5 Clues	6 – 10 Clues	> 10 Clues
< 100 Min.	10 Stars	9 Stars	8 Stars	6 Stars	5 Stars
< 120 Min.	9 Stars	8 Stars	7 Stars	5 Stars	4 Stars
< 150 Min.	8 Stars	7 Stars	6 Stars	4 Stars	3 Stars
< 180 Min.	7 Stars	6 Stars	5 Stars	3 Stars	2 Stars
≥ 180 Min.	6 Stars	5 Stars	4 Stars	2 Stars	1 Star

## The game begins

What are you waiting for? You might want to re-read the story on page 1 again to get in the mood. **At the start**, you will have the **decoder disk** and the **puzzle bag** (with the grayish-blue pieces with **no design** on the back) available to you, along with the **“Start” riddle document**. **Start the stopwatch or the timer** and start assembling the first puzzle image



We hope you have a lot of fun with **EXIT: Nightfall Manor!**

The authors and Kosmos thank all the test players and rule reviewers.



### The authors:

**Inka & Markus Brand** live with their children Lukas and Emely in Gummersbach, Germany. They have published many children's and family games together and won numerous prizes. Of course, they are avid riddle and escape game fans.

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This game is recyclable. Separate the plastic from the paper/cardboard.



## ATTENTION! Do not turn the page!

On the back, you will find the certificate and the end of the help and solution section

692880-02-020921



# CERTIFICATE

The daring players

on

  
Date

in

  
Location

successfully solved the sinister secret of Nightfall Manor and freed Gaston from the claws of the castle's owner. Congratulations!

To do it, they required

  
Minutes

and

  
Seconds

They used a total of

clues.

This earned them

stars in the assessment!

In their epic battle with the castle's owner, they obtained

bonus stars.

This means that they attained a total of

stars,

which qualifies them for future risky adventures





If you have written the letters onto your fingers as shown in the pictures, your left hand should look like this:




And your right hand like this:



Now, if you fold your hands as shown in the drawing in the lid of the chest, you will get the encoded message: "FIND THE OS IN KOWSOS ... What is that supposed to mean? Maybe it means the KOWSOS logo that occurs several times on the game box and in the rulebook? Take a closer look at the KOWSOS logo wherever it occurs — especially the OS in the logo. On the short side of the box lid, on the right side, you will find the number 0 or 0 added in one of the OS. On the two long sides of the box bottom, you will find the numbers 3 and 4.

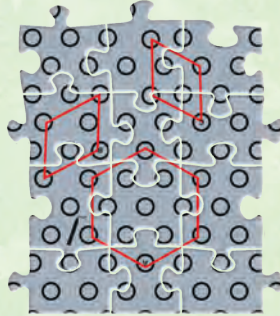
The sequence of numbers is found by the small columns next to the secret door, indicating the order of numbers is smallest, largest, then middle. So the code is 043.

Enter the numbers under the  on the decoder disk. You will get the following sequence of symbols:

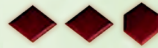


You may now take the riddle document with this sequence of symbols.

The encoded message in the spider web tells you to "look behind the tapestry." Remove the puzzle pieces forming the tapestry and turn them as a group onto their back side. Look at the back of the puzzle pieces printed with circles. Do you see the letters A, B, and C? You will also see some circles with gaps. If you use the pen to connect the circles with gaps in such a way that a straight line passes right through the gaps, for A, B, and C you will get shapes resembling symbols on the decoder disk.



You will get the following sequence of symbols:



You may now immediately take the riddle document with this sequence of symbols.

You do not need to enter anything into the decoder disk.



The pen on the drawing under the lid of the chest indicates that you should try writing the letters on your fingers, just as you see them in the paintings hanging in the puzzle. Be sure not to mix up your left and right hands. Now fold your hands as shown in the illustration (right thumb on top!). Can you decode the hidden message? The jagged arrow on the lid of the chest indicates the direction in which to read. Read the clue finger by finger. And then search for what your fingers tell you to look for, letter by letter!

