



# SEARCH FOR THE LOST TREASURE *ALONE IN SALEM*

ARSÈNE LUPIN'S Challenge

**PREVIEW**





**E**mbark on a series of standalone adventures in which YOU will be the main character, during which to move forward you must solve mysterious puzzles to avoid all the traps and obstacles in your way. But beware! Only faultless logic and clever deduction will let you beat all the riddles and advance through the story. Will you be up to the challenge?

Escape Quest is an adventure gamebook series born of a collaboration between Ynnis' publishing team and Don't Panic Games' design team. It is the fruit of all our combined knowledge of game design and book publishing. Much more than just a "gamified book" or a "book-like game", we put great care in conceiving each of those volumes – collaborating with award-winning game designers, authors and illustrators – to create an immersive, fun experience that is both a great book and a great game.

Hard on the heels of the series acclaimed success in French, German, Spanish, Polish and Korean – with several additional upcoming languages – we are immensely proud and excited to bring you the long-overdue adaptation of the Escape Quest books to the English language!

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# RULES OF THE GAME

You are holding in your hands a new kind of game book. In order to have the best possible gaming experience, here are some rules to follow:

This book does not read in the traditional way and the pages are ordered in a specific way.

Do not turn the page unless you are clearly told to do so.

At the beginning and end of the book you will find two strange bookmarks. Detach them carefully from the flap and keep them with you. They will be useful in various situations. You will have to check the boxes on them from time to time.

You will regularly find numbers, hidden or not, and in many different forms. You can also find numbers as the result of a puzzle. These numbers tell you which page to go to in order to continue your game. When you arrive at a page, you will find one or more numbers with an arrow in the upper left-hand corner. These numbers should correspond to the page numbers that have brought you to this point. If they don't, you've made a mistake and must retrace your steps by going back to the previous pages.

Some puzzles may require you to manipulate the book or bookmarks.

You are free to bend, tear, pierce, twist or write on these items to solve these mysteries. You can also use the back of the bookmarks or even the pages of the book to take notes.

The last two pages of the book are sealed because they contain the clues and solutions to the puzzles. Only open them if you get stuck or want to enjoy the story without dwelling on the puzzles.

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## SOME TIPS

To keep your game experience intact, we recommend that you do not flip through the book while solving the puzzles.

Unlike most escape games, there is no time limit here. You are free to take as long as you need to solve the puzzles.

Sometimes it's good to take a break during your adventure. You can use the bookmarks to mark your progress.

You can try to solve all of the puzzles alone, but having the eyes of several people is sometimes helpful in getting out of a complicated situation.

To solve all the puzzles in this book, you need nothing more than your brain and a pen. However, you are free to use your phone, your internet connection or any other tool at your disposal to help you.



# ESCAPE *Quest*

SEARCH FOR THE LOST TREASURE

**PREVIEW**

A GAME BY KAEDAMA  
ILLUSTRATIONS BY CHRISTOPHE SWAL



Dear Apprentice Explorer,

I have spent my life collecting relics from all over the world. I have explored the most mystical temples, met the most incredible tribes, braved dangerous traps.

Today, I do not want the fruit of this work to fall into the wrong hands.

For all these years, I have refused to trust the Academy and our relationship has been... complicated. As I begin to feel the urgency of leaving this will, I don't know who to turn to within the Academy.

But isn't it said that actions are better than words? At least that's what my father taught me.

The principle of merit.

All these relics are now carefully hidden. As an old friend of mine used to say, "this treasure belongs in a museum". He was right, and it's time to make it official. But I need to know that the person who will take care of it understands the stakes behind it, and that he or she will have the intelligence to take care of these precious legacies of history that are also our history.

In short, as I'm sure you've already guessed: you will have to earn it.

If you hold in your hands my precious notebook which accompanies this letter, it is because the Academy has judged you capable of solving my last and greatest snub to its old guardians in outdated suits. I hope it has chosen wisely.

Through my adventures, may you find yours.

Good luck to you,

Sarah Edson-Taylor



# A MYSTERIOUS LETTER.....

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**T**he Academy did not give you any more information apart from this mysterious letter, the notebook that accompanies it, two bookmarks, an envelope and a laconic mission order. Typical of the Academy. It never bothered with details. Nor with human relationships. One can only understand Miss Edson-Taylor's reservations about it.

