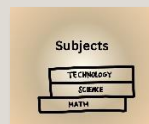


# “Virus Unmasked: The Kosovo Mystery”

## Rule Book





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## Mission Setup

Agents, thank you for being part of this mission. Before you begin your investigation, follow these steps to set yourself up for success.

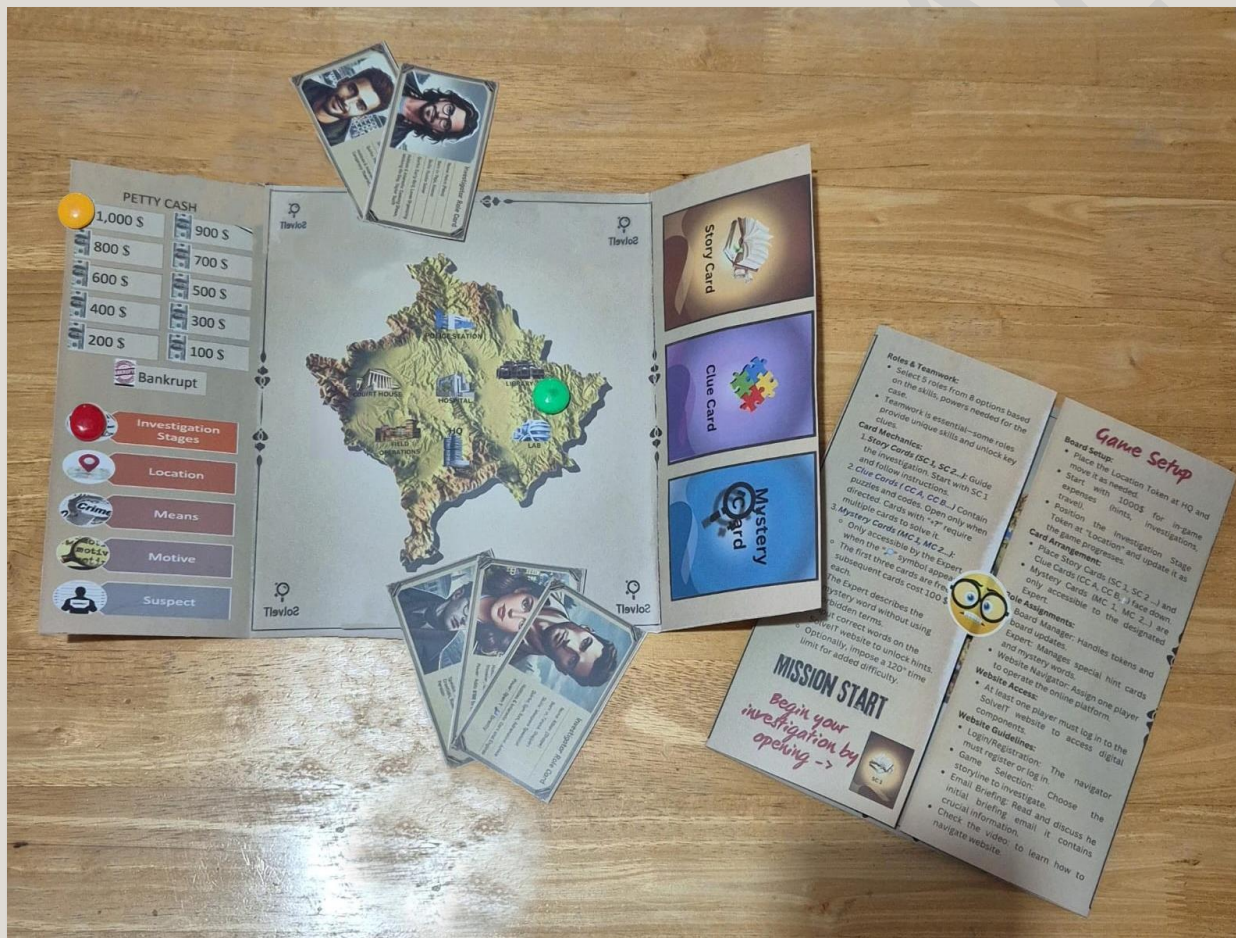


Figure 1: Visual reference on setting up your mission

Above you have a visual reference on how to set up your mission. Detectives, stay flexible! This is just an example—your team can choose different roles based on your strategy. Pick wisely and adapt to the case at hand!



