



For 1 player or one team
10 years and up

ADVENT CALENDAR

The Intergalactic Race



ATTENTION! Don't examine any game material **yet** (i.e., this book, the decoder table, the pictures etc.).
First read the Game Instructions in the Help Book and follow the instructions you are given.

STORY BOOK



Only continue reading here if you
have been instructed to do so!

KOSMOS

Room for notes

Introduction

It's early December in a galaxy far, far away. After a long day at work, you are looking forward to a refreshing drink in your favourite watering hole. You enter the somewhat shabby space bar and make your way to the counter. You know the barman, a Houndian with an eye patch, quite well. "Can you make me a double Yuppi-Ta, Tom?" "Coming right up," he replies and grabs a fresh glass.

You relax into your favourite spot at the counter and let your gaze wander across the dimly lit room. Like most evenings, the singing of the beautiful four-armed Ganymeja can be heard from the stage. The tables are full of the usual clientele, but also a few people you've never seen here before.

A pale lady with a narrow white hat sits in an alcove. She is completely engrossed in a game of dice. Strangely, she seems to be playing all alone. A rabbit in a spectacular coat is standing at the dartboard. With remarkable speed he sharpens a handful of carrots with his large front teeth and throws them one after the other at the dartboard – they all hit the bullseye, with no exception. A shaggy white giant comes to the bar and speaks to Tom in a language you don't understand – a kind of loud howl that is somewhat reminiscent of the call of a wounded animal. The barman seems to understand him. He bends down and pulls a roll of toilet paper from under the counter. Visibly relieved, the hairy giant pads through a swinging door to the back.

"Another star shake, please," calls the customer to your right, a gaunt guy with a weathered face. If you had to guess, you'd say he's from Earth like you. The guy seems happy in his own company and not interested in talking.

"Tom, turn on the TV," calls a rather slimy-looking Möbian from the back of the bar. "The pre-race commentary should have started by now!"



ood Heavens, yes, the race! You had completely forgotten it starts today. The entire cosmos has been talking about nothing else for weeks. Once again, the IMB, the Intergalactic Maritime Board, is organising the 24-day Le Monde race. If you remember correctly, it's some kind of big anniversary. This year the route will lead through large swathes of space.



ünther presses the remote control. A commentator appears on a screen in the corner, standing on a still-empty runway and reporting excitedly. "... unprecedented interest in this major event that connects people from many different planets. The spectator seats on the route – at least on the parts of the route that are publicly known – have been sold out for months. We have heard that tickets are now being traded on the black market for the price of small planets."

"I just don't understand the hype surrounding this thing", you say to Tom and take a long sip of Yuppi-Ta. "Well," replies the Houndian, "you have to admit, the prize for the winner is pretty spectacular this year. Think about how wonderful that would be! From now on they will be in charge of the annual Christmas celebrations for the whole galaxy!"

"But, in the end the same people always win", you murmur and look over at your taciturn neighbour, whose gaze is transfixed on the screen. His face is completely motionless; it is impossible to guess his thoughts.



n the screen, the commentator is now interviewing the founders of the IMB, a blonde woman and a remarkably tall man. "We have heard," says the commentator, "an intriguing fact some sections of the route are completely unknown to race participants. Is it true that the route will have to be figured out during the course of the race? Are you sure that will work?"

"Oh, I'm quite confident about that," the man replies cheerfully. "For years we have been impressed with how much enthusiasm and cleverness the race teams bring to our challenges. Of course, we have a few very special surprises planned for the anniversary – so no one should be complacent!" Nodding, the woman adds: "It certainly won't be child's play. But the long and the short of it is that the best racer will find the right path." For a moment it looks like she winks conspiratorially into the camera as she says these words.

The commentator is now talking about how doggedly the candidates have prepared. Some would have left their home planets, quit their jobs and put their social lives on hold. "Well, they're all a little over-optimistic!" you say shortly. "You said it," the gaunt man next to you replies. After a short pause he adds: "Do you have any plans for December?" You look at him in surprise. "No, why?" The stranger points his star shake towards the screen. "Because of the race. I could use a helping hand."



You almost drop your Yuppi-Ta in astonishment. "YOU are taking part in this?" The man nods curtly and shoves a handful of Cassio nuts into his mouth. When he notices your astonished expression, he mutters just one word: "Christmas!" Then he looks at you calmly, as if taking part in the 24-day Le Monde race is the most natural thing in the world.

Perplexed, you try to understand what is happening here. "And you want me to..." you stammer. "What would my duties be?" The man makes a vague gesture with his hand. "Whatever is required really ... reading maps, carrying out small repairs, making sandwiches, maybe cracking a joke now and then to keep me from falling asleep ..." "And what will you be doing?" you ask. "Well, I'll be flying the spaceship, what else?" he replies as if you are extremely slow-witted. Then he holds out his hand to you. "My name is Herr Brönn Zer Ferklausolinsky de Sneek," he says, "but my friends call me Klaus!" "Very pleased to meet you, Klaus," you reply, shaking his hand in surprise – which he seems to take as agreement.

"Good, glad that is sorted," he says and empties his glass with one long gulp. "I'm going to pop by the little space racers room and then we'll meet outside at the spaceship." And with that he gets up and disappears towards the toilets. You stare after him in disbelief.



Günther puts a second Yuppi-Ta on the counter, this time in a take out bottle. "It's on the house," he says, and then adds by way of explanation: "Klaus is a good sort. You should go with him. After all, it's about ..." " ... yeah, yeah, about Christmas, I know." Then, without knowing exactly why, you make a decision. "Alright then. Count me in!" You grab your Yuppi-Ta and slide off the bar stool. "Bye Tom, see you at the end of December." Let's go to the 24-day Le Monde race!

Are you ready? Then continue reading on the calendar page '1st December' and get started with the first riddle.



1st December

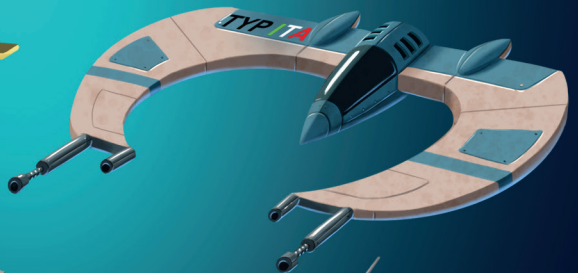
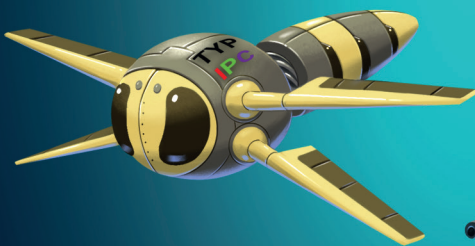
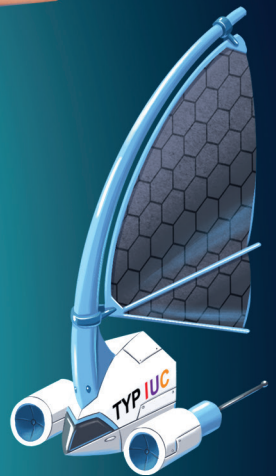
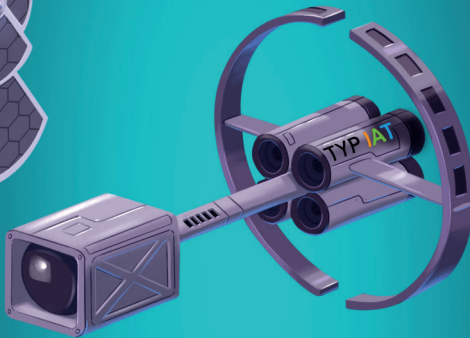


As you step out of the bar, you're almost run over by a turbo sleigh. Startled, you take a step back and see the same rabbit in the driver's seat who had just ruined the dartboard inside. He races away, his ears flapping in the wind. "I wonder if he is taking part in the race too," you mutter to yourself in a low voice. "Sure he is," someone says next to you. It's the shaggy white giant from the bar who obviously also speaks your language. "We're all taking part," he adds, "the rabbit, me and her too!" He points with his hairy paw over to the pale lady who is boarding a kind of futuristic white hot air balloon. The shaggy creature climbs into his craft, which looks like he built it himself out of spare parts he found at home. It mostly resembles a rusty boiler! "By the way, I'm the Yeti," he says in a friendly voice. "I'll see you at the finish – if you make it there, that is." He steps on the accelerator and his steam-powered boiler rattles into motion. Now you're curious to see Klaus' vehicle. You frown and look around the parking lot, where there are many waiting vehicles. How are you supposed to know which one is his?