## 2<sup>nd</sup> CLUE



Fold over the entire page for the solution



Clues for opening the secret door



If you match each number, in ascending order, from the web on the riddle document to the letter/space in the corresponding place in the web on the puzzle, you get the following message: "look behind the tapestry." And in fact, you do find a tapestry! To the room. Take a look behind it! To do that, remove the puzzle pieces containing the tapestry, being sure to keep them connected. Do you see something interesting there? If so, you can definitely use a pen! St aight lines are the way to go here. Then you will find what you are looking fo. Go for it!

## 2<sup>nd</sup> CLUE



Fold over half the page for the solution



Clues for opening the chest



Riddle document 9



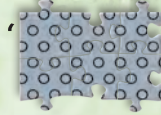
You will need:

Riddle document 9 shows what is behind the chest in the puzzle with the circles on the back. In the lid of the opened chest on the riddle document, you can see an odd drawing, depicting two folded hands and a pen. But these are not the only hands in the room. Take a close look at the pictures hanging on the walls. Are those letters on the fingers

## 1<sup>st</sup> CLUE



Riddle document 8



You will need:

The spider web in riddle document 8 can also be seen in the puzzle with circles on the backs. But instead of numbers, which is what you find in the photo on the riddle document, there are letters woven in. How can you create something that makes sense from this? Do you think the number 1 might stand for the first letter of a encoded message?

## 1<sup>st</sup> CLUE



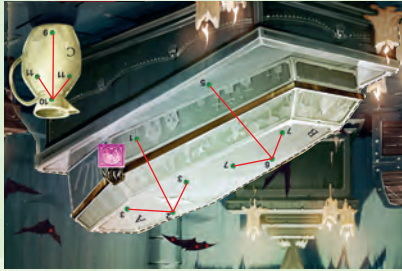
## SOLUTION



If you connect the numbers in ascending order, you will get two arrows on the coffin and one arrow on the jug.



If you position the coffin from the riddle document onto the coffin in the puzzle picture, the three arrows will point at three bats.



But there's something wrong here: The jug in the puzzle is lying on its side. So the arrow on the jug should be pointing to the left, not upward.



If you now count the dots on the wings of each of the bats, you get the code: 3 0 5. Enter the numbers under the on the decoder disk. You will get the following sequence of symbols:



You may now take the riddle document with this sequence of symbols.

## SOLUTION



On the back of the box, there is an illustration of a bat with a red oval in the middle, and several names written on its wings. If you guide the two puzzle pieces containing keys into the keyholes of the strange machine item, with the images of the keys pointing left, then turn them so that the images are facing the eye, the two semicircular notches in the puzzle pieces will form an oval hole in the middle.

Hold the machine vertically against the back of the box, lining up the two small arrows on the machine with the two golden bars underneath the bat.



Then, closing one eye, look through the hole created by the two puzzle pieces, and set your sight on the red oval so that it is all you see through the hole! In the remaining notches of the two puzzle pieces, you will now see fragments of the names printed on the bat. These fragments are V, VI, and I.



These are Roman numerals, and when you read them from left to right they will lead you to the code: 5 6 1. Enter the numbers under the on the decoder disk. You will get the following sequence of symbols:



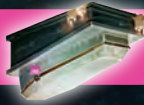
You may now take the riddle document with this sequence of symbols.

Connect each number in the riddle document with the next higher number, i.e. 1 to 2, 2 to 3, etc. — but not 3 to 5!

In this way, you will get three arrows. Do you think the arrows might be pointing at something? The dotted line indicates that you are meant to cut out the coffin with scissors. Then place it on top of the coffin in the puzzle. But something's not right. Didn't the jug just fall over? This seems to have implications for the bats ...

## 2<sup>nd</sup> CLUE

Fold over the entire page for the solution



The second part of the instructions tells you that you will find the red oval in the animal on the BACK. Hmm... have you tried looking at the back of the box? You will find the red oval there in the center of the bat. Line up the two small arrows on the edge of the machine with the two golden bars on the back of the box. Hold the machine so that it is perpendicular to the back of the box. Then close one eye and look at the oval through the oval hole formed by the two puzzle pieces until you can see only the red color there. But what could be meant by “three notches”? Do your puzzle pieces somehow create more windows? Keep in mind that you are looking for three numbers!

