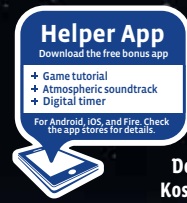


# EXIT THE GAME



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## The Deserted Lighthouse

For 1-4 players, ages 12 and up

**CAUTION:** Do **not yet** take a closer look at the playing materials (puzzles, riddle documents, etc.!)  
**First**, read the rulebook **together out loud** and carefully follow all its instructions.

### What's the game about?

The night is pitch black and the sea is raging. A violent storm has risen from nowhere to send towering waves crashing against the cliffs. You fight your way forward against the gusting winds. An old lighthouse seems to be your last hope. Lonely and abandoned, it stands at the highest point of the shore, its light guiding ships past the rocks.

Suddenly the beam of light goes out. Now it's not just you who are in danger. You see an approaching ship about to smash itself against the cliffs!

You gather your last remaining strength to run to the lighthouse. But the door is barred, and your loud knocking goes unanswered. How can that be? You look frantically around. Along the path down below, you see an old wooden crate. It also happens to be secured with a white lock. On its sides you see the letters A, B, and C written big bold letters. Right next to it, half-hidden in some old fishnets, you see several strange disks of different sizes along with some kind of instruction manual. Riddles within riddles! What is going on here?



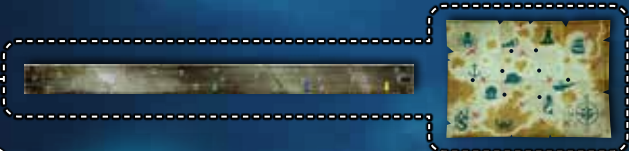
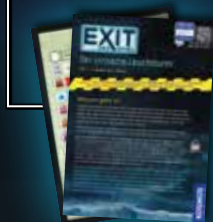
**Only if you can manage to solve all the riddles together will you be able to reach the top of the lighthouse and activate its light in time. Otherwise, the ship will surely smash against the rocks and sink beneath the foaming waves. So what are you waiting for? Gather your wits and read through the rulebook, assemble the decoder disk, and open the puzzle bag holding the pieces with grayish-blue backs and no design on the back. Then start your timer and assemble the first puzzle.**

**IMPORTANT!** Do **not** look closely at any of the game materials before starting the game! Wait until the game instructions tell you to.

## Game materials

Each puzzle has a unique back design.

- 4 Puzzle bags with 88 pieces each
- 12 Riddle documents
- 2 Strange items
- 4 Decoder disks of different sizes
- 1 Two-piece snap fastener
- 1 Rulebook with help and solution section



## Additionally required game materials

In addition, you will need **writing implements** (ideally a **ball-point pen** and a **pencil**), a pair of **scissors**, and possibly a sheet of **paper** for notes. You will also need a **watch** — ideally, a **stopwatch**. 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

Arrange the **12 riddle documents** fanned out along the edge of the table with the symbols visible on their front sides. **Don't forget: Be sure not to look inside the documents yet!**

You can leave the **four puzzle bags** inside the box for now.

Carefully remove the **four decoder disks** and the **two strange items** from the cardboard. If necessary, use a sharp object to clear the eight holes in the “treasure map” item. Set the map aside at the edge of the table along with the other strange item. You will not need these materials until later in the game.



### Assemble the decoder disk

Take the small two-piece **snap fastener** and insert the part with the depression into the small center hole of the largest **decoder disk** from behind (1).

Then, in order of size starting with the second-largest disk, place the three other disks on the fastener (2). The **numbers** on the outer ring of the three disks have to be **facing up**. Finally, secure the white fastener with the top portion. Press the two parts tightly together until the top one snaps into the depression and you hear a click.



Check to make sure that your decoder disk looks like the two illustrations to the right. Are the wheels easy to turn? If so, set the disk within easy reach at the edge of the table. If not, check to make sure that you assembled the two parts properly. The two parts should not come apart easily.

Front side



Back side



## Where is the game board?

This game has no game board! The **four puzzle pictures**, which you will find and assemble one by one during the game, will show you what you need to find in the game and what the rooms look like.

You can tell the four puzzles apart by looking at their backs. There are four different patterns:



one puzzle with grayish-blue back and no pattern



one puzzle with striped back



one puzzle with stars on the back



one puzzle with circles on the back

During the course of the game, you will be told exactly which puzzle bag to take from the box and when.

**Example:** At the start of the game, all you have available to you are the puzzle bag containing pieces with a grayish-blue backs and no pattern, and the decoder disk.



During the game, riddle documents will be added. You are allowed to take and look at a riddle document whenever you have entered a code in the decoder disk and you have been directed to the corresponding riddle document by the symbols that appear there. Sometimes you will be explicitly directed to a riddle document by something you read. When that happens, you are also allowed to take the corresponding riddle document from the edge of the table.

The strange items may likewise be used when you are 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 get to the top of the lighthouse as fast as you can, in order to activate the light of the beacon and save the ship from crashing on the rocks. That would definitely be easier if there weren't riddles all over the place that you have to solve in order 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 various rooms of the lighthouse. Over and over, you will come across locked objects and doors. They are barred with small colored locks, which can only be opened with a three-digit code.

If you see a riddle, take a close look at the material that you have been told you are allowed to use. The materials include strange items, riddle documents, individual puzzle pieces, the rulebook, and the box. Put your heads together to try to figure out how to solve the riddle and find the proper three-digit code. You will then enter this code into the decoder disk.