You go back to the bar and shout in the hallway in front of the toilets: "Klaus! Are you nearly done?" "I'll be here a little while!" comes the answer from inside. "What does your spaceship look like?" you call again. "Oh, funny story," he replies. "Until half an hour ago I didn't have a spaceship. But then a used spacecraft dealer came into the bar. He bought me a star shake and offered me a vehicle. Of course I jumped at it straight away – the race is imminent. I have no idea what the thing looks like though, sold as described was the deal. But it was such a bargain! Of course I wrote down which one I bought. The details are on the dealer's business card, it should still be on the counter. Maybe it's not entirely legible, the star shake was in the way ... sorry!" Sighing, you make your way back to the bar to look for Klaus' notes.

Please turn the page.
Now open door 1!

Behind you will find: 2 riddle cards A1/A2, 1 strange item 'coaster'



2nd December



h great! It's no wonder that Klaus got his vehicle at a bargain price – the thing clearly has issues!

You think enviously of the streamlined sleigh on which the rabbit zoomed away. Ah well, no point dwelling on it, that will only make things worse!

Where is Klaus now? If he takes much longer, the others will have finished before your pilot even gets behind the wheel. You return to the toilets and this time you bang on the door loudly. "Klaus!" you shout angrily, "Get a move on!"

"Relax," Klaus calls from inside, "I ate two bowls of pea soup earlier, and it's in your own interest that I finish things here in peace. Why don't you start the engine? The dealer said it takes a while to warm up anyway. Oh, and he wasn't quite sure which key was the right one, so he just left a few in the cockpit. One of them should fit."

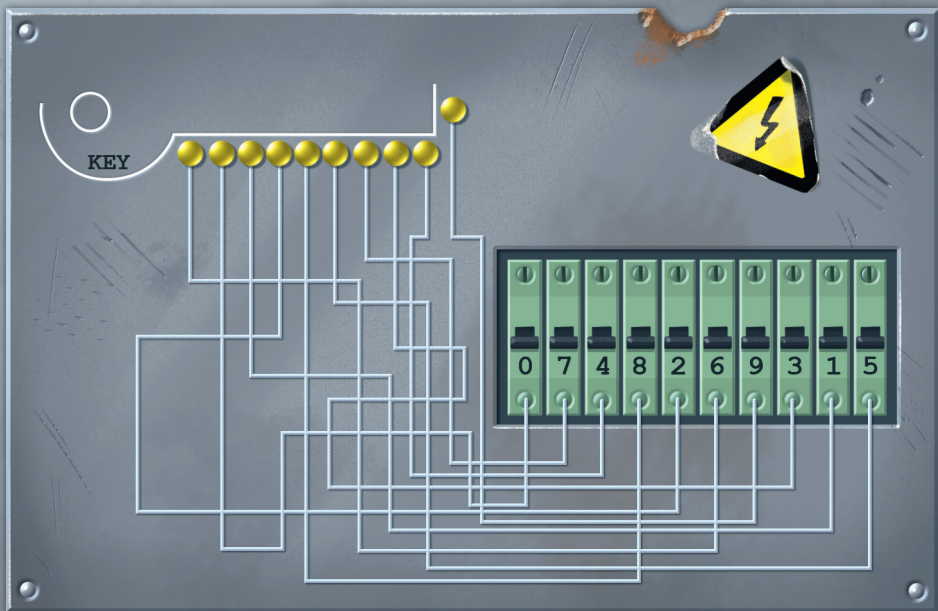
You're about to leave when Klaus calls after you: "The dealer said he left a note somewhere with a reminder. You'll be fine."

"If you say so," you think, shaking your head. You make your way back to the spaceship and climb into the cockpit.

**Please turn the page.
Now open door 2!**

Behind you will find: 1 riddle card B1, 5 strange items 'keys'





3rd December

The engine has been warming up and rattling worryingly for a good 15 minutes, when finally Klaus comes out of the bar! He carries some large bags, which he hands to you to put into the spaceship.

"Here, Tom has prepared provisions for our journey. Nice of him, right?"

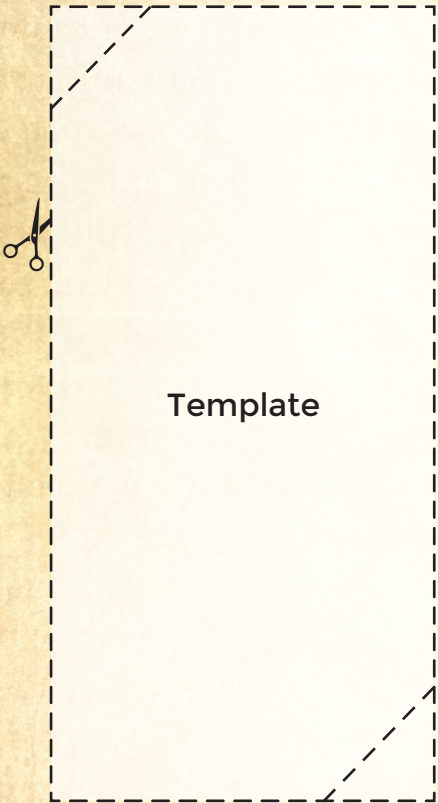
Klaus settles into the driver's seat and instructs you to climb into the area behind it. It is relatively cramped and seems to be a machine room and a lounge room in one. Not exactly comfortable.

Klaus steers the spaceship to the starting line and you look over his shoulder through the windshield. As expected, you're so late that the launch pad is already pretty empty. The others have flown off and are slowly disappearing into the distance. Due to the turbulence caused by the crafts, the starting flag has become detached from the mast and is drifting away in the wind.

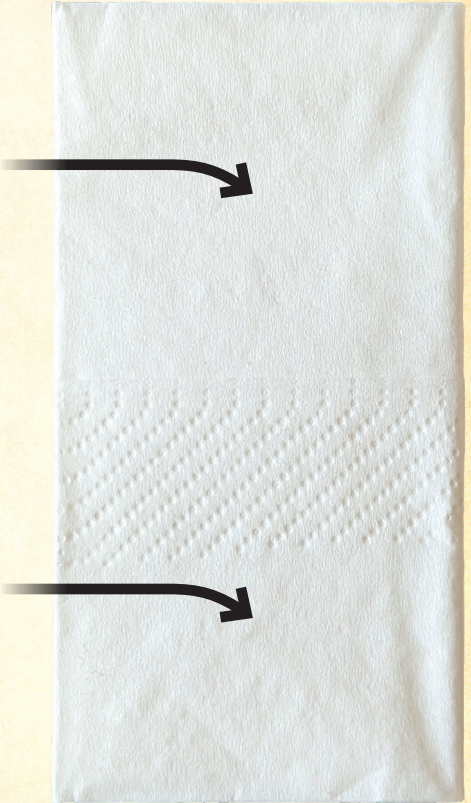
Please turn the page. Now open door 3!

Behind you will find: 2 riddle cards C1/C2, 1 strange item 'handkerchief'





Template



4th December



*Y*our racer rattles slowly through space. You are travelling so slowly that the field of spaceships in front of you can no longer be seen. But Klaus doesn't let this bother him. He is currently rummaging through Tom's bags.

"Snack?" he asks, holding out a meatball.

"No, thank you," you answer and after a short pause you add: "Klaus, is this really the right time to be eating? Shouldn't we try to catch up with the others as quickly as possible?"

"You're funny," Klaus replies and bites into the meatball with relish. "I don't even know which direction we have to go! Before we can catch up with anyone, you have to find out the route."

"ME?" you ask, dumbfounded. "Of course," Klaus replies, smacking his lips. "What do you think I hired you for? The race management gave me a few old star maps when I registered. Apparently possible travel routes are marked on them. Have a look and see if you can find anything useful."

