



Only look in this book if you are **stuck** on a riddle!

EXIT[®]

THE GAME

FAMILY

The Mystery at
Meanstone Manor



HELP BOOK

- ?** How does the help book work? 2
- ?** Purple Riddle Clues 3
- ?** Red Riddle Clues 3
- ?** Green Riddle Clues 5
- ?** Yellow Riddle Clues 5
- ?** Blue Riddle Clues 7
- ?** Orange Riddle Clues 7
- ?** Turquoise Riddle Clues 9



How does the help book work?

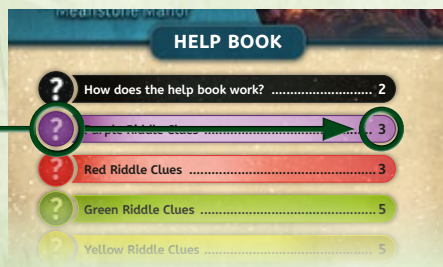
1. Which riddle do you want help with?

Check which color the riddle is that you are currently working on.

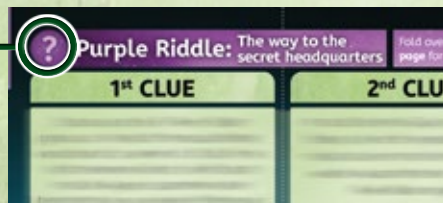


2. Find the correct clue page

Look for the color of your riddle on the first page in the table of contents to find out which page the clues are on.



Double check that you have the right page.



3. Read the riddle hints

Read the "1st CLUE" and see if you can solve the riddle now. If you're still stuck, read the "2nd CLUE."

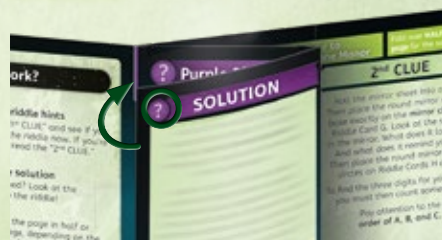
4. Check the solution

Still stumped? Look at the solution to the riddle!

Either fold the page in half or turn the page, depending on the instructions for that riddle color:

Fold over **HALF** the page for the solution

Fold over **HALF** the page with hints 1 and 2 along the dotted line. Be sure that the correct color is revealed.



Turn the **WHOLE** page for the solution

Turn over the **WHOLE** page. Check that the solution is under the correct color.



Purple Riddle: The way to the secret headquarters

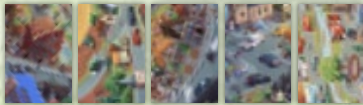
Fold over **HALF** the page for the solution



1st CLUE

Look closely at the five pixelated images. Try to figure out what they show. If you can't see it, squint your eyes or look at them from a distance. What you see should look familiar.

You need:



2nd CLUE

You have to find the **three manholes** in the town that are **NOT** in the pixelated images. So you first have to find out which sections of the town **ARE** shown in the pixelated images.

The pixelated images are, by the way, exactly the same size as the section of the town inside the box lid. How nice – you can just lay them **on top** ...

Which manholes remain?

Read the code
from left to right.



Red riddle: The dog who knows everything

Turn the **WHOLE** page for the solution

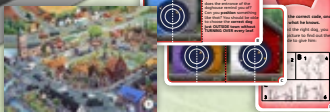
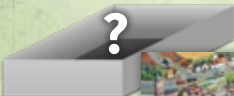


1st CLUE

Cut out the doghouses on riddle cards B and C along the dotted lines. Two of the pieces match the doghouse in the south of the town exactly when **placed together**.

The entrance of the doghouse might also remind you of something you already have on hand.

You need:



2nd CLUE

The entrance is round and looks like the **decoder disk**. It also shows symbols you can find on the decoder disk. Try arranging the wheels of the disk so that it looks exactly like the entrance to the doghouse. Use the bone as a guide for positioning.