### 1) First set up the game board:

- a) **Location Token:** Place it on the **HQ** mark on the **board**. Move this token as your team travels during the investigation.
- b) **Money Token:** Place it at **1000 \$**. Adjust your budget as you spend money on hints, investigations, or while traveling.
- c) **Investigation Stage Token:** Place it on the **Location** stage, which is the first phase of your investigation. Adjust it as you proceed through different investigation stages.

### 2) Arrange the Story, Clue & Mystery Cards:

- a) Place the **Story Cards (SC1-SC X)** and **Clue Cards (CC A - CC X)** face down on the board.
- b) Place the **Mystery Cards (MC1 - MC X)** face down on the board. These cards can only be accessed by the expert. Do not peak at them!
- c) Always search for Clue and Mystery Cards in the SolvelT Website.

### 3) Choose your roles detectives:

- a) A maximum of 5 players can join the investigation. Each player takes 1 role if 5 players join the game. With fewer players (2-4), all 5 roles must still be assigned, meaning 1 player might have 2 roles and so on.
- b) Choose which roles you will have during the investigation. Choose your skill and power roles, only after consulting the email with the case assigned.
- c) Work as a Team: Some skills are crucial—choose wisely to unlock key clues.



Figure 2: Choose 5 roles. Pay attention to the skills you might need to solve the case!

#### 4) Assign a Board Manager:

- a) Choose 1 player to be in charge of managing the tokens and boardgame throughout the investigation.

#### 5) Assign an Expert:

- a) Choose one player to play the role of the expert during the investigation.
- b) The expert is responsible to open mystery cards, when your team needs help.





## 6) Log in to the Website:

- a) Ensure that at least 1 player is logged in to access the digital game components.

## Website

Scan the QR code to open the SolveIT Website.



Now, follow these steps:

### 1. Assign a Website Navigator:

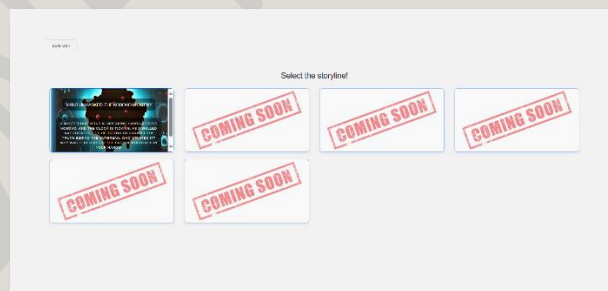
- Choose 1 player to handle the website throughout the game. Only 1 account is needed.

### 2. Register or Log In:

- The assigned player should register or log in to the website.

### 3. Choose Your Case:

- Once logged in, choose the case you want to investigate.



4. Figure 3: SolveIT Case Website

### 5. Check Your Email!

- You've received an urgent email—read it carefully and discuss it with your team. It may contain vital clues related to the case!