When you open the envelope, you find a strange set of three keys with a label. The keys are heavy and finely forged, like those in old country houses. But despite their old-fashioned appearance, they don't look all that old, if you look closely at the patina. The label must also be recent, judging from the relative wear of the paper and ink. Finally, the text written on it, probably in Edson-Taylor's own hand, sounds like a riddle:

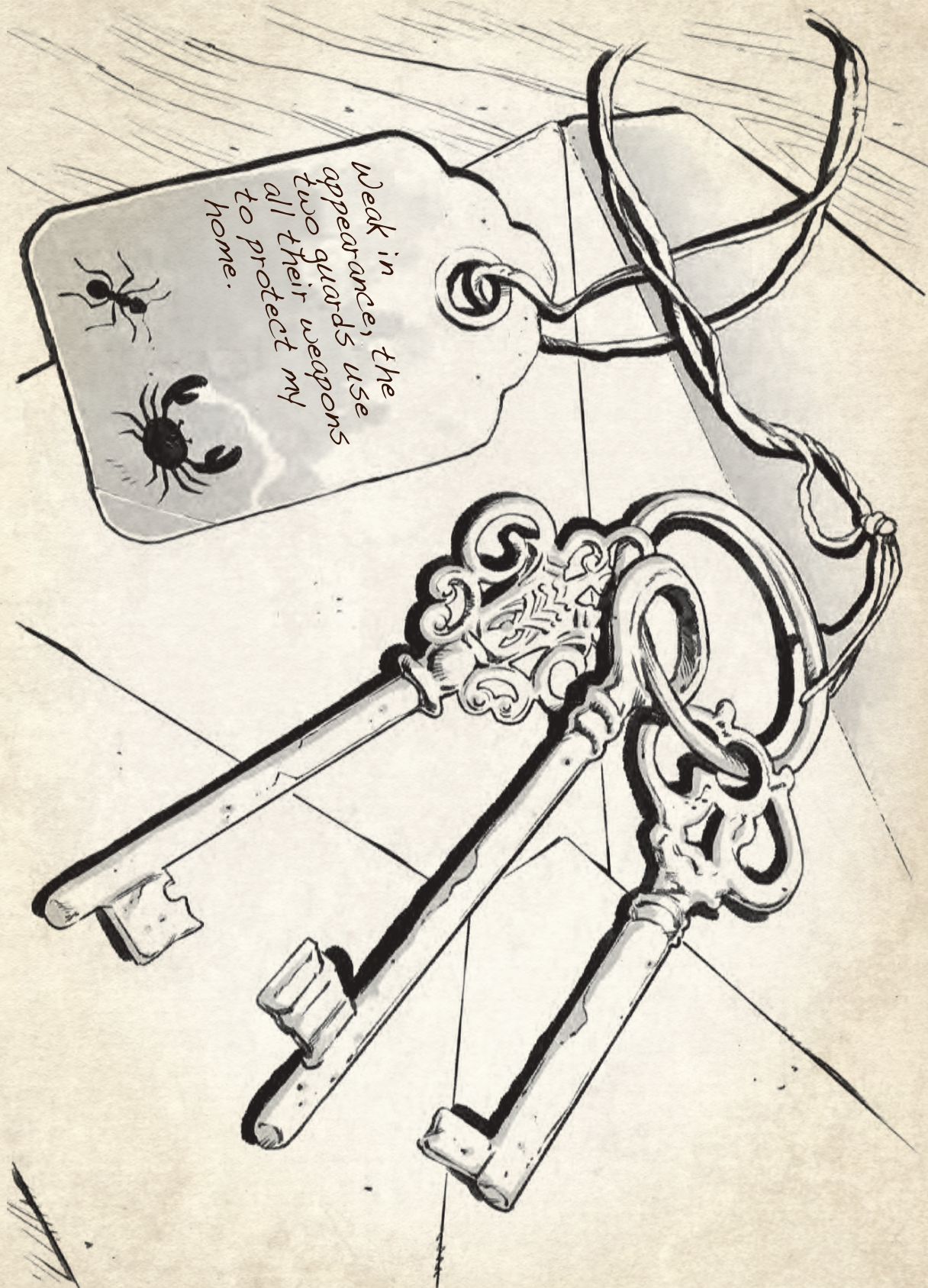
"Weak in appearance, the two guards use all their weapons to protect my home."

Knowing the explorer's reputation and penchant for mind games, you suspect this keychain represents the starting point of your adventure... The symbol is too perfect.

Now all you have to do is find out what the keys are for!



