



For 1 player or one team
10 years and up

ADVENT CALENDAR

The Mystery of the Ice Cave

ATTENTION! Do not look at the game material (this book, the decoding table, the panoramic image, etc.) in detail **yet!** Read the rule sheet in the **HELP BOOK first** and closely follow all the instructions.

STORY BOOK



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

KOSMOS

Introduction

Tou take a few last steps through deep powder snow and turn around. Your gaze wanders over the snow-covered valley. Down there in that tiny town people are probably already busy decorating their homes ready for Christmas. You take a few deep breaths and the cold air burns in your lungs, already strained from the climb. But at least there is air—clear and pure. No comparison to the city air that you—unlike your friends—left behind you. Your friends only seemed bothered about Christmas this and Christmas that. Not the only ones either, given how deserted the ski lifts and slopes seem to be.

You quietly celebrate your decision to take a spontaneous skiing holiday alone. It's wonderfully serene up here. You look around and finally find the trail markers that will lead you to the best ski run in the area. You leave the beautiful panorama behind and follow the signpost over the next hill.

When you strap your skis under your boots, it suddenly becomes strangely dark. Deep gray clouds have gathered over you and threaten to block out the daylight. Thankfully, the snow still reflects enough light to continue, but you will need to step up a gear if you want to really enjoy the descent.

As you begin to ski in earnest, thick snowflakes begin to fall. This doesn't improve your view but there is still nothing to worry about. Your skis slide rhythmically over the top snow and you enjoy the solitude. On the slope ahead you spot a long metal rod protruding from the snow. You slow down and stop. Is this still a slope marker? The flakes are falling more and more densely, and you are beginning to find it difficult to orient yourself. A little further along you see a second steel pole—it is not necessarily the usual kind of marker, but after all, this is not a busy run either. You continue on down the slope more cautiously.

***A**s you ski, you notice more and more bare rocks around you. This can't be right can it? Your path leads alongside high rock faces and dangerous looking abysses. Did the metal marker lead you in the right direction? You decide to take a short break. After all, the situation can only be improved with a snack and a chance to sit and plan in peace how to safely return to the main run. Searching, you let your gaze wander over the slopes. Suddenly something cracks loudly behind you!*

***Y**ou turn around, but all you can see is snow and rock. Then you hear a deep rumble. The mountain seems to tremble and your skis start to vibrate. The snow begins to move under your feet and a sliver of panic seizes you. An avalanche! Your heart is racing. Your mind screams over and over, "Damn, damn, damn, help, help, help!". But your body instinctively knows what to do and takes control. You lean into your skis and head in the same direction as the tumbling snow. Behind and beside you the white mass thunders down. Now all you can think about is not getting buried by it. The snow seems to be forcing you directly towards a sheer rock wall and your mind clicks into gear. You have to change course right now otherwise you will be crushed between the snow and the rocks. But what is that? Is that a hole in the rock? You feel a glimmer of hope and, twisting your body around with all of your might, you dive into the alcove and feel the push of snow forcing you deeper inside. Then the world turns black before your eyes.*



little later you awaken and find yourself on an icy rock floor. You're half covered in rubble and snow, but you can move.

W

You struggle to catch your breath as you stomp free and warily straighten yourself upright. It takes a while for your body to stop shaking and a few tears run down your cheeks. That was so close. You can't believe that you survived.

The rumbling outside has now stopped. Instead, there is an eerie silence. You hastily throw off your skis, sticks and ski mask. You grab your mobile phone from the inside pocket of your jacket, but there is no reception and you don't have a transmitter.

You test whether you can make a hole through the snow with your ski poles but you quickly come across ice sheets and rubble. You won't get any further here. Somehow you have to get out of this place. By the time you are missed and someone finds you here in the avalanche, you will have long since starved to death.

You turn away from the buried entrance. With icy fingers you turn on your mobile phone torch and shine it in all directions. What you thought was a niche in the rock seems more like a corridor. You trace your fingertips along the walls. They are peculiarly smooth and even.

A few metres in front of you the passage opens to a larger cave. The light of your torch doesn't go very far, and stalagmites and stalactites throw shadows across the cave. You try to recall the name for stalactites that have grown into one another, of which there are also a few here, but you just can't think of it.

You are slowly regaining some of your optimism. If there is an entrance, might there also be an exit?

A few metres in front of you the passage opens to a larger cave. The light of your torch doesn't go very far, and stalagmites and stalactites throw shadows across the cave. You try to recall the name for stalactites that have grown into one another, of which there are also a few here, but you just can't think of it.

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ou decide to explore the cave as systematically as possible and start to move forward. Small stones continue to crunch under your bulky ski boots.

You keep your torch shining into the darkness. There—a few metres in front of you something is glistening—but what? You move away from the wall to take a closer look. The nearer you get, the more sure you are that it has to be ice. But not just a simple block of ice, no, it almost looks like a figure! As if someone tried to make a bear out of ice. What a strange place for an ice sculpture!

