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ROBBERY AT  
THE MUSEUM

clue

HINTS



clue

ROBBERY AT  
THE MUSEUM



AN  
ESCAPE & SOLVE  
MYSTERY  
GAME

CONTENTS  
6 PLASTIC PAWNS · 8 GAMEBOARDS  
1 SECRET OBJECT · 1 SECRET ENVELOPE  
117 CARDS

RULES

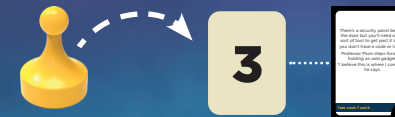
# QUICK START

1. Take Board A from the box. Lay it on the table. Place your pawns in the center of the board. Next, take out the tutorial deck from the first slot on the left side of the box and place it next to the board.

**DO NOT LOOK THROUGH THE CARDS.**



2. The youngest player goes first. Move your pawn to any numbered location on the board, then draw the card from the tutorial deck that has the same number on it. The numbers 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 carefully.

- If it's a **narrative card**, it will give you information and directions to follow.
- If it's a **puzzle card**, it will be labeled with a puzzle piece icon in the bottom right corner and will tell you how many puzzle pieces you need to solve that puzzle along the bottom edge. 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 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 and the next player should move their pawn to an unexplored location and draw the card that has the matching number.

5. The goal of the Grand Entrance is to unlock the door that leads to the rest of the museum, good luck! See the rest of the rules for more information as needed.

## OBJECT

Take turns exploring the Cerulean Museum as you work together to solve puzzles and gather clues to escape the museum and crack the case of who betrayed you. The more clues you find, the better your chances are of solving the mystery of who betrayed you, what exhibit they stole (and replaced with a fake), and where they stashed the real thing.

## LET'S

# PLAY

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

## ON YOUR TURN

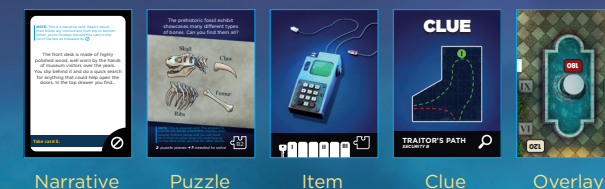
The only way to solve the mystery and escape the museum is to explore the rooms, reveal puzzles, and gather clues.

To do this:


- Move your pawn to an unexplored number on the gameboard. Take the card from the deck that has a matching number.
- Read your card aloud to the group and do what it says if there are any actions listed on it. 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**.
- If there are any available puzzles on the board, you may attempt to solve them.
- When there's nothing left to do, play passes to the player on your left.