Then look at the disk carefully **from all sides**. It will tell you the name of the dog you're looking for. Then look at the dog park along the **sides of the bottom of the box**. Which **three features** on riddle card D does the dog you found have?

Pay attention to the the order of
A, B, and C.



SOLUTION

All five pixelated images show sections of the town. You can lay them **in the lid of the box** so that they cover the corresponding sections.

If you place all five pixelated images in the correct spots, most of the manholes will be covered. Look for the remaining **three visible manholes**: manhole #4 at the top right by the river, manhole #6 in front of the movie theater, and manhole #3 at the bottom by the gas station.



Riddle card A tells you to read the code **from left to right**.

Enter the code **6 3 4** on the decoder disk under purple.



You'll then get the symbols:



You can now take the adventure card with these symbols.



SOLUTION

The dog lives in the the doghouse in the south of the town. The **white** and the **gray doghouses** from riddle cards B and C look just like this doghouse when they're **put together**.



On the entrance, you can see symbols that match the symbols on the decoder disk. Arrange the decoder disk to match the doghouse. The bone marks the position of the top of the disk. If you turn over the decoder disk, you'll see a name on the **back** in the solution window:



Now you have to find **Alf** in the dog park on the outside of the box bottom. Riddle card D will help you. Alf has ears that stand up (A = 2), a fluffy tail (B = 4) and short legs (C = 3).



Enter the code **2 4 3** on the decoder disk under red.



You'll then get the symbols:



You can now take the adventure card with these symbols.



Green Riddle: The gate to Meanstone Manor

Fold over **HALF** the page for the solution

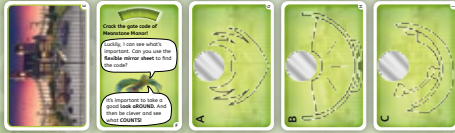


1st CLUE

Look carefully at riddle cards G, H, and i and the mirror sheet. There's something on the riddle cards that also looks reflective. Can you put them together?

Don't forget: the mirror sheet is **flexible** and will help you look **aROUND**.

You need:



2nd CLUE

Roll the mirror sheet into a tube with the mirror side facing out. Then place the round mirror with the base exactly on the **silver circle** on riddle card G. Look at the symbol in the mirror. What does it look like? And what does it remind you of? Then place the round mirror on the circles on riddle cards H and i.

To find the three digits for your code, you must then count something.

Pay attention to the **order of A, B, and C**.



Yellow riddle: Karate!

Turn the **WHOLE** page for the solution



1st CLUE

Stick the eight sticker dots onto your Karate Master following the directions on riddle card N. Then they have to copy Milo's **three karate poses**, one after another. Observe each pose very carefully from **all sides**. How does this make a numerical code? Use riddle card O to figure it out!

You need:



2nd CLUE

A colored dot on riddle card O means that you can see that sticker in the karate pose. A crossed-out eye symbol means that the sticker isn't visible.

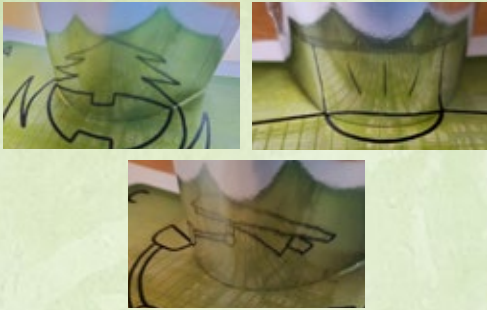
Check which stickers you can **see** in each karate pose. Find the corresponding row on riddle card O. That will give you **one number per karate pose**, resulting in a three-digit code.

Pay attention to the **order of A, B, and C**.



SOLUTION

Roll the mirror sheet and place it on the **silver circle** on the three riddle cards. Look at each symbol in the mirror. On riddle card G you can see a **pine tree**. Riddle card H shows a **garbage can**. Riddle card I shows a **security camera**.