### 6. Watch the video to navigate the game and the SolveIT website.



## 7. Use the map integrated in the website.

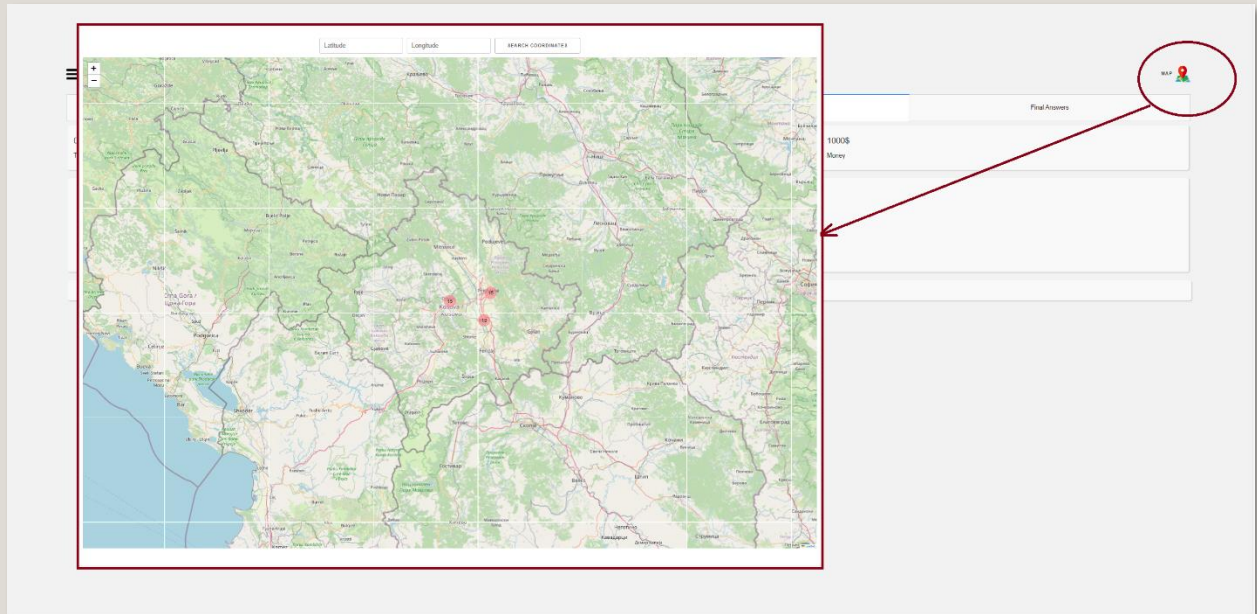


Figure 4: Searching in the map.

## Cards

**Story Cards (SC1 – SC X):** These brown cards guide your investigation. 1 detective should read them aloud.

If you want to train-before the mission, open SC 1. If you want to start the mission directly open SC 5. After opening the first card, you open/discard cards only when the game instructs you.

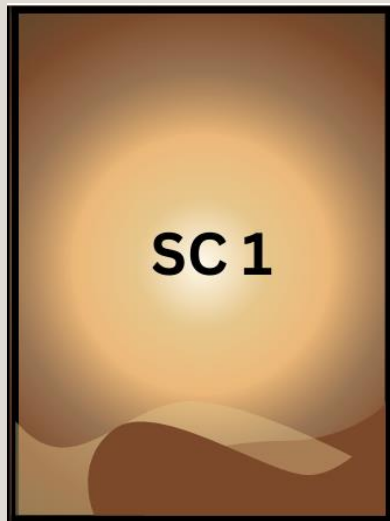


Figure 5: Start the investigation with a training



Figure 6: Start the investigation with the case directly.

**Clue Cards (CC A – CC X):** These violet cards contain puzzles and codes. Use your detective skills to solve them. If these cards hold this symbol “+?” it means you need more cards with the same symbol to solve that clue. Search for these cards in the SolveIT website, and click the magnifying glass to make the images larger.

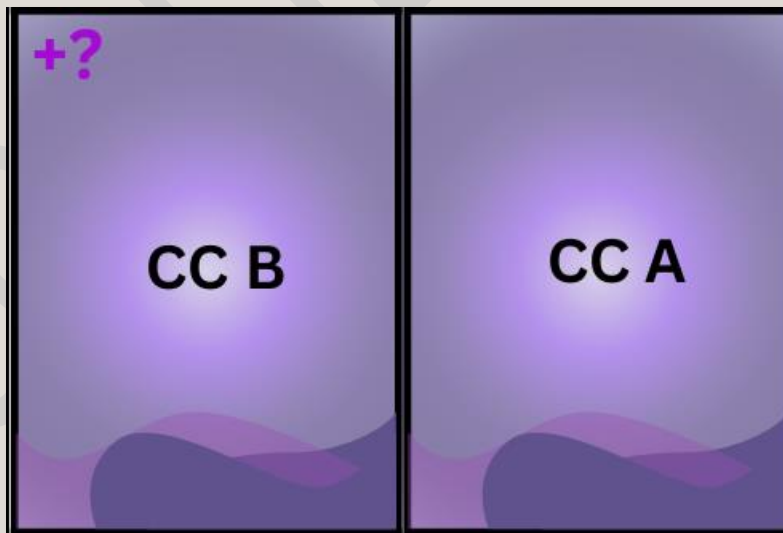


Figure 7: Clue card types. Pay attention to the +? symbol.