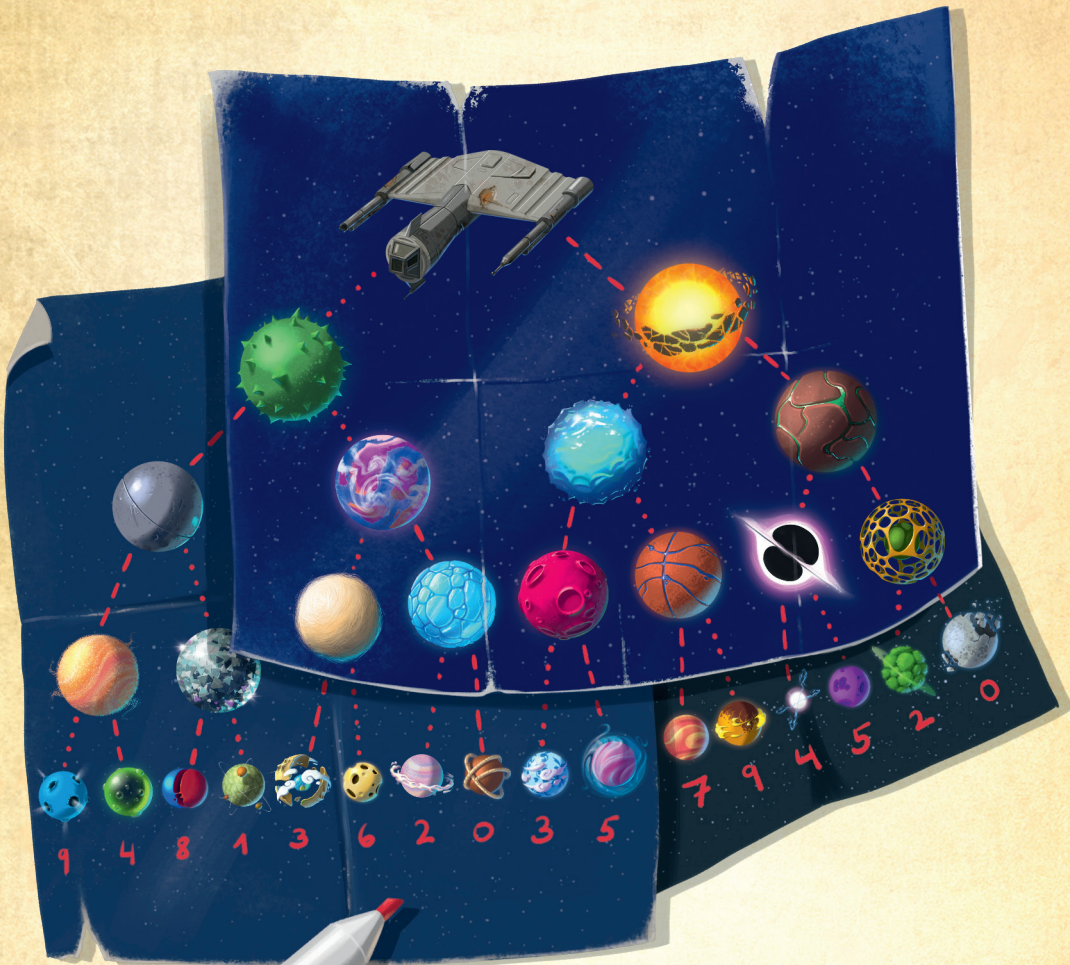
You look around the machine/lounge/navigation/bit-of-everything room in search of the maps mentioned. How are you supposed to know where to fly to? Which route are you supposed to take?

You stop in your tracks. Didn't the TV reporter ask exactly this question during the preliminary report? And how did the founder of the LMB answer? Yes, that's right: The LONG and the SHORT of it is that the best racer would find the right path. Was that a hint?

Please turn the page. Now open door 4!

Behind you will find: 1 riddle card D1





It is best NOT to tear out the calendar page before reading.

Anyone reading this has a clear advantage.

5th December



kay, so you've figured out the right direction. But that doesn't solve the problem that the other teams are way, way ahead of you. You wonder if there is a shortcut you could use. You would have to ask local people about this.

"Klaus," you call to your pilot in the cockpit, who is now eating Tom's potato salad, "head to the planet over there. I want to ask the residents if they know a shortcut!"

A little later you land on a very barren planet. Sand and rocks as far as the eye can see. Suddenly, you spot little green figures waving happily at you. Funny, you think to yourself; on Earth people always talk about little green men in space. They actually seem to exist here. But wait, there are also yellow ones ... and red ones ... and purple ones ... Wow, there are loads of them. They stream towards the spaceship making strange sounds. This is a language you've never heard before.

"This planet is called Murlmelor," says Klaus. "Do you speak Murlmelorian? No, me neither! If you want to talk to them, you'll have to learn their language first!"

Please turn the page. Now open door 5!

Behind you will find: 1 riddle card E1





6th December



Foreign languages are so important! The Marmelorian gave you a really helpful tip. You can shorten the race track via the planet Amikeco.

"That is the candy planet," says Klaus happily, "the perfect place for a little stopover!"

A short time later he lands the spaceship and jumps out. You follow him and can hardly believe your eyes. EVERYTHING here is made of sweets! Gingerbread rocks, chocolate streams, lollipop trees – it's all there. A soda UFO roars past to harvest fizzy drops from the air. What a sweet idyll. Unsurprisingly, Klaus immediately starts eating his way through the undergrowth.

"Klaus!" you say disapprovingly. "This is supposed to be a quick stop! If we stay here any longer, we won't have gained any advantage. The shortcut will have been wasted."

"Calm down," says Klaus, still munching. "I just need a little energy kick and then I can continue!"

"How much more energy? You've already stuffed yourself with tons of sweets!"

"Yes, yes, but I've not found the right thing yet ... The last time I was on Amikeco, I ate some really great nuts – real power boosters. When I eat those, I'll be bursting with energy. You'll hardly recognise me. Come on, help me find the nuts and I promise we will get going!"

**Icing numbers you have found
so use them if you're able
to cover nuts that lie around
somewhere on the table.
If you do as you are bidden
you will find the code once hidden.**

Now open door 6!

Behind you will find: 4 riddle cards F1-F4



7th December



Finally Klaus is back in the cockpit and has the control lever in his hand. However, he doesn't seem as energetic as he said he would be ... in fact he seems to be a bit sleepy after his candy high on Amikeco.

"Did the Marmelorian actually tell you where to go after Amikeco?" he asks, yawning.

"You're asking me that? Seriously? I thought YOU had sorted that out with him!" you exclaim, stunned. You can't believe it ... are you just floating around lost in space again?

"Do you know what my wise aunt Galaktika from the distant star Andromeda always does in such situations?" asks Klaus from the cockpit.

"No, what?"

"She reads tarot cards!" Klaus replies. "Tarot cards provide guidance when you don't know what to do next." And with these words he points to a worn package on one of the shelves.

You grab the package and open it. "The cards look strange, Klaus." "They will do, that's Galaktika's personal deck. I always have it with me when I travel just to be on the safe side," he calls out without turning around. "By the way, there should be instructions included."

Still sceptical, you pull a crumpled leaflet out of the box and study it.

"Now get going," Klaus tells you. "In the meantime, I'm going to have a little restorative nap in the hammock until you're done. Hey, don't worry. I have faith in you! Give it a go! But remember, you also have to believe in it, otherwise it won't work!"

Please turn the page. Now open door 7!

Behind you will find: 9 riddle cards G1-G9



Laying Your Tarot Cards

Do you see the Roman numerals? Take the cards with the numbers III, V and VII and place them face up in front of you from left to right.

Now put the VI on the III, then the IX on the VI. Next place the I on the V, then the VIII on the I. Finally, place the II on the VII, then the IV on the II. Take a deep breath. Now place the three stacks face up on top of each other and turn the entire deck over. Next you will decide whether to cut the deck three, five or seven times.

Don't know how to cut the deck? It's simple: Take an arbitrary number of cards from the top of the deck and put them aside together without turning them over. Then place the remainder of the deck on top of the cards you just set aside. Repeat this process three, five or seven times. Breathe. Feel the energy!

Once you're done, deal the cards again into three stacks of three, this time face down(!). Distribute the cards in the following pattern: Left, Centre, Right – Left, Centre, Right – Left, Centre, Right. Reveal the three stacks and look at each one. Choose a stack that contains no royalty.

8th December



You have to hand it to Klaus: The tarot cards idea wasn't that bad. The path they have shown you feels right. Additionally, you are now finally travelling at a decent speed. At quite a speed, in fact, and you seem to be getting faster with every second. "What's with the superspeed, Klaus?" you shout.

"It's not me," he calls back, and his usual equanimity has vanished. "I'm not in control! Something is pulling us in!"

He's right! The pull gets stronger and stronger, and then you discover the planet from which the attraction originates. Is that ... that looks like a ... "Oh no! This is Kubus, the Cube planet", Klaus shouts in horror. "It's super strong! It absorbs everything that comes into its orbit."

Klaus appears to be right. Just a fraction of a second later, Kubus swallows you whole. You are starting to get fed up with this. The onboard communicator starts humming, flickering and messages begin to appear ...

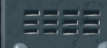
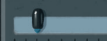
Please turn the page. Now open door 8!

