

# MystERY puzzle

A crime puzzle for  
1-4 amateur detectives

Instructions

## The Gift of Murder

## Contents

- 1 set of instructions
  - 1 puzzle with 408 pieces
  - 1 suction cup for removing the puzzle pieces
  - 70 game cards
  - 7 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 crime. It's up to you to solve the case. You'll need to carefully examine the scene of the crime and try to work out what happened using a range of clues. To win, work out who committed the crime, what exactly happened and what the motive was 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 perpetrator.

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 98. As there are only 70 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 at 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.

20



You'll need to find the right key if you want to open the chest. When you find the key, place the card it's on to the right of this card. The number that the two cards make together will tell you which card to take from the pile next.

Place this card face up in front of you

6

49



Place this card face up in front of you.

2

62



The chest opens! The contents of the chest are in Envelope 2 - you can open it now.

Put the cards 20, 49 and 62 back in the box.

## 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 during the game. Write the first and last name of the person you're accusing on a piece of paper, what you think happened and the motive.

At this point open Envelope 07. 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 and worked out exactly what happened and the criminal's motive.


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

You hear the news out of the blue. Lord George McAllister is dead. On the morning of March 20, his butler James Harrison, found the highly respected man dead on the big sofa in his trophy room. The round gunshot wound above his heart left no doubt about the weapon. An old dueling pistol from Mc Allister's own collection of weapons was found on the floor next to the sofa.



With the police unable to find any fingerprints or signs of a struggle at the scene of the crime, everything is pointing to suicide. Chief Inspector Higgins, a close friend of McAllister, is leading the investigation. He will not accept that this was suicide. He simply doesn't believe his old friend would have taken his own life. Having heard about your recent success as detectives, the chief inspector asks you to help him with his case.

You don't have to think twice before agreeing to meet him on the McAllister estate. Having already been briefed by the chief inspector, the butler takes you straight to the trophy room when you arrive. "I found Lord McAllister here, detectives. I still can't believe that he's no longer with us." That's all Harrison says before he disappears and leaves you at the scene of the crime with Higgins. Wait – what's that white envelope over there...?

## 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!

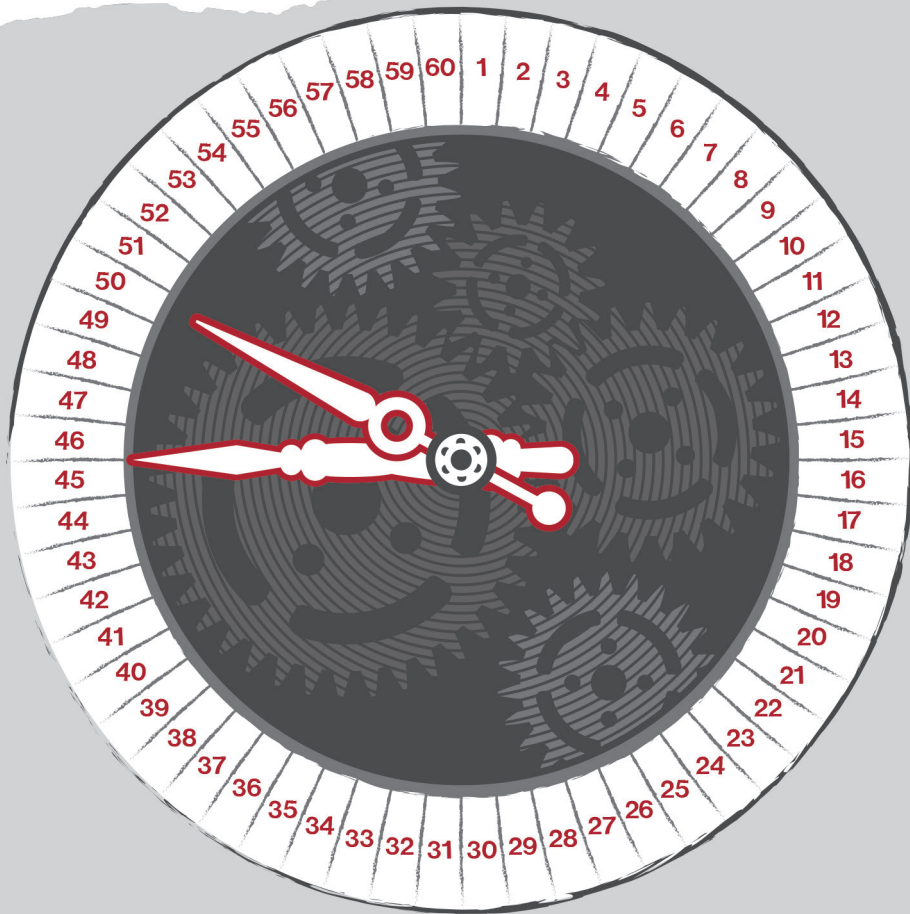
### **51–55 minutes**

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.



