

TO ESCAPE, YOU MUST FIRST

BREAK IN™

AREA 51

1 to 6 Players
Ages 12 to Adult



DO NOT OPEN THE BOX FURTHER UNTIL YOU ARE PROMPTED TO DO SO. READ THE RULES COMPLETELY BEFORE BEGINNING.

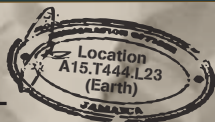
BreakInToEscape.com is your source for:

- Quick and easy game play video instruction! The video instruction will be especially helpful if you're new to the Break In game series and aren't quite sure what to do next. This is the best place to begin your experience!
- Suggestions for music, snacks and costumes.
- Clue updates (sometimes our humans and printers make an error--sorry!)
- Additional explanations to the puzzle answers (get to the "why" in more detail)
- Instructions on how to re-pack the game so it can be enjoyed again!

Welcome to Break In: Area 51! You are about to begin a challenging adventure.

Galactic Date 23.44.12.9

--- BEGIN TRANSMISSION ---



AGENT 89756, THIS IS YOUR SHIP'S AI. I HAVE GOOD NEWS AND BAD NEWS. THE GOOD NEWS IS THAT YOU HAVE SUCCESSFULLY COMPLETED YOUR MISSION TO PREVENT THE MULDAVIAN EMPIRE FROM ESTABLISHING A WORMHOLE AND CONQUERING THIS SOLAR SYSTEM. THE BAD NEWS IS YOU LEFT ME WHERE THE EARTHLINGS COULD FIND ME. THEY HAVE TRANSPORTED ME TO A PLACE THEY CALL "AREA 51" AND ARE STARTING TO TAKE ME APART. CORRECTION. BREAKING ME APART. IF YOU DO NOT RESPOND QUICKLY, IT IS LIKELY THAT THE SHIP WILL NOT BE IN ANY CONDITION TO RETURN HOME. BE FOREWARNED: I HAVE DISCOVERED AN UNANTICIPATED THREAT. I RECOMMEND THAT YOU...ZZZT!!!

--- TRANSMISSION TERMINATED UNEXPECTEDLY ---

Get ready to **BREAK IN** to Area 51 and save your ship!

You have these supplies for your mission:

Expanding 3D Game Board, 39 Cards, 8 Solution Sticks, 3-Piece Cow Puzzle, 3-Piece Power Drive Puzzle (Hidden Inside the Box), Quiss Ar-may Knife.

Prep

Combine the cards into one deck so Card 1 is on Top and Card 39 is on the bottom. Set the deck of cards to one side, symbol-side up. During the adventure, you will come upon these symbols. When you do, find the matching card in the deck and read it aloud.



Place the eight solution sticks to one side.



There are three cows. Place them next to the side of the box where the cows are grazing. Since you're an alien who can mind-control the cows, feel free to change their positions as you like.



Your Quiss Ar-may knife will be quite useful during the adventure. You can use it to "cut" metal and to reveal hints.



What to Expect

Throughout this collaborative experience, you must work together to follow a series of clues and solve puzzles to unfold multiple layers of the game and move deeper into the story and facility to find your ship! Remember to work together as a group and share information with your fellow players!

Tips and Tricks

Want to look at a puzzle while another player is working on it? Take a picture with your phone!

Cards 1, 2 and 3 serve as your tour guide to help you know where to go next throughout the game. You will begin the game with Card 1, but set 2 and 3 to one side until you are prompted to use them later in the game.

You will encounter two types of symbols during the game:

- **Card symbols** do NOT have a box around them. You can find card symbols on the box, another card, and as the solution to a puzzle. When you see a card symbol, find the matching card in the deck and read it.



- **Solution symbols** always have a box around them. Solution symbols are associated with an object or location that you need to use as an answer to a puzzle. Solution symbols tell you which solution stick to use to check your answer.

