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ONE-TIME SOLVE
**MYSTERY
SERIES**

clue

ESCAPE

THE
ILLUSIONIST'S CLUB

10+



CONTENTS:

6 plastic pawns • 7 gameboards
109 cards • 1 secret envelope • solve sheet

QUICK START

1. Take the board labeled THEATER out of the box and lay it on the table. Place your pawns on the board without covering any of the numbers yet. Next, take out Deck 1 and place it next to the THEATER board.

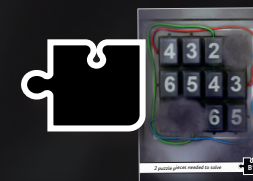
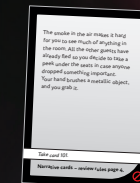
DO NOT LOOK THROUGH THE CARDS.



2. This is a collaborative game, but the youngest player will go first. Move your pawn to any numbered location on the board (called nodes throughout these rules), then draw the card from Deck 1 that has the same number on it. The nodes represent different points of interest in the room and the cards you draw will tell you something about what you find there.

3. Read your cards out loud to the table.

- If it's a narrative card, it will give you information and directions to follow. There may be prompts on the bottom telling you what action to take next, don't miss them! When you're done with these cards, discard them to the lid of the box.
- If it's a puzzle card, it will have a puzzle piece icon in the bottom right corner that is labeled with a letter and number. Puzzle pieces with the same letter go together. Along the bottom edge, the card will also tell you how many puzzle pieces you need to solve it.



NOTE: If you don't have all the pieces to solve a puzzle, explore more numbered locations on the board and leave the unfinished puzzle face up on the table until you find more pieces.

The answer to every puzzle in the game will be a NUMBER.

When you think you've solved and gotten that number, draw the matching card from the deck. **If the card you pulled says SOLVED, you're correct!** If the number you're looking for doesn't have a corresponding card in the deck, or **if the card you pulled doesn't say SOLVED on it, you're incorrect, try again!**

4. When the first player has completed their turn, play moves to the left. The next player should move their pawn to an unexplored node and draw the card that has the matching number.
5. The goal of Deck 1 is to clear the smoke out of the Theater, good luck! If at any point during the game you get stuck, check the **HINTS section** at the back of this booklet.

STOP. PUT THE RULES AWAY AND BEGIN PLAY.

You will be prompted to return to the rules when needed.

OBJECT

Take turns exploring The Illusionist's Club as you work together to solve puzzles and gather clues to escape the club and solve the mystery of its missing owner. The more clues you find, the better your chances are of solving the mystery: WHO sabotaged Adelaide Sable's trick, WHERE is Sable now, and WHAT was used to sabotage her trick?

LET'S PLAY

The youngest player goes first, then turns rotate to the left.

ON YOUR TURN

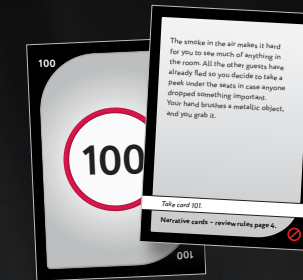
The only way to escape the club and solve the mystery is to explore rooms, reveal puzzles, and gather clues. To do this:

- **MOVE** your pawn to an unexplored node on the gameboard. Take the card from the deck that has a matching number.
- **READ** your card aloud to the group and, if there are any actions listed on it, do what it says. If it's a puzzle, lay it on the table for all to see until you find all the pieces needed to solve it. For more information about the different types of cards you'll encounter, **see CARDS**.
- **SOLVE** any available puzzles on the board with the help of your fellow players.
- **PASS** your turn to the player on your left if there's nothing left to do.

NOTE: When a turn ends and the next begins is somewhat fluid in this game but do your best to keep track of who performed the last action. One way to do this is to remember who moved their pawn to an unexplored node last.

CARDS

Throughout the game, you'll encounter several different kinds of cards.



NARRATIVE CARDS

Most of the cards will be narrative cards that tell you pieces of the story and direct your actions while you play. Read these aloud and do what they say. If it has a , discard it to the lid of the box when you're done.



PUZZLE CARDS

Puzzles often consist of multiple cards that can be anything from word play problems to visual riddles that you have to piece together. **Every puzzle card will have a puzzle piece graphic in the bottom right corner with the letter assigned to that puzzle, and a note about how many pieces are needed to solve it.** These cards will unlock new items, locations, and clues and are the key to advancing through the game.

Keep puzzles face up where everyone can see them and do not discard them until another card instructs you to.

Remember, all the solutions for puzzles are numbers. When you think you've discovered the right number to solve the puzzle, look for that card in the deck.

- If you don't find the card in the deck, that means you were incorrect and you'll have to try again.
- If you do find it, you should see SOLVED at the top.
- If you DO NOT see SOLVED at the top, you've pulled the wrong card; put it back in the deck and attempt to solve again.

HINTS: If you get stuck on a puzzle and cannot move on, see HINTS at the back of this booklet and find the hints that correspond with the letter of the puzzle you're trying to solve. There are three hints for each puzzle. The solutions can be found at the back of this booklet.

CLUE CARDS

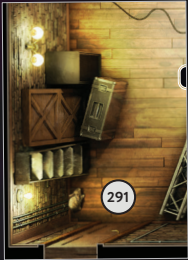
Clue cards are kept for the entire game and can be identified by the spyglass icon in the bottom right corner. These are not used to solve puzzles but will be used to solve the final mystery at the end of the game. Keep them face up on the table where everyone can see them.



