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SABOTAGE ON THE
HIGH SEAS

clue

HINTS

clue

SABOTAGE ON THE
HIGH SEAS



RULES

AN
ESCAPE & SOLVE
MYSTERY™
GAME

CONTENTS

6 PLASTIC PAWNS · 7 GAMEBOARDS
1 SECRET ENVELOPE · 1 UNKNOWN OBJECT
131 CARDS

QUICK

START

6

1. Take Board A out of the box and 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 Board A.

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 out loud to the table.
 - 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 tutorial deck is to save the captain, good luck! If at any point during the game you get stuck, check the HINTS section at the back of this booklet. See the rest of the rules for more information as needed.

OBJECT

Take turns exploring the Lady Marigold II as you work together to solve puzzles and gather clues to escape the yacht and crack the case of what happened to Captain Melville. The more clues you find, the better your chances are of solving the mystery: WHO pushed the captain overboard, WHERE did they do it, and WHY did they do it?

LET'S PLAY

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

ON YOUR TURN

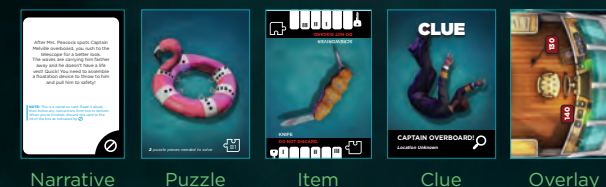
You may take several actions:

- 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. Remember that anyone can solve a puzzle at any time and you should absolutely collaborate with your fellow players.
- When there's nothing left to do, play passes to the player on your left.

NOTE: When a turn ends and the next begins is somewhat fluid in this game but do your best to keep track of who performed the last action. One way to do this is to remember who moved their pawn to an unexplored node last.

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 corner with the letter assigned to that puzzle, and a note about how many pieces are needed to solve it. If a card has a blank puzzle piece on it, it is a tool and could apply to multiple puzzles.

11

Back

7

Back

Tie knots by threading rope through the loops in order.
1, 4, 2, 6, 5, 3, 1.
If you succeed, you'll have a number knot!



B2

Front



2 puzzle pieces needed to solve

B1

8

Front

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.



SOLVED: FLOATS AWAY

You grab the rope from the hot tub, fasten it to the floatie, and cast it out to the captain. It bumps against him, but he doesn't grab it. Does this mean...?

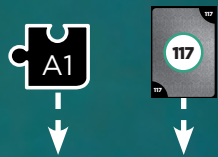
The captain's dead! Suddenly, the boat jerks to the side. No one is driving! You need to rush to the bridge to get control of the wheel before this vessel crashes into something!

Discard puzzle cards: B1 and B2.

Place Board B.

Add Deck 1 to the bottom of your deck.

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



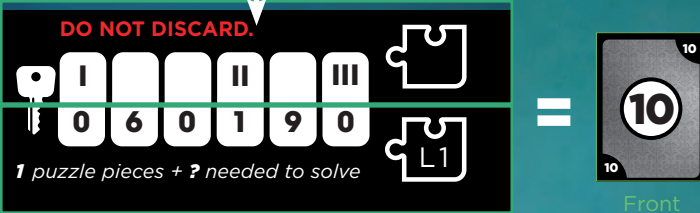
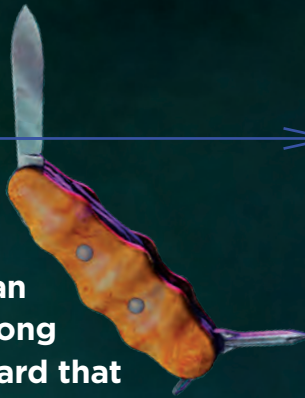
If needed, find the solutions on page 10.

Puzzle Number	Card Number	Hint
A1	117	Spin the wheel on the radio until the left hand window shows a 4, and slide the lever until orange and green bands are visible in the bottom window.

CARDS

ITEM CARDS

Items found in the yacht 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 YACHT

The gameboard grows as you play and unlock new rooms in the yacht. 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 SOLVE THE MYSTERY

At the end of the game, you will have to decide as a team: who pushed Captain Melville overboard, where on the yacht they did it, and what motive did they have? Use all of the clues and evidence you've gathered during your escape to make a final decision. If you need to look at different rooms or nodes you may have missed, take your time to do so. Try laying out the Clues you've found in the rooms they were found in to create a full picture of the murderer's path through the yacht. Once you're ready to make an accusation, open the solve packet to find out if you were right.