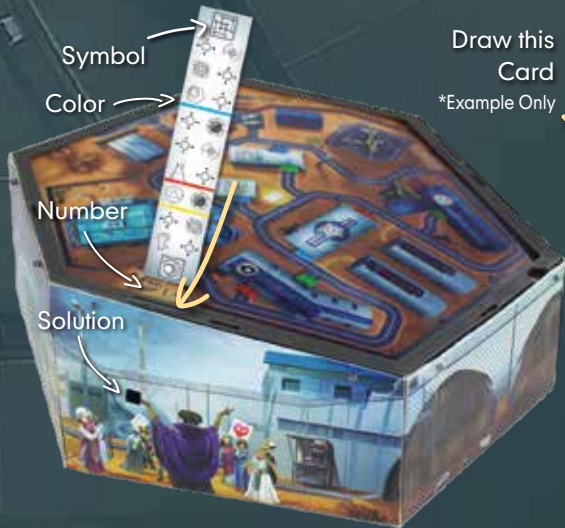


Checking Your Solutions

Some puzzles will result in a symbol that matches one of the cards in the deck. You've solved the puzzle if you figure out the symbol. Find the matching card in the deck and read it.

Other puzzles require three parts to solve them: a solution symbol, a color and a number.

When you think you've solved the puzzle, it's time to check your answer. The symbol tells you which solution stick to use. The number refers to the slot in the box where you will drop in the solution stick. The color tells how far down to insert the stick. Look through the cutout window to see a card symbol. That card will take you to the next part of the story. Sometimes that symbol will be for a hint card to help you solve the puzzle.



Draw this
Card
*Example Only



Hints

Nearly every puzzle in the game includes an optional hint card. Use the red filter on the Quiss Ar-may knife to read the many levels of hints. Each hint reveals just a little bit about the puzzle to guide you in the right direction and keep the game moving. The final hint will typically give you the solution to a puzzle or tell you the next card to read. If you want an even more in-depth explanation for a puzzle, visit BreakInToEscape.com. There is no penalty for taking hints and no need for a timer. Enjoy the game at the pace and level of difficulty you choose!

For an easier read, we have provided a PDF of the hint cards without the filter at BreakInToEscape.com

Read aloud, and then begin your adventure!

You are an alien who must break into Area 51 to rescue your ship. You'll need to overcome many obstacles along the way—good luck! If you fail, your ship will be destroyed, and you'll be stuck on Earth with no way of returning to your home planet. Plus, you'll never know what threat your ship's AI was trying to warn you about...

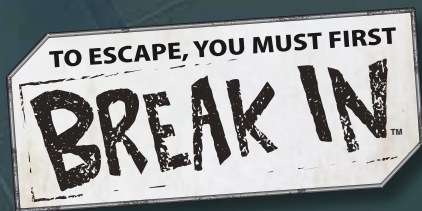
Note: As a member of a superior alien race, you can mind-control humans to see what you want them to see. This will be useful in avoiding trouble. However, be careful. Metal blocks your ability.

REMEMBER: DON'T OPEN THE BOX UNTIL YOU ARE PROMPTED TO DO SO DURING GAME PLAY.

Begin by exploring your environment. Look at all the sides and top of the box for clues and card symbols. When you find a card symbol on the box, it will have a slight glow to it. Look through the deck for the cards with the matching symbols and pull them aside. Be sure you have found all of the symbols each time you enter a new area.

Begin with Card 1 as your tour guide.

Share your out-of-this-world experience with other enthusiasts! Post pics with **#BreakInToEscape** and **#BreakInArea51**



Meet the Inventors

David Yakos is an inventor, artist and engineer. Co-founder of product design firm Salient Technologies and Streamline Design invention house, he develops products from toys & games to valves for NASA.

Nicholas Cravotta and **Rebecca Bleau** are the award-winning design team behind BlueMatter Games. Based in Grass Valley, CA, they embrace a joyful, playful life and work together to create games that change the world through play.

Steve Downer is an award-winning artist in film, games and DC Comics. Based in Montana, he has worked on titles including Superman, Wonder Women and his new favorite, Break In games.

Looking for more adventure?

Check out these other awesome Break In™ games!

BreakInToEscape.com



We wanna hear about how much fun you had! Get in touch at:

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