PLACEMENT CARDS

Placement cards change the board either as puzzles or as a way to add additional nodes for you to explore. When instructed by the game to do so, you'll find overlay cards in the deck and place them on the board. Line up the art on the card with the art on the board.

Any players that were at a location under the card can be placed on top. If applicable, you may now explore the new node.



BUILDING THE CLUB

The gameboard grows as you play and unlock new rooms in the club. When the game tells you to take a board out, find it in the box and place it beside the other rooms in the game. Similarly, when instructed, find new decks of cards in the box and add them to the game by unwrapping them and placing them under your current deck. **Do not look through the decks, and do not shuffle any of the cards.**



HOW TO SOLVE THE MYSTERY

At the end of the game, you will have to decide as a team: WHO sabotaged Adelaide Sable's trick, WHERE is Sable now, and WHAT was used to sabotage her trick?

Use all of the clues and evidence you've gathered during your escape to make a final decision. If you need to look at different rooms or nodes you may have missed, take your time to do so. Try laying out the Clues in the rooms they were found in to create a full picture of the culprit's path through the club. Once you're ready to make an accusation, open the Solve Packet to find out if you were right.

RESTORAGE

To restore your game and pass it on to new players:

- 1. Sort the cards into their individual decks in sequential order. Each deck has a front card that lists which cards are in the deck and act as dividers.
- 2. After the decks are sorted, store them in the wells along with the pawns and character cards.
- 3. Disassemble the boards.
- 4. Fold the Solve sheet back up and seal it. Place the mirror back in Packet A.
- 5. Place the components back in the box in this order:
Solve Packet, Board F, Board E, Board D, Board C, Packet A, Boards B1 and B2, Board A, rules booklet, STOP sheet.

PUZZLE SOLVES

	PUZZLE SOLVES
138	A
157	B
352	E
243	F
349	J
248	H
423	M
534	N
435	L
521	O
564	T
539	R
924	W
358	U
957	X
978	Y
318	Z

PUZZLE HINTS

Puzzle Letter	First Hint	Second Hint	Third Hint
A	This unusual key and lock looks as though it needs to be pieced together.	There are several shapes hidden here. Try layering the cards over each other at different angles until you're able to identify the hidden digits.	Don't forget the last digit is determined by using addition!
B	The colored wires are each connecting two numbers.	There's a pattern to each row of buttons that allows you to predict the missing numbers.	The symbols in the colored circles are indicating that this puzzle requires subtraction to solve.
E	There are 3 chains wrapped around the mirror. Both ends of each chain match a certain tool.	Try putting the cards back to back so that you can follow the chains around the mirror.	One chain is a different color from the other two. You'll need to remove that chain first to free up the next one.
F	The length of each arrow shows how far down to pull the rope. Each rope will be pulled down a different amount.	Pay attention to how many pieces of red tape are on each rope, some of them have multiple pieces of tape.	The pieces of red tape can cross other ropes multiple times.
J	It might look silly, but pretend your pointer finger is a wand.	There seems to be some order to the movements—is it tracing out symbols?	Remember that you have an audience! The pattern you see is backwards, but to them it will look like numbers.
H	Each symbol corresponds with a digit in the code you need to unlock the box.	It looks as though there are arrows drawn onto the purple lines.	Use the mirror and count how many of each object you see on both the table and in the mirror.
L	Each of the containers has a different amount of liquid. The shaker starts off empty.	The numbers at the top of each container indicate the total volume of the vessel. The white tick marks should help you figure out how many ML of liquid are actually in each one.	Try taking notes on how much liquid you're pouring during each step.
M	The two cards look the same at first glance. Better take a second look.	Some of the details are missing between the two cards.	Count how many of each symbol is missing. Each symbol represents one digit.

Puzzle Letter	First Hint	Second Hint	Third Hint
N	Use your imagination to follow the ball!	The tally marks are the three digits you'll use to solve the puzzle.	Try using a piece of paper and a pen to keep track of the cup and ball movements.
Q	These three items are all classic magic props, you can find them all over the club.	Try moving your pawns off the board in case they're covering up something important.	Count how many there are of each item to get the three digit solve.
R	That strange symbol in the turret looks similar to the scratches on the table.	Use the mirror to "change" the shape of the symbol on the ground.	For each of the three symbols, see the dots in the circles on puzzle piece R1 to determine which digit to look at in the mirror when it's resting on the circle.
T	These cubes look a lot like six sided dice.	Pay attention to the orientation of the 1s so you can determine what the non-visible numbers are.	Follow the path of the cube on puzzle piece T1. What numbers are face up on each flip?
U	Every time you pull out a sword, the ball moves further along the path.	Keep track of the swords you are removing, so that you'll know which one is left at the end of each ball's path.	Don't forget about swords you have removed, each sword has two ends! You might have already taken that sword out!
W	Use the sword as a tool to break the glass.	Layer the sword over the top of the card showing the water tank, then swing it by rotating the hilt.	The tip of the sword will line up perfectly with the tank's weak spots.
X	By layering the cards over each other, you might be able to see the maze more clearly.	The cracks seem like they are telling us something, trace the path with your finger.	The path through the maze is actually tracing out a number!
Y	The frame of the door looks pretty similar to the frame on the mirror, maybe there's something hiding on the mirror.	It's so hot in here, try applying some of that heat to the mirror by rubbing the edges with your fingers.	The symbols in the center of the door seem to correspond to the symbols around the mirror.
Z	There seems to be an interesting reflection on the floor.	Maybe you can use something to read it more clearly.	If you place the edge of the mirror on the dotted line, you should be able to see three digits in the reflection.