Behind you will find: 1 riddle card H1

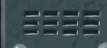
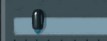
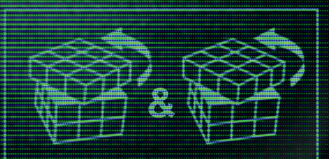
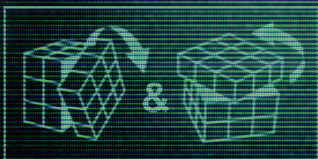


Hello strangers, welcome to, or rather in, the planet Kubus. If you close the door behind you, you will find yourself inside a Cube. The only way to leave this planet is to solve the Cube by colour. To do this, you are only allowed to make two rotations of 90° each.

Think about everything that rotates when you rotate a row or column of the cube.



Possible rotations:



9th December



We did it! "The cube has fallen," you cheer as Klaus confidently steers your spaceship out of the Kubus. This last stop definitely had its tricky moments, but it did make you feel really nostalgic ...

... Nostalgia from which you are abruptly torn when Klaus jerks the control stick to the left. Then right. Then to the left again. You are roughly thrown from side to side. "Klaus, what on Earth are you doing?"

"Trying to get out of the way! Just look out the windshield!"

You look, and immediately understand the reason for the rapid flight manoeuvres. A hail of meteoroids rains down on you. Help!

"The race management's idea of safety leaves a lot to be desired," complains Klaus through gritted teeth. "I am NOT happy about this!"

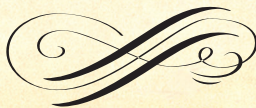
"You had better tell me how we can get out of here alive," you reply with barely suppressed panic in your voice. "We need an emergency plan, Klaus!"

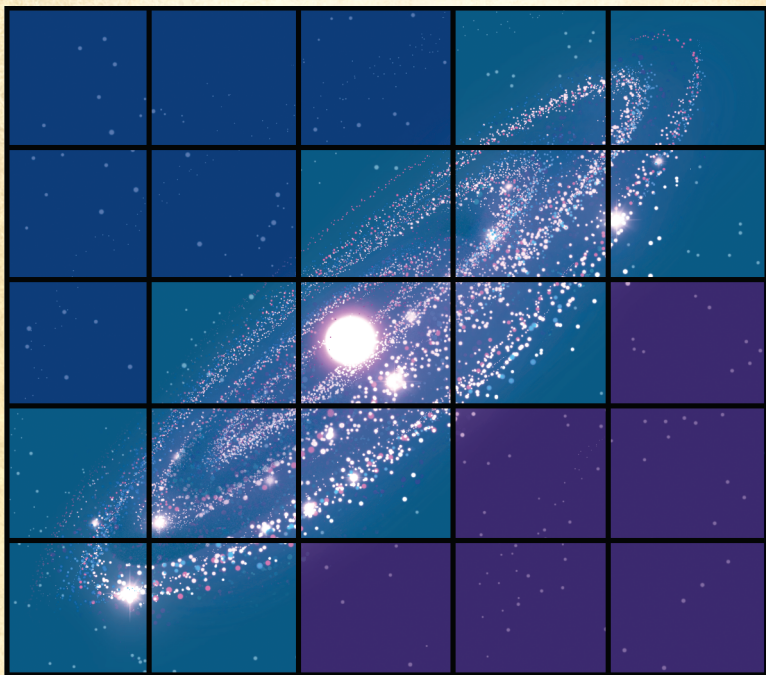
"I have one," Klaus calls from the front. "We have to tap into the surveillance satellites! If we know the trajectories of the meteoroids, we can plan a way out of here. Until then, I'll find cover." With these words, Klaus skillfully steers the craft into the slipstream of a particularly large meteoroid.

"We should be safe here for the moment until we can calculate an escape route. In the meantime, record the positions of the meteoroids on this map. "You should be able to place them precisely using the photos from the four surveillance satellites."

Please turn the page. Now open door 9!

Behind you will find: 6 riddle cards i1-i6, 9 strange items 'meteoroids'





Code: 

Carefully tear out the calendar sheet before reading!

10th December



h my goodness, that was close. People may have differing opinions of Klaus' suitability for this race, but he can certainly fly, you have to give him that. The way he navigated through the meteoroid shower was absolutely first class.

Klaus seems to be of this opinion himself. "Now I deserve a break!" he decides. "I need a coffee and a Uranus Rex bar. I want to land first, otherwise I'll get it all over myself like I did with the potato salad!"

'That didn't bother you much with the last three Rex bars,' you think to yourself. However, you have no objection to a break after this breakneck adventure.

Klaus heads for the nearest planet. The side window gives you a view of a huge chrome-plated ball. You narrow your eyes in confusion and then open them wide. You've never seen anything like it! The entire planet is mirrored! EVERYTHING is reflected here! As soon as you land, you immediately want to take a closer look, but Klaus stops you.

*"Hey, be careful! I've never been here before. People aren't always friendly towards strangers. So **before** you get out, take this mirror. This will allow you to examine the planet without having to step outside. Just carefully stick your hand through the door ... You never know if there is a nasty surprise hiding in a hard-to-see corner. That sort of thing is not unheard of in the depths of space."*

Now open door 10!

Behind you will find: 1 riddle card J1, 1 strange item 'mirror'





11th December



After a little exploration on the mirror planet, you climb back into the spaceship. Klaus has polished off the last Uranus Rex bar and starts the engine. Or rather, he tries to start the engine. It just makes a few pitiful, sputtering sounds and, with a tired whine, dies completely.

"Repairs are your job – go see what's going on!" demands Klaus and goes fishing in Tom's provisions bag again. If he continues like this, he won't fit behind the wheel!

You open the panel behind which the technology is located, and your fears are confirmed: Engine damage! It's completely broken, you can see that at a glance. Strange! Even though the spaceship is quite old, it seems odd that the engine would give up so suddenly. It almost seems as if someone has meddled with it. Wait ... isn't that a footprint on the dusty ground? Has someone been in here?

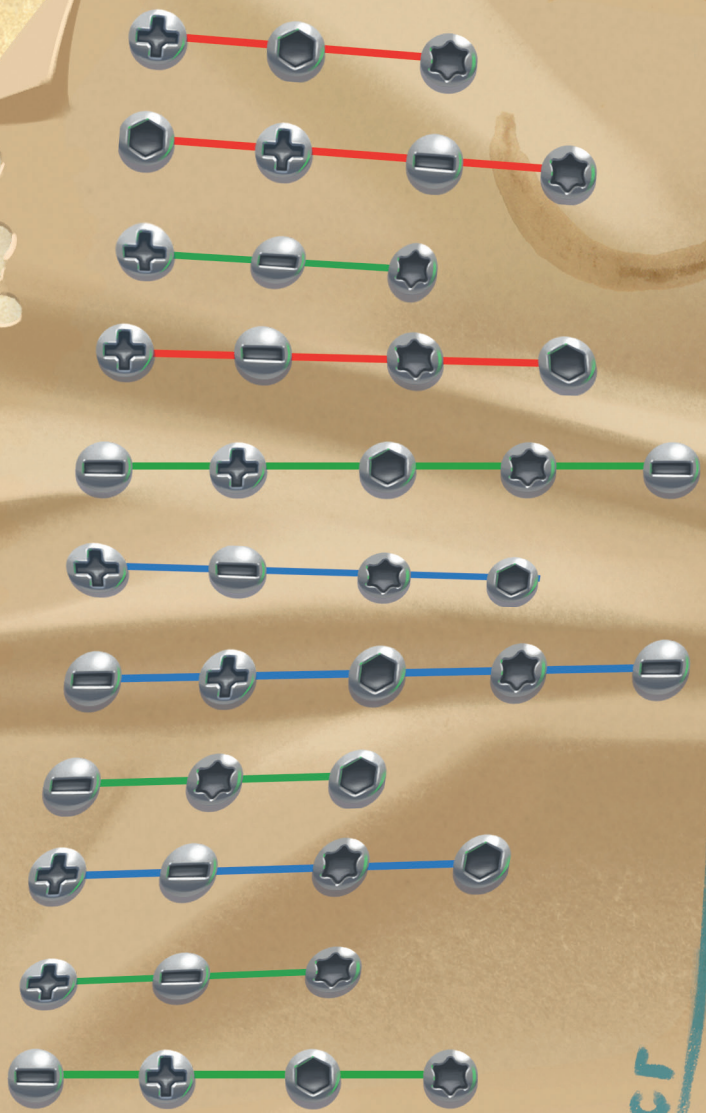
Either way, the engine needs repairs. Unfortunately, you don't have the necessary tools, let alone spare parts. But then you have an idea: Klaus' shaving kit! You dismantle it in no time. Brilliant! You already have the first spare parts together. You should be able to do some precision engineering now.