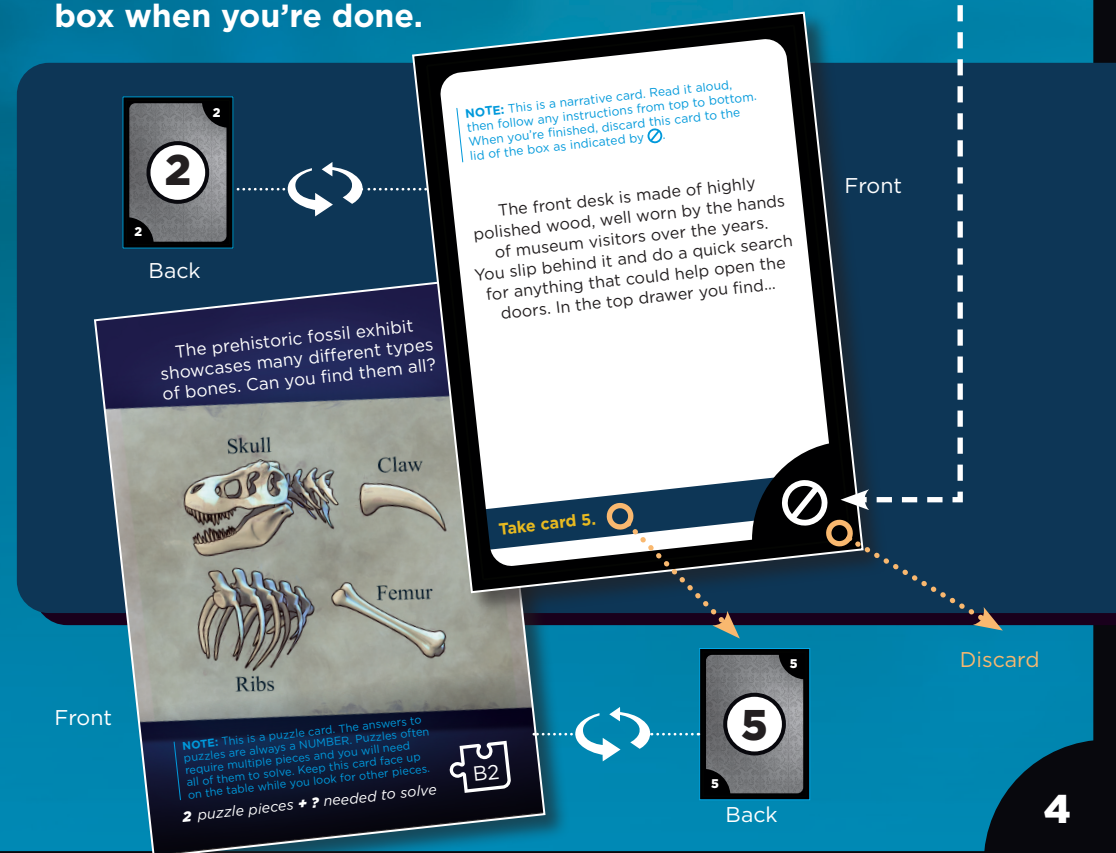
## CARDS

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.



# CARDS

## PUZZLE CARDS

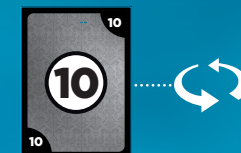
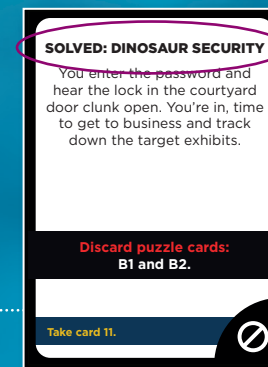
Puzzles often consist of multiple cards that can be anything from word play problems to visual riddles that you have to piece together. Every puzzle card will have a puzzle piece graphic in the bottom right corner with the letter assigned to that puzzle, and a note about how many pieces are needed to 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.



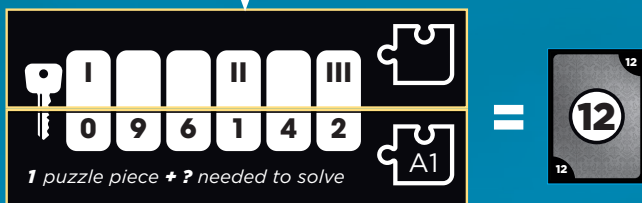
If you get stuck on a puzzle and cannot move on, see HINTS at the back of this booklet and find the hint that corresponds with puzzle piece letter/number you're stuck on.

Puzzle Number	Card Number	Hint
A1	8	Complicated tech calls for complicated tools. If you find one, try laying it over the top of this card.
B1	5	There must be a reason you need to find all the bones, looking for other clues could help.

## CARDS

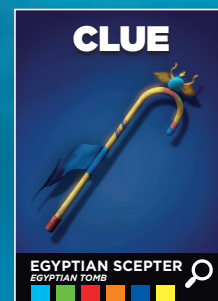
### ITEM CARDS

Items found in the museum are freely shared between all players and are used to help solve some puzzles. To use an item, line up the roman numeral cipher with the numbers you'll find along the bottoms of some puzzle cards. Draw the card that matches the number indicated by the cipher. If you can't find that number in the deck, you've incorrectly solved that cipher and must try again.



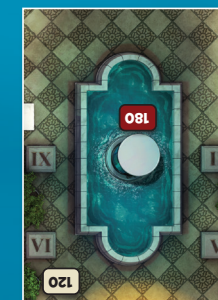
## CLUE CARDS

Clue cards are kept for the entire game. 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.



