

MystERY puzzle

A crime puzzle for
1-4 amateur detectives

Instructions

The Lost Fire

Contents

1 set of instructions
1 puzzle with 264 pieces
1 suction cup for removing the puzzle pieces
72 game cards
8 envelopes containing documents and evidence
(The solution envelope contains a list of materials so you can reset the case.)

Setup

Put the game cards, suction cup and envelopes to one side.

Start by completing the puzzle together.

Hint: To assemble the puzzle more quickly, divide the puzzle pieces into two piles according to the color on the back. Join the two halves together when they're completed.



Once you've finished putting the puzzle together, your detective work can begin. Without shuffling, place the cards face down in a pile next to the puzzle. Do not look at any of the cards or open any of the envelopes. Make sure you have a pen handy so you can record your times on the clock (see page 11).



Objective

You are amateur detectives investigating a robbery. It's up to you to carefully examine the scene of the crime and use the clues to solve the case. To win, determine who committed the crime, what exactly happened and where the stolen item is by the end of the game.

Your investigations are going to take some time, of course. Solve the case as quickly as possible to get the best score for your detective skills.

How to play

Start by looking at the puzzle together to discover clues that will help you find the stolen items.

Together, choose something or someone you'd like to take a closer look at. This could be an object, a person or an area of the crime scene. Place the suction cup on the puzzle piece featuring the object, person or area and lift the piece out of the puzzle. You'll find a two-digit number on the back of the puzzle piece. That number corresponds to the same number on the back of a game card. Find that card to see if it will get you one step closer to solving the case.

Note: We pride ourselves on the quality of our puzzles, which hold together very well. This does mean that several puzzle pieces might lift out of the puzzle when you try to remove one. If this happens, use your other hand to hold the extra pieces in place.



The cards

Hint: The numbers on the cards range from 00 to 99. As there are only 72 cards in total, not all the numbers in that range are part of the game.

Each game card has a close-up picture of the object, person or area you wanted to examine when you removed the matching puzzle piece, and text that will provide you with more information. The text on some cards also includes an action for you to take (for example "Find Envelope 1 and open it!"). The instructions at the bottom of the card tell you what to do with the card next.

If the text is red, remove the card from the game. You may also be instructed to remove other cards from the game. You won't be needing those cards anymore.

If the text is green, place the card face up in front of you. The card may help you with your ongoing investigations.

If the text is blue, return the card to the pile. The card may not help you solve the case but it could come up again as you investigate red herrings in the puzzle image.

In the top right-hand corner of every game card, you'll see 0, 1, 2 or 3 hourglasses. This tells you how much time you've spent on this part of your investigation. The number of hourglasses on the card represents the number of sections you cross out on the clock (see page 11). For example, if you have one hourglass on your card, you cross out one section on the clock. Every section on the clock represents one minute. The number of sections you've crossed out by the end of the game determines your detective skills. The less time you use, the better your detective skills.

Some cards have a number between 0 and 9 in the bottom left-hand or right-hand corner. Correctly combining these cards may reveal clues or give you access to new information. When you correctly match two clues on the game cards (see example on page 6), the numbers in the bottom corners combine to create a new number. Draw the game card with that number from the pile and follow the instructions.



Example :

The chest is locked. You need a key to open it. When you set these two cards together, you have the number "62". Draw that card from the pile and turn it over. That card shows the chest after it has been unlocked using the key.

Hint: If you use the clues to put together incorrect card combinations, there will be no matching card in the pile.

The envelopes

Some of the game cards tell you to open an envelope. Once you have opened an envelope, you can refer to the materials inside until the end of the game.



When you have finished investigating an element of the crime scene (you have looked at the card corresponding to the puzzle piece, combined cards as possible, opened any envelopes and crossed out the time), put the piece back in the puzzle and choose the next object, person or area you'd like to investigate.

End of the game

You can attempt to solve the case at any time. Write the first and last name of the person you're accusing on a piece of paper, what you think happened and where you think the lost item is now.

At this point open Envelope 08. The contents confirm what happened and the clues you needed to solve the case. You win the game if you correctly identified the person who committed the crime, worked out exactly what happened and can point to where the stolen item is now. Now see how your detective skills measure up! The less time you use, the better your detective skills.

If you had to cross out all 60 minutes on the clock or if you got any of the answers wrong, better luck next time. Make sure you're confident that you've worked out all the answers before you attempt to solve the case.

Hint: You can choose to play without the clock and just take the time you need to solve the case with confidence.

Let's get started! Have fun!

The case

A deafening screech! Wheels grinding to a halt! You all start to panic in your seats. Someone must have pulled the emergency brake.

The train comes to a standstill and everyone goes silent. Soon after, a man in uniform runs past you.

