

REWIND — Quick Start for Students

The 24 Hour Detective

Your Mission

You are **Rewind**, a kid detective in the town of **Tickwell**. Mr. Tock gave you a special **Rewinder** watch. Dial any time from the last 24 hours and you can see what already happened — you cannot change the past, only discover the truth.

People text you when something does not add up. Solve **10 mysteries** by reading clues, rewinding time, and logging evidence.

How to Start

1. Open **REWIND.html** in a web browser (Chrome, Edge, or Firefox).
 2. Click **Open the Casebook**.
 3. Pick a case. **Tier 1** cases are unlocked first. Finish a tier to unlock the next one.
 4. On your first case, follow the short **tutorial** — it shows you every button.
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How to Play (Each Case)

Step	What to do
1. Read texts	Clues arrive on your phone. Read each message as it appears.
2. Check notes	When someone mentions an important time, it appears in your Notes list.
3. Dial the Rewinder	Tap a note or set the clock hands to that time.

4. Watch	Press Watch that moment to see what happened then.
5. Log evidence	If you spot something important, log it in your evidence list.
6. Solve	When you have enough evidence, open Solve the case and answer the questions.

Tips

- You need to collect **all required evidence** before you can solve a case.
 - Try different times from your notes if a moment looks quiet — something may change at another hour.
 - Use **Back to Casebook** anytime to switch cases (your progress is saved on this device).
 - Stuck? Ask your teacher — they have a full answer guide.
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Good luck, detective!

Tickwell is counting on you.