

EXIT[®] THE GAME FAMILY

2 Escape Adventures

The Mystery at
Meanstone Manor

The Caper at
Candy Castle

HANDBOOK for Heroes

Rulebook and Story Text



KOSMOS



CAUTION: Do **not yet** look at any of the game materials (puzzles, riddle documents, etc.) before starting the game! **First**, read this rulebook **together out loud**, and carefully follow all of the instructions.

Where to find what?

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**START PLAYING
WITHOUT READING
THE RULES!**
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Would you like to have the game explained to you without reading the rules? Then download the free Helper App.

Introduction

The Mystery at Meanstone Manor and The Caper at Candy Castle are two separate adventures!

First, play the adventure **at Meanstone Manor**. That's the only way to unlock the materials for the second adventure at Candy Castle.

Then, when you've completed the first adventure, you can start **The Caper at Candy Castle** at any time.

“Hip - hip - heroes!” rings through the town time and again – because that’s the motto of the Heroes: five brave and valiant animals who have formed a super secret heroes club. Just like real superheroes, their mission is to investigate every mystery and solve any riddle they encounter ...

Help the heroes and solve all the riddles **together as a team!** This Handbook for Heroes explains the rules and contains the story material that you'll need for your two adventures.

The Mystery at Meanstone Manor

What is The Mystery at Meanstone Manor about?

Mysterious! Animals are disappearing all over town. No one knows why or where ... sounds like a case for the Heroes! Your search leads the animal heroes to the scary Meanstone Manor, where they get into real trouble ...

IMPORTANT: You are **not allowed to look closely at the game materials** before starting the game!
Wait until the game instructions tell you that you are allowed to do so.

Game materials

- 1 Decoder disk
- 36 Cards:
 - 9 Adventure cards
 - 25 Riddle cards
 - 2 Additional cards
- 1 Help book
- 1 Town image (in box lid)
- 8 Strange items:
 - 5 Pixelated images,
 - 1 Strip of sticker dots,
 - 1 Mirror sheet,
 - 1 Strange cage (locked with 6 bars)



WARNING: Do **not** take out this box until the game tells you to do so!

Additionally-required game materials

In addition, you will need at least one **pair of scissors** and possibly some **paper and pencils** for taking notes.



Game setup

Place the **decoder disk** on the table. Carefully remove the **five pixelated images** from the cardboard sheet and lay them on the edge of the table along with the **mirror sheet** and the **strip of sticker dots**. You will not need these materials until later in the game.

Be careful not to look at the fronts of the cards yet!

Sort the **cards** based on what is written on their back sides:

- Place the **adventure cards in a row next to each other** face down at the edge of the table, so that you can clearly see their symbols.
- Place the **riddle cards in a stack** in the middle of the table. Do not shuffle the cards.



Where is the game board?

This game has no game board! The cards will tell you what you need to find in the game. To begin the game, you will read the introduction to the adventure in this handbook. It will tell you which adventure card to start with. After that, **the decoder disk** will be your guide.

During the course of the game, you will uncover additional **riddle cards** and game materials like strange items and more adventure cards. You may need to use other parts of the game – like the cardboard insert inside the box – to find the solutions to riddles. When the game **tells you to**, you may take the specific cards and/or items and look at them.

To solve a riddle, you will usually need to find a **three-digit code**. Enter this code on the decoder disk. You can then only look at a new adventure card if you entered the correct code and the decoder disk shows you **symbols that match an adventure card**.

The Mystery at Meanstone Manor

Gameplay

Your goal is to work together as a team to solve all the riddles as you progress through the adventure riddle by riddle.

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 you won't need the game materials any longer!)

You'll puzzle your way through the cards in order. When you get cards and strange items, look at them carefully and read the cards out loud. Put your heads together to try to figure out how to solve the riddle. Usually, the answer will be a three-digit code. Enter this code on the decoder disk.

On the outer edge of the disk, there are seven areas in different colors with question marks on them. Each color stands for a riddle. Pay close attention to which color is on the riddle cards! Enter the three-digit code under this color on the decoder disk. It's important to remember that the code is always entered FROM THE OUTSIDE IN.

Flip the decoder disk over. There you'll find a small solution window. The solution window will tell you whether or not the code might be correct.

Example:

You think that the code 1 2 3 is the answer to the purple riddle.

