EXIT THE GAME

The Sinister Mansion

For 1-4 players, ages 12 and up

Helper App
Download the free bonus app
+ Game tutorial
+ Atmospheric soundtrack
+ Digital timer
For Android, iOS, and Fire. Check the app stores for details.

Download the free Kosmos Helper App!

CAUTION: Do not look at the game materials (cards, book, etc.) yet!
First, read this rulebook together out loud and carefully follow all of its instructions.

What's the game about?

Your recent vacations to the woods and historic castles have been quite … eventful. Again, you have some time off, and all you want to do this time is stay home. At least nothing can happen to you here. The weather is great, the fridge is full, and today is game night. What more could a person want?

But first, you take a quick look in the mailbox, where you find a note from your neighbor. Your neighbor? You thought that the mansion next door was unoccupied. You've never seen anyone over there. The garden is completely overgrown and the building looks completely run-down. There's no nameplate on the doorbell.



In his note, your nameless neighbor asks you to feed his cat because he had to leave on short notice. You hesitate. You feel a little uneasy about all of this.

On the other hand, you don't want to be inhumane — you can't just let the poor little creature starve, after all.

As you enter the mansion together, you are astounded at the elegance inside — the finest furnishings, and not a speck of dust. Your astonishment is interrupted as the door slams shut behind you. This time, you really should have known better …

You find a guestbook and a (by now, not so remarkable) disk.

Solve all the puzzles together before your creepy host returns. Otherwise …

KOSMOS

Important: Do **not look closely** at any of the **game materials** before starting the game! Do **not** leaf through the book yet, and do **not** look at the front of the cards yet. Wait until "the game" tells you to.

Game materials



86 Cards
- 26 Riddle Cards
- 30 Answer Cards
- 30 Help Cards

3 Strange items
1 Sealed poster
1 Book
1 Decoder disk

In addition, you will need **writing implements** (ideally a **ball point pen, pencils, and eraser),** one or more sheets of **paper,** and a **watch** (ideally, a **stopwatch),** for keeping track of time. A pair of **scissors** will make the game easier to play. If you don't happen to have one available, though, you can still play and just tear things by hand.

Game setup

Get the **book** and **decoder disk** ready on the table. For now, you can leave the **"strange items"** and the **"sealed poster"** in the box. Sort the **cards** into three piles in accordance with what is written on their back sides:

- Riddle Cards
- Answer Cards
- Help Card

Be sure not to look at the front sides of any of the cards.

Check to make sure that the Riddle Cards and Answer Cards are arranged in ascending order of their letters or numbers.
Sort the Help Cards according to their symbols, and then place them to the side of the table. Arrange cards with the same symbol, one on top of the other, such that the "1st CLUE" card is on top of the "2nd CLUE" card, and the latter is on top of the "SOLUTION" card.

Where is the game board?





This game has no game board! You will have to figure out for yourselves what you have to find in the game and what the rooms look like. At the beginning of the game, you will **only have the book and the decoder disk available to you.**
As the game continues, you will add the **Riddle Cards** — either to be found in illustrations, or referred to in the text. Whenever this happens, you can take the corresponding cards from the Riddle Card pile and **look at them.** Likewise, you can only take the **"strange items"** and **"sealed poster"** from the box when explicitly told that you have found them. Until then, they have to remain in the box!

Example:
When you find an illustration like this, you may ***immediately*** *pull the corresponding Riddle Card from the pile and look at it.*



Course of play

Your goal is to work together to escape from the mansion as quickly as you can.
That would definitely be easier if every lock in the room were not secured with a riddle. As soon as the game starts, you are allowed to look at **all the pages** of the book. During the game, you will encounter objects that are locked with a **three-digit code.** To open them, you have to figure out the matching code and enter it into the **decoder disk.** On the outer edge of the disk, you will see **10 symbols.** Each symbol stands for a code to be solved. But you will have to figure out for yourselves which symbol belongs to which code. Pay close attention to every detail. If you think you are able to crack a code, enter it under the corresponding symbol on the disk. A number will then appear in the **viewing window** of the smallest wheel.

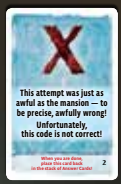
This indicates the **number of the Answer Card** that you are then allowed to look at. If the code is incorrect, you will have to keep searching for a solution or switch to another riddle for the time being. If the code is correct, the Answer Card will tell you how to continue.

Example:
*For the riddle with the ◆ symbol, you have come up with **1 5 8** as the code. You enter this combination under the ◆ symbol on the decoder disk. In the little window, you will see the **number of the Answer card** that you are then allowed to pull out of the pile and look at.*



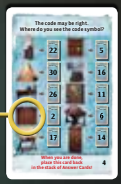
➡ Is the code incorrect?

If so, the Answer Card will tell you. In that case, simply return the card to the pile and take another look at the riddle that you failed to solve. Maybe there's something that you overlooked. Or you may simply not yet have the information that you need to solve it. Then you will just have to continue someplace else.



➡ Is the code *possibly* correct?

