**Start, locked in Stables**

Looking for key to the house and to get out of the stables

Word puzzle with horse names?

Something behind the white table in Mirza’s stable. Bring into new perspective, large puzzle.

* Water maze puzzle. Mass of pipes being worked on by a plumber. He left a map.
* When water is added into the system, which 4 numbers are covered first, and in what order? 5891

Clue from paper stuffed down side of bench

**Then Armoury**

Use the threat of being discovered to prevent going through doors/stairs

Clue in box in centre of room

Puzzle with guns? I have no idea

Clue from stables gives which guns to draw from, making letters.

That then spells a word. QUACK

Plenty on central table to give puzzles.

Clue from stained glass pane in armoury

**Up to Billiards Room – 2 Clues or puzzle pieces to use.**

Large chest with lock.

Pattern on the cushions is puzzle? Or glass?

Lots of balls in the corner by the fireplace. Looks odd. Could be a cool thing?

**Glass: Break a pane using the heavy billiards ball. Shines on a letter across the room. Multiple letters?**

Hidden door(was fire exit) into smoking room

**Then finish in the Smoking Room**

Small cabinet gives an option for a multistep puzzle in here. Tough one to finish off the game.

Large credenza with double doors is obviously the finish point. Out through the double doors to finish and go to the police. Type in (give them) a name and that’s the win.