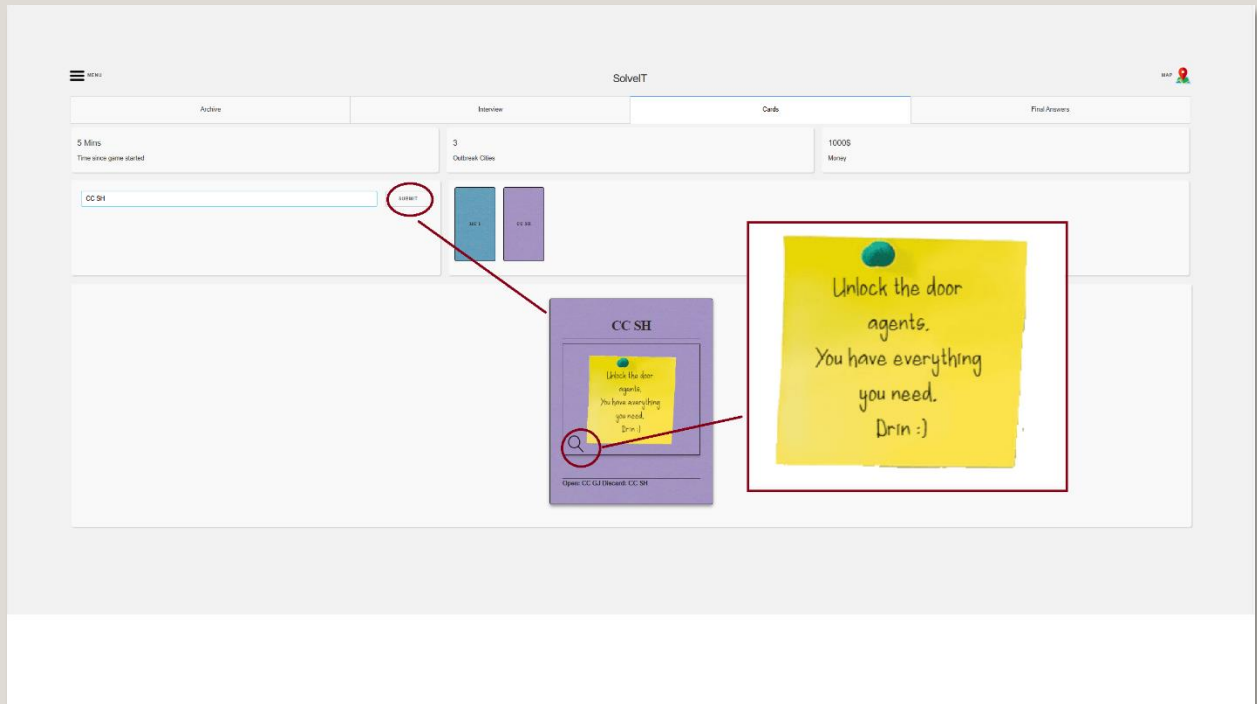


Figure 8: Searching for the Clue Cards and using the magnifier.

**Mystery Cards (MC 1 – MC X):** Are the blue cards that help you with hints, if you are stuck during your investigation. You decide when to use them as a team.



Figure 9: Mystery Cards, only for the Expert's eyes.



- Only the Expert can open them, when the “🔍” symbol appears in the story & clue cards, interviews or archive folders.
- The Expert describes the mystery word without using forbidden terms.
- The team, has to guess the mystery word in 120 seconds, to win a hint for free.
- If you cannot find the mystery word in 120 seconds you will have to pay 100\$ for the hint.
- On the **SolveIT website**, **Card Section**, search for the mystery card number (e.g., MC1).
- The team has to, input the mystery word to unlock a hint.
- If you still cannot find a path to continue the investigation, simply press “**CAN’T FIND THE PASSWORD, HELP ME!**” located under the hint, to receive the answer from Dr. Driton.