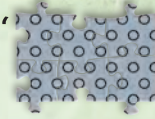
## 2<sup>nd</sup> CLUE

Fold over half the page for the solution



Clues for opening the door to the crypt

## Riddle document 7



You will need:

Isn't it odd how the bats in the crypt have different numbers of dots on their wings and bellies?

Now look at the photo in riddle document 7. No trace of bats here. Instead, nothing but dots on the coffin and jug. The numbers specify how to connect them. Always connect numbers to the next highest number, even if there are multiples, but do not skip any numbers.

## 1<sup>st</sup> CLUE

Clues for opening the coffin



## Riddle document 6



You will need:

Follow the instructions in riddle document 6. The keys you are looking for can be found right in this puzzle — in the painting and on the stairway to the left. Take the keys out of the puzzle and insert them into the two keyholes on the machine, with the images facing to the left. Pay attention to which key goes in which keyhole! Then rotate the puzzle pieces 90° in a counterclockwise direction, such that the two key images point toward the eye. What now?

## 1<sup>st</sup> CLUE



Clues for opening the door to the crypt



## SOLUTION



The colored strips on *All About Bats* lead you to the yellow book with the goblet symbol, the blue book with the garlic bulb, and the red book (lying down) with the drop of blood.



Each symbol also shows up in two windows. Each pair of windows is framed by irregular shadows that reveal the numbers of the three-digit code you are looking for.

In this way, for the goblet you get a 7,




for the garlic bulb you get a 3,



and for the drops of blood you get a 9.



Based on the sequence of the colored strips on the book, you get the code 7 3 9.

Enter the numbers under the  on the decoder disk. You will get the following sequence of symbols:



You may now take the riddle document with this sequence of symbols.

## SOLUTION



In this game, there are three views of Nightfall Manor: on the box as well as in the first and second puzzles. If you look closely at the sky on the box and in these puzzles, you will find orientation lines there that will help you position the cloud. If you place the cloud correctly, numbers will appear between the towers against the light of the moon.

On the box cover, you will find a 2



in the first puzzle image you will see a 7




and in the second puzzle image you will see a 5.



The columns next to the white lock tell you how to arrange the numbers: first is the number with the middle value, then the one with the lowest value, and finally the one with the highest value.

So the code is 5 2 7.

Enter the numbers under the  on the decoder disk. You will get the following sequence of symbols:



You may now take the riddle document with this sequence of symbols.

## Clues for opening the castle gate



Fold over half the page for the solution



### 1st CLUE

Riddle document 4 describes a dark cloud moving over the towers of Nightfall Manor. It just so happens that you have this cloud right in front of you. Take a closer look at the sky around the moon in the puzzle. You will see two thin orientation lines that have exactly the same shape as the strange cloud item. Position the cloud against the lines to wrap the towers of Nightfall Manor in thick fog. Do you notice anything?

You will need:



Riddle

document 4,



### 2nd CLUE

Once you have positioned the cloud over the towers of Nightfall Manor, the negative space between the towers will form a number. But why does the text say the cloud covers the towers of Nightfall Manor "three times"? In this image, there is only one position of the cloud indicated with orientation lines. Do you think you might be able to place the cloud in another location as well? After all, you have been traveling for quite a while! Think about the fact that you had already seen the towers long BEFORE your adventure!

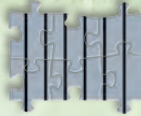
## Clues for opening the sidebar



### 1st CLUE

The poem in riddle document 5 tells you that three of the books on the sidebar have some significance. But which three? They are revealed by the book shown in the riddle document. Did you notice that the book also shows up in the row of books on the sidebar? The colored strips on the spine of the book are worth noticing! Their heights and colors lead you directly to the three significant works

You will need:



Riddle

document 5

### 2nd CLUE

Take a look at the symbols on the three books. You will see a garlic bulb, a goblet, and a drop of blood. Now look for the windows in which these items appear. There are two of each. But there's something odd here: the frames around the windows seem to be casting different shadows. Take a closer look! And when you have spotted the numbers you are looking for, the book All About Bats will tell you their proper order.