These things are also on riddle card E. It shows 3 pine trees (A), 2 garbage cans (B), and 4 security cameras (C).

Enter the code **3 2 4** on the decoder disk under green.



You'll then get the symbols:



You can now take the adventure card with these symbols.



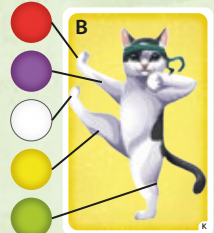
SOLUTION

In **karate pose A** (riddle card J) you can see four of the sticker dots: red, purple, yellow, and blue. The other four sticker dots are not visible.

In the cart on riddle card O, the number 1 matches this combination:



Karate pose B matches 3:



Karate Pose C matches 4:



Enter the code **1 3 4** on the decoder disk under yellow.



You'll then get the symbols:



You can now take the adventure card with these symbols.



Blue Riddle: The underground passages

Fold over **HALF** the page for the solution



1st CLUE

Cut the passage sections out of riddle cards Q, R, S, and T along the dotted lines. Arrange them in the correct order. The entrance should be all the way to the left. The **wooden signs** in each section show you what's in the next section. Do you notice something if you look closely at the passage and its walls?

You need:



2nd CLUE

Can you see the letters on the walls and floor? From left to right they say: **"First letters of the 3 things on the ground."** That means the three items on the floor that you walk by as you follow the passage.

Can you make a word with the three starting letters of the items on the ground? Then look in the town!

There you'll find the code.



Orange Riddle: The golden safe door

Turn the **WHOLE** page for the solution



1st CLUE

First cut out the gears of riddle card U along the dotted lines. On riddle card V you can see the safe door. Each gear needs to be placed on **the correct spot**. But which one goes where? Take a look at riddle card W.

You need:



2nd CLUE

Riddle card W shows the gears on the safe door. The gears you cut out must be placed on riddle card V the same way.



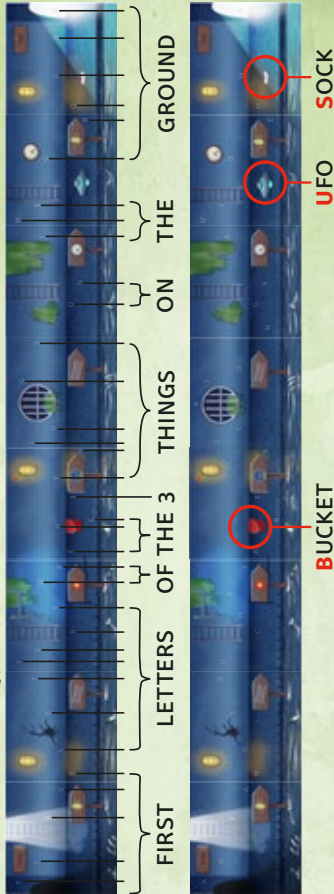
Then the **direction** of the gears is important. Did you notice the **arrows** on the gears and on riddle card W?

How could the **arrows** be connected?



SOLUTION

This is the correct order of the passage sections:



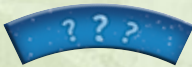
You walk past a **bucket**, a **UFO**, and a **sock**.

The starting letters of these three items make the word **"BUS"**

The **bus** can be found to the right at the edge of the town. It's bus number 416.



Enter the code **4 1 6** on the decoder disk under blue.



You'll then get the symbols:



You can now take the adventure card with these symbols.

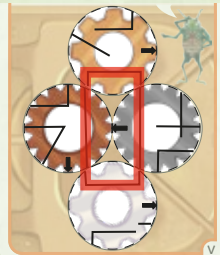
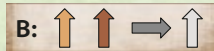
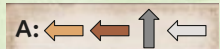


SOLUTION

On riddle card W you can see which direction the **small black arrows** on the four gears should point.

The first arrow in row A on riddle card W shows that the small black arrow on the gold gear should point left. The other arrows in row A show which directions the small black arrows on the bronze, iron, and silver gears should point.