You enter the code under the purple question marks from the outside in.

Then, turn over the decoder disk onto its back and check if the code is correct.

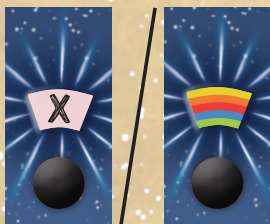




➔ Is the code **INCORRECT**?

If so, the **solution window** on the **back** of the decoder disk will show an **X** or a **color that's different** from the riddle's color.

Double check the riddle color and the code on the front of the disk. If that doesn't help, take another look at the riddle and try to come up with a different code. Or maybe you just entered the numbers in the wrong order? Remember: always from the outside in!



➔ Is the code **POSSIBLY CORRECT**?




If so, in the **solution window** on the **back side** of the disk, you will see the **color of the riddle** that you want to solve.

Turn the decoder disk back to its front side. In the **three viewing windows** on the three smallest wheels of the disk, you will see **three symbols**. Reading them **from outside in**, they will form a very **specific sequence**.

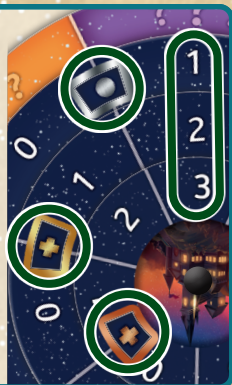
Look for this exact combination on the backs of the adventure cards you laid out!



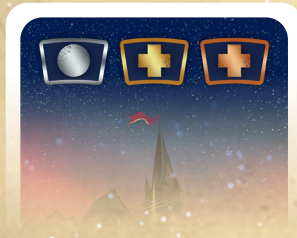
Example:

You want to solve the **purple riddle**. You entered the code **1 2 3** on the decoder disk and the solution window on the back of the disk shows the **color purple**. In the windows on the front of the disk you now see – read from outside in – the symbols   .

Now look for this exact combination on the backs of the adventure cards you laid out.



The Mystery at Meanstone Manor



➔ Is the code **REALLY CORRECT?**

If you find an **adventure card with the same symbol sequence** shown on the decoder disk, your code is **CORRECT!**

Take this adventure card immediately and read it out loud!

➔ Don't see an adventure card with a matching symbol sequence? Then your code is **ACTUALLY INCORRECT!**

Check these points again:

- Did you enter your **numerical code in the correct order** – from outside to inside – on the disk?
- Did you enter the **numerical code under the color of the riddle** that you're currently trying to solve?
- Are you looking for the **symbol sequence in the correct order** on the adventure cards?

If you've checked all these points and still can't find an adventure card with the correct symbol sequence, look at the riddle again carefully and try to find a different code.



IMPORTANT: You must **solve the riddles in order!** You may only take the next cards when you have cracked the previous code and the game tells you that you're allowed to move on!

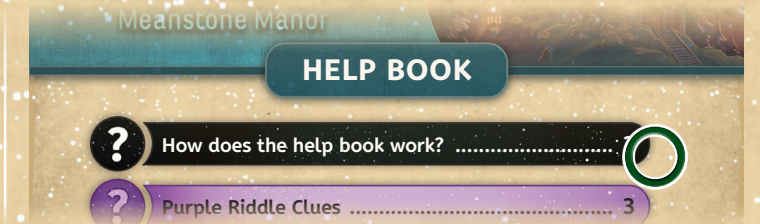


Need help? Grab the help book!

If you get stuck, the game can help you. In the **Help Book**, you will find **two hints** and the **solution** for each riddle:

- Every “**1st CLUE**” will remind you what you need in order to solve the riddle. It will also show you what you need to be paying attention to.
- Every “**2nd CLUE**” will give you more concrete help to solve the riddle.
- The “**Solution**” will tell you how to solve the riddle and give you the correct code and symbol sequence for the riddle.

Don't be shy about using clues if you aren't making progress. Instructions on how exactly to use the hints can be found in the **help book** in the section **How does the help book work?**



When does the game end?

The game ends when you've solved the last riddle in the adventure. Then the game will tell you that you can read the **END OF YOUR ADVENTURE in this handbook**. Don't read the ending before then!

LET'S GO!

What are you waiting for? The Heroes need you! Read the beginning of your first adventure: The Mystery of Meanstone Manor.

