

# EXIT THE GAME



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## The Cemetery of the Knight

For 1-4 players, ages 12 and up

**CAUTION:** You are **not allowed to look closely at the game materials** before starting the game! Do not leaf through the book 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 its instructions.

### What's the game about?

You have become rather famous on account of all the riddle-solving adventures that you have tackled together. You keep getting contacted by people who have mysteries they want you to help solve.

But in today's mail, you receive an envelope with no return address. Not only that, there's no letter inside either ... just an old notebook with notes about a legendary artifact along with an odd disk. After some hasty research, you have learned a little about the legend of Sir Reginald Wreston's artifact. This is the exact adventure that you've been waiting for. Every 87 years, exactly at midnight, the moon is said to be at just the right angle above Sir Wreston's burial crypt to reveal the artifact's secret. And tonight is one of those nights! You quickly locate the cemetery where the artifact is rumored to be hidden.

**Work together to solve the secret of the artifact as quickly as you can.**



**IMPORTANT:** Do **not** look closely at any of the game materials before starting the game! Do **not** leaf through the book yet, and do **not** look at the front sides of the cards. Wait until the game instructions tell you to do so.

## Game materials

85 Cards

25 Riddle cards

30 Answer cards

30 Help cards

1 Book

1 Decoder disk

1 Film sheet with 3 strange items  
(cut along the dashed line)



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

Get the **book** and **decoder disk** ready on the table. Leave the **“strange items”** in the box for now. Sort the **cards** into three piles in accordance with what is written on their backs:

- › Riddle cards
- › Answer cards
- › Help cards

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

Check to be sure that the **riddle cards** and **answer cards** are arranged in ascending order of their letters or numbers.

Sort the **help cards** according to their symbols. 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.

## 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 spaces look like. At the beginning of the game, you will **only have the book and the decoder disk available to you.**

As the game continues, you will add the **riddle cards** — either to be found in illustrations, or referred to in the text. Whenever this happens, you can take the corresponding cards from the riddle card pile and look at them. You are also only allowed to use the **strange items** and the **cardboard tray inside the game box** when explicitly instructed that you have found them. Until then, leave them in the box!

### **Example:**

*When you see an illustration like this, you may then **immediately** take that card from the stack and look at it.*



## Course of play

**Your goal is to work together to find the mysterious artifact in the cemetery as quickly as you can.**

That would definitely be easier if every lock in the cemetery weren't assigned a riddle that you have to solve in order to open it. As soon as the game begins, you are allowed to look at **all the pages** of the book. As the game continues, you will keep finding objects that are locked with a **three-digit 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 be 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 on 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 192** 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 look for in 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:

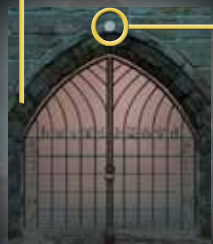


➔ **Where do you see the code symbol?**

Good question! To answer it, you will have to take a close look at the pictures in the book or on the riddle cards. There, you will find all sorts of **locked objects**.

All of these objects are **marked with a symbol**.

In our example, you want to open the gate with the ● symbol. So look for the gate with the ● symbol on the answer card. It will then direct you to another answer card.



**Note:** You must see the *object with the symbol*

on an *answer card or in the book* in order to open it. You cannot open what you have not yet found — just like in a real escape room. In this example, you are directed to card 18. 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 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 stack and look at right away*.

### ➔ 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 riddle cards you have to have found in order to be able to solve the corresponding riddle.

The *“2nd CLUE”* help cards will give you 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 in the book. 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 riddle cards. *You won't always have all of them available to you right away. Sometimes, you will first have to grapple with other riddles to get more cards.* But don't be shy about using help cards if you get stuck.

Once you have used them, place them on a discard pile.

## Additional playing materials

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

**IMPORTANT:** You can **write on, fold, or tear the materials ...**

All of this is allowed, and sometimes even required. You can only play the game once — after which you will know all the riddles, and won't need the game materials any longer! Ideally, use a pair of **scissors** to cut material rather than tearing it.

## When does the game end?

The game ends when you have solved the last riddle and found the artifact. 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 thing 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 find the artifact before it's too late!

*Starting now*, you are allowed to look at *all the pages* of the book and begin solving riddles. If anything is unclear, don't be shy about *looking something up in the rulebook during the game*.

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



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**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.

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



# CERTIFICATE

The following players

[Redacted]

[Redacted]

[Redacted]

on

[Redacted]

in

[Redacted]

found the mysterious artifact in the cemetery.

What an outstanding achievement, and what luck that they will not be locked inside the crypt forever!

To do it, they required

[Redacted]  
Minutes

and

[Redacted]  
Seconds

They used a total of

[Redacted]

help cards.

This earned them

[Redacted]

stars in the assessment!

The coolest riddle was

[Redacted]

The trickiest riddle was

[Redacted]

The one who solved this riddle was

[Redacted]

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