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The Cursed Labyrinth

For 1 - 4 Players, Ages 10 and up

CAUTION: Do not look at the game materials (cards, book, etc.) before starting the game! First, read this rulebook together out loud and carefully follow all the instructions.

What's the game about?

“And now you may have the remaining time to yourselves! We recommend taking a walk through the beautifully designed garden of the Dark Castle. Be sure not to miss the stone labyrinth! The castle owner had a real passion for mythology. Then let's meet back at the bus. Don't be late!”

Finally, the labyrinth! You have heard so many stories about the mythical creatures living inside and the people who have disappeared there without a trace. But your tour guide stops you. “On your way to the labyrinth? This might come in handy!” He hastily presses a strange disk into your hand. With a somewhat queasy feeling, you are on your way and soon find yourselves gazing at the impressive dimensions of the vast stone wonder. The walls must be at least 12 feet tall!

As you walk through the entrance, the sky turns dark. “I hope it's not going to rain,” you think. Suddenly, someone from your group cries out, “Look at that ugly gargoyle!” He patronizingly pats the stone creature on the nose.

With a loud thud, the entrance closes and you hear an eerie voice: “Only if you can work together to solve all the riddles in time will you be able to escape and break the curse of the labyrinth! If not, you will remain my prisoners forever!”

IMPORTANT! Do not look closely at any of the game materials before starting the game! Wait until the game instructions tell you that you are allowed to do so.

Game materials

85 Cards

30 Help cards

30 Answer cards

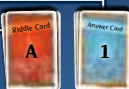
25 Riddle cards

1 Book

1 Decoder disk

13 Strange items

(gargoyle,
furniture,
push pin,
snakes)



Additional required game materials

In addition, you will need something to write with (ideally a **ball-point pen** or a **pencil** and an **eraser**), at least one pair of **scissors**, a **ruler**, and possibly some **paper** for taking 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

Get the **book** and the **decoder disk** ready on the table.

Carefully remove the **eight pieces of furniture**, the **three snakes**, and the **gargoyle** from the cardboard sheet. Then use something pointed to poke out the ten holes on the gargoyle, and set it aside at the edge of the table along with the eleven other strange items and the **pushpin**. You will not need these materials until later in the game.



Sort the cards into three stacks according to their back sides:

- > Riddle cards (red)
- > Answer cards (blue)
- > Help cards (green)

Don't forget: Be sure not to look at the front sides of any of the cards.

Check to make sure that the **riddle cards** and **answer cards** are arranged in ascending order in terms of their letters or numbers. Sort the **help cards** according to their ten symbols. Arrange each group of three cards sharing the same symbol one on top of another, with the "SOLUTION" card on the bottom, the "2nd CLUE" card on top of that, and the "1st CLUE" on the very top. Then place the ten sets of help cards at the edge of the table.

Where is the game board?

This game has no game board! You will have to figure out for yourselves what you need to find in the game and what the 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** — which will either be seen in illustrations or referred to in written instructions. Whenever this happens, you can **take** the corresponding cards from the riddle card stack and **look at them**. In this game, you will find the riddle cards arranged in **ascending alphabetical order from A to Y**.

Example:

You see an illustration of Riddle Card A in the book. You may then **immediately take** that card from the stack and **look at it**.



You may only look at an **riddle card** when you have entered a code on the decoder disk and have been directed to that card.

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

Course of play



Your goal is to work together to find your way out of the Cursed Labyrinth in as short a time as possible. That would definitely be easier if there weren't so many riddles waiting for you, all of which have to be solved for you to make any progress!

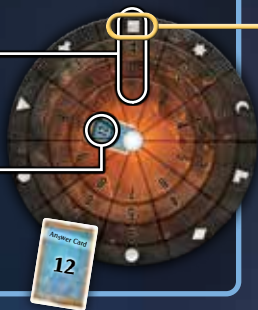
IMPORTANT: To solve the riddles, you can **write on, fold, or cut the materials ...** All of this is allowed, and sometimes even required. You can only play the game once — after which you will know all the riddles, and won't need the game materials any longer!