If so, the Answer Card will look like this: →

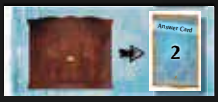


➡ Where will you see the code symbol?

Good question! To answer it, you will have to take a close look at the pictures in the book or on the Riddle Cards. All possible **locked objects** can be found there.
All of these objects are **marked with a symbol.** Our example involves the armoire with the ◆ **Symbol** on it.



To continue with this example scenario: Next, take a look at the Answer Card next to the armoire and you will see that you should now retrieve Answer Card 2 from the pile.



Note: You have to see the **object with the symbol** on a **Riddle Card or in the book** in order to be able to open it. You cannot open something that you have not yet found — just like in an actual escape room.

➡ Is the code *really* correct?

If so, the **second Answer Card** will tell you how to continue. You will find one or more new Riddle Cards which you will be allowed to **pull from the pile and look at immediately.**

➡ Is the code *actually* incorrect?

Well, in that case you must have made a mistake. You will just have to think about it some more and come up with a different code.

IMPORTANT:
- **Whether wrong or right — return all Answer Cards to the Answer Card pile.**
- **All codes can be solved logically. You shouldn't just try all possible combinations on the disk.**

Need some help?

Of course, the game can provide you with assistance if you get stuck. For each code, there are three Help Cards that can be recognized by the symbol on their back sides.

In addition to giving you an initial useful clue, each **"1st CLUE"** Help Card also tells you which Riddle Cards you have to have found in order to be able to solve the corresponding riddle.

The **"2nd CLUE"** Help Cards will give you somewhat more concrete assistance in finding a solution to the corresponding riddle.

The **"SOLUTION"** Help Cards provide the solution to the riddle.

IMPORTANT: Look at the Help Cards only for a specific Riddle Card or riddle in the book. These riddles are usually identified with a symbol (matching a symbol on the decoder disk). It won't help you to use Help Cards if you have not found a riddle with the corresponding symbol.

So have a little patience — some of the riddles can only be solved with the help of several Riddle Cards. **You won't always have all of them available to you right away. Sometimes, you will first have to grapple with other riddles to get more cards.** But don't be shy about using Help Cards if you get stuck. Once you have used them, place them on a discard pile.

Additional playing materials

In addition to the materials contained in the box, you will need **paper and a pencil** for taking notes.
You will also need a **watch/stopwatch.**

IMPORTANT: You can **write on, fold, or tear the materials ...** All of this is allowed, and sometimes even required. You can only play the game once — after which you will know all the riddles, and won't need the game materials any longer! If you like, you can also use **scissors** to cut the materials rather than tearing them.

When does the game end?

The game ends when you have solved the last riddle and escaped from the mansion. A card will tell you that. Start a stopwatch at the beginning of the game so you know how long you needed.
You can look at the table on the next page to see how well you did. **When calculating the number of Help Cards used, only the ones that gave you new hints or solutions should be counted.** If a Help Card only had something that you knew anyway, do not include it in the calculation.

	No Help Cards	1–2 Help Cards	3–5 Help Cards	6–10 Help Cards	> 10 Help Cards
< 60 Min.	10 Stars	8 Stars	7 Stars	5 Stars	4 Stars
< 90 Min.	9 Stars	7 Stars	6 Stars	4 Stars	3 Stars
< 120 Min.	8 Stars	6 Stars	5 Stars	3 Stars	2 Stars
> 120 Min.	7 Stars	5 Stars	4 Stars	2 Stars	1 Star

One final tip

Any game materials that you successfully used to help solve a riddle should be set aside. That way, you will be able to keep track of the materials more easily and won't get them mixed up.
The **only** things that you will need for more than one riddle are the **illustrations of the rooms.**

The game begins

What are you waiting for? **Start the stopwatch** and get out of the mansion before it's too late! **Now** you are allowed to look at **all the pages** of the book and begin solving riddles. If anything is unclear, don't be shy about **looking something up in the rulebook during the game.**

The authors and Kosmos thank all the test players and rule readers.



The authors:
Inka & Markus Brand live with their children Lukas and Emely in Gummersbach, Germany. They have published many children's and family games together and won numerous prizes.
Ralph Querfurth is a game editor. Along with Sandra Dochtermann, he had the idea for the EXIT games and asked Inka and Markus in 2015 whether they would like to develop them. The two of them showed no hesitation.

EXIT concept: Kosmos, Ralph Querfurth, Sandra Dochtermann
Illustration: Martin Hoffmann
Cover illustration: Silvia Christoph
Title graphics: Michaela Kienle
Graphics: Sensit Communication GmbH
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This game is recyclable. Separate the plastic from the paper/cardboard. Or, if you completed the game without damaging any of the materials, you can give it to someone who has not already solved it.

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Share your Exit experiences using **#exitstrategies**



CERTIFICATE

The following players

on in

successfully escaped from the mansion.

What an outstanding achievement, and how fortunate that they won't be locked inside the mansion forever!

To do it, it took the players Minutes and Seconds

They used a total of Help Cards.

This earned them stars in the assessment!

The coolest riddle was

The trickiest riddle was

The player who solved this riddle was