Follow the instructions you find there.

The Mystery at Meanstone Manor

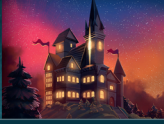


The adventure begins!

“Mysterious...” mutters Louis the bug. He scratches his thorax with his little legs – as he always does when he’s mulling something over. “Do you mean to say that animals are disappearing all over town and no one knows what’s happening to them or where they are?”

His friend Nelly bobs her head excitedly. As a free-flying parrot, Nelly travels all over town and has a bird’s-eye view of everything with her superhero glasses. Superhero glasses?? Yep, you read that right!

Nelly always wanted to be a superhero, but her eyesight is pretty bad. One day, these strange mini-glasses just appeared on a tree branch in the middle of the park. Ever since then, Nelly can see



everything important with her glasses – and that’s super helpful for Nelly’s favorite hobby: seeking adventure and solving riddles together with her super secret club, the Heroes. Along with Nelly and Louis, the other members of the secret club are Bella the dog, Milo the cat, and Ham the hamster.

Are you wondering what super powers Louis, Bella, Milo, and Ham have? That’s a very good question ... but we don’t have time for long explanations! You just learned that the heroes have a super important extremely urgent new mission. They have to find and rescue the missing animals!

So let’s go – they need your help!

NOW take the adventure card with the symbols    **and read it out loud.**

Then start your adventure!



WARNING! Do not turn the page!
The end of your Meanstone Manor adventure is on the next page.

The Mystery at Meanstone Manor

END OF YOUR ADVENTURE

Milo wriggles out of the cage and shakes himself. “Many thanks, you are all true heroes! And great friends, of course! But onwards – we must quickly release the rest of the animals before the evil Lord Meany and his henchmen return!” he urges on the others while he quickly frees a raccoon from another cage.

“Yeah, we gotta be far away from here by the time Lord Meany returns and notices that all of the animals have disappeared from the manor,” Louis squeaks, while he frees a fox and Nelly busies herself with the cage of a red parrot.

“Do you happen to know where the other animals are hidden in the manor?” Nelly asks.

The parrot nods eagerly. “Yes, this is the antechamber of the tower where the rest of the animals are hidden.”

“Very convenient! Then we’ll just bust through that door there, and whoever opens the most cages the fastest will be named the Superhero of Meanstone Manor!” Ham laughs.

“No need to tell me twice!” Milo calls, already disappearing through the door. The Heroes all run after him. Lighting fast, they open one cage after another – and in no time at all, the rest of the animals are free!

“Luckily, we knew the way through the underground passages. We led all the animals out of the manor without being noticed,” Bella says with satisfaction later that day, when the tired Heroes are sitting once again in their secret headquarters.

“Yeah, Lord Meany sure is going to be confused when he finds out all of the animals he kidnapped are gone but he can’t see them sneaking out on his security cameras. Maybe he’ll think it was ghosts,” Nelly snickers.

“BOO!” Ham shouts, making everyone jump before they all dissolve into laughter.



CERTIFICATE

The brave players

on

successfully freed all the kidnapped animals from Meanstone Manor along with the Heroes!

Congratulations!

The coolest riddle was

The trickiest riddle was

Your karate pro was

Your favorite hero was

The Caper at Candy Castle

What is The Caper at Candy Castle about?

“Oh, sunflower seeds!” groans Ham the Hamster. He’s been secretly snacking on candy – but now he has a weird stomach ache! What could be wrong with Ham?? The Heroes will have to visit Candy Castle factory to find out ...

IMPORTANT: You are **not allowed to look closely at the game materials** before starting the game! Wait until the game instructions tell you that you are allowed to do so.

Game materials

1 Small Candy Castle wheel
to swap out on the
decoder disk



36 Cards:

10 Adventure cards

23 Riddle cards

3 Additional cards



1 Help Book (reverse side
of the Meanstone Manor Help Book)



16 Strange items:

9 Gummy worms,

3 Tiles,

3 Paws,

1 Cable



Additionally-required game materials

In addition, you will need at least one **pair of scissors**, **pencils**, **smartphone or tablet**, and possibly some **paper** for taking notes.

You **do not need the cards or strange items** from your first adventure, **The Mystery at Meanstone Manor**, anymore.

