

ThinkFun 76510

ThinkFun Escape The Room: Murder in The Mafia

Instruction Manual

INTRODUCTION

This manual provides instructions for setting up and playing ThinkFun Escape The Room: Murder in The Mafia. This game challenges players to solve a murder mystery by exploring a replica private eye office, uncovering clues, and solving puzzles. Designed for 1 to 3 players aged 13 and up, it offers an intermediate challenge for both new and experienced escape room enthusiasts.



The instruction manual provides clear guidance to begin playing.

COMPONENTS

The game includes all necessary components to solve the mystery. Please verify that all items are present before beginning gameplay.

- Replica Private Eye Office (game board)
- Interactive Objects with Secret Items
- Story and Instruction Booklet
- 5 Chapters of Puzzles

ESCAPE THE ROOM

MURDER IN THE MAFIA

Experience a thrilling murder mystery escape room right in your very own home.

The first thing you notice when you enter your office is Mickey Malone's dead body. Mickey was the chief enforcer for the local Mafia. You've had your run-ins with Mickey and might treat news of his death as welcome news, if it wasn't your gun on the floor next to him. Man, you hate Mondays.

Explore a complete replica of the crime scene to discover clues, solve puzzles, and ultimately prove your innocence in this immersive murder mystery adventure.

Playtime: 2 hours

Hints and reassembly instructions available online.



Includes:

- Replica Private Eye Office
- 10 Interactive Objects with Secret Items
- 1 Story and Instruction Booklet
- 5 Chapters of Puzzles – new clues and characters in every chapter
- Solution Wheel

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Please retain this information for future reference.

Game invented by Nicholas Cravotta and Rebecca Bleau, BlueMatter Games. Illustrated by Owl Studios.

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MADE IN CHINA. #76 510 2. Sleeve01. Colors and parts may vary. Recommended for ages 14 to adult.

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The back of the game box details the included components and game overview.

SETUP

To begin your investigation, carefully set up the game environment.

1. Unpack all game components from the box.
2. The game box itself transforms into the 3D private eye office. Follow the instructions in the Story and Instruction Booklet to assemble the office structure.
3. Place the interactive objects and secret items within the office as directed by the Story and Instruction Booklet.
4. Ensure the Solution Wheel is accessible for use during gameplay.



The game box unfolds to create the 3D private eye office environment.

OPERATING INSTRUCTIONS

Gameplay involves a series of puzzles and clue discovery across five chapters.

1. **Read the Story and Instruction Booklet:** Begin by reading the introductory story and initial instructions. This booklet guides you through the narrative and provides the first set of clues.
2. **Explore the Private Eye Office:** Interact with the 3D game environment. Examine all objects and areas for hidden clues or information.
3. **Solve Puzzles:** Each chapter presents puzzles that must be solved to progress. These puzzles may involve deciphering codes, matching patterns, or using logic.
4. **Use the Solution Wheel:** The Solution Wheel is used to verify your answers to certain puzzles. Follow the instructions in the booklet for its proper use.
5. **Advance Through Chapters:** Successfully solving the puzzles in one chapter will unlock the next part of the story and new challenges.
6. **Collaborate (Optional):** If playing with others, communicate and share observations to solve puzzles more efficiently.
7. **Hints:** If you become stuck, hints are available online. Refer to the Story and Instruction Booklet for details on accessing these hints.



The Solution Wheel is used to verify puzzle answers.

TROUBLESHOOTING

If you encounter difficulties during gameplay, consider the following:

- **Stuck on a Puzzle:** Re-read the current chapter's instructions and clues carefully. Sometimes a small detail is overlooked. Utilize the online hint system if available.
- **Missing Components:** If any components are missing upon opening the box, contact ThinkFun customer support.
- **Game Reset:** The game is designed to be re-packable. Follow the reassembly instructions provided in the booklet to restore the game to its starting state if needed.

SPECIFICATIONS

Brand:	ThinkFun
Model Number:	76510
Players:	1-3
Age Range:	13 years and up
Genre:	Cooperative, Mystery, Strategy
Material:	Cardboard
Item Dimensions:	8.4 x 4.1 x 12 inches
Item Weight:	0.65 Kilograms
Educational Objective:	Logical Thinking

WARRANTY AND SUPPORT

This product does not come with a manufacturer's warranty. For support or inquiries regarding missing components, please refer to the contact information provided in the game box or on the [ThinkFun official website](#).

ASK A QUESTION ABOUT THIS MANUAL

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

Name

Anonymous

Email

you@example.com

After a successful submission, we securely hash the supplied account or form email before sending it to Microsoft Advertising for conversion attribution. [Privacy details](#).

Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question