## OVERLAY CARDS

Overlay cards change the board and add additional numbered locations 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 and you lose access to any unexplored locations under the new card. You may now explore the new, RED location.



## BUILDING THE MUSEUM

The gameboard grows as you play and unlock new rooms in the museum. 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 WIN

At the end of the game, you will have to decide as a team: who betrayed you, what exhibit did they steal, and where did they hide it? Use all of the clues and evidence you've gathered during your escape to make a final decision. Once you're ready to make an accusation, open the solve packet to find out if you were right.

452	Y
236	U
483	T
371	S
351	R
258	P
Card Number	Puzzle Number

257	M
273	L
142	K
191	J
156	H
184	G
149	F
514	E
529	D2
211	D1
10	B
12	A
Card Number	Puzzle Number

SOLUTIONS

Hint		
Puzzle Number	Card Number	Hint
L4	220	This decoder is the key to deciphering the hieroglyphs on the sarcophagus lid.
K4	154	Try laying out the cards on the board in the order of their compass points before you count the holes.

# HINTS

FOURTH SET OF

Hint		
Puzzle Number	Card Number	Hint
E3	520	There's a third part to the code, try looking around the room for the missing number.
G3	140	If you don't have one keycard that will open this door, why not try two?
K3	153	Does the museum pamphlet have any information about this exhibit?
L3	210	Make sure you have all the pieces needed to complete this puzzle, including the museum pamphlet.

# HINTS

THIRD SET OF

Hint		
Puzzle Number	Card Number	Hint
B2	5	It looks like there are a lot of fossils scattered around the Grand Entrance, how many are there?
E2	529	The two guards in the note don't seem experienced enough to be the head of security.
F2	110	This display is a handy timeline of Rome's emperors. Looks like the statues at the other end of the room aren't lined up chronologically.
G2	132	Part of the cipher has burned off! This is pretty useless by itself, but maybe you could put it together with something else.
K2	152	This is an art gallery, wall color is chosen with great care.
L2	202	Do you know the names of each of these gods?
P2	291	One of these numbers is highlighted in blue, how strange.
R2	323	Check the pamphlet to see which colors you need!
S2	337	Laying the cards on the table and tracing the paths will give you the correct order.
U2	231	There are markings on the three copper lugs attached to the wires that look important.
Y2	455	This note doesn't say anything about the laser colors, it just tells you what order you have to perform the moves in.

# HINTS

SECOND SET OF

# FIRST SET OF HINTS

Puzzle Number	Card Number	Hint
A1	8	Complicated tech calls for complicated tools. If you find one, try laying it over the top of this card.
B1	6	There must be a reason you need to find all the bones, looking for other clues could help.
D1	252	You can and should cross the horizontal paths in both directions.
D2	509	If the path you follow crosses over the exclamation point, the starting position you began with is not one of the keys to solving the puzzle.
E1	510	The badge numbers could be helpful if you knew which guard was in charge.
F1	101	Ah, now you can see the names on the front of the three statues. What are they all pointing at?
G1	123	The water has damaged this keycard beyond repair. It won't open anything by itself but you might as well hold on to it.
H1	117	The three symbols etched on the glass look like some of the symbols on the safecracker, maybe it's the code!
J1	143	Make sure to check the instruction card for information about how to use the safecracker.
K1	151	If this piece is South, the others must be associated with a direction as well.
L1	201	Someone's put red paint on this display! They must have had a good reason.
M1	290	The quote has capitalized very specific words, what could they correlate to on the safecracker?

Puzzle Number	Card Number	Hint
P1	275	This can of fuel doesn't seem to belong in this room, where should it be instead?
R1	305	The fire destroyed the beautiful colors this mask was originally painted with, they need to be restored.
S1	336	This looks familiar, you've run into security like this already.
T1	339	You'll need the safecracker to open the vault, but there's no code to follow. Try matching up the symbols on the safecracker in the order they appear with the notches around the door.
U1	232	Trace the colored wires carefully to see where they go!
Y1	454	You'll have to go over or under these lasers depending on their color, there might be a guide in the museum pamphlet to help.