Game setup

Carefully remove the **nine gummy worms**, the **three tiles**, the **three paws**, and the small **Candy Castle wheel** from the cardboard sheet. Lay everything except the Candy Castle wheel at the edge of the table. You will not need these materials until later.

Rebuild your decoder disk:

Before beginning, you must use the **Candy Castle wheel** to **rebuild** the **decoder disk** for your new adventure.

Carefully remove the top of the black, two-piece **snap** that holds the four wheels of the decoder disk together. The smallest wheel shows Meanstone Manor. Put this smallest disk off to the side; you don't need it anymore.

Instead, take the new **Candy Castle wheel** and center it on top of the three remaining larger wheels. Then press the top of the snap securely into the bottom part, until it clicks into place. When the snap is properly in place, the wheels of the disk should all spin easily, but not fall apart.



LET'S GO!

For the second adventure, The Caper at Candy Castle, the **gameplay** is the same as the first adventure (see pages 6-8). The help book also works the same way (see page 9).

You can get started right away; the Heroes need you! Now read the beginning of The Caper at Candy Castle on the next page.

Follow the instructions you find there.



The adventure begins!

“Owwwwwwwwww!”

Louis, startled, lifts his head: “What is wrong, Ham? You are howling like a dog! And you are almost as green as me. Of course that is a very handsome color, but on you it does not look so healthy.” The Heroes have assembled in their secret headquarters, but Ham really doesn’t look good.

“Ouuuuuuch, I feel so sick and I have a tuuuuuummy aaaaache!” Ham whines.

“Tummy ache? Oh no! Did you maybe eat too much candy again?”, Bella asks.

“It wasn’t very much this time! On my word of honor as a hamster!”

“Ah, but your Uncle Carl sent you candies from that Candy Castle place again, the famous candy factory somewhere way

outside of town. I knew it! I kept telling you that you'd get a stomach ache from all those sweets someday," Bella grumbles. "But Ham eats way too much candy all the time and never got a stomach ache from it before. Something must be wrong," Nelly muses. "Also, I heard that some kids in town have also recently gotten weird stomach aches after eating candy ... "

"Nelly's right," Milo agrees. "Something is definitely afoot! We absolutely must discover what is wrong with the candy. This is a case for the Heroes!"

All of the Heroes nod eagerly and cheer together:

"Hip - hip - Heroes!!!"

NOW take the adventure card with the symbols  **and read it out loud.**

Then start your adventure!



WARNING! Do not turn the page!
The end of your Candy Castle adventure is on the next page.



END OF YOUR ADVENTURE

“What’s pine-scented bubble bath doing in Candy Castle anyway? That’s the real question!” Bella mutters.

“I can answer that question for you,” says a deep voice from the darkened corner. Startled, the Heroes turn around.

“Don’t worry, it’s just my Uncle Carl,” Ham reassures them, following his uncle into the room. “I found my uncle and told him everything. He knows where the bubble bath is coming from!”

“Exactly – it comes from the building’s caretaker, Otto Orga. He has a small apartment here on the third floor and loves bubble baths,” Carl explains. “We hamsters bathe in sand, but Otto bathes EVERY day in WATER – and it’s scented with that horrible pine smell, ick!”

The Heroes look at him and laugh. Through his laughter, Louis says what they’re all thinking: “Well, it seems that Otto is not much of a caretaker if he never noticed the broken pipe. But it is a good thing he does not bathe in sand, or our dear Ham would have ground his teeth down!” The Heroes and Carl laugh until Louis pipes up again: “It is time to get back to town – our next adventure may already await!”

Inka, Markus, and Emely Brand and Kosmos thank all the test players.



The Authors:

Inka & Markus Brand live with their children **Emely** and **Lukas** in Gummersbach, Germany. They have published many children’s and family games together and won numerous prizes. They are also, of course, huge fans of riddles and escape rooms.



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CERTIFICATE

The heroic players

on

successfully solved all of the riddles with the Heroes in Candy Castle to find the source of Ham's strange stomach ache.

Congratulations!

The coolest riddle was

The trickiest riddle was

Your favorite scent was

Your favorite hero was

Help the Heroes and solve
The Mystery of Meanstone Manor.

When you've succeeded, you can start a second adventure afterwards – The Caper at Candy Castle – where you'll find even more riddles to crack!

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