## FRANCE



*Solution would be to go to page sixteen.*



## A SECRET CODE?

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**B**y looking carefully at the keys, you find a stamp on them. After some research, this signature reveals that the keys were made by a famous locksmith in Péroutes. The small town near the Rhone river is your first destination, and a few hours of train are enough to get there.

Once there, you walk in the charming medieval village which is very well preserved. Some of the old buildings are in ruins but the small houses are still proudly standing. The weather is nice and you take a moment to enjoy the famous local sugar pie while basking in the sun, before heading to the locksmith.

When you finally find the address, an old man with a long beard is waiting for you in front, sitting on a bench. He too seems to be enjoying the warmth of this beautiful day.

“Hello, I’m looking for the locksmith who used to live here, could it be...

- I’m retired.

- But maybe you can help me. Are these your keys?”

You show him the Edson-Taylor set of keys and the old man’s eyes light up.

“Oh, so you know Sarah then... Do you have the secret code? If so, I’ll let you check out my guest room. Sarah stayed here for a while and she left a card that might interest you...”

A secret code. It doesn’t ring a bell. But if you look around, you can see that the front door is decorated with numbers...





*Solution would be to go to page twelve.*





**... AND BEHIND THIS DOOR, AN ADVENTURE WILL TAKE YOU ALL AROUND THE WORLD.**



*"Never Give up, never surrender !"* - Captain Jason Nesmith



# ESCAPE *Quest*

## **ALONE IN SALEM**

WRITTEN AND ILLUSTRATED  
BY JULIEN MINDEL



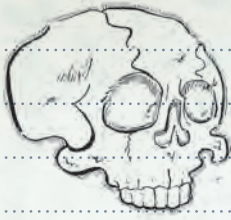
# PREVIEW



ALONE!







S

alem. City of Witches. You've been waiting for this for so long! Here you are in the mythical city founded in 1626 by Roger Conant. As soon as you arrive, your group of tourists is taken in charge by a cheerful guide wearing a witch's hat made of the most exquisitely kitschy velvet. The visit is looking like it will be perfect. You readjust your backpack and set off, eager to discover. By dint of research and documentation, you feel like you already know everything about this place, the great trials of 1692, the witch hunt; you already know it all by heart. The day has finally come to set foot in places that you have explored so many times in your reading. How exciting!

Your enthusiasm is quickly dampened by the way the visit turns out. Despite his hat, the guide seems in no hurry to get to the heart of the matter: for the moment, he is focusing on the economic history of the city. Did you know, for example, that by the end of the 18th century, Salem had become the sixth largest port in the country? That the cod fishery, exporting throughout Europe, was its pride and joy for many years, and that the trade between New England and China was launched almost exclusively from its wharves? Well yes, perhaps you had already read it somewhere before turning the page to get to the witches, but with this guide, you can't do that. Witches are not his favorite subject, and for the past twenty minutes you've heard him rave about the cod trade between Salem and Europe. Just think: the historical importance of the fishery to the state of Massachusetts was such that in Boston, the state capital about 20 miles from Salem, the Massachusetts State House is decorated with a nearly five-foot-long cod statue, carved from a single piece of pine wood! Isn't that great? They call it the Sacred Cod of Massachusetts!

At these words, your guide bursts out laughing and his voice covers your weary sigh. Your registration form did say "Salem Witch Tour"! Who wants to hear about cod fishing for more than half an hour? It's just too much. You didn't come for this. Taking a detour between Essex Street and Hawthorne Boulevard, you let the group follow the guide to the Salem Maritime National Historic Site, where a wealth of fascinating information about the rum and cotton trade awaits them. As for you, the sign "Salem Witch Museum" has not gone unnoticed. You turn left, walk up the boulevard and soon arrive in front of a tall Gothic Revival building, obviously a former church. A statue of the founder of the city welcomes you on the square and the inscription on the pediment of the portal confirms it, you have arrived at the museum you were looking for. The place seems deserted. Tired of waiting at the counter for an invisible employee, you decide to enter anyway and push an already half-opened door. A sweet euphoria rises from your stomach to your temples. At last! The adventure can begin, and it looks like you'll have the museum to yourself...