From your new location you look around and discover even more of these ice forms. Incredible! Many look like mountain animals, while others appear to be mythical creatures. The further you go inside the cave, the larger and more detailed the figures get. Wild theories run through your head. Was there once an exhibition here? But this would be a very strange place for it. Perhaps an eccentric artist stores their sculptures in the cave?

What is far more important is that someone has already been in this cave before you. So, it is quite possible that there is another exit here too.

It is a bit scary, however, to be observed by the silent eyes of ice, and you want to hurry to the other end of the cave.

Just then, you kick something and a metallic clank sounds in the stillness. You shine the torch downward and discover a rusty carabiner, which you must have caught with your shoe. Not far away is a frayed rope. Perhaps these are left over from transporting the ice sculptures? You let your gaze wander and find more surprising things. Two pickaxes, a dusty box full of tattered ropes and an old tin can containing rusty nails. Finally, you discover a ragbag of old helmets. Slowly a new idea comes to you: might an expedition to this cave have taken place in the past?

Next to all the junk lies a new surprise. Gigantic mountain boots! A look at the shoe sole tells you: Size 18! They're definitely the biggest boots you've ever seen.

In any case, they are not an alternative to your ski boots, and you put them back again. But the boots look pretty new and somebody must have left them there!

You shine the light more thoroughly around you and discover more of these ice sculptures. You are particularly impressed by an extremely detailed, life size bear figure. Behind it stands a huge eagle and, further back, two strange monk-like ice figures flank a flight of stairs. Your eyes slide back to...

Wait a minute, a staircase?

You quickly rush towards it. You weren't mistaken! The two identical ice figures actually stand on a staircase carved into the rock.



The first riddle begins on the calendar sheet "1st December":
Carefully tear out the calendar sheet before reading it!

With shaky knees you begin to climb the stairs. After a few metres you notice a light in the distance. Is anyone here? As glad as you would be to find help, it occurs to you that the inhabitants must be pretty odd to live in such a crazy house. And what would they eat? Hopefully not skiers! Now that some light is shimmering in the distance, you turn off your torch to adjust your eyes to the darkness. You try to be as quiet as possible—after all, you never know what might be ahead of you. But the faint shimmer magically attracts you and you continue to climb the stairs towards a doorway.

Carefully tear out the calendar sheet before reading!

1st December

You walk up the last steps of the stone staircase. Pressed against the wall, you peer into the room in front of you. The cave glimmers with a ghostly blue light. You wait for a second, but since you hear nothing there, you venture further.

Behind a stack of nailed shut wooden boxes you spot a large metal grate—an exit! You immediately hurry towards it, but after a good shake you can tell it will not open easily. Then you discover a strong looking lock. You focus your torch on the lock for a closer look. It is a combination lock, but what code opens it? There is also a small piece of paper caught in the lock which of course you read through immediately.

At first, you don't know what to do with the strange clue. You let your eyes wander. Next to the boxes there are all kinds of other things strewn around. You actually find some matches that you use to light a few candles. You can now put your phone away again.

You look at the other objects that are lying around this supposed warehouse. Several of the objects still look relatively usable and could be of help to you. And of course the mysterious artist also left a few ice sculptures behind. Especially striking is a gigantic ice swan, perched in an alcove. You take another look at the clue on the mysterious note—is there anything else on here that will help you determine the correct number code?

Now open door 1!

Behind you will find: 1 riddle card A, 1 "swan" strange item card.





Carefully tear out the calendar sheet before reading!

2nd December

The click of the combination lock is music to your ears. You open the grate. How long is the passageway behind it going to be? After a short deliberation, you rummage through the things from the warehouse again and kit yourself out so you are ready for anything.

You swap your ski boots for some ancient hiking boots. In addition, you pack a rucksack with a rope, hook, matches and various other things that appear to be especially useful to you. Last but not least, you grab a torch, blow out the candles and walk into the dark passageway.

The tunnel leads you deeper into the mountain. It gradually becomes colder. Is that because of the path or your physical and mental state? You pause where you are for a moment and wonder whether perhaps it would be better to turn around. While you think, you suddenly hear a quiet whistling. Like the whispering of the wind ahead in the long passageway. Then there has to be another opening somewhere else, surely? Hope floods through you and with renewed courage, you continue to follow the path.

After a few minutes you arrive in front of a solid wooden door. It doesn't surprise you that you cannot open it. You hesitate for a second and then use the heavy door knocker.

The iron sound echoes for a long time. You wait and wait, but nothing happens. You take a closer look at the door lock—again it looks as though you have to enter numbers. Unfortunately, even after a thorough search, you do not find any clues as to what the correct code is. You even end up rummaging through a pile of wood stacked up next to the door, but there is nothing to be found there either.

You feel an icy chill on the back of your neck. The cold is beginning to numb you. Luckily, you brought the matches with you and you decide to make a fire. In front of the door you find a place that seems to be made for this.

The flames quickly flicker upwards and you can finally warm your stiff limbs. But how can you open this door? Warmth slowly creeps back into your toes and fingertips and you can relax a little, despite your predicament. The deeper you look into the fire, the more your thoughts wander. The shapes that the fire and embers form are fascinating.

Now open door 2!

