

MUSEUM TREASURE HUNT

III A PUZZLE ESCAPE GAME III

A dinosaur skeleton is displayed in a museum hallway. The skeleton is the central focus, with a bright light source behind its head, creating a dramatic glow. The hallway features arched doorways and a balcony with a railing. A white sign with a red border is placed in front of the skeleton.

WARNING!

Please read these instructions first
and leave the cards in the box for now.
Only look at the backs of the cards when
the game specifically allows you to.



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Contents



Playing card pile:

- 1 start card
- 37 letters
- 2 cover cards



Clue pile:

- 37 clue cards
- 2 cover cards

Additionally: 5 sheets of tracing paper

What's the game all about?

For years, your best friend has been writing you letters almost daily about her research trips around the globe. The fact that the letters sometimes seem a little mysterious doesn't faze you, though, as your friend is generally considered a little eccentric. She's always gone on about a treasure believed lost in the Great Museum. But her last letter makes you sit up and take notice. There really does seem to be something to her story—and particularly criminal art lovers have it in for the rarity. Work **together** to solve the puzzles in the museum and find the hidden treasure before it falls into the wrong hands! You're a team and **all play at the same time**. Everyone is allowed to puzzle along and to contribute their thoughts at any time. You have 75 minutes to find the treasure.

How to set up the game

PLAYING CARD PILE

- » Return the two **cover cards** (top and bottom) to the box.
- » Lay the **start card** (the first playing card after the cover card) ready at the center of the table.
- » Lay all of the **letters** next to it as a face-down pile.



start card



Letter pile

CLUE PILE

- » Return the two **cover cards** (top and bottom) to the box.
- » Lay **the remaining cards** ready at the center of the table as a face-down clue pile.
- » Have pens, paper, and a timer or stopwatch ready (not included in the game).



Clue pile

How to play

Gradually turn the letter cards over as the game progresses. An envelope with a **stamp** and **postmark featuring a numerical code** is always shown on the **reverse**. On the **front** of the letter cards, you'll find texts containing lots of information, insights into the Great Museum, and—most importantly—**puzzles**. Solve these puzzles and they'll lead you to the hidden treasure.

THE LETTER CARDS

When can you turn a letter card over?

- » Every time you see a stamp on the front of a card
- » Every time you solve a puzzle correctly

Postmark with a numerical code

Stamp



Back of a letter card

SEEN A STAMP?

Every time you see a **stamp** on the front of a letter card, search the pile of letters for **all of the envelopes** franked with **stamps in the same design and color**—the printed value doesn't matter. Turn over all of the corresponding letter cards.



Example: If you see a red stamp with a dinosaur skeleton motif on the front of a letter card, turn over all of the corresponding letter cards.

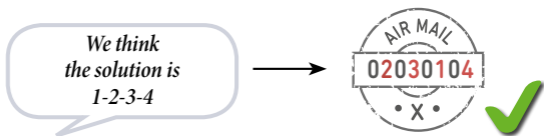
SOLVED A PUZZLE?

The solutions always consist of a **three- or four-digit numerical code**.

Think you've found the right numerical code?

Then check the **postmark** on the card that says "What's the code?"

- » Do **all three or four of the digits** in your answer appear in the postmark—in **any order**? Then that's a good sign.
- » If they don't appear, then your answer is unfortunately wrong.



Yes, the digits appear!

- » Now search the pile of letters for an envelope whose postmark **also shows the digits of your answer, in exactly the same order**.

- » **Can you find such a postmark?**
That's great! Then your answer is **correct**.
Turn the corresponding letter over!

- » **Can't find a postmark to suit?**
Then, unfortunately, your answer is **incorrect**.
For each wrong answer, write down
5 penalty minutes.



Be sure to stick to the following procedure:

- » **First give the answer,**
- » **then check the stamp,**
- » **then search the pile!**



Tip: For some of the puzzles, you'll need to write something on the puzzle card. Lay the tracing paper over the card first for this and only write with the pencil on the tracing paper.

Need a few clues!

If you're completely stuck on a puzzle, then you can get a clue. Find the clue cards corresponding to the puzzle in the clue pile. Decide together whether you want to turn over one or more clue cards and read them out loud.

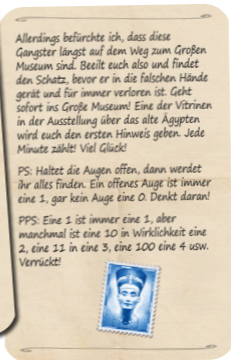
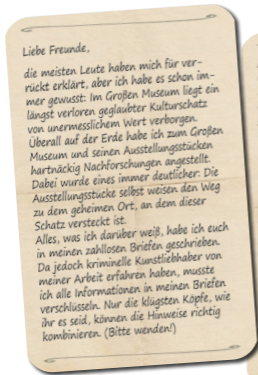
IMPORTANT:

For each clue you use, you'll receive one penalty minute at the end of the game.



Want to get playing?

You have a total of **75 minutes** to find the hidden treasure. Now start the stopwatch and begin the game by reading **both sides** of the start card out loud.



Front and back of the start card

End of the game

Have you found the precious treasure? Then stop the stopwatch and check how long you played. Add one minute for each clue card used and five minutes for each wrong answer to this time. Now check how you did—drum roll please.

65 minutes or less	What a great performance! You've beaten the criminal art lovers and found the long-lost treasure! You'll go down in history as the savior of one of humankind's greatest treasures.
66–70 minutes	Well done! Praise for your efforts comes from all sides. Media the world over want to know how you managed to track down the treasure.
71–75 minutes	Phew, you just managed it! It was a race against time. But the criminals couldn't catch up with you. The treasure is safe from them now.
76 minutes or more	Darn it! When you solve the last puzzle and finally manage to get to the treasure, you realize that someone has already beaten you to it: The chamber is empty and the treasure has gone!

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www.moses-verlag.de
Article no.: 90141

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moses. Verlag and studiogiochi would like to thank all of the diligent escape players from Kempen, Osnabrück, and Venice.

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