If you turn all the gears to the directions shown in row A, then row B, then row C, you will see these numbers:



Enter the code **5 4 0** on the decoder disk under orange.



You'll then get the symbols:



You can now take the adventure card with these symbols.



Turquoise Riddle: Milo's cage

Fold over **HALF** the page for the solution



1st CLUE

When you remove the cage from the box, you can see the room.

Three animals have freed themselves from their cages. They're **masters of camouflage!** Can you find them anyway?

The **picture on the wall** gives you another important clue.

If you've found the three animals and the picture, take a close look at the **locks and keys** on Milo's cage.

How could the clues in the room help you to find the right three bars to open the cage?

You need:

Five Milo Toys (the locked cage).
You can only open the cage if you remember the **THREE CORRECT KEYS**.

CAUTION!
You don't know the 3 or 4 numerical code (not a color) appearing on the "warning" dial!

You can only remove three bars for each attempt!



2nd CLUE

The animals you're looking for are **chameleons**. They can change their color and have **camouflaged** themselves well.

The picture on the wall shows you which colors result when you **mix together different colors**.

How could you combine these clues with the **locks and keys** on Milo's cage?

Pull the right bars – but only three at a time!



You must not turn the full page for any reason!
For the solution, you may turn over only **HALF THE PAGE.**



SOLUTION

The three chameleons are **green**, **orange**, and **purple**.



On the cage, there is a **blue lock with a yellow key**. These two colors **mixed together** make **green** - to match the green chameleon. Pull that bar out of the cage.



The **yellow lock with the red key** makes **orange**, the color of the second chameleon. Pull that bar out too.

The last bar you need to pull out is the one that goes through the **red lock** across from the **blue key** - because red and blue make **purple**.

Now you can open the lid of the cage!

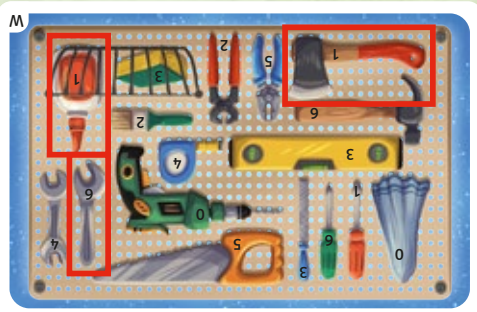
You can now take the adventure card with these symbols.



You'll then get the symbols:



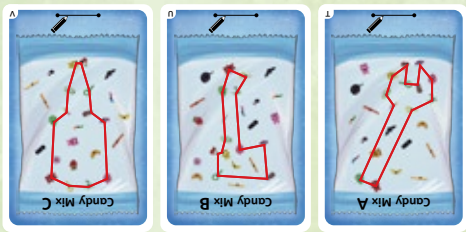
Enter the code 6 1 1 on the decoder disk under blue.



On riddle card W, the tools are labeled with numbers. You need these for the code.



Don't turn this page!



In each mixed candy bag, you have to connect the candies that Ham tells you with pencil lines. This is how you'll draw the shapes of three tools.
In candy mix A, there's the shape of a wrench, in candy mix B, the shape of an axe, and in candy mix C, the shape of a glue bottle.

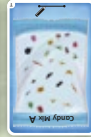
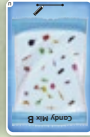
SOLUTION



You have to find the candies that Ham predicts in each of the three mixed candy bags and connect them with a pencil. Which **three tools** on riddle card W do you see? Pay attention to the order of A, B, and C.

2nd CLUE

+ smart phone
or tablet



You need:

- | | |
|--------------------------|--------------------------------|
| 1. Green gummy frog | 8. Green gummy pacifier |
| 2. Red gummy bear | 9. Gummy cherries |
| 3. Yellow gummy pacifier | 10. Yellow gummy bear |
| 4. Green gummy palm | 11. Green ring gummy |
| 5. Gummy raspberry | 12. Yellow and pink gummy worm |
| 6. Pink licorice | 13. Back to gummy frog |
| 7. Cola bottle | |

Ham's predictions:

Then read the candies Ham predicts below:
Can't use the internet, or don't want to?

