



ONE-TIME SOLVE
**MYSTERY
SERIES**

clue

ESCAPE

THE
MIDNIGHT HOTEL

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ABOUT
90 MIN.

CONTENTS:
6 plastic pawns · 7 gameboards
109 cards · 3 secret envelopes

QUICK START

1. Take Board A out of the box and lay it on the table. Place your pawns anywhere on the board. Next, take out the Tutorial Deck and place it next to Board A.

DO NOT LOOK THROUGH THE CARDS.

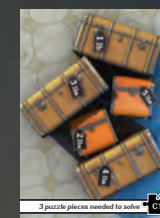
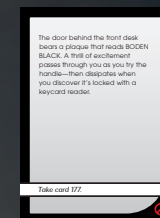


2. The youngest player goes first. Move your pawn to any numbered location on the board (called nodes throughout these rules), then draw the card from the Tutorial Deck that has the same number on it. The nodes represent different points of interest in the room and the cards you draw will tell you something 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. There may be prompts on the bottom telling you what action to take next, don't miss them! When you're done with these cards, discard them to the lid of the box.
- **If it's a puzzle card**, it will have a puzzle piece icon in the bottom right corner that is labelled with a letter and number. Puzzle pieces with the same letter go together. Along the bottom edge, the card will also tell you how many puzzle pieces you need to solve it.

NOTE: If you don't have all the pieces to solve a puzzle, explore more nodes 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 **if 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 node and draw the card that has the matching number.
5. The goal of the Tutorial Deck is to escape from the elevator, good luck! If at any point during the game you get stuck, check the **HINTS section** at the back of this booklet.

STOP. PUT THE RULES AWAY AND BEGIN PLAY.

You will be prompted to return to the rules when needed.

OBJECT

Take turns exploring The Midnight Hotel as you work together to solve puzzles and gather clues to escape the hotel and solve the mystery of who tripped the alarm while investigating Black's servers. The more clues you find, the better your chances are of solving the mystery: WHO tried to steal the blackmail files, WHERE is the correct server located in the hotel, and WHAT is the password needed to unlock that server?

LET'S PLAY

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

ON YOUR TURN

The only way to escape the hotel and solve the mystery is to explore rooms, decode puzzles, and gather clues. To do this:

- MOVE your pawn to an unexplored node on the gameboard. Take the card from the deck that has a matching number.
- READ your card aloud to the group and, if there are any actions listed on it, do what it says. 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**.
- SOLVE any available puzzles on the board with the help of your fellow players.
- PASS your turn to player on your left if there's nothing left to do.

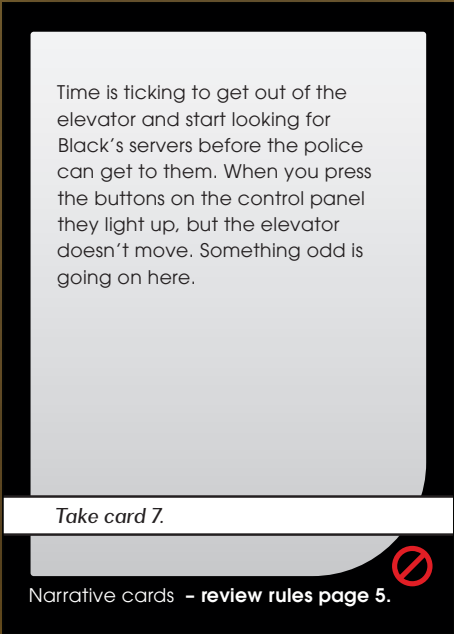
NOTE: When a turn ends and the next begins is somewhat fluid in this game but do your best to keep track of who performed the last action. One way to do this is to remember who moved their pawn to an unexplored node last.

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.



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.



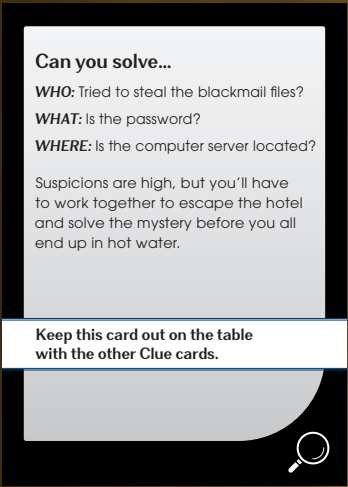
Remember, all the solutions for puzzles are numbers. When you think you've discovered the right number to solve the puzzle, look for that card in the deck.

- 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.

HINTS: If you get stuck on a puzzle and cannot move on, see **HINTS** at the back of this booklet and find the hints that correspond with the letter of the puzzle you're trying to solve. There are three hints for each puzzle. The solutions can be found at the back of this booklet.

CLUE CARDS

Clue cards are kept for the entire game and can be identified by the spyglass icon in the bottom right corner. 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.



PLACEMENT CARDS

Placement cards change the board either as puzzles or as a way to add additional nodes for you to explore. When instructed by the game to do so, you'll find placement 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. If applicable, you may now explore the new node.