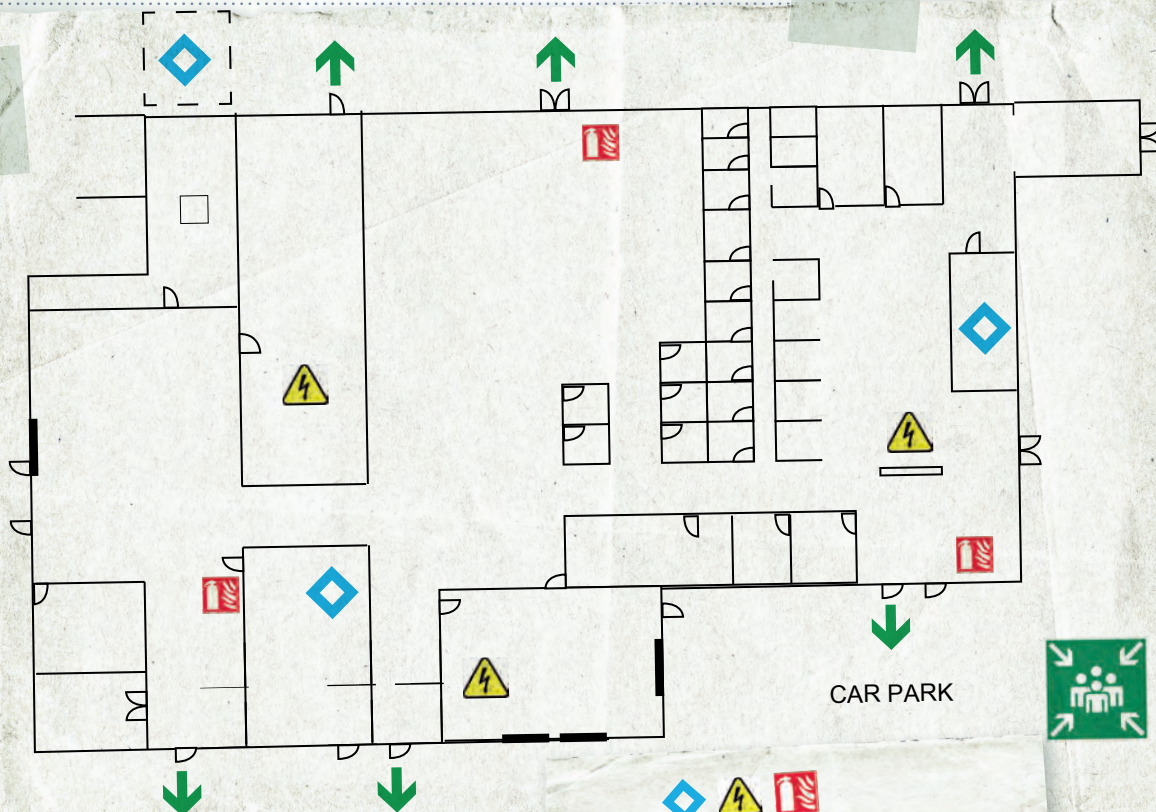
## THE WITCHES' ENTRANCE

You are finally inside the museum. Entering through a back door like you just did makes the upcoming visit even more exciting. However, entering like a thief has a drawback: you are not in the main hall at all and the way to the exhibition rooms is not indicated anywhere. You are in what looks like a service room; a small space with wooden doors on every wall. Unsure what to do next, you open one of them at random and find yourself facing a broom closet without any interest. The second door reveals an electrical room with meters, the third a closet for the cleaning staff's uniforms and the fourth a closet empty except for some boxes. It looks like the big adventure will have to wait a little longer, unless the fifth and final door is the right one. If not, you would have to go back, which would be very disappointing. It is thus filled with hope that you push the door in front of you, heavier than the others. The door resists slightly but finally opens with a creak of its annoyed hinges and you discover another storeroom, larger and much more cluttered than the previous ones. Could this be the museum's storeroom? Several mannequins and statues stand in the middle of a jumble of paintings, signs and various displays. A strange way to start your visit, but at least you have found something to explore. Your attention is immediately drawn to a piece of furniture cluttered with strange-looking objects... the reconstruction of a witch's workbench! Why would you leave such a marvel in the shed instead of displaying it to visitors? You don't know, but it doesn't matter: you'll have more peace of mind here to admire it. Besides, you still have to find a way to access the rest of the museum...



# EMERGENCY EVACUATION

This scale reproduction of a real witchcraft laboratory is a little gem. Everything is there: grimoires, herbariums, stills, vials and even stuffed animals. You could have stayed for hours observing the smallest details without getting bored, but a sound of footsteps in the service room behind you calls you back to reason. Two men's voices, probably guards, are approaching the storage room where you are standing. If you don't want to be discovered and thrown out, you'll have to figure out how to get out of here. Fortunately, from where you are standing, you see an exit you hadn't seen before. The voices are still getting closer and you have no choice but to rush to the door, which is luckily open, and go up the stairs four by four. When you reach a landing, you hear the two men enter the storeroom: a few more seconds and you would have been caught. Once safe, you take the time to observe a map posted there. If you can decipher the technical jargon on the panel, maybe you can get to the exhibition rooms?



