EXIT THE GAME

The House of Riddles

For 1 – 4 players, ages 10 and up

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

What's the game about?



After a long trip through lonely roads and dark woods, you have finally arrived. With a queasy feeling but full of anticipation, you climb the stairs to the mysterious "House of Riddles." What on earth awaits? Hard to believe that you will soon be face to face with three actual detectives — Sandra, Mario, and Tom!

The three detectives have invited you to a mysterious meeting. All you know is that they have designed their own escape rooms — **rooms filled with riddles that have to be solved in order to find the exit.** Along with the invitation, the three detectives sent you a strange disk, with the following words written on it: "Decoder disk – to help you solve numeric codes."

The windows of the house gaze at you like creepy, diabolically shining eyes. Not a soul in sight. A little hesitantly but burning with curiosity, you open the heavy front door and enter the dark entry hall. With a loud crash, the door slams shut behind you. A muffled click removes all doubt — you are locked in!

KOSMOS

IMPORTANT! Do not look closely at any of the game materials before starting the game! Wait until the game instructions give you permission.

Game materials

87 Cards
- 30 Help Cards
- 30 Answer Cards
- 19 Riddle Cards
- 8 "Odd Cards"

1 Book

1 Decoder disk

3 Strange items (magnifying glass, ball, calling card with slits)



Additionally required game materials

In addition, you will need writing implements (ideally, **a black felt-tip pen** and a **pencil**), at least one pair of **scissors** and possibly **paper** for taking notes. You will also need a **watch**, ideally a **stopwatch.**

Game setup

Get the **book** and the **decoder disk** ready on the table.
Carefully remove the **magnifying glass and the calling card** and set them aside at the edge of the table along with the **ball** and the **"odd cards."** You will not need these materials until later in the game.

Sort the remaining cards into three piles according to what is written on their back:

- **Riddle Cards** (red)
- **Answer Cards** (blue)
- **Help Cards** (green)

Please note: Be sure not to look at the front sides of the cards just yet!

Check to be sure that the **Riddle Cards** and **Answer Cards** are arranged in ascending order of their letters or numbers. Separate the **Help Cards** according to their 10 symbols. Place each group of three cards sharing the same symbol on top of one another with the **"SOLUTION" card** on the bottom, the **"2nd CLUE" card** on top of that, and the **"1st CLUE" card** on the very top. Then set the 10 Help Card sets at the edge of the table.



Where is the game board?

This game has no game board! You will have to figure out for yourselves what you need 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 card from the Riddle Card deck and **look at it.**

Example:
*You see Riddle Card A illustrated in the book. Then, you may **immediately** take that card from the deck and **look at it.***



You may only look at an **Answer Card** after you have entered a code into the decoder disk and have been directed to the corresponding Answer Card.

You may likewise only use the **strange items** when explicitly told that you have found them. Until then, leave them at the edge of the table!

Course of Play

Your goal is to work together to escape from the House of Riddles in as little time as possible. This would definitely be easier if there were not so many riddles all over the place that have to be solved in order for you to make any progress.

IMPORTANT: To solve the riddles, **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!)

Solve the riddles **in their proper order** as you work through the book. You will keep coming across **locked doors and objects.** Each of these will display a **symbol,** and can only be opened with a **three-digit code.** If you see a riddle, take a close look at the corresponding page of the book and the Riddle Card. Work together to think of how to solve the riddle in order to find the proper three-digit code. Then, enter the code in the **decoder disk.**

On the outer edge of the disk, there are **10 different symbols** pictured. Each symbol stands for a code to be cracked. Pay attention to **which symbol** is shown on the cards and on the objects in the book! Enter the code under that symbol on the decoder disk — starting on the outside and proceeding toward the center. A number will then appear in the **viewing window** in the smallest wheel on the disk. This will indicate the **number of the Answer Card** that you are then allowed to look at.

Example:
For the riddle with the  *symbol, you have come up with* **8 6 1** *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 deck and look at — in this case,* ***29****.*





➡ Is the code incorrect?

If so, the **Answer Card will tell you with an X**. Check the symbol and the code. If that fails to help, take another look at the riddle and try to come up with a different code.



➡ Is the code *possibly* correct?

If so, you will get an **Answer Card showing an overview** of objects and cards.

Where can you see the code symbol?

On the **Answer Cards showing an overview,** the doors and objects to be opened are shown in order. Each **locked door or object** is **marked with a symbol.**



In our example, you want to open the door with the symbol. So look for the door with the symbol on the Answer Card. It will then direct you to another Answer Card.



In this example, you are directed to Card 8. Find this card in the deck. Only this **second Answer Card** will tell you if the code is **really** correct.

➡ 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 take from the deck and look at right away.

➡ Is the code *actually* incorrect?

Well, in that case you will land on an **Answer Card with an X**. Check the order of numbers in the code and compare the symbol on the decoder disk with the symbol on the Riddle Card. If the code is still wrong, take another close look at the riddle and try to come up with a different code.



IMPORTANT: You have to **solve the riddles in the proper order!** In other words: You can continue to the next riddle or turn to the next page in the book only if you have solved the previous riddle and the instructions in the game tell you to do so!

Don't forget!

- **The locked doors and objects are shown in order on the Answer Card showing the overview — first in the left column from top to bottom, then in the right.**
- **Whether right or wrong, return all the Answer Cards back to the Answer Card deck when told to do so.**
- **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.

Each **"1st CLUE"** Help Card gives you an initial useful clue and tells you what you will need in order to be able to solve the riddle.

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

The **"SOLUTION"** Help Cards will tell you the approach to take in solving the riddle and what the correct code is.

Don't be shy about using Help Cards if you get stuck. Once you have used them, place them face up on a discard pile.

When does the game end?

The game ends when you have solved the last riddle and escaped from the House of Riddles. A card will tell you that.

Assessment

Just solving all the riddles is a major victory! If you also want to see how well you did though, you can look at the table below. **When calculating the number of Help Cards used, only count the ones that gave you NEW hints or solutions!**

	No Help Cards	1 – 2 Help Cards	3 – 5 Help Cards	6 – 10 Help Cards	> 10 Help Cards
< 60 Min.	10 Stars	9 Stars	8 Stars	6 Stars	5 Stars
< 75 Min.	9 Stars	8 Stars	7 Stars	5 Stars	4 Stars
< 90 Min.	8 Stars	7 Stars	6 Stars	4 Stars	3 Stars
> 90 Min.	7 Stars	6 Stars	5 Stars	3 Stars	2 Stars

The game begins

What are you waiting for? **Start the stopwatch or timer!**
Now you are allowed to open the **book** and start the game on page 2.
We hope you have a lot of fun with EXIT — The House of Riddles!

Inka & Markus Brand 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.
Of course, they are also enthusiastic puzzle and escape room fans.

EXIT concept: KOSMOS
Ralph Querfurth, Sandra Dochtermann
Illustration: Katja Annette Witt
Cover-Illustration: Silvia Christoph
Title graphics and graphics: Fine Tuning
Story: Ben Nevis
Editing: Sandra Dochtermann,
English edition editing: **Ed Gartin**

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Phone: +49 711 2191-0;
Web: kosmos.de
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Web: thamesandkosmos.com
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CERTIFICATE

The following players

1 | 2 |

3 | 4 |

on | in |

successfully escaped from the House of Riddles.

What an outstanding achievement — the three detectives offer their congratulations!

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 |

Share your Exit experiences using ***#exitstrategies***