BUILDING THE HOTEL

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

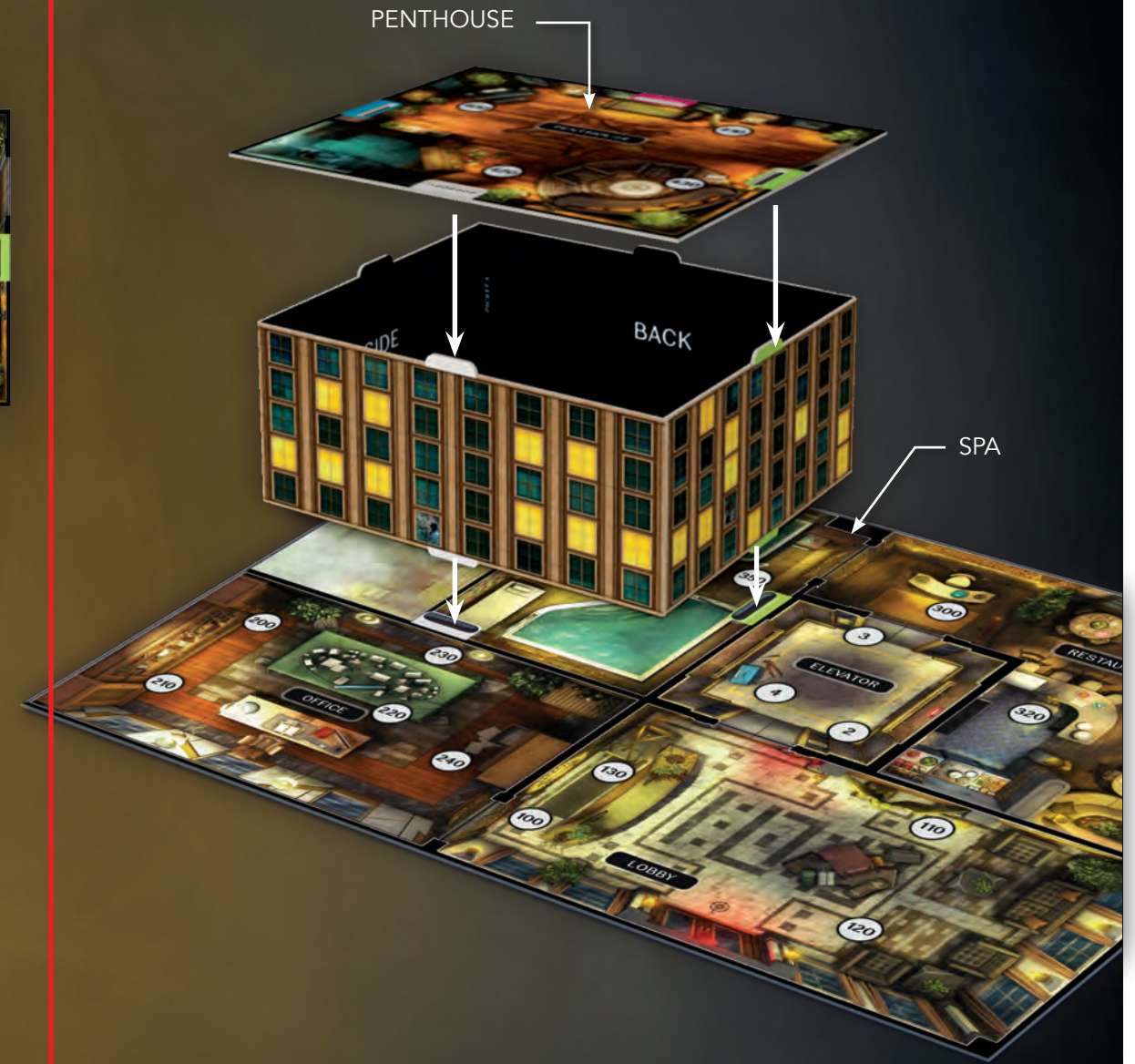


BUILDING THE HOTEL, cont.

Additionally, there are window components that you will find during the game to add to your gameboard. These will literally build the hotel upward as you near the end of the game. See diagram.



1. Take your pawns off of the Spa board before you build the windows.
2. Look for the **shorter tabs** along the bottom of the edge of the windows. These will rest in the slots on the Spa board.
3. Be sure to use the labels on the inside of the windows and the color-coded tabs along the bottom to orient them correctly.
4. Place the Penthouse board on top of the windows using the tabs along the tops. Be sure to orient the Penthouse in the same direction as the Spa. Place your pawns in the Penthouse.
5. Repeat steps 2-3 when you receive Packet B.





HOW TO SOLVE THE MYSTERY

At the end of the game, you will have to decide as a team: who tried to steal the blackmail files, where in the hotel is the correct server located, and what is the password for that server?

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 in the rooms they were found in to create a full picture of the culprit’s path through the hotel.

Once you’re ready to make an accusation, open the Solve Packet to find out if you were right.