# SOLUTION



If you remove the puzzle pieces along the right edge, you can fell the tree. Then, place the trunk on the puzzle picture in such a way that it completes the red bucket. The three red lines on the trunk mark the letters A, X, and E on the fence. Of course, to fell the tree, you need an axe!




The decoder disk on the trunk tells you that you can find the AXE — in other words, the letters A, X, and E — on the wheels of the decoder disk. If you look closely, you can see that some of the numbers on the wheels are turned into letters with the red paint:



On the second-largest, the 4 becomes an A. On the second-smallest, the 1 becomes an X. On the smallest, the 7 becomes an E.

So, in fact, you can enter the word AXE on the decoder disk to get the code 4 1 7.

Enter the numbers under the  on the decoder disk. You will get the following sequence of symbols:



You may now take the riddle document with this sequence of symbols.

# SOLUTION



Start at the signpost. You will see that the puzzle piece of the signpost has only one tab, which looks a bit like a nose, pointing to the right. Follow the path laid out for you by the puzzle noses from the signpost to the castle. Each piece along your path has only one nose, so the way forward is unambiguous.




On the way, you have to count the fireflies that you encounter. Keep a separate tally for each of the different colors. You will find 6 yellow fireflies, green fireflies, and 1 blue firefly.

The arrangement of the fireflies the lid of the wooden crate in riddle document 2 indicates the order in which the code has to be read.



So the code is 6 2 1.

Enter the numbers under the  on the decoder disk. You will get the following sequence of symbols:



You may now take the riddle document with this sequence of symbols.

Fold over half the page for the solution

Clues for opening the wooden crate



## 1st CLUE

Have you noticed the nose on the crate with the blue lock? Next to it, you will see an arrow pointing to a puzzle piece. Ah! The bulges of a puzzle piece also look like noses! But what does that have to do with the riddle? Under the lid of the open crate with the bronze-colored lock, you find a illustration of a signpost and three puzzle pieces with fireflies. You will find the signpost near the left edge of the puzzle. On it, you will read: "Keep following your nose to Nightfall Manor!" These clues must be related somehow!

You will need:



Riddle document 2

## 2nd CLUE

The signpost and the odd drawing on the puzzle pieces. The first puzzle nose can be found on the puzzle piece with the signpost. It points you to the next piece. Follow the puzzle noses until you reach the castle. And, as you are following the path, don't forget the fireflies — the riddle see to have something to do with those little bugs. And you do in fact find fireflies glowing in the different colors!

Fold over the entire page for the solution



Clues for opening the fence gate

## 1st CLUE

In riddle document 3, you find information about chopping down a tree. On the fence in the puzzle image, there is a sign with an image of a felled tree. It looks like the tree near the right edge of the picture! To fell the tree, remove the pieces along the right edge of the puzzle and fell the tree by laying it on the ground, so that the red paint bucket looks complete again. But what are the meanings of the three red marks on the trunk?

You will need:



Riddle document 3

## 2nd CLUE

It is no coincidence that the red markings point directly at three letters on the fence. The letters of the word AXE. The colors of the markings should look familiar to you ... Things seem to have gotten splattered around a little here! On the decoder disk, of course! But you will find no letters there, only numbers and blobs of paint ... Do you think you might be able to create the three marked letters out of numbers?

Judging by the decoder disk on the tree, there seems to be something particularly important here!



# SOLUTION



First, place the cut-out crate with the rays of light on top of the matching crate in the puzzle picture.

Then bend the cut-out rays upward in the order that they are numbered, so that the colored triangle on the back of each ray nestles into the angle on the puzzle that matches its color. The dark lines on the back of the folded rays will then form the numbers you are looking for.



The code you read is 2 9 2.