Alternatively, you can also reach Ham at this address:
<https://www.thamesandkosmos.com/downloads/candycastlehamster>

You need a **smartphone or tablet** to scan the **QR code** on riddle card S. Then Ham will talk to you over his walkie talkie! He'll tell you which candies in the three mixed candy bags need to be connected.

1st CLUE

Turn the **WHOLE**
page for the solution

Blue Riddle: The candy mix oracle



The puddles on all three tiles have a scent when you scratch them with the paws.

Tile A smells like chocolate.



Tile B smells like strawberry.

If you take the **cardboard insert** out of the bottom of the box, you'll find the cellar.

There you can see which numbers go with the ingredients. Chocolate is next to the number 0 and strawberry is next to 4.



Tile C smells like pine.



On riddle card Q, you can see that the pine-scented bubble bath has the number 5.



Enter the code **0 4 5** on the decoder disk under orange.



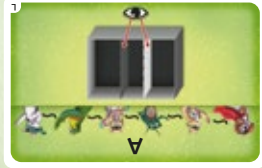
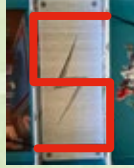
You'll then get the symbols:



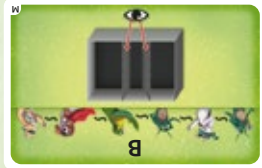
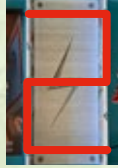
You can now take the adventure card with these symbols.

For riddle card L, wedge the end of the cable in the slit at the bottom left by Bella. Follow the order on riddle card L and pay attention to the correct sides of the walls: **left light, right dark.**

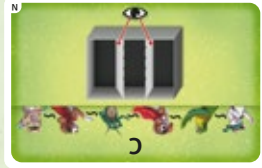
If you look at the electrical box from the **direction of the eye**, the cable looks like the number 5:



For riddle card M, pay attention to **both dark walls**. You'll get the number 2:



For riddle card N, use **both light walls** for the number 6.



Enter the code **5 2 6** on the decoder disk under green.



You'll then get the symbols:



You can now take the adventure card with these symbols.





You need:

Three paws, three tiles. That means: one paw for each tile. But what should you do with it? You should **Pawisibly** scratch at the puddles ...

Can you see something? Or feel? Or taste? No? Which **SENSE-ible** possibility remains?

1st CLUE

All that scratching was **SMELLY** work, right?

Now you have to find the **cellar**. It's so well **hidden underneath everything**, that you can't see it at **first glance**. Don't worry, empty out everything to find it!

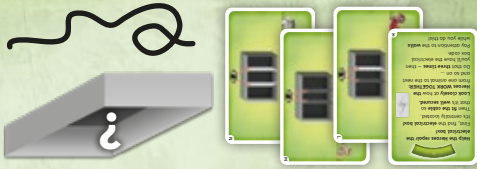
The candies are produced in the **cellar**. Which **two candy ingredients** from tiles A and B do you recognize? And which **contaminant** from riddle card C could you find on tile C?

2nd CLUE

Orange Riddle: The candies in the cellar



Turn the **WHOLE** page for the solution



You need:

First, you have to find the electrical **box**. The usual symbol for electricity is a **lightning bolt**. In the box, there's also a large lightning bolt! And the Heroes are there too in various poses. How could you **securely attach** the cable in the electrical box?

You will have to pass the cable from **animal to animal**.

1st CLUE

There are **TWO WALLS** in the electrical box, each with a **light side** and a **dark side**. Look at riddle cards L, M, and N carefully. Pay attention to **which of the sides** of the walls are important for A, B, and C.