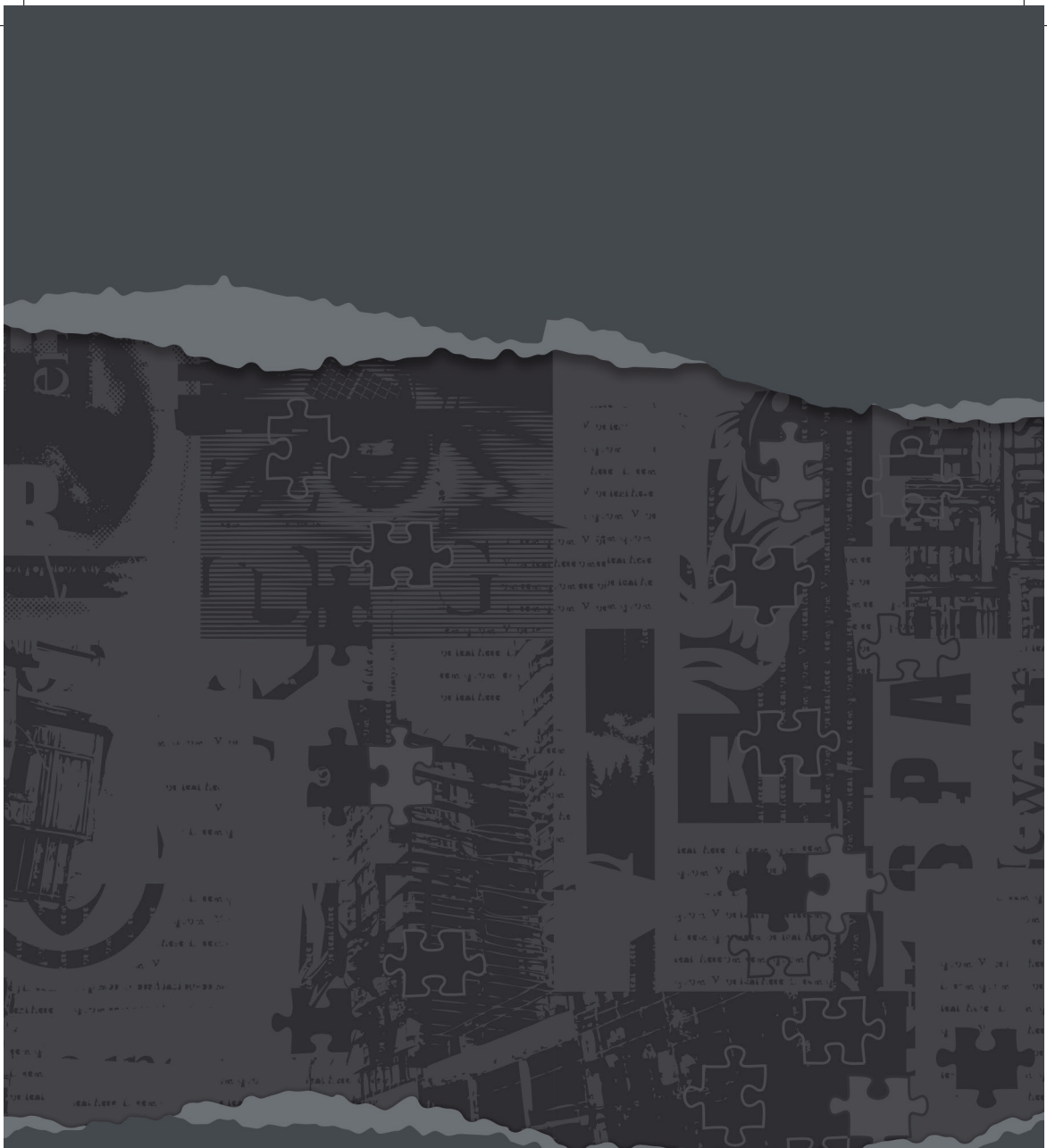


**Hint:** You can also download the clock from the Ravensburger website:  
[www.ravensburger.com](http://www.ravensburger.com)

**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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