

FLUXVISION / 06

The Clockmaker’s Secret

One missing minute could change everything.

Ages 10–14 · 35 min · 2–6 players

Your mission

Every clock in the workshop has stopped one minute before midnight. Read the inventor’s notes, repair the mechanism and release the mechanical bird carrying the final clue.

Find six digits. Write them in puzzle order to complete the mission.



01 / The missing pattern

Find the missing number. Every step follows the same rule.

3	6	?	12	15

Your digit

Free preview

Preview: story, one puzzle and its answer. The full game contains six puzzles.

01 / The missing pattern

Compare the difference between two neighboring numbers.

Your digit: 9