

# 50 CLUES

# FREE MINI GAME

ESCAPE THRILLER

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JAKOB BANG

Find us at  
Spiel '22  
Hall 4, Booth 41105

16+ 1-5 20

START HERE

1

## ESCAPE THE BLAST ZONE

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.

50  
CLUES

L

1

2

## ESCAPE THE BLAST ZONE

Turn this card over.

50  
CLUES

Z

2

3

## ESCAPE THE BLAST ZONE

Turn this card over when you have watched the "How to play" video.

50  
CLUES

E

3

4

## ESCAPE THE BLAST ZONE

50  
CLUES

T

4

5

## ESCAPE THE BLAST ZONE

50  
CLUES

S

5

6

## ESCAPE THE BLAST ZONE

50  
CLUES

G

6

4

4

5

9



Leopold Trilogy ep1



Leopold Trilogy



Leopold Trilogy



Leopold Trilogy



Leopold Trilogy

3

Go to 50clues.com and start the game "Escape the Blast Zone". This game can be started without using a serial number.



The Danish island of Bornholm lies far out in the Baltic Sea. You must imagine that you are an elderly fisherman who lives on the island. Five days ago, armed soldiers wearing chemical suits and gas masks came by and instructed you to stay indoors. You were frightened. The power went out, but later a soldier discreetly left a bag of food and supplies. At the bottom, under a pack of biscuits, was a postcard with an incomprehensible text.

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 Escape the Blast Zone

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 "How to play" video on 50clues.com/en/qr/intro



6.

3, 5



It must be this table, but how in the world do you do it? Enter code 06 followed by the top line from the postcard after deciphering.

5



A table of contents with symbols. Guess what code he used this time? Enter code 05 followed by the page you want to take a closer look at.

4

1



It looks like a coded message from your childhood friend that you were in the boy scouts with. Last you heard from him, he was in the military, but that was many years ago. You go and find your old notebook. See card 5.

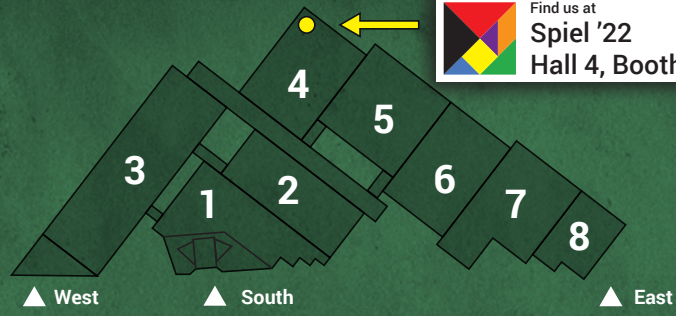


**No app installation**  
The game only needs a browser. No need to install an app.



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

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7

# ESCAPE THE BLAST ZONE

50 CLUES

7

8

# ESCAPE THE BLAST ZONE

50 CLUES

8

9

# ESCAPE THE BLAST ZONE

50 CLUES

9

10

# ESCAPE THE BLAST ZONE

50 CLUES

10

11

# ESCAPE THE BLAST ZONE

50 CLUES

11

12

# ESCAPE THE BLAST ZONE

50 CLUES

12



Leopold Trilogy

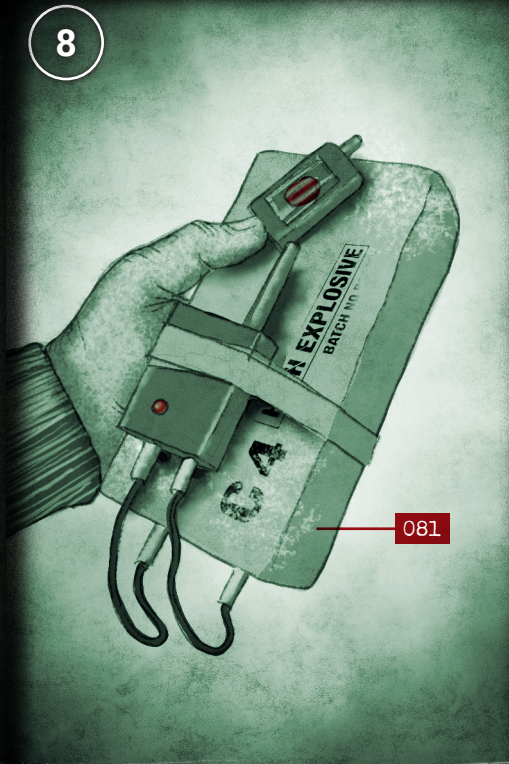


Maria Trilogy



9.

The skin on the soldier's left hand is covered in a fine layer of mycelium.



