

**STOP**

**DO NOT OPEN ANY OF THE ENVELOPES.**

Read SECTION ONE before your guests arrive.

**STOP**

# ESCAPE THE ROOM

MYSTERY AT THE STARGAZER'S MANOR

## Instructions



**START**

READ SECTION ONE BEFORE YOUR GUESTS ARRIVE.

**DO NOT OPEN ANY OF THE ENVELOPES.****START**

## — SECTION ONE: Instructions for Hosting the Event —

### What are “Escape the Room” Games?

Escape the Room games began as digital adventures and quickly turned into real-life events all around the world. In both versions, players are locked in a room and must uncover clues and hidden objects to ultimately escape the room. ThinkFun’s Escape the Room events allow you to bring all the fun and excitement of this experience to your very own home, WITHOUT actually locking anyone in a room, of course! The event is designed so even the host can participate. There’s not much to do to prepare, just invite a few guests and be ready to have some fun as you solve puzzles and unscramble the mystery.

### Welcome

Welcome Escape the Room Host, to this new interactive mystery for groups of three to eight. You and your guests will spend the evening as characters in a story solving clever puzzles in order to unravel the mysterious happenings at the Stargazer’s Manor.

In the story:

*It’s 1869 and you are the recently-dismissed caretaker of the Stargazer’s Manor. You will be inviting your friends to join a secret investigation into the behavior of the well-known and respected astronomer in your small seaside town. The astronomer began acting very strangely after the passing of his wife several years ago, eventually disappearing into his estate. And now, strange things seem to be happening outside of his home—loud and unfamiliar noises, an unpleasant smell, smoke billowing from the observatory. You and your friends are on a mission to find out what is going on at the Stargazer’s Manor. But be careful, in the end, you may be the ones that need saving...*

As the host of this event, it will be your role to invite friends, setup for the evening, and walk your guests through the introductory part of the story. After the introduction, you will join your friends in unraveling the story, and participate in solving the mystery and escaping the room.

## Contents

- 1) Instruction Manual
- 2) Scene Card 1: Investigate the Manor
- 3) 5 Sealed Envelopes – labeled as follows:
  - The Filing Cabinet • The Telescope • The Dressing Table
  - The Bookcase • The Door
- 4) Mysterious Secret Items (inside the 5 sealed envelopes)
- 5) Solution Wheel

### Planning the Event

As the host, make sure to follow these simple steps to prepare for your event:

#### 1) DO NOT OPEN ANY ENVELOPES.

All of the envelopes will be opened in play as part of the game. Leave them in the box for now.

2) **DO NOT READ THE FIRST SCENE CARD.** Leave this card in the box so you don’t accidentally sneak a peak. You will read this card to your guests when the game begins.

3) **Table Setup:** Mystery at the Stargazer’s Manor is a table-top game with quite a few parts. You will need a fair amount of space, so plan your event around a large table with seating for each player where they have a good view of the table.

4) **Timer:** You will need a timer or clock during the game.

5) **Paper and Pencil:** You’ll need them for taking notes to help solve the mystery.

6) **Internet Access** (optional): You will need internet access if your group wants to use our online hints during the game.

7) **Set the Mood** (optional): You may want to encourage your guests to dress in period attire. Prepare some harpsichord music or classical opera to enhance the atmosphere.

8) **Invite Players:** Mystery at the Stargazer’s Manor is designed for groups of three to eight. Gather your guests.

Online hints, period appropriate music suggestions, and a sample invitation letter that you can customize and print, can be found online at:

**[www.ThinkFun.com/EscapeTheRoom](http://www.ThinkFun.com/EscapeTheRoom)**

**STOP****READ NO FURTHER  
UNTIL YOUR GUESTS ARRIVE.****STOP**

START

READ SECTION TWO OUT LOUD WHEN YOUR GUESTS ARRIVE.  
**DO NOT OPEN ANY OF THE ENVELOPES.**

START

## — SECTION TWO: Escape the Room Instructions —

### Setup

- 1) Remove the five envelopes, Scene Card 1 and the Solution Wheel from the box. Spread them out on a table in front of you.  
**DO NOT OPEN THE ENVELOPES.**
- 2) If your group is not familiar with Escape the Room-style games, read the section “What are ‘Escape the Room’ Games” to them (see page 2).
- 3) (Optional) If you would like to use our online hints, establish access to the internet with a smart phone, tablet or computer. Go to:  
**www.ThinkFun.com/EscapeTheRoom** and navigate to the hints for this game. Do not look at the hints yet, simply have them ready if you need them.
- 4) (Optional) If you have it, turn on some period appropriate music.
- 5) Get out the timer or clock and be prepared to set it as follows (but don’t start it yet!)

3-5 players	2 hours
6-8 players	1.5 hours

- 5) Get out the paper & pencil for taking notes.