"Oh no! How could this happen? Hildegard von Schnackenstein has been robbed. It would have to be the heiress to our rail company, wouldn't it? They could have targeted any other passenger. Why did it have to be the boss? And on my shift too," exclaims the guard on the Panorama Express in dismay as he rushes in the direction of the luxury carriage reserved exclusively for Ms von Schnackenstein. This sounds like an exciting case for you to solve! You stand up and introduce yourselves to the guard as highly successful amateur detectives who can help him catch the culprit. "It's so lucky you're on board! You must have been sent to save me!" cries the guard. "I'll let you into the luxury carriage. Head to the dining compartment to speak to my colleague. I'm sure he'll be able to give you some useful information to get you started. Good luck!" And with that he pushes you straight into the next carriage and locks the door behind you. You take a look around. Is that the colleague the guard was talking about over there? It makes sense to talk to him first!

Put the puzzle together and start your investigation. It's up to you to find out exactly what happened, who is behind the robbery and where the stolen item is now.

Puzzle image



Rate your detective skills

Did you manage to solve the case and get all three answers right? Well done! Now count how many sections you crossed out on the clock to rate your detective skills.

1 - 30 minutes

Unbelievable! That's got to be a record! With detective skills like that, you should seriously think about changing careers.

31 - 35 minutes

Awesome! Experienced detectives working in the police force would struggle to keep up with you. We're lucky that there are clever people like you in the world who we can count on to outsmart the bad guys.

36 - 40 minutes

Nicely done! That was a strong performance. You stayed focused and quickly pieced together all the relevant facts. You should be proud of yourselves. And maybe you can work even faster next time.

41 - 45 minutes

Very nice. You didn't need any more than three quarters of an hour to solve the case.

46 - 50 minutes

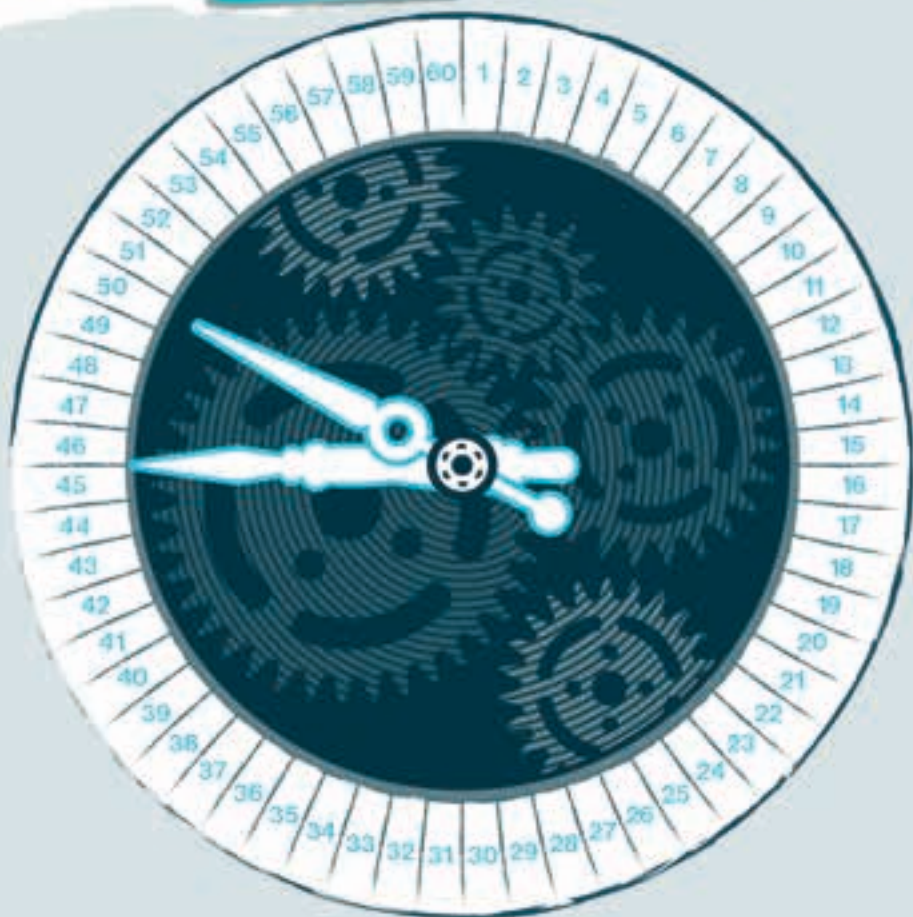
So you weren't super speedy. But you managed to solve the case and that's what really matters. Well done!

51 - 55 minutes

OK, there might have been a few moments when you should have concentrated on what really mattered instead of getting distracted by nonessentials. But your investigations got you to where you needed to be in the end.

56 - 60 minutes

You might have lost your focus once or twice. But you got the job done – just in time. Try to pick up the pace next time or you might end up stuck on desk duty.



Hint: You can also download the clock from the Ravensburger website:
www.ravensburger.com

Two more things you need to know:

We pride ourselves on producing puzzles with precision and to high quality standards. However, it is possible that the puzzle image may shift slightly, so that specific elements are not exactly where they should be on the puzzle pieces. When you have chosen something to investigate in the puzzle image, remove the puzzle piece that contains the majority of the object, person or area.

The suction cup may lose its suction if there is too much puzzle dust on it. If this happens, gently wipe the suction cup with a cloth or give it a quick rinse in water.



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