

# THE SECRET OF SAN MARCO



A PUZZLE ESCAPE GAME



**WARNING!**

Please read these instructions first  
and leave all of the cards in the box for now.  
Don't look at the backs of the cards until the  
game specifically tells you to.

  
**moses.**

Leo Colovini & Piero Modolo

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## Playing card pile:

- 1 card explaining  
"The Secret of San Marco"
- 20 book cards
- 19 shield cards
- 2 cover cards

## Clue pile:

- 33 clue cards
- 2 cover cards



# WHAT'S THE GAME ALL ABOUT?

You're searching for a mysterious manuscript. You'll find numerous puzzles that will lead you to this in Venice's state library, which is known as the Biblioteca Marciana. Hurry though, before the night watchman shows up again! Otherwise, your venture could fail – and this could have serious consequences! Work **together** to solve the puzzles and win the game. You all play at the same time; everyone is able to puzzle along and to contribute their thoughts at any time. You have 75 minutes to find the manuscript ...

# SHOW TO SET UP THE GAME

## PLAYING CARD PILE

- » Return the two **cover cards** (top and bottom cards) to the box.
- » Place the card explaining "**The Secret of San Marco**" at the center of the table.
- » Lay all the **book cards** (red and green) and the **shield cards** face down next to each other in two piles.

*Card explaining  
"The Secret  
of San Marco"*



*Book card pile*



*Shield card pile*

## CLUE CARD PILE

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



*Clue card pile*

# HOW TO PLAY

Over the course of the game, you'll gradually turn over (most of) the book cards and shield cards. The book cards will provide you with information about Venice and its most famous personalities. The shield cards will present you with numerous puzzles. Solve these puzzles and they'll lead you to the mysterious manuscript!

## THE BOOK CARDS

**When are you allowed to turn over a book card?**

- » If the card explaining "The Mystery of San Marco" tells you to do so (see below).
- » Every time you successfully solve a puzzle (see below).



*Back of the book card*

*Book title*

*Decorative element*

*Vignette with initials*

## THE SHIELD CARDS

**Does a shield feature on the front of the book card you've turned over?**

Then you may immediately take **all** of the shield cards bearing this shield from the shield pile and also turn them face up.



*Front of the book card*



*Back of the shield card with the control bar*



*Front of the shield card*

The shield cards present you with various different puzzles.

**Solve these puzzles in any order!**

**Important:** You'll only receive all of the information you need to solve some of the puzzles gradually. So sometimes you'll need to wait a bit to solve a puzzle that has already been turned over.

## SOLVED A PUZZLE?

The puzzle solutions always consist of three single letters (the order doesn't matter).

### Do you think you've found the right letters?

Then search the book card pile for a book that features **exactly these three letters in its initials** (the order doesn't matter).

Be sure to proceed as follows: **First give your answer, then search the pile!**

Be aware that you can only search the book card pile for this reason.

*We think the three letters are C, A, and B.*



**Exception:** You're looking for a whole word for the last puzzle of the game. There's a book to go with this, too.

### Have you found the right book?

Then lay the shield card for this puzzle alongside the book card you've found with the control bar facing up (both cards on the same level).

### Does the decorative element of the book point exactly to a number (it doesn't matter what this number is)?

Then you've found the correct answer for the puzzle. Congratulations! **You may now turn over the book you've found.**



### Have you not found a book bearing the initials you're looking for? Or does the decorative element not point directly to a number?

Then unfortunately the answer you gave is wrong. Look for another solution to this puzzle.

**Make a note of five penalty minutes for each wrong answer.**



**Important:** When you successfully solve a puzzle, **make a note of the puzzle's name and the corresponding solution!**

Lay all of the cards bearing a shield that belong to the solved puzzle aside for the time being. **You'll only need them towards the end of the game.**

Be sure to leave all of the book cards you turn over at the center of the table at all times though.

## RECEIVE A FEW CLUES!

If you're completely stuck on a puzzle, you can receive a clue. Find the clue cards matching the puzzle. Decide together whether you want to turn one or more clue cards over and read them out.

**At the end of the game, you'll receive one penalty minute for each clue card you use.**



## READY TO GET PLAYING?

You have a total of **75 minutes** to find the mysterious manuscript. Now start the stopwatch and begin the game by reading out both sides of the card explaining "The Secret of San Marco."



*A painting by  
Giovanni Antonio  
Canal, il Canaletto –  
Scala dei Giganti  
(section)*

# END OF THE GAME

Did you find the manuscript you were looking for? Then stop the timer and check how long you played. Add one minute to this time for each clue card you used and five minutes for each wrong answer. Now for the question of all questions: Did you find the manuscript in time?

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<b>Less than 65 minutes</b>	<b>Congratulazioni!</b> Give each other a pat on the back and congratulate yourselves. You've earned yourself a coffee in St. Mark's Square as a reward.
<b>66–70 minutes</b>	<b>Good work!</b> Proudly reflect on your accomplishments during a gondola ride along Venice's canals.
<b>71–75 minutes</b>	<b>Phew, that was close!</b> You catch a glimpse of the night watchman coming round the corner as you make a break for it with the manuscript in your hand. Luckily, you were faster!
<b>76 minutes or more</b>	<b>„Mani in alto!“</b> These words cut through you like a knife when the night watchman suddenly appears round the corner. Maybe he'll let you go if you politely invite him for a coffee on St. Mark's Square?

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