

puzzleXCRIME

A crime puzzle for 1-4
amateur detectives

Instructions

Death plays Beethoven

Contents

- 1 set of instructions
- 1 puzzle with 408 pieces
- 1 suction cup for easily removing the puzzle pieces
- 72 game cards
- 10 booklets
- 1 answer sheet

Preparing to play

Put the game cards, suction cup, and booklets to one side for now. Start by completing the puzzle together.

(**Hint:** If you want to speed this part up, you can divide the puzzle pieces into two halves based on the color on the back of them. The left-hand side of the puzzle is beige on the back, and the right-hand side is blue. Simply join the two halves together when they're ready.)



Once you've finished putting the puzzle together, your detective work can begin. You'll need the game cards, suction cup, and booklets now. Without shuffling, place the cards face down in a pile next to the puzzle. Do not look at any of the cards yet. Do not open any of the booklets yet either. Make sure you have a pen handy so you can record the time taken on the clock (see page 11). You'll also need to write down your attempt at solving the case at the end of the game.



Goal of the game

You are now detectives investigating a crime. It's up to you to solve the case. You'll need to carefully investigate the scene of the crime and try to work out what happened using a range of clues. Work out who committed the crime, what exactly happened, and what the motive was by the end of the game to win.

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

How to play

Start by looking at the puzzle together. You'll be able to spot a number of clues that might help you identify the perpetrator.

Work together to 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 a puzzle piece with it on. Use the suction cup to lift that puzzle piece out of the puzzle. You'll find a two-digit number on the back of the puzzle piece. That number corresponds to one of the game cards, which also each have a two-digit number on the back. Find the card in the pile that corresponds to the puzzle piece (with the same number on the back) and look at it. It might get you one step closer to solving the case.

(Please note: We pride ourselves on the quality of our puzzles, which hold together very well. This does mean that several puzzle pieces might end up coming out of the puzzle together when you try to remove one. If this happens, use your other hand to make sure the suction cup only picks up your chosen piece.)



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. Some numbers do not appear on a card at all.)

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

If the text at the bottom is red, you'll need to remove the card you're looking at – and possibly other cards you've already looked at – from the game. You won't be needing those cards anymore.

If the text at the bottom is green, you'll need to place the card face up in front of you. The card could (but might not) help you out with your ongoing investigations.

If the text at the bottom is blue, you'll need to return the card to the pile. The card is most likely a waste of time and won't help you solve the case. But it could come up again if you end up investigating any other 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 corresponds to the number of sections you cross out on the clock, which you can find at the end of these instructions. So, 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 in total by the end of the game determines your detective skills. The more time you have left on the clock, the better you did.

Some special cards have a single digit between 0 and 9 in the bottom left-hand or right-hand corner. Combining these cards with others like them might help you make progress with your investigations. You have to match a card with a number in the bottom right-hand corner with another card that has a number in the bottom left-hand corner. The two numbers put together give you a new two-digit number, which will usually match a third card in the pile. If so, you can draw the corresponding card from the pile and look at it.



Example:

The chest is locked. You need a key to open it. The card with the chest on it also has the number “6” in the bottom right-hand corner. The card with the key on it has the number “2” in the bottom left-hand corner. If you put these two cards together, you’ll end up with the number “62.” So now you can draw that card from the pile and turn it over. That card shows the chest after it has been unlocked using the key.

(Hint: There are some card combinations that make no sense whatsoever. In those cases, the two-digit number they make together is not part of the game. There is no matching card in the pile.)

The booklets

Some of the game cards bring the booklets into the game. They tell you when to open each booklet. Once you have opened a booklet, you can refer to the materials inside it until the end of the game.



When you have finished with your puzzle piece (you have turned over the corresponding card, combined any cards, opened any booklets, and crossed out the time), put it back in the puzzle, and choose the next puzzle piece you'd like to investigate.



End of the game

You can attempt to solve the case at any point during the game.

You can do this by writing the first and last name of the person you're accusing on a piece of paper. You should also write down what you think happened and what the motive was.

Then you can open the answer sheet. The answer sheet tells you how to solve the case. It confirms exactly what happened and the clues you needed to solve the case. You win the game if you manage to correctly identify the person who committed the crime and work out what exactly happened and what the motive was. You can also find out how you performed as detectives based on the scores at the end of these instructions ("Scoring"). The more time (minutes) you have left on the clock, the better you did.

If you had to cross out more than 60 sections on the clock or if you got any of the answers wrong, you lose the game. Make sure you're confident that you've worked out all the answers before you attempt to solve the case.