*If only you understood the gibberish in the owner's manual. There's a lot there about choosing the right **screws**, which wires you should **connect together** and how. A complicated-looking diagram catches your eye.*

Please turn the page. Now open door 11!

Behind you will find: 3 riddle cards K1-K3





QUESTION

ANSWER

12th December



You're quite proud that you managed to find enough spare parts to get the engine running again. Okay, Klaus no longer has a razor ... but he'll survive!

Soon you pass a signpost with several signs, one of which says 'Space Parking Lot'. "Wonderful," Klaus says happily and accelerates. "It's definitely on the race track. When I registered, I was told it was an ideal stopover."

Out of the corner of your eye, you notice an Octopussian nearby gesticulating wildly with its eight arms, but time is running out and you really need to catch up with the others. So you rush past him with a friendly greeting. There will be an opportunity to chat another time.

You fly straight ahead for what feels like an eternity, but the space parking lot is nowhere in sight. You're starting to ask yourself whether you should have talked to the Octopussian after all, when a planet finally appears in front of you. Klaus lands and you get out. This is not a space parking lot! You find yourself in a dense jungle. The air is humid and heavy. You are fighting your way laboriously through the house-high plants when suddenly, you are surrounded by grim-looking warriors. They point their spears at you threateningly.



The warriors talk to you agitatedly, but you understand barely anything. All you can ascertain is that the situation is dire. The warriors seem to insist that you carry out a task involving stone tablets. They give you four of them and don't let you out of their sight. Obviously you're supposed to do something with them ...



Now open door 12!

Behind you will find: 4 strange items 'puzzle'



13th December



Thankfully, everything turned out well again. It's hard to imagine what those warriors would have done to you and Klaus if you hadn't figured out the riddle ... but whatever. Now you're racing back in the direction of the signpost at incredible speed. It is clear to both of you that you were on the wrong course before. Klaus slams on the brakes as he approaches the signpost. The Octopussian is still there and seems to have been waiting for you.

"If only you had spoken to me earlier," it greets you, somewhat flippantly. "I would have told you that this signpost is misleading. Someone has deliberately changed it. Unfortunately, there is no trace of the culprit so far."

As you look closer, you can see it too: The 'Space Parking Lot' sign appears to have been twisted and then fixed in the new position with adhesive tape.

The Octopussian quickly explains the right way to the space parking lot. "But if you ask me, you don't have the slightest chance," it says harshly. "The others all flew through here long ago. You are by far the last ones!"

"Right then" growls Klaus grimly, starting the engine and taking off. When the Octopussian is out of sight, he turns to you. "If the others are cheating, then we'll cheat too. I'm now switching to space jump navigation so that I can make up for lost time."

"Space jump navigation?" you ask, confused. "Does this old clunker have something as advanced as that? Why didn't you say so earlier?"

"On one hand, because you didn't ask," Klaus murmurs as he extends the control panel and hands it over to you, "and on the other hand, its use is, let's say, only permitted in ... exceptional situations. Come on, you calculate the course and I'll fly."

Carefully tear out this page and **the next one**.
Now open door 13!

Behind you will find: 3 puzzle cards L1-L3



TURN LEFT	TURN LEFT	TURN RIGHT
FLY STRAIGHT AHEAD	TURN RIGHT	DIVE INTO THE WORMHOLE
DIVE INTO THE WORMHOLE	TURN LEFT	FLY STRAIGHT AHEAD



TURN
LEFT

TURN
RIGHT

TURN
RIGHT

EXIT THE
WORMHOLE

FLY
STRAIGHT
AHEAD

FLY
STRAIGHT
AHEAD

TURN
LEFT

EXIT THE
WORMHOLE

COMPLETE





14th December



laus grins at you: "I told you that the space jump would help us to catch up." Then he points diagonally upwards. "That's the space parking lot!"

He's about to fly steeply upwards when suddenly, out of nowhere, rope ladders are lowered in front of your windshield. A burly man in a uniform appears next to the spaceship. "Stop immediately," he barks at you. "We have received a report that this spacecraft may not be in compliance with safety regulations. We shall need to investigate further. Until we get a PASS from the lab, you are prohibited from any further space travel."

"But ... !" you and Klaus shout in unison, however the safety guy just raises his index finger in reprimand and says: "Safety is of the utmost importance!" Then he points to the rope ladders: "If you really want to continue on your journey now, then go on foot and use the sky ladders. Just make sure you climb the right way, otherwise you might end up elsewhere ... and Elsewhere is a pretty dark planet. You don't want to go there, believe me."

Completely astonished, you get out of the spaceship with Klaus and watch as the man speeds away with it.

"I want to know who ratted us out!" says Klaus, rubbing his unshaven chin. Then he reaches into his jacket pocket and hands you a telescope. "Here, take a look. This will definitely give you a better idea of which rope ladder we need to use."

Please turn the page. Now open door 14!

Behind you will find: 2 riddle cards M1/M2, 2 strange items 'paper clips'



7
1
2
1
6
0
5
1
3
4
8
2
1

Not visible

Above

T E L E S C O P E

Below

15th December



The next morning you wake up next to Klaus in the space parking lot. You were so exhausted after climbing the ladders, that you went straight to sleep on two of the rest area benches. Klaus is still snoring softly, his sizable stomach rising and falling regularly. Once again you notice that he has gained weight since you met in the bar. Sitting behind the wheel for a long time and Tom's food provisions are definitely having an effect ...

You look around and think you see your spaceship at the other end of the parking lot. It seems like it has already been checked and left there by the security guards. You quickly wake up Klaus and you head over together. You walk a short distance along a low wall, then past an old caravan. Who left this here? Now, in daylight, this no longer looks like a parking lot – more like a large junkyard.

"There's our old clanker," Klaus calls and rushes to your spaceship. There is a new, shiny safety seal on the licence plate. "Great! I don't have to get another routine check until the year 2398." You, on the other hand, can't quite share his joy. "Klaus, look! We have a problem: We can't get out of here like this!" To the right, to the left, in front of and behind the spaceship – debris is piled up everywhere. Some debris has even landed on the roof. You're completely blocked in. "What kind of idiot did that?" Klaus exclaims, exasperated. Your busy day yesterday left you exhausted and as a result, you must have slept quite deeply – someone was able to distribute the scrap metal in peace.

It looks like the other race participants left their calling card.

There's nothing else for it, the debris needs to be cleared away. You roll up your sleeves and purposefully grab a piece. Thanks to the low gravity, this is easier than you thought. Soon the junk is whirling away through the air.

Now open door 15!

Behind you will find: 1 riddle card N1





16th December

Finally you're back in the spaceship with Klaus. You have left the planet and are making good progress. Suddenly the rabbit's sleigh appears in front of you. Klaus follows closely. The rabbit looks back over his shoulder, sees you and increases the pace. Then he takes a sharp left turn.

"What's happening?" you yell in shock, "the race track continues straight ahead, not to the left!" "Maybe he knows a shortcut," says Klaus. "I'll stick with him!" Before you can protest, he takes such a sharp turn that you are almost thrown out of your seat. A planet comes into view and the rabbit heads towards it. Klaus follows him obsessively. Shortly before landing, a realisation strikes him. "Oh no! Please stop, I don't deserve this!" He hits the brakes and tries to make a U-turn, but without success. You are already far too close and shortly afterwards you land roughly on the planet. "It is a trap! I should have known. Now we're stuck," cries Klaus.

"What's going on?" you ask, looking anxiously out the window. It doesn't actually look that dangerous outside. "This planet is called WHAMARAM," Klaus explains, burying his stubbly face in his hands. He looks completely shattered. "What's so bad about WHAMARAM, Klaus?" you ask carefully. "There's a very, very annoying song playing on WHAMARAM," Klaus manages to say, "and it's playing on a continuous loop. Something about Christmas. This evil planet cannot harm the rabbit. HE likes the song."

You look out the window, and sure enough some distance away, your competitor has climbed onto the seat of his sleigh and is dancing with his ears swinging wildly to music that you cannot hear due to the soundproof walls of the spaceship. "Why don't we just take off again without opening the doors?" you suggest. "It doesn't work," Klaus replies. "We are kept on the planet by a powerful tractor beam. To deactivate it, you need a code, and it has more or less directly to do with this ... song. The only way to work out the code is to get out and hum along loudly. The problem is, once you start humming the song, you won't stop for months. It's the nastiest catchy tune of all time."

Klaus desperately hits the dashboard with his palm. "The rabbit knew that this would be hell for me. You bet he got me involved in this on purpose. But I won't let it happen to me. Not again!" And with that he takes a pack of broccoli out of the bag, decisively slams the door behind him and barricades himself in the cockpit. Now it's your turn to hum ...