RESTORAGE

To restore your game and pass it on to new players:

1. Sort the cards into their individual decks in sequential order. Each deck has a front card that lists which cards are in the deck and act as dividers.
2. After the decks are sorted, store them in the wells along with the pawns and character cards.
3. Disassemble the windows and boards. Store the windows back in their packets-they are labeled A or B on the back sides.
4. Put the Solve sheet back in the Solve packet.
5. Place the components back in the box in this order: Solve Packet, Board F, Packet B, Board E, Packet A, Board D2, Board D1, Board C, Board B, Board A, rules booklet, STOP sheet.

S	Z
408	W
108	V
475	U
486	T
435	S
412	R
396	Q
343	N
359	M
387	L
354	J
236	H
235	G
204	F
243	E
123	D
159	C
137	B
8	A
Puzzle Solves	

PUZZLE HINTS

Puzzle Letter	First Hint	Second Hint	Third Hint
A	As you press each button in order, you suspect there may be a hidden pattern.	Not only is there a pattern, but you can just make out the shape of a number.	When lit up in order, the buttons will depict a single number that solves the puzzle.
B	After the tutorial deck, all puzzles will solve to a three digit number.	Some of these feathers are a different color than the rest of the wing.	Each red feather represents one of the three digits required to solve this puzzle.
C	There's a grid laid over the luggage cart that the suitcases fit nicely into.	Pay attention to how much each suitcase weighs. You can put multiple suitcases in a row as long as they don't hang off.	Each row of suitcases represents one number in the three digit solve.
D	Maybe this card will unlock the keycard reader next to the door to Black's office.	There are symbols scratched into the wall that seem to match up with the bottom of the key-card as it slides over them.	Pay attention to the first three numbers that you're able to identify.
E	Black probably wasn't talking about giving orders-the buildings on the blueprint are numbered.	Each building shown in the blueprint is pointing up at a column of windows.	Some of the windows are dark, if you count them you should get one number from each of the three columns.
F	If you put both pieces together you can see the whole bookshelf.	Paying attention to the mask in the middle is a good way to line everything up correctly.	Try looking at the cards from far away. You might see some hidden numbers in the empty spaces.
G	Remember to line up the roman numerals by matching the key symbols.	Each roman numeral points to one digit in the three digit solve.	Identify each digit by going in order of: I, II, III.
H	The colors on the chart match some of the colored stripes on the actual resistors.	You don't need to add the numbers represented by the colored stripes together.	Once you have a three digit number from a resistor (0 counts as a digit even when it comes first), multiply it by the number represented by the last, single stripe on the resistor.
J	Some of the dishes are empty but you can tell what everyone was eating based on the colors of the plates and bowls.	Try moving your pawns off the board in case they're covering up something important.	Not everyone eats their food in the restaurant, try looking in a different room.
L	It might be helpful to get a pen and piece of paper for this puzzle.	Each element of the dish represents a number.	Try starting on the left side of the plate.

Puzzle Letter	First Hint	Second Hint	Third Hint
M	That mosaic needs to be lined up so you can appreciate the whole piece of art.	If you look, you can make out numbers that are formed by the color pairs.	The numbers go in a specific order, not necessarily the order in which they appear on the wall.
N	The door bolt is on, but to turn it off you have to turn on the security system.	The security system can't be turned on when you go into the spa!	Each time you flip a switch that counts as one number in the three digit solve.
Q	The green dot is always zero. For the first column, count each dot starting at zero while going clockwise.	The numbers in the second column are achieved by starting at zero while going clockwise, but counting each dot as 3 instead of 1.	Try going counterclockwise to get the values in the last column.
R	The south face of the building is the only one that doesn't have a broken window.	This hotel is so tall, each row of windows represents one floor.	The first row of windows is 1 floor up from the Spa, the second row is 2, etc. You need to know how far up each broken window is.
S	Pay attention to how you place your fingers, your thumb needs to be on note C.	Your thumb is 1, your pointer is 2, middle finger is 3, etc.	The notes of the melody line correspond with the notes above the piano keys.
T	You need to combine two keys for each lock.	The keys are primary colors that make other colors when mixed together.	When you've figured out the right colors for a lock, add the two numbers on the keys together.
U	Don't be afraid to get up and walk around the windows to get a better view.	The cameras are pointed at the corners of the building, not the sides. Make sure to look at how the corners come together.	The lit-up windows form numbers, the cameras indicate the order needed to solve the puzzle.
V	This puzzle only has one piece, the placement card you've laid on the board.	The tiles are laid out in a pattern that almost looks like a number.	The floor of the lobby has a three digit number hidden in it!
W	The sound waves in each section of the recording have a distinct pattern that correlates to the helicopter keypad.	The order of the solve digits is indicated by the colored question marks.	Try flipping puzzle piece W1 over when trying to solve the green and blue digits.
Z	Line up the cards by matching the key symbols.	When you match the coin up with the panel, look at what numbers are indicated by the roman numerals in order: I, II, III.	Every cipher puzzle in the game will give you a three digit number. The digits don't need to be added together. Read the digits in order.