

50 CLUES

FREE MINI GAME

ESCAPE ROOM HORROR

JEPPE NORSKER

WARNING! Contains graphic violence. Unsuitable for children.

16+ 1-5 20

START HERE

<p>1</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>	<p>1</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>	<p>2</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>
<p>2</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>	<p>3</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>	<p>3</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>
<p>4</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>	<p>4</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>	<p>4</p> <p>THE HOME TEMPLE</p> <p>50 CLUES</p> <p>L</p>

Separate the cards and put them in order so that this card is on top with this side facing up. Then turn this card over.

Turn this card over.

Turn this card over when you have seen the tutorial.



Find us at

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Hall 5
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*Thematic, tricky and
an excellent challenge!*

Northern Dice

*"50 Clues is super impressive!
Great puzzles, engaging story"*

Christian Kudahl on BGG

3

The boy did not seem completely normal. Very pale and paranoid. Vigilant citizens were concerned and contacted police, who followed the boy to a nearby townhouse.

During the game, you must imagine that you are a plainclothes police officer. You have entered a house without a warrant, although the boy seemed a bit reluctant to let you in. He looks to be around 12 years old and seems to be home alone.

You just want to have a look around and, perhaps, chat with his parents.

Go to 50clues.com and start the game "The Home Temple". This game can be started without using a serial number.



Look at card 4

2

Reference card

Card number.

Cards that appear at the top right can be removed from the game.

68 Discrete, framed numbers refer to cards which you are allowed to look at immediately.

631 711 A number in a red box can only be combined with another number in a red box using the app. Some numbers will be used in several contexts.

635 A number in a black box can only be entered as a code in the app. This means that you investigate or do something with it.

Codes can also consist of the card number followed by a code that you find. How this works will appear from the individual card.

1

Free mini-game
The Home Temple

Number of players: 1-5
Age: 16+ years
Duration: 20 minutes
Contents: 18 cards

50 Clues is an escape room-style puzzle game, but in a format that can be played at home.

The game is pure fiction. Names, individuals, companies, events, places and incidents are either results of the designer's imagination or used in a fictitious manner. Any likeness to actual persons, living or dead, or actual events is purely coincidental.

IMPORTANT:
You must watch the tutorial on
50clues.com/en/qr/intro



6.



The door to the basement is protected by a code. Enter the code 06 followed by four numbers to open it.

5



The boy has scars on his forearm.

4



The boy's hateful gaze follows you around the room. He doesn't seem happy about your visit.



A social experience
50 Clues works with
up to five players.



Multistep hint system
You can ask for help wherever
you are, so you never get stuck.



No app installation
The game only needs a browser.
No need to install an app.



Auto save
The game's state is preserved
if the browser is closed
or you need a break.

7

THE HOME TEMPLE

50
CLUES

7

7

8

THE HOME TEMPLE

50
CLUES

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THE HOME TEMPLE

50
CLUES

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THE HOME TEMPLE

50
CLUES

10

10

11

THE HOME TEMPLE

50
CLUES

11

11

12

THE HOME TEMPLE

50
CLUES

12

12

50 Clues is an immersive puzzle game that offers the experience of an escape room, but in a format that can be played at home. You combine objects, solve puzzles and decipher codes to complete the story. A smartphone or tablet keeps track of the solutions and provides multistep hints if the need arises.

50clues.com



9. 8, 18

You turn on the light again to get an overview of the basement.



8

Suddenly, the boy flees up the stairs and smashes a light bulb on the way. When the door slams, the room goes completely dark. Locked. Your phone is running out of power, but it can provide light for a moment longer.



7

At the end of the stairs down to the basement, there is a table which has potatoes and some miscellaneous items on it.



12

The filing cabinet in the corner is locked.



11

You open them a bit with the pair of scissors. Each body is marked with a number. The number sequence in the circle is 1, 2, 3, 4, 5, counterclockwise.



10

Bloody bundles hang from a ring in the ceiling.



Immersive story

50 Clues is a game where the story and the puzzles are connected.



Play right away

It does not require any preparation to play 50 Clues. Watch a video and get started.



Not for kids

The story is brutal and unsuitable for children.



Oversize cards

The cards measure 70 x 120 mm for a better experience.

13

THE HOME TEMPLE

50
CLUES

13

14

THE HOME TEMPLE

50
CLUES

14

15

THE HOME TEMPLE

50
CLUES

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THE HOME TEMPLE

50
CLUES

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THE HOME TEMPLE

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CLUES

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THE HOME TEMPLE

50
CLUES

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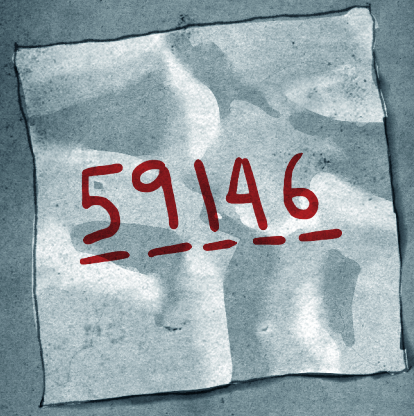


"A new and exciting angle on the whole escape room genre in which the puzzles feel pertinent and connect wonderfully with the story."

- Jesper Jühne, braetspiller.dk

   + more in 2020

15



You find a crumpled sticky note.

14

10, 11, 12, 13, 16



Notes from the filing cabinet.

13



Enter the code 13 followed by the four numbers for the lock to open the cabinet.

18



17



A solid door with a key lock. How do you get out?

16



An entry in the book reveals some strange symbols.