+ + = ?

Solution would be to go to page fifteen.





... SURVIVE OVER 90 PAGES  
OF HORROR AND MYSTERY.





# ESCAPE *Quest*

## ARSÈNE LUPIN'S Challenge

**PREVIEW**

Written and Designed by David Cicurel and Frédéric Dorne  
Illustrated by Tiffanie Uldry







# LIKE A CAT ON A ROOF

Burglary has always fascinated you.

Your motivation is not to enjoy the proceeds of your robberies; your family is rich and more than capable of supporting you. What you pursue is the indefinable and incredible thrill that comes with performing these illegal acts.

If a treasure is known to be safe from all comers, only then will your curiosity be aroused.

You are not looking to grow your reputation, your goal is far more noble, you want to learn from the greatest masters. And there is no one more gifted than Arsène Lupin.

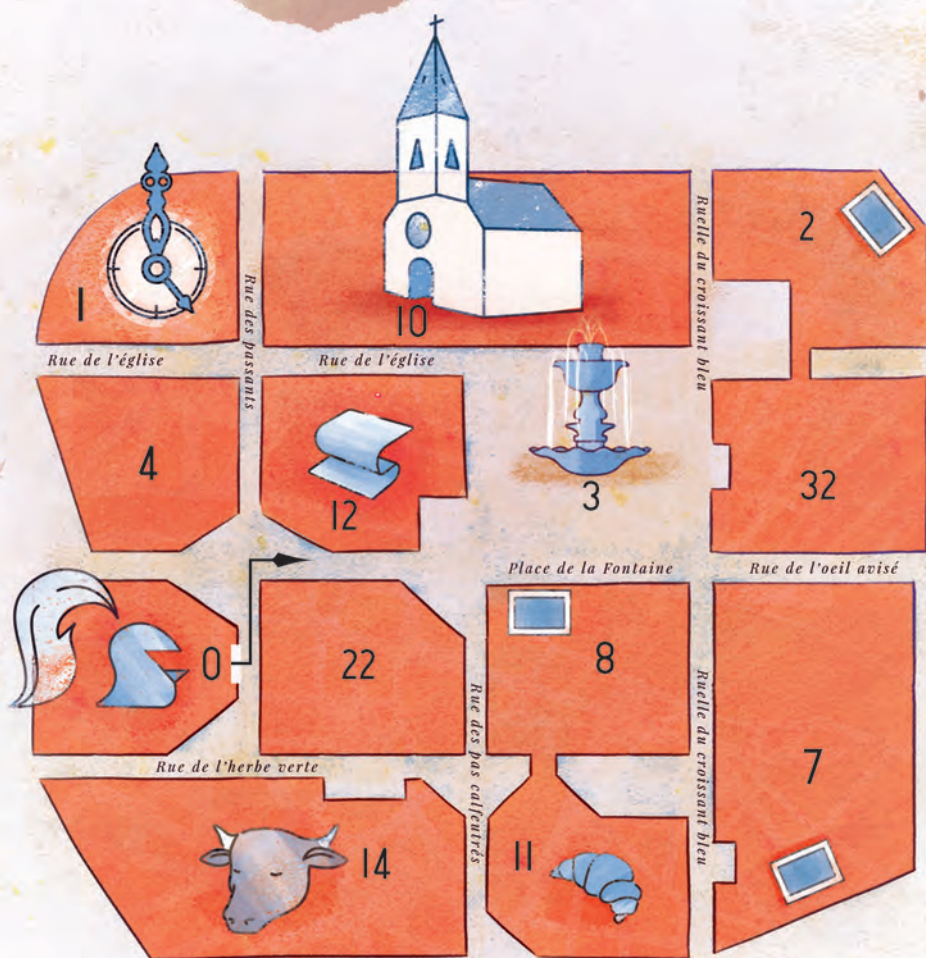
The gentleman burglar, as the newspapers have called him, has spread the word: he is looking for an apprentice. Of course, dozens of suitors boasted of accepting, but very few finally took up the challenge, that is to steal the fabulous collection of jewels of the Lechevalier family. The few who did answer the call found themselves in the jewelry exhibition hall on this beautiful morning of January 1906.