**Turn the cards, so all the notes are visible.
Hum 'Last Christmas' syllable by syllable,
You don't need the words,
you must know the tune!
Place them correctly and we'll depart soon.**

Now open door 16!

Behind you will find: 4 strange items 'Christmas Song'



17th December



You did it! You watch the planet WHAMARAM disappear from sight in the rearview mirror. Klaus pulls broccoli out of his ears, visibly relieved. Then he runs his fingers thoughtfully through his ever-growing beard. "Do you know what time it is?" he asks.

You look around for a clock and discover a variety of digital time displays. Apparently they represent the local times of the different time zones in the galaxy. Or rather, they did once. Several of the displays are currently out of order. "Is it really important to know what time it is?" you want to know. "It is existentially important," Klaus replies emphatically, "plus I'm already flying on fumes and the fuel station closes at ten. You HAVE to find out what time it is."

Sighing, you try to determine what times would be shown on the various displays if they weren't broken. You have no idea how this is supposed to give you an indication of the current time where you are, but if you have learned one thing on your trip with Klaus, it's that sometimes you just have to try and the rest will fall into place.

There is even an information sheet above the displays, maybe it will help with the task:

Please turn the page. Now open door 17!

Behind you will find: 1 riddle card P1



- Each clock shows a full hour.
- Each time from 1 a.m. to 12 p.m. occurs exactly once.
- The green diodes are still intact.



Carefully tear out the calendar sheet before reading!

18th December



leverly, you deciphered and sorted the digital clocks. "Incredible!" you say, "I actually got the clocks running again. Put your foot down! It's time we got to the gas station!"

"On it," Klaus calls from the front. In fact, he is already travelling at speed. You almost brushed against a planet as you flew past, your spaceship was speeding along so quickly. In the rearview mirror you take a closer look at the celestial body. It seems to be an ice desert, shiny and smooth as glass. Are those penguins on the surface? How sweet!

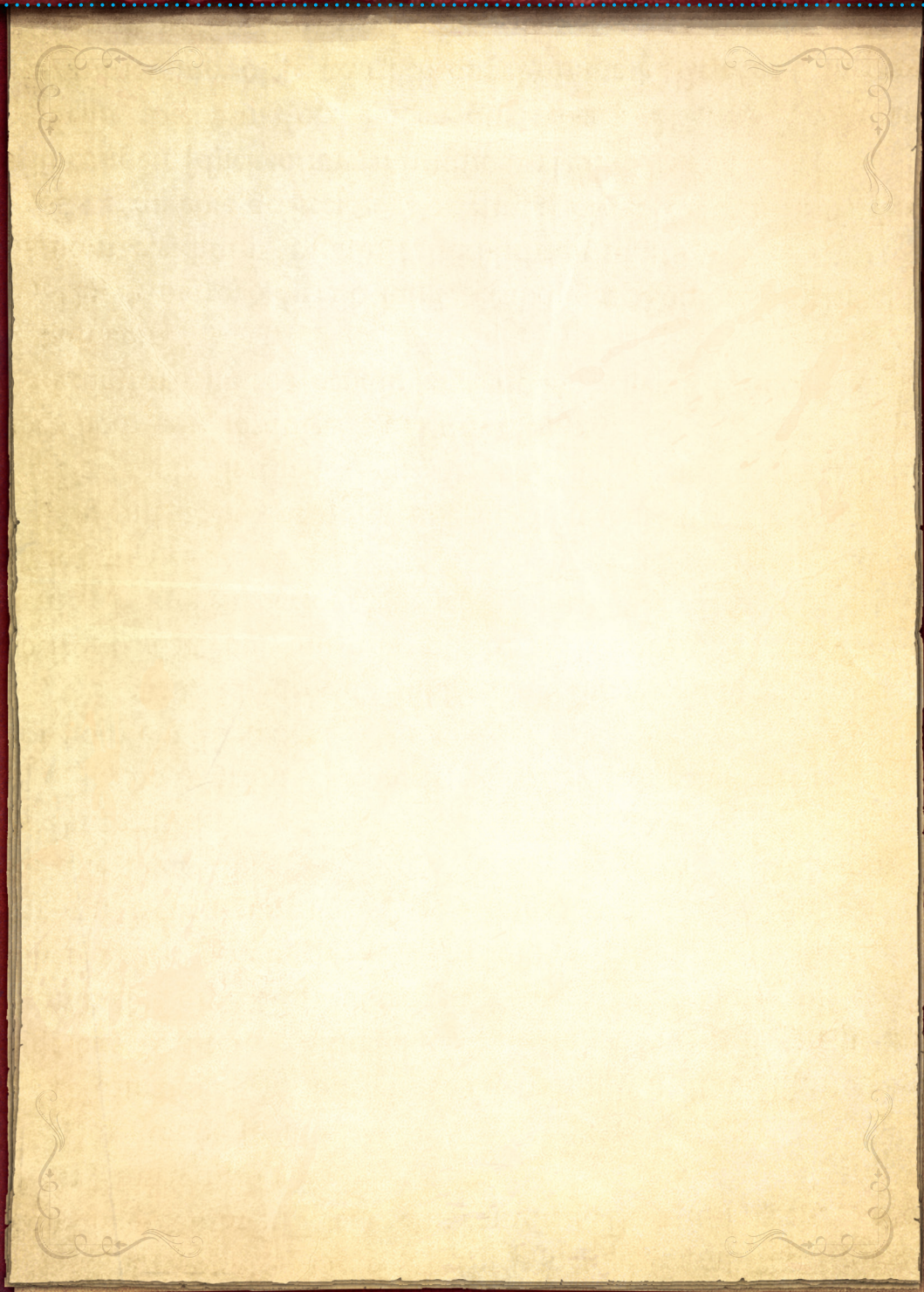
"This is the Yeti's home planet," Klaus calls from the front. "I get on with him well, even if he is our competition in the race. He's a nice guy who spends most of his time sitting in his spaceship and reading the newspaper. Maybe we'll go visit him when this is all over."

"Hmm, yeah, sounds good," you answer dreamily. This ice planet looks somehow magical. Then you notice the light of a star reflected in the ice ...

Now open door 18!

Behind you will find: 2 riddle cards Q1/Q2





19th December



ou've left the Yeti's ice planet behind you and are now much closer to the gas station. Shortly before you get there, green, red and blue laser beams suddenly flash through the air. You are being shot at!

"Hold on," Klaus shouts. He tries to steer the spaceship through the beams with a wild evasive manoeuvre. Unfortunately without success – one of the lasers hits the back of your ship. All the control diodes flicker briefly, then there is a horrendous noise as if the batteries were being ripped out of a robot droid in full operation. Then all the lights go out.