Solve the riddles **in their proper order** as you work through the book. Each riddle is assigned a symbol, and you can't make any progress until you find the right three-digit code. If you see a riddle, take a close look at the corresponding pages in the book and the riddle cards. Put your heads together to try to find the correct **three-digit code**. You will then enter this code into the **decoder disk**.

On the outer ring of the disk, there are **ten different symbols** pictured. Each symbol stands for a riddle and one of the codes you are looking for. Pay close attention to **which symbol** is shown on the cards and in the riddles in the book! Enter the three-digit code under this symbol on the disk — starting **from the outside edge** and proceeding **toward the center**. Then, in the **viewing window** of the smallest wheel on the disk, you will see a number. This number indicates the **number of the answer card** that you are then allowed to look at.

Example:

You have calculated the code **4 0 2** as the solution to the riddle with the  symbol. 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 retrieve from the stack and look at — in this case, 12.





➔ Is the code incorrect?

If so, the **answer card** will tell you with an **X**. Check the symbol and the code. If that doesn't help, take another look at the riddle to see if you can come up with a different code.





➔ Is the code possibly correct?

If so, you will get an **answer card with an overview of objects and cards**.

Where can you see the code symbol?

On the **answer cards with the overview**, you will find an example image arranged in order for each riddle. Each **riddle is marked with the corresponding symbol**.

In our example, you want to open the wooden crate with the  symbol. Look for the crate with the  symbol on the answer card. It will point you to another answer card.



In this example, the card points you to answer card 7. Retrieve this card from the stack. Only this **second answer card** will tell you if the code is **really** correct.



➔ Is the code really correct?

If so, the **second answer card** will tell you how to continue. You will find one or more new riddle cards that you are allowed to **take from the stack and look at right away**.

➔ Is the code actually incorrect?

Well, in that case you will land on an **answer card with an X**. Check the number code sequence and compare the symbol on the decoder disk against with symbol on the riddle cards. If the code is still wrong, take another 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 continue to the next riddle or turn to the next page of the book if you have cracked the previous code and the game tells you that you are allowed to proceed!

Don't forget!

- ➔ The riddles are depicted in order on the solution cards with the overview — starting in the left column from top to bottom, and then in the right.
- ➔ Whether right or wrong, return all answer cards to the answer card stack when requested to do so.
- ➔ All the codes can be solved logically. Don't just randomly try out all possible combinations on the decoder 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 symbols on their back sides.

In addition to giving you an initial useful clue, each “**1st CLUE**” help card also tells you what you will need 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 tell you the approach to take in solving the riddle and what the correct code is.


Don't be shy about using help cards if you get stuck. Place all used help cards in a face-up discard pile.

When does the game end?

The game ends when you have solved the last riddle, escaped from the Cursed Labyrinth, and broken the curse. A card will tell you this.

Assessment

Solving all the riddles is a great achievement! If you want to go beyond that and see how well your achievement stacks up, you can take a look at the table below. **When calculating the number of help cards used, only count the ones that gave you NEW hints or solutions.**

	No Help Cards	1 - 2 Help Cards	3 - 5 Help Cards	6 - 10 Help Cards	> 10 Help Cards
< 60 Min.	10 Stars	9 Stars	8 Stars	6 Stars	5 Stars
< 90 Min.	9 Stars	8 Stars	7 Stars	5 Stars	4 Stars
≤ 120 Min.	8 Stars	7 Stars	6 Stars	4 Stars	3 Stars
> 120 Min.	7 Stars	6 Stars	5 Stars	3 Stars	2 Stars

The game begins

What are you waiting for? **Start the stopwatch or the timer!** You are **now** allowed to open the book and start the game on page 2. We hope you have a lot of fun with EXIT: The Cursed Labyrinth!

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



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

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CERTIFICATE

The following players



on



in



successfully escaped from the Cursed Labyrinth.

What an outstanding achievement! With their courage and wits, they managed to break the curse.

To do it, they required



and



They used a total of



help cards.

This earned them



stars in the assessment!

The coolest riddle was



The trickiest riddle was