You decided to try your luck. You recognize your “colleagues” and they all greet you with a discreet nod. Marcel “Light-hand”, the beautiful Alice, Emile “Pockets” and several others circulate among the shop windows and take mental note of the security measures. Of course, you noticed the guards and dogs when you entered the private area, the electrical security system and the unbreakable glass bells. However, the vault is not visible from the exhibition hall and this complicates matters. It is also impossible to observe when the jewelry will be locked in the safe. Carrying out this robbery will not be easy and you can understand why Arsène Lupin has chosen this task to decide between his would-be successors.

The sun is just rising and as the other thieves are leaving for home, you notice a figure skilfully climbing on the weaver’s roof in front of the Lechevalier estate.

Curiosity piqued, you go out into the street and meet the eyes of the acrobat perched on the heights: Lupin himself! He hesitates only a second before running away by jumping from roof to roof with grace, using the clotheslines for help. You realize that he seems to be choosing a specific route and it’s not clear whether he really wants to escape you, or rather to test your intelligence. To find out where he’s going and maybe join him, you’ll have to understand his logic.





6 He does a balancing act on the low wall.

3 He jumps onto the clockmaker's roof.

5 As he runs, I smell fresh morning bread.

1 He runs along the street to the fountain.

7 He goes towards the chimney and seems to be waiting for me.

4 With the sun at his back, he jumps from roof to roof.

2 He goes up to the church and turns left.

The solution would be to go to page eight.



## ARSÈNE LUPIN'S MAP

You join Arsène Lupin on the roofs of Paris. He is waiting for you with a big smile.

"I see that you were not born yesterday, my dear, bravo! I have the pleasure of accepting you into the competition, the winner of which will become my apprentice."

With nonchalance and charm, the gentleman leads you through the streets as he talks. You cross the neighborhood to enter a private club, the "Loup Noir", where your interlocutor seems to have his habits under the assumed name of Monsieur Lecomte. During the entire journey, the gentleman burglar doesn't stop for a moment and speaks with passion.

"I need someone, not to assist me, but to whom I can pass on everything I have learned. What's the point of knowing the best kept secrets if they're going to disappear with me? So I decided to train a novice and I was surprised by the number of candidates! I don't hide the fact that the competition will be far from easy. But let's not talk about the others, let's talk about you. As you have understood, I will take under my wing the one who will bring me the Lechevalier jewel collection, I am sure you already have a plan of action for this robbery. Tell me everything."

A little intimidated, you improvise an awkward answer, under the intense gaze of the famous cat-burglar. He listens to you carefully before continuing.

"I know that you are used to such operations, you will leave nothing to chance I am sure! I will not help you in your enterprise, I must naturally remain impartial and give the same chance to all the candidates. Well, I'll leave you to it, you have a lot to do!"

Arsène Lupin salutes you and leaves the place without noticing that you have skillfully stolen a document from him. You couldn't help it, your answer to his question was so pitiful that you felt the need to do something. When you saw the piece of paper sticking out of his pocket, you reacted without even thinking. Unfolding the large map of Paris annotated in Mr. Lupin's hand, you congratulate yourself on your initiative. Several addresses are circled and a few details here and there make you understand that you have stolen the action plan of the Lechevalier jewel robbery. No doubt your future mentor has studied the question in order to be able to carry out the misdeed if none of his students succeeded?

Starting from the notes, even partial, of the greatest thief of all times, you can only succeed!

You can choose to go wherever you want to prepare your burglary as Arsène Lupin would have done. To help you in your preparations, cut out the bookmark found in the flap of the cover and note the clues that will be given to you each time your preparations progress. They will allow you to attempt the robbery when you are ready.



# PARIS

84

CABARET «LE BOHÈME»

*Madame de Courcy knows a lot about Mr. Lechevalier's little secrets.*

52

PROFESSOR MAYARD'S WORKSHOP

*Electrical alarm manufacturer.*

39

THE PARAMOND

*Favorite street restaurant of the city's underworld. Access to the 'count of miracles' supplier of sundry artifacts.*

7

MIR FINLARD

*The butler of the Lechevalier family.*

16

MR LOROS

*The architect of the Lechevalier family.*

66

78

THE HOUSE OF THE LECHEVALIER FAMILY

*Schedules and habits of the guards and closing time of the safes.*

65

THE MILKMAN OF THE LECHEVALIER FAMILY







*This map is the beginning of an adventure that will take you all over Paris and make you the king of thieves...*

