EXIT THE GAME

The Gate Between Worlds

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: You are **not allowed to look closely at the game materials** before starting the game! Do **not** open the posters yet, and do not look at the front sides of the cards. Wait until the game instructions tell you that you are allowed to do so. **First, read this rulebook together out loud** and carefully follow all the instructions.

What's the game about?

On one of your last adventures, you found an ancient map that purportedly leads to some kind of mystical gate. *(Don't worry if you haven't played EXIT: The Cemetery of the Knight. You don't need to have played it to play this game.)* The map piqued your interest, and you and your team have decided to work together to find the gate. You are all eager to see what this legendary gate is all about.

The map guides you through a narrow canyon to an exquisitely hidden cave entrance, which is overgrown with thick vegetation. With great effort, you push your way into the cave. It appears that it has been ages since anyone was last here.

Inside the cave, you find the mysterious gate. It is circular and made of strange metal rings embedded in the rock wall. You are both intrigued and disturbed at the sight of it. You approach the gate hesitantly and gently touch it. To your astonishment, the metal rings can be rotated.

Can you figure out how to activate the gate?
And where do you suppose it will take you?

KOSMOS

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Game materials

61 Cards
- 30 Answer Cards
- 30 Help Cards
- 1 Riddle Card (that's right, just 1 card!)

8 Poster
10 Strange items
2 Display feet
1 Decoder disk





Decoder disk on two display feet



8 posters



4 rubber bands



1 key

1 trap

3 rods

1 board

In addition, you will need **writing implements** (ideally **ball-point pens, pencils and an eraser),** one or more **sheets of paper,** a pair of **scissors,** and a watch (ideally, a **stopwatch)** to keep time. As an **alternative,** you can use the **digital timer** with the atmospheric soundtrack. Just select the game in the **Kosmos Helper App** and click on the hourglass.

Game setup



On the **decoder disk,** fold the black strip toward the rear and slide the **two display feet** onto the locations provided for them. For now, place the posters and the "strange items" at the edge of the table. Sort the **cards** into three piles in accordance with what is written on their backs:

- Riddle card
- Answer cards
- Help cards

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

Check to be sure that the answer cards are arranged in ascending numerical order. Sort the help cards according to their symbols. Then place them at the edge of the table. Place cards with the same symbol one on top of another, with the 1st CLUE card on top of the 2nd CLUE card, and the latter on top of the SOLUTION card.

Each copy of this game is packaged with the greatest care. Unfortunately, occasional mistakes can occur. Before playing, please check to make sure that the game materials are complete. If anything is missing, do not start the game until contacting:
US: support@thamesandkosmos.com
UK: support@thamesandkosmos.co.uk

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 or spaces look like. At the beginning of the game, you will **only have the decoder disk available to you.** As the game continues, you will add a **riddle card** and **posters** — either to be found in illustrations, or referred to in written instructions. Whenever this happens, you can take the corresponding items and look at them. You are also only allowed to use the **strange items** when explicitly instructed that you have found them. Until then, leave them at the edge of the table!

Example:
When you see an illustration like this, you may ***immediately*** *take that riddle card (riddle card A, in this case) from the stack and look at it.*



Game description

Your goal is to uncover the secret of the gate between worlds as quickly as you can.
That would definitely be easier if every world were not occupied with a riddle. As soon as the game begins, you are allowed to look at the **decoder disk.** As the game continues, you will keep finding objects that are locked with a **three-digit or color code.** To open them, you will have to find the proper code and enter it on the **decoder disk.** On the outer edge of the disk, there are **ten different symbols** pictured. Each symbol stands for one of the codes to be solved. But which symbol belongs to which code? You will have to figure that out for yourselves. So it's advisable to pay attention to every detail. If you think you will able to crack one of the codes, enter the code under the corresponding symbol on the decoder disk. A number will then appear in the **viewing window** in the smallest wheel of the disk.

This will indicate the **number of the answer card** that you are then allowed to look at. If the code was wrong, you will have to keep looking for the answer or try a different riddle for now.
If the code was right, the answer card will tell you how to continue.

Example:
*You have calculated the code **8 9 7** as the solution to the riddle with the ✸ symbol. Now enter this combination of numbers 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 take from the stack and look at.*



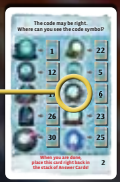
➡ Is the code incorrect?

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 it may be that you simply don't 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 something like this:

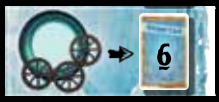


➡ Where can you see the code symbol?

Good question! To answer it, you will have to take a close look at the pictures on the riddle card or the posters. There, you will find all sorts of **locked objects.**
All of these objects are marked with a symbol. In our example, there is a gate with the ✸ symbol on it. So look at the answer card next to the gear gate and you will see that you are now supposed to take answer card 6 from the pile.



Note: You must see the **object with the symbol** on the answer card or on a poster in order to open it. You cannot open what you have not yet found — just like in a real escape room.



➡ Is the code *really* correct?

If so, the answer card will tell you how to continue. You will be allowed to **open a new poster** or **take certain strange items.**

➡ Is the code *actually* incorrect?

Well, in that case you must have made a mistake, and you will just have to think again 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 help?

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 game materials you have to have found in order to be able to solve the corresponding riddle.

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

The **"SOLUTION"** help cards will give you the solution to the riddle.

IMPORTANT: Always take the help cards for a specific riddle card or a specific riddle on a poster. These riddles are usually identified with a symbol (just like 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 posters. **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 new game materials.** 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 game materials

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

IMPORTANT: You can **write on, fold, or cut 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! This enables the game to contain the most interesting variety of riddles.

When does the game end?

The game ends when you have solved the last riddle and uncovered the secret of the gate. A card will tell you that. At the beginning of the game, start a stopwatch so that you will know how much time 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, of course, only the ones that gave you new hints or solutions should count.** If a help card only had something that you already 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 **several of the riddles,** are the **illustrations of the locations.**

The game begins

What are you waiting for? **Start the stopwatch** and uncover the secret of the gate before it's too late!
Starting now, you are allowed to look at the **decoder disk** and begin solving riddles. If anything is unclear, don't be shy about **looking something up in the manual during the game.**

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



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 an author and game editor. He and Sandra Dochtermann came up with the idea for the EXIT Games and asked Inka and Markus in 2015 if they would like to work on them.

EXIT concept: Kosmos (Ralph Querfurth, Sandra Dochtermann)
Illustrations: Martin Hoffmann
Cover Illustration: Martin Hoffmann
Title graphics: Michaela Kienle
Graphic Design: Sensit Communication GmbH
Editing: Ralph Querfurth
English Text Editing: Ed Gartin, Ted McGuire

This game is recyclable. Separate the plastic from the paper/cardboard.

692879-02-111120

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Printed in Germany

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CERTIFICATE

The following players

Have on in

uncovered the secret of the gate.

What an outstanding achievement, and what luck that they will not be lost in other worlds forever!

To do it, they required Minutes and Seconds

To do it, they required help cards.

This earned them stars in the assessment!

The coolest riddle was

The trickiest riddle was

The one who solved this riddle was