For example, for riddle card L, the light wall is important on the left and the dark wall is important on the right. **Six animals** must hold the cable. And then ... ? Stand back a little and look at the electrical box from the perspective of the eye!

Pay attention to the **order of A, B, and C**.

2nd CLUE

Green Riddle: The broken electrical box



Fold over **HALF** the page for the solution



You can now take the adventure card with these symbols.



You'll then get the symbols:



Enter the code **6 3 1** on the decoder disk under yellow.

Repeat this for the green and brown candies. You will get the numbers 3 and 1.



Slide the keyholes on the door left and right until you see these two patterns through the keyholes. Then the arrow points to the 6 – this is the first digit of your code.



The top candy on the sign is pink. Look for the two pink candies on the box. They have two different patterns.

SOLUTION



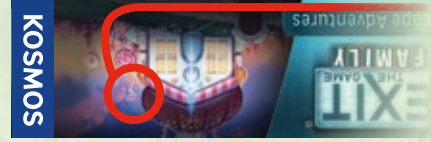
You can now take the adventure card with these symbols.



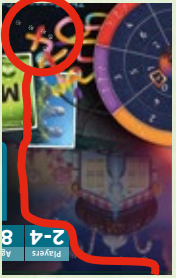
You'll then get the symbols:



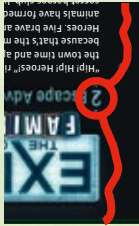
Enter the code **2 4 5** on the decoder disk under red.



Last but not least, the tracks continue along the long side of the box to a candy cane that looks like a 5.



If you keep following his tracks, you come to the gummy worms on the underside of the box. They look like a 4!



On the back side of the box, they cross over the number 2.



You can follow Milo's tracks over the entire box. They begin at the entrance on the front of the box, and travel to the right and over the side.

SOLUTION



A, B, and C.

Pay attention to the **order of numbers** the tracks lead you past. Follow the tracks **over the whole box** and pay attention to which **three** **Milo's tracks?**

Look at the **meadow in front of the main entrance** carefully: Can you see **biggest image on the box?** Where can you find the **biggest image of Candy Castle**. Looking for the **biggest image** of is the **biggest entrance** – so you're looking for the **biggest image** of **The MAIN entrance** to Candy Castle

2nd CLUE

Turn the **WHOLE** page for the solution



Red Riddle: Turn off the alarm



yellow arrow!

Be sure to keep an eye on the **sides of the box bottom?** Have you noticed the **candies** on the **door lock**. What could it mean? Look at the **sign with the candies** on the door lock. What could it mean? **Patterns, candies, colors ... how** could all of that fit together? **TWO different patterns** through each keyhole.

You must place the **blue stripes** on top of each other. Then you'll see **two different patterns** through each keyhole.

2nd CLUE

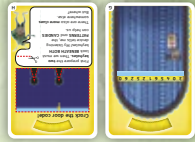
Fold over **HALF** the page for the solution



Yellow Riddle: Crack the door code



You need:



on top of it?

Cut out the **keyholes** on riddle card H along the **dotted lines**. Look at them closely. There's a **yellow arrow** and a **light blue line ...** that looks a lot like the upper part of the door on riddle card G! How can you **fit the keyholes** on top of it?

1st CLUE



You need:



You should start **right at the beginning**: find the **blue, glowing, MAIN entrance** to Candy Castle ... Remember: Candy Castle has to be **closed** before you can start **around?** Did you close it the **right way**?

1st CLUE

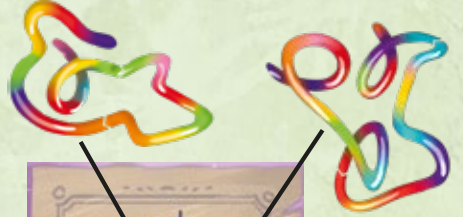
You can now take the adventure card with these symbols.