On the outer edge of the disk, there are **ten different-colored locks** pictured. Each lock stands for one of the codes you are looking for. Pay close attention to **which lock** is shown on the objects or doors in the puzzle picture! Enter the three-digit **number code** under this lock on the disk — starting **from the outside edge** and moving **toward the center**. Then flip the decoder disk over. You will see a picture in the **viewing window** of the largest wheel on the disk. This will tell you whether the code might be correct.

**Example:**

You have calculated the code **8 5 1** as the solution to the riddle with the **white lock**. Now enter this combination of numbers under the white lock on the decoder disk — **from the outside toward the center**.

Then, flip the decoder disk over **onto its back** to check if the **code** is correct.



➔ **Is the code incorrect?**

If so, an **X** or a lock of a **DIFFERENT** color will appear in the little **viewing window** on the **back side** of the decoder disk. Check the lock color and the code on the front side. If that doesn't help, take another look at the riddle and try to come up with a different code.




➔ **Is the code possibly correct?**

If so, in the **viewing window** on the **back side** of the decoder disk you will see a **lock** in the **SAME** color as the lock that you are trying to open.

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**. When read **from outside in**, they will form a very specific sequence. Look for this exact combination of symbols in the riddle documents.

**Example:**



You want to open the wooden crate with the **white lock**. After entering the code under the white lock on the decoder disk and seeing the white lock through the viewing window in the back, you will get the symbols  on the front side.

Now look for the **riddle document** with this sequence of symbols.



### → Is the code *really* correct?

If you find a **riddle document with the symbol sequence** shown on the decoder disk, the number code is **correct**. **Immediately take** the riddle document and **look at it**. It will tell you how to continue.

### → Is the code *actually* incorrect?

If you **cannot find a riddle document with a matching symbol sequence**, re-check the number code sequence and verify that the lock color entered in the decoder disk matches that of the lock to be opened, as well and also recheck the symbol sequence appearing on the front side against what you see on the riddle documents. If the code is indeed still wrong, take another close look at the riddle to see if you can come up with a different code.



**IMPORTANT:** You must **solve the riddles in order!** In other words: You can only take the next riddle document or take the next puzzle bag if you have cracked the previous code or the game tells you that you are allowed to proceed!

## Need help?

The game can provide you with assistance if you get stuck. For each code, there are three clues in the corresponding lock color in this rulebook.

Each **“1st clue”** will provide some useful initial assistance as well as telling you what you will need or what you can start doing to find a solution to the corresponding riddle.

The **“2nd clue”** will give you more concrete assistance in finding a solution to the corresponding riddle.

The **“solution”** will tell you the approach to take in solving the riddle along with the correct code or the right symbol sequence for the next riddle document.

**The green help section starts on the back of this rulebook.** Page 1 of that section tells you where you can find which clues. Only examine the clue that you need for the riddle you are trying to solve. You will find a brief set of instructions on page 2 of the help section.

Don't be shy about using the clues if you are stuck on a riddle. If you have used a clue that **provided you with NEW information or the solution**, enter an X in the box at the bottom right. At the end of the game, count up all the marked clues and solutions, which will contribute to the assessment.



# When does the game end?

The game ends when you have solved the last riddle and reactivated the lighthouse beacon to save the ship from sinking. A riddle document will tell you this.

## Assessment

Assembling the four puzzles and solving all the riddles is a great achievement! If you also want to assess how well you did with the puzzles and riddles, you can take a look at the table below.

When calculating the number of clues used, use the checked boxes in the help section. Only count the ones that provided you with NEW information or solutions.

	No Clues	1 – 2 Clues	3 – 5 Clues	6 – 10 Clues	> 10 Clues
< 100 Min.	10 Stars	9 Stars	8 Stars	6 Stars	5 Stars
< 120 Min.	9 Stars	8 Stars	7 Stars	5 Stars	4 Stars
< 150 Min.	8 Stars	7 Stars	6 Stars	4 Stars	3 Stars
< 180 Min.	7 Stars	6 Stars	5 Stars	3 Stars	2 Stars
≥ 180 Min.	6 Stars	5 Stars	4 Stars	2 Stars	1 Star

## The game begins

What are you waiting for? You might want to re-read the story on page one again to get in the mood. **At the start**, you will have the **decoder disk** and puzzle bag with the grayish-blue pieces with no design on the back available to you. **Start the stopwatch or the timer** and start assembling the puzzle pieces. We hope you have a lot of fun with **EXIT: The Deserted Lighthouse!**



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



### The authors:

**Inka & Markus Brand** live with their children Lukas and Emely in Gummersbach, Germany. They have published many children's and family games together and won numerous prizes. Of course, they are avid riddle and escape game fans.

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



## ATTENTION! Do not turn the page!

On the back, you will find the certificate and the end of the help and solution section.



# CERTIFICATE

The following stalwart players

have on

in

Successfully activated the beacon and thereby saved a ship from sinking along with its crew. Congratulations, that was quite an undertaking. What a team effort!

To do it, they required

  
Minutes

and

  
Seconds

They used a total of

clues.

This earned them

stars in the assessment!

The coolest riddle was

The trickiest riddle was

If the players have declared their willingness to be the new lighthouse keepers, they can mount their group photo here from riddle document 12!