Enter the numbers under the on the decoder disk. You will get the following sequence of symbols:

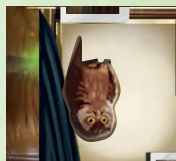


You may now take the riddle document with this sequence of symbols.

# SOLUTION



Place the strange camera on the puzzle in such a way that the owl sitting on the crate fits inside the hole

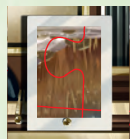


Then, look at the outlines of the puzzle pieces that show up in viewing windows A, B, and C. They form numbers!

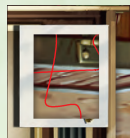
For A, you get a 2.



For B, you get a 5.



For C, you get a 7.



So the code is 2 5 7.

Enter the numbers under the on the decoder disk. You will get the following sequence of symbols:



You may now take the riddle document with this sequence of symbols.

The riddle document says that the light on the crate starts to "bend" at strange angles. On the back side of the rays, you can see colored triangles. Hmm ... where else do you see colored angles on the puzzle? Is there a way to make the colors meet? Try bending the cut-out rays in the right number sequence and then take a closer look at your work of art.

## 2<sup>nd</sup> CLUE



Fold over the entire page for the solution



Clues for opening the wooden crate



Position the camera on the puzzle so that the owl in the camera that matches the owl's shape. In windows A, B, and C, you will now see various sections of the scene lying before you. But do you maybe see something else? Try shifting your focus and reading between the lines. Somehow, the outlines of the puzzle pieces themselves seem strange!

## 2<sup>nd</sup> CLUE



Fold over half the page for the solution



Clues for opening the wooden crate



From riddle document 1, use scissors to cut out the crate with the rays of light along the dotted lines. Have you noticed that this crate matches one of the crates shown in the puzzle? Position the cut-out crate with the rays of light on the puzzle in such a way that one crate is on top of the other. Then follow the clue about bending light. Apparently, something has to be folded here. But what, and how?

## 1<sup>st</sup> CLUE

Start  
riddle  
document



In the puzzle composed of pieces with no pattern on the back, look closely at the old wooden crate. There is a tawny owl sitting on top of the crate. That has to mean something! You can use the strange camera item to capture the owl. To do that, make use of the odd shape of the hole in the camera!

## 1<sup>st</sup> CLUE



Riddle  
document 1



You will need:



## Instructions: using the help system

Are you unable to make any progress with a riddle? Do you need a clue or the solution? This is how the help system works:

### 1. Which lock do you want to

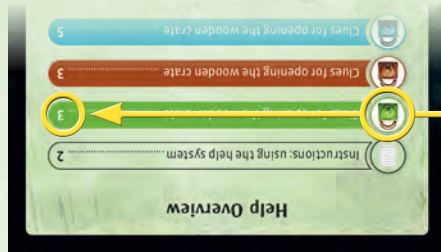
open?

Take a look at the locked object or door you want to open.



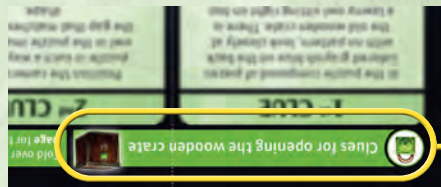
### 2. Find the right clue page

On the help overview page, look for the page number corresponding to the lock that you want to open.



Check to make sure that you really did turn to the correct page.

### 3. Use a 1st and/or 2nd clue to the riddle



Start by reading the 1st clue. If the clue gives you NEW information, put an X in the lower right box. If not, leave the box open and take a look at the 2nd clue.

### 4. Look at the solution

Only check the box if that clue gave you NEW information that you did not already know!



Depending on the instructions, fold over half of the page or the entire page with the 1st and 2nd clues.

Fold over half the page for the solution



Fold over the page with the 1st and 2nd clues along the dotted line to the middle of the booklet. Make sure that you see the correct lock color.



Fold over the entire page for the solution



Fold over the entire page with the 1st and 2nd clues. Take a look at the solution under the corresponding lock color. If you use a solution, put an X in the lower right box on that page.

# Help Overview

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