(Hint: You can always choose to ignore the clock and just take the time you need to solve the case with confidence.)

Let's get started! Have fun!

The case

On the morning of June 3, 2010, at 7:13 a.m., a call comes in to the local police station in New Haven, Connecticut. On the phone is a completely distraught man. The police officers recognize who they have on the line immediately since it's one of the city's most prominent residents: Jesper Cunningham, an internationally renowned, award-winning composer. In a trembling voice, he reports the murder of his wife, Lauren Cunningham. She lies bludgeoned in the music room of their suburban



mansion. Cunningham himself found her when he returned from a business trip to Boston.

An hour later, you're called to the scene to investigate the case as part of the homicide squad that has been rapidly assembled. Due to the expected media coverage, speed is of the essence. When you arrive at the scene, the woman's body has already been taken to the morgue. Otherwise, the crime scene is unchanged. An officer has placed Jesper Cunningham's statement on your desk, which would be a good place to start your investigation... Good luck!

Puzzle image



Scoring

Did you manage to solve the case? Well done! Now look at the clock and count how many sections you crossed out 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 managed to solve the case in just under 45 minutes.

46–50 minutes

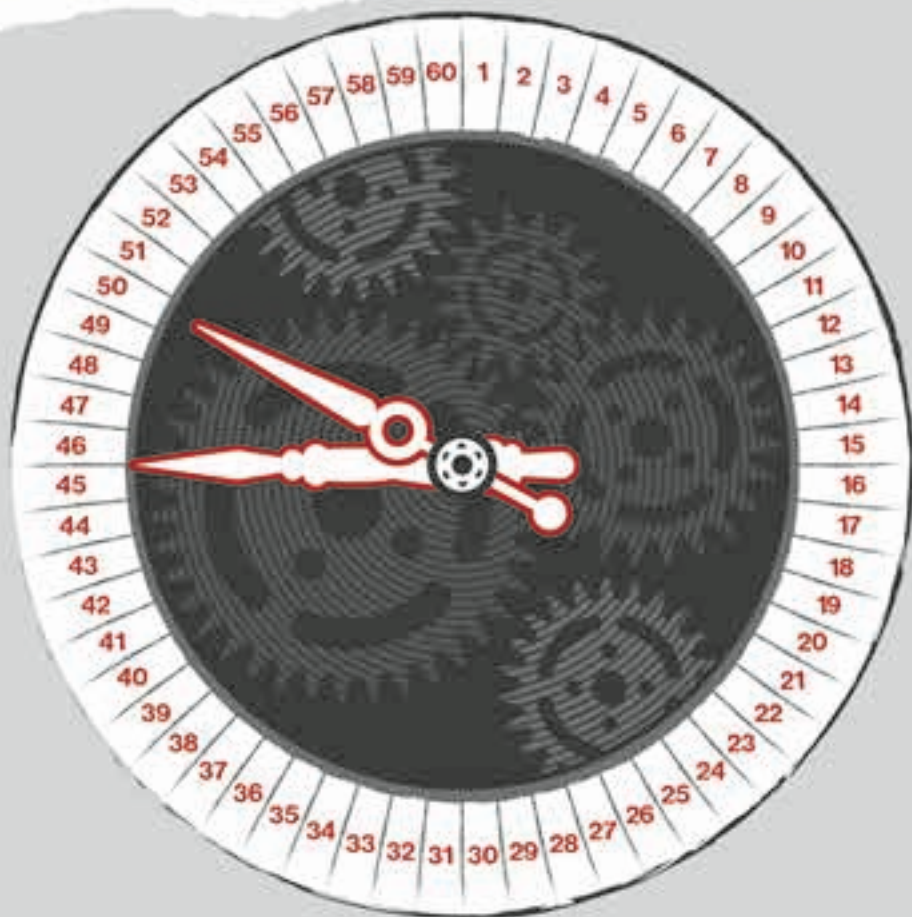
So you weren't super speedy. But you managed to solve the case, and that's what really matters.
Congratulations!

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 other things.
But your investigations got you to where you needed to be in the end.

56–60 minutes

So you might have lost your focus once or twice. But you got the job done – just in time. Maybe 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.de)

Two more things you need to know:

We pride ourselves on producing puzzles with precision and to high quality standards. However, there is always a possibility of the puzzle image shifting slightly so that specific elements are not exactly where they should be on the puzzle pieces. Once you have chosen something to investigate in the image, remove the puzzle piece that it appears on the most.

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. It should start working properly again after that.



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