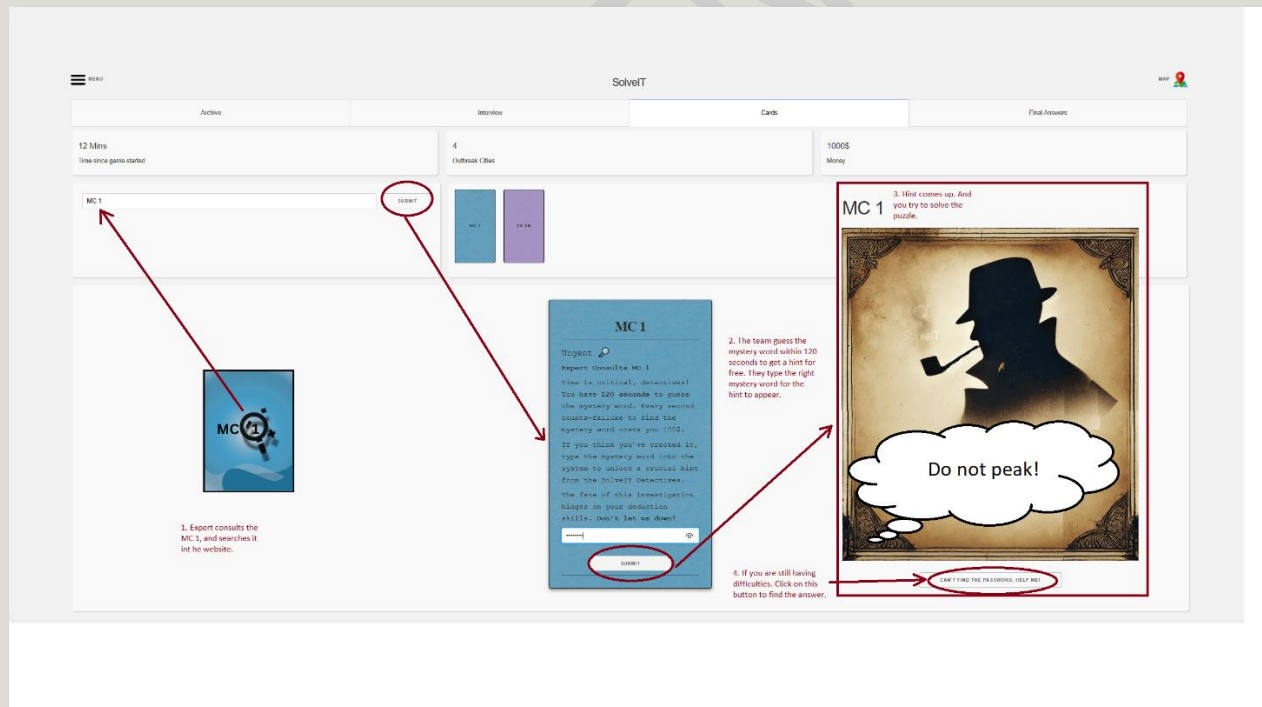


Figure 10: Searching for the Mystery Cards and unlocking the hints in the website.

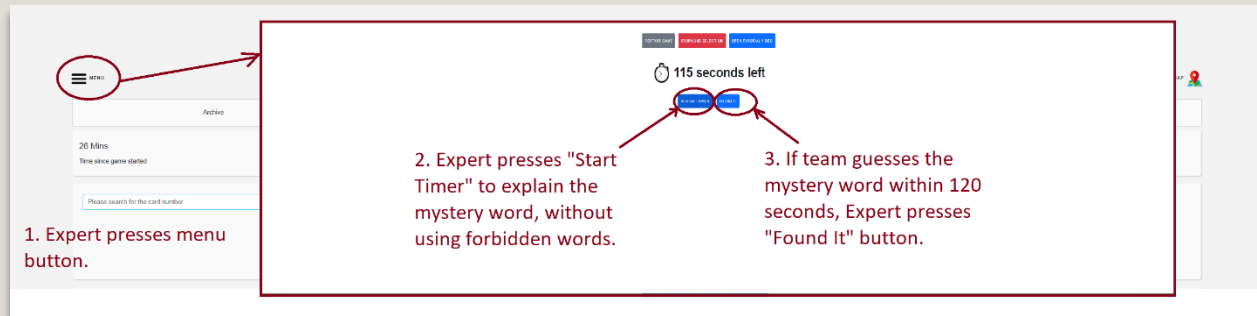


Figure 11: Expert using the Timer in the Website

## Mission goal

Your mission is clear: find all the answers to the mission assigned to you via the email from your commander before your fundsrun out. If you go bankrupt, the mission is over.

Keep a sheet of paper and a pen at your side. Every clue matters, every detail could be the key to cracking the case. Stay sharp.

As detectives, you have one powerful tool at your disposal—the internet. Use it wisely.

## When is the investigation over?

The investigation ends when you're confident you have uncovered every answer to the questions your commander assigned. Once you believe you have cracked the case, it's time to submit your findings at the "Final Answers" section in the website.



The screenshot shows the SolveIT website interface. At the top, there is a navigation bar with a hamburger menu icon on the left, the text 'SolveIT' in the center, and a small profile icon on the right. Below the navigation bar, there are four tabs: 'Active', 'Interview', 'Cards', and 'Final Answers'. The 'Final Answers' tab is highlighted with a red circle. Below the tabs, there are three main sections. The first section on the left contains the text '45 Mins' and 'Time since game started'. The middle section contains the text '7' and 'Outbreak Cases'. The right section contains the text '900\$' and 'Money'. Below these sections, there is a search bar with the placeholder text 'Please search for the card number' and a 'SUBMIT' button. The entire interface is set against a light gray background.

Figure 12: Submit Final Answers in the Website

## Start your mission

Good luck agents. Start the game by opening SC 1 if you want to train beforehand, otherwise continue directly with SC 5!