You'll then get the symbols:



Now you have to take the numbers next to those animals **from top to bottom** to make the code. Enter the code **3 5 1** on the decoder disk under purple.



Put together three gummy worms so that the shapes and colors of **their ends fit together**. This will make three of the animals on riddle card B: the owl, the dog, and the rat:

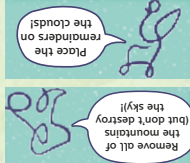
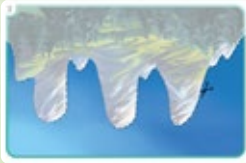
You can now take the adventure card with these symbols.



You'll then get the symbols:



The space between the sky and the meadow makes numbers! Enter the code **1 0 2** on the decoder disk under turquoise.



When you remove the mountains from riddle card E, the **sky** remains. Place this on the **upper part** of the clouds.



If you remove the water from riddle card D, the **meadow** remains. Place this on the **lower part** of the clouds.

SOLUTION



SOLUTION



Purple Riddle: The gummy worm oracle

Fold over HALF the page for the solution



2nd CLUE

Some ends of the gummy worms aren't ends at all, but **connection points**. Look for pairs of connection points where the **shapes and colors** fit together. If you've put the gummy worms together correctly, you should be able to recognize **three animals** from riddle card B.

1st CLUE

Each animal is made up of **three gummy worms**. Look carefully at the gummy worms. How could they **fit together**? Can you figure out where they should **attach**? You can only use each gummy worm once, and no gummy worms will be left over.

You need:



Turquoise Riddle: The search for Candy Castle

Turn the WHOLE page for the solution



2nd CLUE

You have to **remove the water** from riddle card D and the **mountains** from riddle card E. Lay the **two parts** that are left on **top of the clouds** on riddle card F. Make sure the small F on the card is at the bottom right. What can you see in the clouds that are still visible?

1st CLUE

To follow the hints from the first two animals, you'll need **scissors**. For the third hint, you'll need **clouds** ... Read what the three animals tell you carefully. Be careful to only cut exactly along the dotted lines on riddle cards D and E. Don't damage the sky.

You need:



How does the help book work?



1. Which riddle do you want

help with?

Check which color the riddle is that you are currently working on.

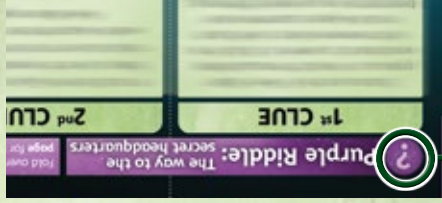


2. Find the correct clue page

Look for the color of your riddle on the first page in the table of contents to find out which page the clues are on.



Double check that you have the correct page.



3. Read the riddle clues

Read the "1st CLUE" and see if you can solve the riddle now. If you're still stuck, read "2nd CLUE."

4. Check the solution

Still stumped? Look at the solution to the riddle!

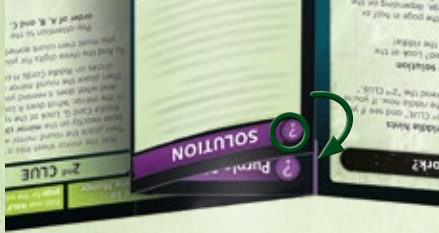
Either fold the page in half or

turn the page, depending on the instructions for that riddle color:

Fold over **HALF** the page for the solution



Fold over **HALF** the page with clues 1 and 2 along the dotted line. Be sure that the correct color is revealed.



Turn the **WHOLE** page for the solution



Turn over the **WHOLE** page. Check that the solution is under the correct color.

9 Blue Riddle Clues



7 Orange Riddle Clues



7 Green Riddle Clues



5 Red Riddle Clues



5 Yellow Riddle Clues



3 Turquoise Riddle Clues



3 Purple Riddle Clues



2 How does the help book work?



HELP BOOK



Only look in this book if you are stuck on a riddle!