8

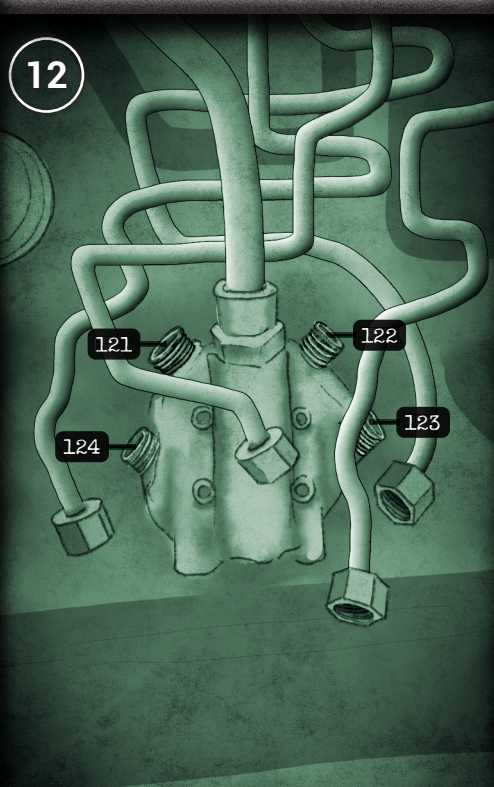
You find a package of soft C4 explosives with a detonator and remote control.



7

6

You run down to the docks to escape by boat. You are greeted by a gruesome sight of a dead soldier infected with a mysterious fungus.



12

Enter the code next to the thread that pipe 3 should be fitted onto.



11

Someone sabotaged the ship's engine and unscrewed the diesel injection pipes.



10

You find a key in one of the soldier's pockets.



**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.



**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.

13

# ESCAPE THE BLAST ZONE



13

13

13

14

# ESCAPE THE BLAST ZONE



14

14

14

15

# ESCAPE THE BLAST ZONE



15

15

15

16

# ESCAPE THE BLAST ZONE



16

16

16

17

# ESCAPE THE BLAST ZONE



17

17

17

18

# ESCAPE THE BLAST ZONE



18

18

18

50 Clues® is a series of immersive puzzle games that offer 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 stories. A smartphone or tablet keeps track of the solutions and provides multistep hints if the need arises.

Escape The Blast Zone is a short introduction to the third trilogy of 50 Clues: Sunshine Island. It features a completely new storyline and is expected to be released in 2023.



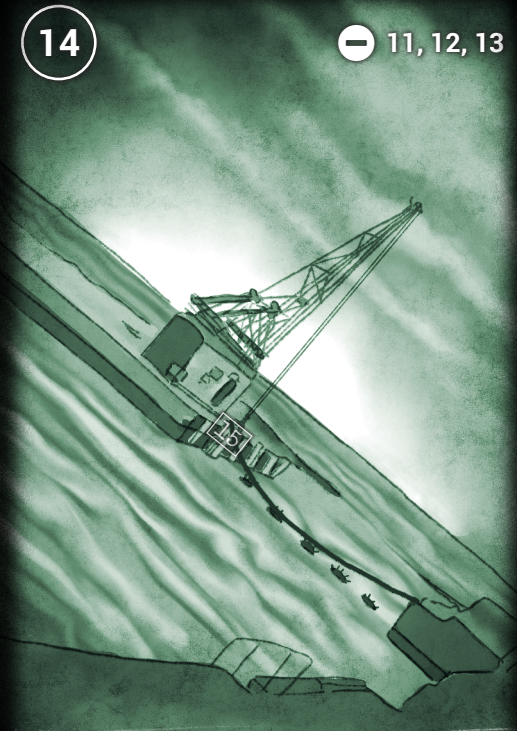
50clues.com



15

151

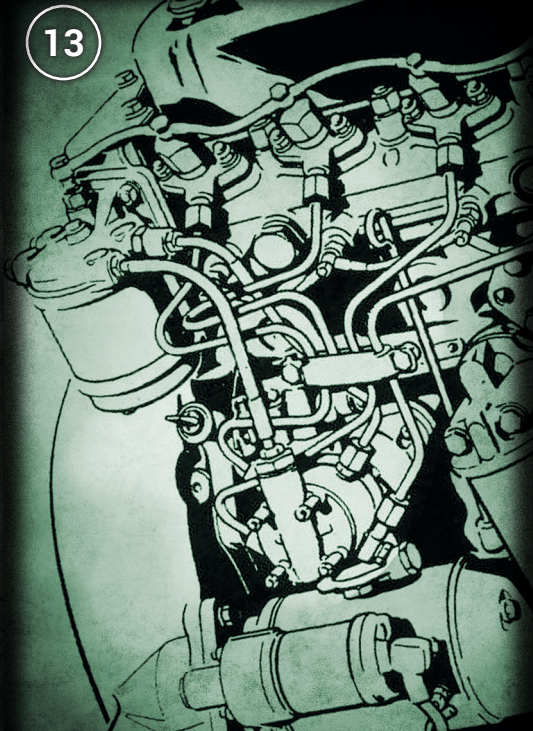
The chain is secured with a combination lock. Enter code 15 followed by the combination from top to bottom.



14

11, 12, 13

The harbor is blocked using a heavy chain and behind it something sloshes around in the water.



13

A page in the manual shows the diesel engine.



18

17

You steer out of the harbor and away from Bornholm, but there is not much diesel left in the tank. What course do you set? Enter code 18 followed by 1 for North, 2 for Northeast or 3 for East.



17

7, 8, 10, 14, 15, 16

You trigger the C4 explosive from a good distance, which detonates the sea mines in a massive explosion. You quickly find your way into the boat before any soldiers appear. Look at card 18.



16

9

161

162

Enter code 16 followed by a sequence of letters to start the crane when it is ready.