### Backstory

*It has been over a year since the caretaker (your host) was dismissed by Richard Harrison, the retired astronomer who the townsfolk all knew so well. After the death of his wife three years ago, the astronomer began acting quite strangely—sending away all of the help at his manor except for the caretaker and the cook, refusing visitors, withdrawing more and more inside his observatory. And then one day, quite suddenly, forcing the caretaker and the cook out the door as well.*

*As an employee at the manor for over twenty years, the caretaker had developed quite a fondness for the quirky astronomer. Recently the caretaker made the long journey up to the old manor to persuade the astronomer to let his friends help fix things up. The gate was locked, the mail had piled up, but the caretaker was most alarmed by the strange noises, the unpleasant smell and the smoke coming from the observatory. The caretaker wrote letters asking for the help of a few friends in the town to join in an investigation of the manor. Thankfully, they have all agreed and have gathered tonight outside of a side entrance and will soon venture inside to investigate...*

### Objective

As a group, you need to unravel the mystery of the astronomer and escape the room. You will uncover clues and solve puzzles along the way. Everything you will need is contained within the envelopes in this box, but **you must arrive at the right solutions before you can open each envelope**. Any escape from the room is a victory, but you may find more to the story if you’re willing to go the extra mile.

### Scene Cards

Throughout the game you will discover new Scene Cards. Any time this happens, one player should read the card out-loud immediately.

### Solution Wheel

All puzzles are marked with a white symbol and four colored squares (red, yellow, green, blue).

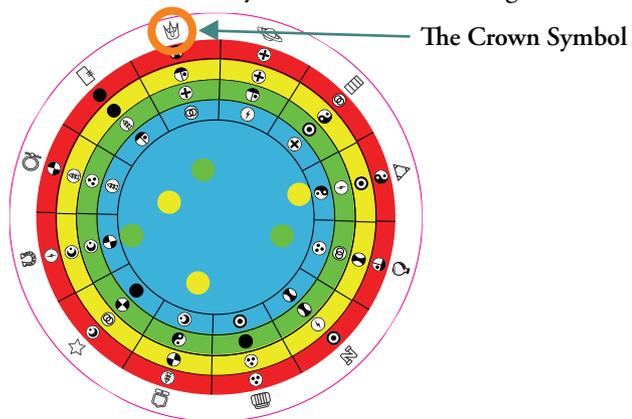
#### EXAMPLE:



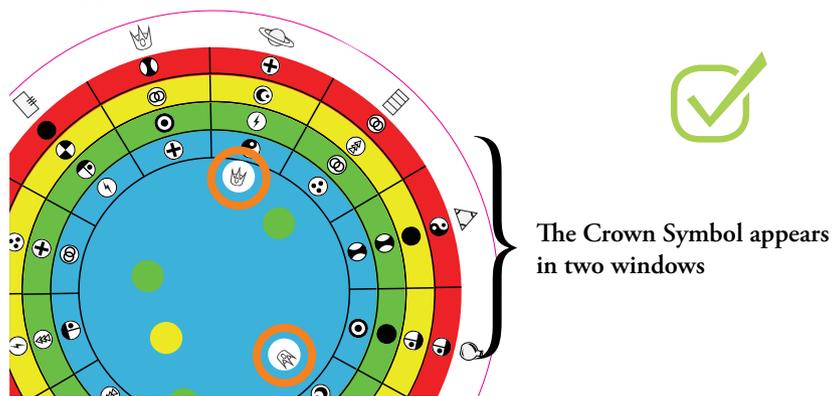
These symbols are your indication that there are hidden contents to be revealed! The Solution Wheel is your key to knowing if you have solved a puzzle correctly.

## When you think you have the answer for a puzzle:

- 1) Start with the white symbol on the outer ring of the solution wheel.



- 2) Rotate each of the colored rings to the symbol that corresponds with your solution. Line up each of the four solution symbols with the original white symbol.
- 3) If your solution is correct, a symbol that matches the one on the white outer ring will appear in two windows.



- 4) If your solution is incorrect, no symbol will appear, or the symbol(s) in the window(s) won't match the white outer ring. If this happens, don't worry! Just keep going and look for a different solution.

When the Solution Wheel indicates that you have solved a puzzle correctly, you can reveal the hidden contents by breaking the seal on the envelope and dumping it out on the table.

**Note:** We strongly recommend that you do not rotate the Solution Wheel at random to find the correct answers by "guessing and testing". This will cause the door of the room to permanently lock forever.

## When to Use Envelopes & Pieces

You (the guests) are all in a room with objects you find in the story. You may need these objects at any time:

- 1) You may find pieces early in the game that aren't used until later. Don't lose them!
- 2) All envelope's cover illustrations are in play at all times. However, an envelope may not be opened until that envelope's puzzle has been solved. Do not set any envelopes aside until they have been opened.

## Hints

If you are really stuck, use our online hints at:

[www.ThinkFun.com/EscapeTheRoom](http://www.ThinkFun.com/EscapeTheRoom)

Before turning to the hints make sure all of your guests are on board with using them. If you can't decide whether or not to use a hint, take a quick vote, majority rules (the host's vote breaks any ties).

## Game On & Best of Luck!

Read Scene Card 1: Investigate the Manor.

## About the Inventors

Nicholas Cravotta and Rebecca Bleau have been inventing together for more than twenty years. Rebecca is also an award-winning fine artist. You can learn more about their games and puzzles at:  
[www.BlueMatterGames.com](http://www.BlueMatterGames.com)

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