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WARNING!

Please read these instructions first.
Do not shuffle the two decks of cards
– and do not look at them beforehand
either! The cards have been sorted
into a specific order. You should not
change this order!

Contents: 88 playing cards

1 puzzle pile:
5 cover cards, 2 start cards,
9 exit cards, 20 cabin cards,
6 occupancy cards

1 clue pile:
44 clue cards, 2 cover cards

You will also need paper, pens,
and a stopwatch!

WHAT HAPPENED SO FAR …

Two weeks ago today, you were sitting on a park bench solving the crossword in the daily newspaper like always. After entering all of the solutions, you discover a secret message concealed in the solution grid. The simple encryption is no problem for you and it takes you just a few minutes to decipher the hidden message. This leads you to a website where you're left staring at the screen in disbelief:

> Congratulations! You've won a trip aboard the historic sailing ship, the **Enigma**. A fantastic and unique all-inclusive trip awaits you and your friends. Click here for an absolutely unforgettable experience!

It sounds a bit like your typical spam message, but the puzzles have piqued your interest. Without further ado, you accept the invitation and receive an email from a travel agency just a few seconds later.

That was two weeks ago—and now you're on your way to where the Enigma is docked. You could use a relaxing week on the high seas right now. However, you do wonder why the ship has such a mysterious name. But you'll have more than enough time to get to the bottom of that during your week-long trip …

WHAT'S THE GAME ALL ABOUT?

You all play together and attempt to uncover the Enigma's secrets. To do this, you must first crack the combinations to open the locks, collect various clues, and cleverly combine everything together. Only then can you solve the final puzzle.

BEFORE YOU START PLAYING:

Lay a pen and paper ready. Do you want to play against the clock? Then also lay a stopwatch (or smartphone) ready. Can you solve the mystery of the Enigma in less than 75 minutes?

VERY IMPORTANT:
Never "just" turn a card over!

GAME SETUP:

Take the two piles of cards out of the box.
DO NOT shuffle these piles – and do not look at the other side of the cards either!

Pick up the **ENIGMA PILE** and return the topmost card to the box. Now take the next two cards from the top of the pile and place them on the table in front of you. These are the start cards.
You can lay the **ENIGMA PILE** aside again for now.

Please only turn cards over during the game when you want to solve a puzzle or you are specifically instructed to do so.

HOW DO THE COMBINATION LOCKS WORK?

One of the two start cards features a combination lock. Every time you have a **combination lock** in front of you, you must find the appropriate code to open it. This **number code** always consists of digits **from 1 to 9**. The digit 0 is never part of the solution!
The combination lock always indicates how many digits the code you're looking for comprises. Sometimes you'll see further clues about the code or the order of the individual digits. So be sure to pay close attention!

WHERE CAN YOU FIND THE NUMERICAL CODE?

Over the course of the game, you'll find ten more combination locks. Each combination lock **always comes with a second card featuring a puzzle**. Solve the puzzle to **find the numerical code** you're looking for. You already have the corresponding cards in front of you for the first lock. Later on, you'll have to figure out for yourself which cards go with which puzzles.

HAVE YOU FOUND THE SOLUTION?

Once you've decided on a numerical code, simply turn the **lock and corresponding puzzle card** over. If the backs of the cards fit together, you'll see the **numerical code you're looking for**. You now have three options:

» **1. Is your code correct?**
Well done! In addition to the correct solution, you'll find either instructions on how to proceed or an accompanying text with further information on the back of the card.

» **2. Is your code incorrect?**
Too bad, unfortunately you've made a mistake. Don't worry though: you can still continue playing even if you get the code wrong. Simply read the text on the back and make a note for the final score that your answer was incorrect (keep a tally on a piece of paper).

» **3. Do the backs of the two cards not fit together?**
Never mind! Over the course of the game, it is no longer quite so obvious which locks and puzzles go together. Did you turn over the lock and puzzle and the backs of the two cards don't match? Then turn the cards back over again and continue searching for the right card combination.

ARE THERE ONLY COMBINATION LOCKS?

Two puzzles in the game do not have a numerical code as their solution. You must find another kind of solution for these instead. Allow yourself to be surprised!
Did you manage to solve one of the two special puzzles?
Then turn the cards over to check. Like with all of the other puzzles, you can check on the back whether your solution is correct.

Enigma

ARE YOU STUCK?

The clues cards

One or more **clue cards** are available for each of the puzzles in the game. Pick up the **CLUE PILE** and return the top cover card to the box. The card now at the top of the pile is a clue card for the combination lock on the start card. Put this clue card with the two start cards.

Each clue card shows you which puzzle or lock it belongs to and gives you a hint what kind of clue you'll receive on the back. Decide together if and, in case of doubt, **which clue** you want to read. Turn the **clue card you've selected** over and read the back.

The more clues you need, the worse your final score will be; you should collect the used clue cards in a pile in front of you.

Special situation: Did the clue not help you because you already had all the information it provides? Then return the clue card to the box immediately. It does not count towards the final score.

Have you solved a puzzle?

Then you can of course return all of the **unused clue cards** to the box. You won't need them for this puzzle anymore.

Note: If there's enough space on the table, you can lay all of the clues out in individual piles, ready for later. If there isn't enough space, you can also just look through the pile of clues when you need help with a puzzle.

WHEN CAN WE GET STARTED?

Right away! Read the texts on the two start cards out loud, then decide together which numerical code you're looking for. Remember that the lock tells you exactly how the numerical code should look. Check your solution on the back and then simply follow the instructions. You'll learn how to prepare the rest of the cards in turn here. One final instruction is given at the end: to start the timer. You don't need to read the last page of the instructions yet. Good luck!

HAVE YOU SOLVED THE FINAL PUZZLE?

Have you successfully worked your way through all of the puzzles and now know what happened aboard the *Enigma* Then it's time for you to receive your reward. Count how many of the clues you used during the game and how many answers you got wrong, too. You can now check in the table below how much prize money you've earned in SeaCoins*.

Note: For every full minute left on the timer, you receive a bonus of 1,000 SeaCoins. Did you need longer? Then, you must unfortunately deduct 1,000 SeaCoins for each additional minute. Don't worry though: Enigma Insurance Inc. has you covered should your total drop below zero.

Incorrect answers	with:	0–5 clues	6–12 clues	13–20 clues	21+ clues
0		100.000 SC	90.000 SC	80.000 SC	70.000 SC
1–3		70.000 SC	60.000 SC	50.000 SC	40.000 SC
4+		50.000 SC	40.000 SC	30.000 SC	20.000 SC

* SeaCoins are the new cryptocurrency of "Voyage into the Unknown Ltd.".

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