

solve the

CASE

a 3D escape room game

AIR MAIL
PAR AVION



IMPORTANT!

BEFORE YOU START PLAYING, DO NOT OPEN ANY OF THE ENVELOPES, AND PLEASE TAKE YOUR TIME TO READ THESE INSTRUCTIONS CAREFULLY.

WHAT IS 'SOLVE THE CASE' THE ESCAPE ROOM GAME?

This 3D game is based on the ever-growing popularity of escape rooms and how they capture people's imaginations; putting their problem-solving skills to the test. In this game, you will be able to bring that experience to life within your home, as you immerse yourself in the storyline of the lost suitcase, discovering its origins and background story along the way. Dive into the mystery and interact with the 3D case as you tackle the 5 game plays in search of the clues to the answers ingrained within the case.

CONTENTS

- 5 x Play envelopes (each contains 4 to 6 cards but remember, no peeking!)
- 1 x Instruction sheet
- 1 x Answer sheet

YOU WILL NEED:

- A timer or clock, set for 60 minutes.
- Pens and paper, to help solve the challenges and puzzles.

NUMBER OF PLAYERS

1+ (the more players, the better your chance of solving the case)

AIM

Solve the puzzles, make your way through the case and unveil its hidden secrets!

DURATION

60 Minutes, or less, per play.

TO SET UP:

Open the case and keep it close, you never know when you might need it. Take out the Play 1 envelope from the box but remember do not open anything yet! Take out the other plays from the case and place them to one side. You must navigate through the plays numerically, do not open the next play until you have completed the previous. Make sure to keep the previous plays, as they will be needed in completing future plays.

HOW TO PLAY:

On your own or as a team, you must use your wits and finesse to uncover clues and piece together the story behind the case. On the front of each envelope is the play number and they must be played in numerical order. Each envelope contains 4 to 6 cards and the contents of each play envelope will vary. They will all have a task to complete and are often accompanied by additional clues and hints. Each play will have an answer that leads to the next. Only move on to the next play once you have solved the current play you are working on. Some things are included to help tell the story, whilst others are tasks to help complete the game. Some clues may seem useless but they could be needed at some point later on, or they may just be a red herring - it is up to you to decide when these clues are required.

ANSWERS

The final answer of each play will be in the answer sheet - choose one player from your team to check. If you are wrong, that player has now been locked out of the case! The remaining players will have to try and find the correct answer without them. They can re-join the game for the next play.

HELP

If you are struggling to get an answer, you will be able to look for a hint. These hints are located at the bottom of each envelope on the back. You should only use a hint if you NEED them and you have run out of ideas.

READ THE BELOW ALOUD TO ALL PLAYERS:

It's a quiet Saturday night. You and your fellow security guards are working the night shift at the airport again. It's that time of the week when the lost property must be sorted out, however, this week an anomaly has arisen. An old leather case covered in vintage travel stickers from every corner of the Earth, sticks out from the rest of the pile of non-descript, four-wheeled suitcases.

A discussion breaks out, with fellow members of the team arriving at the verdict that there must be a name tag or an address inside - for this case must be returned to the owner! Upon picking up the case an envelope falls out with the words...

"Welcome to Solve the Case, start your journey here!"

You and your team must now move from play to play, solving unique puzzles and navigating your way through the case; unveiling its mysteries and secrets.

START YOUR TIMER NOW!