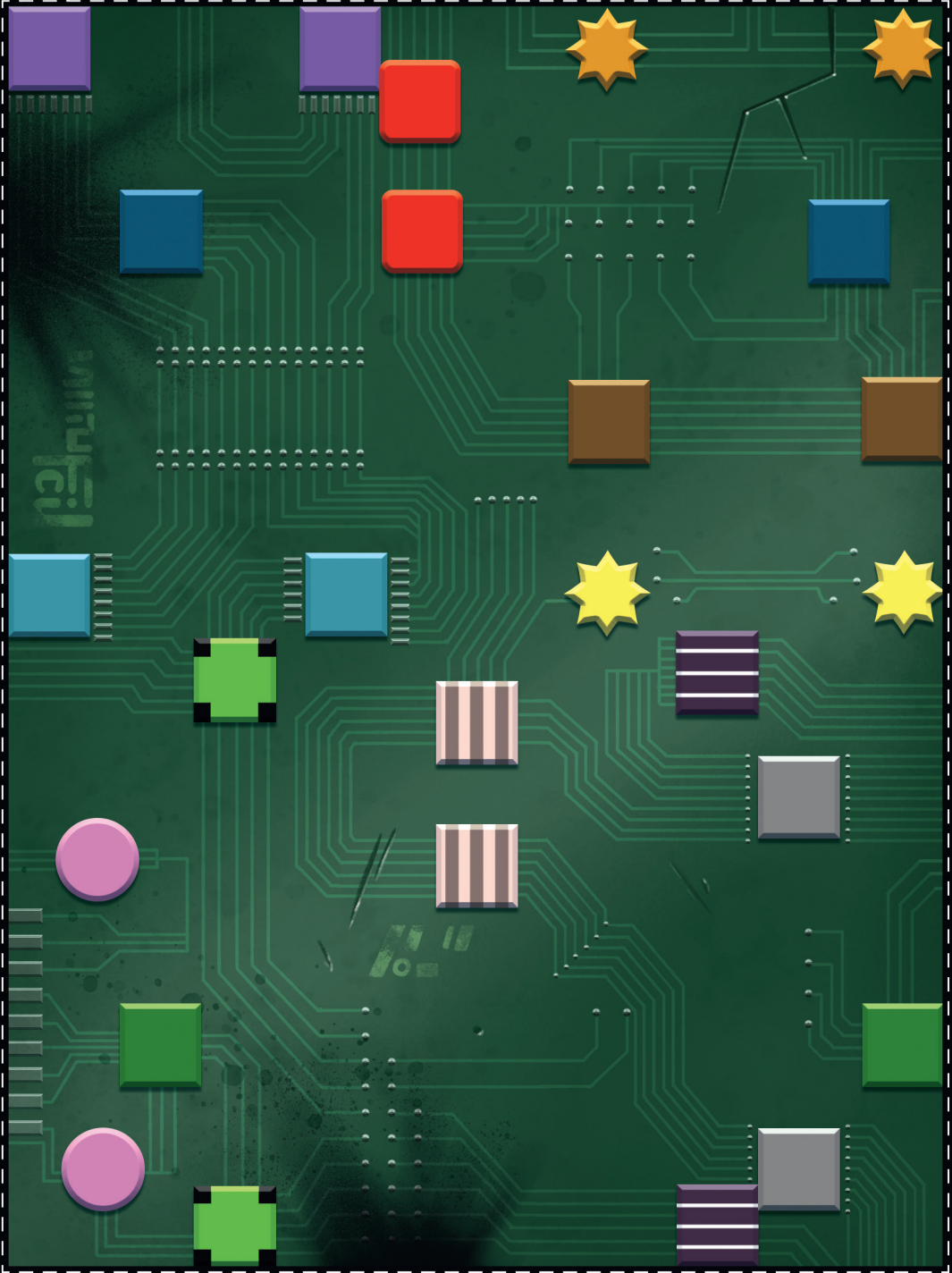
"Damn and blast," Klaus exclaims, "Total engine failure!" Cursing softly, he pulls something out of the tangled cables under the control stick and hands it to you in the dim light coming from outside. "Here, take the motherboard. I'm afraid it's pretty much ruined. We'll probably have to short out a few things to get it working again. I saw a note lying around somewhere with technical tips. It will definitely help you."

Technical tips? You hold the scorched motherboard in your hands and wonder whether it will still be of much use. On the other hand, short-circuiting contacts on the motherboard and following instructions sounds plausible. You've done more complicated things in this race ...

Please turn the page. Now open door 19!

Behind you will find: 2 riddle cards R1/R2





20th December



You lean back in your seat, relieved and also a little proud. You actually managed it, albeit with rather rustic methods. That was a close shave.

And it remains close, because after the evasive manoeuvre you have finally run out of fuel. You barely reach the space gas station. Klaus lets out a sigh of relief and glides down to the gas pump. Done! You quickly get out and grab the nozzle, but nothing happens. Not a single drop comes out.

"I'm really sorry," mumbles the gas station attendant who has just come out of his sales booth. "Fifteen minutes ago a customer bought the entire supply. Everything! I've never seen anything like it. Put a lot of money on the counter and had all the fuel filled into canisters. I was surprised that he didn't fill up a vehicle. But of course it's none of my business ..."

Klaus looks at you. "Sabotage!" he says darkly. "And I wouldn't be surprised if that was the same person who shot laser beams at us before! What did the guy look like?" The gas station attendant shrugs his shoulders: "I'm not even sure if it was a man or a woman. They had a coat closed all the way up and just whispered quietly. Sorry!" "What do we do now?" you ask Klaus worriedly. "Well there's nothing else for it: We shall brew our own fuel! It's not exactly rocket science. We can find everything we need on the shelves in the store. I just need to remind myself which ingredients to mix together ..."

Please turn the page. Now open door 20!

Behind you will find: 2 riddle cards S1/S2





21st December



The tank is full to the brim with the finest "Cosmic Homebrew" fuel. You're on the move again – but the engine sputters and spits a lot and you start to spin more and more. "I'd better make a little emergency landing over there," Klaus decides. "Then the machinery can cool down. Maybe I can make a few adjustments on the ground so that the engine can handle the new mixture better."

*He steers the spaceship towards the next planet as best he can. Through the window you see a glowing red landscape. Volcanic hills as far as the eye can see. "It seems to me that the place is extremely unsuitable for COOLING OFF the machines," you say. Klaus laughs dryly. "You could be right. This is Etna-Na, the fire planet. We need to activate the heat protection shield as quickly as possible or the spaceship will melt out from under us. Unfortunately, the three levers required for this have broken off. I carved replacement levers out of wood, they must be lying around somewhere. Find the levers, then go **back to the cockpit** and use them on the three green areas! In order to install them, you have to pre-drill each one – I have the perfect tool for that.*



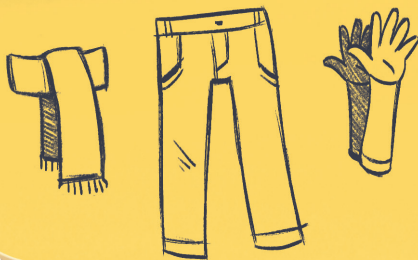
***Be careful of your fingers (!)** so that you don't hurt yourself! After that you should be able to insert the levers with a little force."*

You look at him perplexed. "And what exactly will you be doing?" – "Me? I urgently need to fortify myself before we fly on," answers Klaus and brings out one of the last sausage rolls from Tom's provisions bag. "When you work, you should take off what needs to be taken off," he advises you with his mouth full. "The heat is already starting to penetrate the walls. You're sweating like a pig here. So, get out of those hot clothes!"

Sighing, you start to take off your clothes. Klaus gestures with the sausage roll in his hand. "Don't just throw everything on the floor," he shouts angrily, "It's not a pigsty! Hang it all neatly on the coat rack!" He points seriously to a kind of 'warning sign' on the wall.

Please turn the page.

Don't be mean,
keep it clean!



"He's finally losing it," you think. But an argument is the last thing you need right now, so you follow his instructions.

Now open door 21!

Behind you will find: 1 tool 'push pin', 3 strange items 'levers', 3 strange items 'clothes'



22nd December



Luckily, you managed to activate the heat shield and were able to leave Etna-Na. And even though you hardly thought it possible, Klaus's tuning attempts actually seem to have achieved something. Your craft is coping much better with the new fuel and you are flying almost smoothly.

Suddenly the pale lady's hot air balloon appears in front of you. "Look at Elfine," Klaus hisses through gritted teeth. "I wouldn't be surprised if SHE shot at us and then bought the fuel from under our noses." "Elfine?" you ask, confused. You didn't realise that Klaus was on first-name terms with the competitor. "Yes, Elfine. You probably only know her by her stage name: Elfine, the Tooth Fairy!" Suddenly the penny drops. The flashy hat, the tooth-shaped hot air balloon! Of course she is the tooth fairy.



"She's taking part in the Le Monde race?" you ask, a little surprised. "Yeah, sure," Klaus replies. "Elfine likes to take part in anything that gives her a bit of a change from her tasteless job. Whenever a child loses their first tooth, Elfine has to bring them a gift. Think about what a hassle that is! Get presents, wrap presents, fly to the children, wait until late at night when everyone is asleep, drop off presents, and then go back home ... super stressful! You should do your research properly when choosing a career, that's all I can say. Ok, now we're almost level with the balloon. I'll deal with her!"

Please turn the page.

Klaus leans casually out of the side window and confronts the tooth fairy with his suspicions. But she is visibly shocked. She had nothing to do with either the laser beam attack or the fuel incident. "However," she adds, batting her eyelashes, "I may have observed something interesting ... If you help me wrap the present for the next child, then I might have some useful news for you."

"Hand it over," says Klaus without hesitation, so Elfine passes him the gift box, ribbon and the paper.

Now open door 22!

Behind you will find: 2 riddle cards T1/T2, 2 strange items 'gift ribbon', 1 strange item 'parchment'



23rd December



*E*lfine thanks you profusely for the beautifully tied gift, then leans over conspiratorially: "Well, I don't want to incriminate anyone without reason," she says, "but when I flew past the gas station earlier, there was a sleigh parked in front of it..."