		427	N
		10	L
		364	K
218	X	358	J
379	V	298	H
597	U	292	G
547	T	213	E
425	S	170	D
469	R	166	C
599	Q	8	B
477	P	146	A
Card Number	Puzzle Number	Card Number	Puzzle Number

SOLUTIONS

H2

Puzzle Number	Card Number	Hint
B2	11	Look for the number of dots on each tab, thread the rope in order starting at 1 to see what shape it makes.
C2	122	You only increase the voltage by 2 to hit max.
D2	161	Look out for the rocks on your left!
G2	289	Lay the key over top of the door card to see which numbers the roman numeral cipher identifies.
H2	219	Each of these chips has a different denomination, and a different pattern on the rim.
J2	311	"Franklins" seems to imply there's more than one fish that the captain uses that name for.
K2	362	It needs to be partially lowered to clamp onto the door handle before being raised again.
N2	434	Quick! Use the cipher on the crane hook to lift the fish out of the tank and set it free.
P2	483	This tank is only partially full, there must be a way to fill it all the way up.
Q2	602	The radio isn't getting a signal with this sequence, try flipping over the message.
R2	402	If a path is blocked by a hot pipe, Lt. Col. Ketchup can't go that way.
S2	464	Lay the key over the emergency locker to find the number you need to solve this lock.
T2	520	Try switching the cards if you can't see a number in the picture.
U2	531	The letters you pass will spell out three numbers by the time you reach the exit.
V2	363	The top row of symbols are radio bands, the middle line are channels.
X2	212	These poker chips must be telling you about what number the captain bet on the roulette wheel.

SECOND SET OF HINTS

H3

Puzzle Number	Card Number	Hint
J4	323	All the clownfish are Franklins.
H4	221	Count the white pips around the edge of each poker chip to get the code.

FOURTH SET OF HINTS

Puzzle Number	Card Number	Hint
C3	154	Try subtracting 2 from the number the current manipulator is already set to.
D3	162	What is that tiny fishing boat doing on your right? Hopefully it won't get caught in the storm in front of you.
H3	231	Once you find the safe, it might tell you what order these chips go in.
J3	321	Why would the captain put a sticky note on the front of the tank? It ruins the aesthetic.
P3	456	You'll need a lot of force to bust open the door to the engine room. Explosive force.
R3	470	Keep checking the gauges to see which numbers are laid over hot pipes.

THIRD SET OF HINTS

Hint		
Puzzle Number	Card Number	
P1	485	If the object you're filling already has some air in it, you need to figure out how much more it needs to reach the desired pressure.
Q1	601	The sequence should tell you what channel and bands to set the radio to.
R1	401	Col. Mustard's cat needs to pass three numbers to get out.
S1	421	The emergency locker has supplies you need! There ought to be a red key somewhere that unlocks it.
T1	510	Place both puzzle pieces next to each other. Can you see anything through the water?
U1	532	Trace the wires in the fuse box according to the maze's path.
V1	334	Read the flag signals from left to right.
X1	211	There's only one number that meets all the conditions in the captain's bet.

FIRST SET OF
HINTS

Hint		
Puzzle Number	Card Number	
A1	117	Spin the wheel on the radio until the left hand window shows a 4, and slide the lever until orange and green bands are visible in the bottom window.
B1	7	You need something to tie to this so you can cast it out to the captain.
C1	121	There's probably a guide somewhere about how to use all the buttons and knobs!
D1	130	This radar must be showing you what obstacles are in front of the boat.
E1	230	Each time you pull the lever, the images shift downward by one space. Go one column at a time. How many pulls does it take to get a treasure chest in all three columns?
G1	240	Be sure to explore all the available nodes and solve puzzles to find the key hidden in the casino.
H1	204	Maybe this is a lucky poker chip! Hold on to it just in case.
J1	300	The lock on the chest is so pretty! The captain sure is obsessed with fish.
K1	371	The crane doesn't need to go all the way to the bottom to lift the door.
L1	3	The multitool is double sided. Try laying it over this puzzle piece both ways to figure out which number is the answer.
N1	411	There must be something in here you can latch the crane hook onto.