Klaus gives you a look. "The rabbit!" you say at the same time. "I knew it!" yells Klaus and furiously revs up the spacecraft. He pushes your piece of spacejunk as hard as he can and races around the track like a madman. The Yeti on the boiler and the rabbit on his sleigh appear in front of you. They zip around the rings of a large planet. "This is the last part of the race track," Klaus shouts and also heads towards the rings. Once there, a strong pull seems to affect your spaceship. You're getting faster with every second and you're racing in circles around the planet. The same thing is happening to your competitors. At some point the speed becomes too much for the Yeti and with a 'hiss' it throws him off track. "I'm out," he calls to you as he flies away. Soon only one of your competitors is visible.

"Now it's between him and us," growls Klaus, fixing his gaze on the flapping ears of the rabbit who is racing right in front of you. The rotations are getting tighter and tighter, the speed is breathtaking. The entire spaceship creaks and shakes more and more violently.

"Ok, things are getting really tricky now," Klaus calls from the front and throws you a rubber object. "What is this, Klaus?" you ask as you rattle around in your seat. "A DIY airbag," Klaus shouts. "Unfortunately, these things were not previously installed as standard, so passengers have to take care of them themselves in an emergency. Better safe than sorry!" As you frantically try to get the DIY airbag ready for use, a vortex drags you down to the surface of the planet.

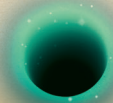
Please turn the page. Now open door 23!

Behind you will find: 1 strange item 'DIY airbag'



Protocol for activating the DIY airbag

1. Open the slot



2. Insert the airbag and
hold it firmly!

**Under no circumstances should
it fall into the duct.**



3. Activate airflow and fill the
airbag until further action is
required. Pay attention to
your surroundings.



24th December



Just before you reach the planet at the centre of the rings, the inevitable happens: Your rusty spaceship, filled with makeshift fuel, can no longer withstand the forces and simply falls apart. You hurtle through the air, the DIY airbag pressed tightly to your cheek. With a violent THUMP you hit the ground right next to Klaus. You look around, slightly dazed. You're on the edge of a huge crater, and you can see from the signs that it's a shortcut.

"Whoever flies in there will land on Earth – just in time to host the Christmas party," you suddenly hear a cold voice. The rabbit – of course! He has climbed down from his sleigh, which is bizarrely still completely intact, and is looking at the wreckage of your spaceship with his paws crossed. "Well, without a vehicle, you no longer have a chance of winning," he states. "And that means Christmas is MINE! ALL MINE! And the best of all songs as well!"

"Distract him," Klaus whispers to you, barely audible. "Engage him in a conversation – I have a plan!"

"Umm, what song are you talking about, rabbit?" you start to improvise. The rabbit looks at you as if you are extremely slow-witted. "Well, 'Last Christmas' of course!" he replies. Out of the corner of your eye you see Klaus crawling around the crater on all fours. Now you understand what he's up to; he wants to hijack the rabbit's sleigh!

Rabbit is now in full flow: "Last Christmas' is the best song since the Big Bang," he enthuses. "And it was always meant for me. The guys from WHAM had actually composed a song about a rabbit, and just because some record boss thought that there was more money to be made with Christmas, they quickly changed the whole thing to that. It became clear to me: If I want to take back the true meaning of the song, I need to control Christmas. The other idiots in the race weren't serious competition for me.

You, on the other hand, were a different prospect, so I had to think of something. But it took some planning ... a little manipulation here and there, messing with your engine, changing a signpost, the space junk ..." – "That was all you?" you ask, pretending to be impressed, flattering the rabbit to keep him distracted. "Of course. That and much more. You fought well, but you have to admit, I was simply brilliant!"

Klaus gives you a sign. With a sprint you dash to the sleigh and jump onto the seat next to him. "Brilliant indeed!" shouts Klaus to the rabbit. "But Christmas is still ours!" He steers the sleigh up the crater, and with a daring leap you fall into the dark hole. The last thing you hear is the rabbit's insane howl of rage.

Now open door 24.

Behind it you will find one last task.

Complete the task, then return to read the conclusion.



Conclusion

Your dive through the dark crater seems to have no end. “We will never arrive on Earth,” you think desperately – then suddenly you begin to see the light. A snowy landscape appears in front of you, a coniferous forest on the edge of a small settlement. “Klaus, be careful! The fir trees!” you yell, but it’s already too late. Your pilot brushes against some of the trees with the sleigh runners and cuts off the tops. What follows is a spectacular crash landing in which Klaus is catapulted in a high arc from the carriage seat and straight into the chimney of a nearby house. You end up in a pile of snow.

Sighing, you look at the damage you have caused during your landing. “It’s a shame about the beautiful trees,” you think and look for something on the sleigh to tie the broken branches back on with – just make them look less damaged. In between the boxes in the sleigh you find a few fairy lights. They should do, at least for now.

A little later the door to the house opens and Klaus comes out. He is wearing a brand new red bathrobe. You look at your pilot in surprise. He has changed so much since you met at the bar. The gaunt guy has become a plump, red-faced man with a thick white beard. Doesn’t look bad on him at all. “The owner of the house gave me the robe. My clothes were torn and completely covered in soot,” he calls out to you. “Nice, right? In return I gave him a few little things that I still had in my pockets. Gingerbread from Amikeco and stuff!” When you hear these words, something comes to mind: “There’s more sweets from Amikeco on the sleigh,” you say. “And also other stuff from the various stopovers in the race. The rabbit took something from everywhere!” You silently expect Klaus to pounce on the treats immediately, but he surprises you: “You know what?” he says thoughtfully.



"Now that we've won the race, I'm in kind of a generous mood. Let's give this stuff away! We can distribute it to the nearby houses. Otherwise, it will go to waste." And that's exactly how you do it. When you've got rid of everything, you look at Klaus: "Now what?" – "Well, what else?" he replies and grins, "Tom's Bar, of course!"



Thanks to the speed of the turbo sleigh, you open the door to the bar a short time later. Thunderous applause greets you. The room is packed. Everyone stands up and cheers for you. You walk through a line of well-wishers to the bar, where Tom puts a double Yuppi-Ta and a star shake on the counter without being asked. "Amazing performance, you two!" he says.

You grin at each other and clink your glasses together. Then Tom, with a movement of his head, draws your attention to a guest two seats away. Impossible! It's the rabbit. He actually somehow managed to make it back to the bar on one of the pieces of your wrecked spaceship. "All respect," says Klaus with sincere appreciation in his voice, "you're really quite talented, little one!" The rabbit looks at you, sniffing, and says miserably: "I wanted to have Christmas so, so much!"

O"h Rabbit," says Klaus, sounding almost tender. "How about you host Easter instead from now on? That is also a lovely celebration!" The rabbit wipes the tears from his eyes, then nods bravely and says: "Okay!" You give him the very last chocolate balls from Amikeco, which you find in your trouser pocket. Unfortunately, they softened up during the stopover on Etna-Na and are a little deformed. They look a bit elongated now, but definitely still good ... The rabbit thanks you politely: "That's nice of you. I will put them aside until Easter and then eat them to celebrate the holiday. I should probably hide them well, otherwise someone will munch them away from under my nose ..."

"So, what do YOU want to do at Christmas from now on, Klaus?" asks Tom. "After all, you are now responsible for organising it." Klaus scratches his white beard in surprise. He doesn't seem to have thought about it at all. "I think I'll leave everything roughly the same as it was this year," he answers after a while, "it was good!" Then he looks at you. "Are you up for helping too?" he asks you.

When he sees the astonished expression on your face, he adds: "We don't have to complete a race anymore, but I could still use your help distributing the gifts. You would be really important! I can't do it myself... elf!" Tom completes the sentence with a laugh. And that seems to be the end of the matter. "It's a good thing Christmas only comes once a year," you think to yourself. But actually you're happy. In any case, it will never be boring with Klaus!



*S*uddenly a piercing whistle sounds from the stage and the entire bar raises its head at the same time. Unbeknownst to you, the rabbit had slipped off his bar stool and stood at the microphone. He seems to have overcome his defeat – in fact, he is grinning slightly diabolically again as he says: "A big round of applause for Team Klaus, who confidently won the 24-day Le Mond race despite a tricky opponent! This is for you!"

He signals to the band behind him. They start playing and the melody immediately sounds familiar. You automatically tap your foot to the beat though you hear a panicked scream from your left: "Noooooooo!" When you turn around, you see Klaus jump up and run through the swinging door to the back. Shrugging, you turn back to the stage, where the rabbit is holding the microphone, smiling blissfully. Full of enthusiasm, and accompanied by dozens of voices in the room, he belts out: "Last Christmas ..."

And even though you would never admit it to Klaus, and even though it is probably just because you are finally stress free: This evening it REALLY is the best song since the Big Bang, and you join in enthusiastically!.

MERRY CHRISTMAS!