Behind you will find: 1 riddle card B, 1 "fire" strange item card (made up of two pieces).



Carefully tear out the calendar sheet before reading!

3rd December

With a sigh, you lean back against the door and feel the lock click behind you. You are in another passageway, albeit an oddly homely one. In the dim light, you make out two doors in your immediate vicinity. A loud rumble makes you pause. You then hear a gurgling and your stomach grumbles. The first rumble was probably just your tummy! You suppress a hysterical laugh. Then you notice a heavenly smell—could it be.... Cookies? The hunger pangs in your stomach make you rush forward as your nose leads you unerringly to one of the doors. You pull it open and enter with enthusiasm...

For a moment you seem to hang almost weightlessly in the air, then a sharp pain shoots through your knees and elbows. You find yourself face-down on the floor again. As you look behind you, you see a few steps that you missed. At that moment, the door shuts with a loud “clack”.

You pull yourself together because you don't want to believe what you see. The door doesn't have a handle, just another damn combination lock. You look around curiously. You appear to be in an antiquated kitchen and it seems as though someone was here not all that long ago...

Please turn over.



Carefully tear out the calendar sheet before reading!

4th December

The cooled and less burnt cookies melt on your tongue with a delightful vanilla flavour. Why would the occupant of this peculiar abode just leave such tasty cookies to turn to charcoal? Perhaps they have fallen asleep somewhere? Be that as it may, there's no doubt that someone must be here. And they must know of an exit, so you decide to look for them.

You leave the kitchen again and go to the other door. It opens without a problem and you take a proper look. The doorknob is also on the inside, where it belongs, and as there is no combination lock in sight you decide to venture further.

This room appears to be a library judging from the bookshelves. You stop in front of a comfortable looking armchair and wonder whether to take a break for a short while. You hear a spine-tingling laugh that raises your hackles.

"Hello?" Your voice fades away without an answer. Instead, you hear a faint crunch and suddenly a stone falls on the floor in front of you. As you look up, rock dust trickles into your eyes. There is a crack in the ceiling up there!

You stumble sideways and discover an even bigger hole. The wooden structure that may have originally supported the crack doesn't look very stable. More and more little stones begin to fall—and is that a note as well? You hurry to the middle of the room and pick up the paper.

Now open door 4!

Behind you will find: 2 riddle cards D1 and D2, 3 wooden rods.





Carefully tear out the calendar sheet before reading!

5th December

You take the appropriate blue books from the shelf and suddenly feel like a secret agent in a film. Can the books be tipped forward to release a secret door....?

As you move the last book you hear a quiet click—and the shelf really does swing aside like a door!

You enter the room, and the James Bond feeling does not end. In front of you is a kind of antiquated monitoring station. One of the devices continuously spits out paper with writing on and, at the end of the table, is that a seismograph? And there, on the wall, are they telescopes like you get in submarines? What are they called again? Thingamabobyscopes. In any case, you definitely get the impression that surveillance is taking place here.

You walk towards the table where a stack of Polaroids lie. Nosily, you look at the top photo. A person is standing in a dim cave. The photos fall out of your hands as you recognise yourself. You stare at the Polaroids in disbelief. Someone has scribbled "1st December" on the bottom edge. Apparently someone has watched you from here. You shake off the uneasy feeling. James Bond does not know fear. Then you continue to look around the room.

On a corkboard hang a few notes and souvenirs with dates on. On one of the notes is something about a certain Reinhold coming closer than anyone else. For some reason, the name Reinhold means something to you, but you don't know what.

You then read another note. "Go through the hatch!" and, sure enough, there is a hatch on the floor, fastened with a combination lock. There must be another clue somewhere that you can use to guess the correct code!

Now open door 5!

Behind you will find: 1 riddle card E, 1 pushpin, 2 "discs" strange items.





Carefully tear out the calendar sheet before reading!

6th December

The hatch leads you up a metal ladder into a narrow passageway. After a few steps, you are standing in front of an open door. For your own peace of mind you feel for a handle and lock again—the mishap from the kitchen will not happen again. Then you enter the room.

It looks like a music room—at least there are instruments and a cool gramophone. On the walls hang posters of different cult figures. Amy Winehouse, Elvis Presley, Kurt Cobain. Musically speaking, they don't really go together, but then you notice that they are all shrouded in mystery somehow. This fits with everything that you have experienced here so far!

Another chill runs down your spine. Hopefully you won't end the day in a madman's cooking pot! The sooner you get out of here the better. You look around more closely. There is a guitar case secured with a combination lock and there, hanging off it, is a clue.

Now open door 6!

Behind you will find: 1 riddle card F.



Start

Carefully tear out the calendar sheet before reading!

7th December

You open the guitar case and find a letter. Excited, you begin to read:

"Welcome, brave skier. I would like to welcome you into my home, which, right now, is also an escape room! Do you know how to play? You have to escape from locked rooms. I am a little lonely at times and like to spend my time playing EXIT games. You won't believe how long I have waited for someone to finally find my homemade escape room. I'm very excited about your visit!"

There really does seem to be a crazy man living here. You already had an inkling of that though! But in view of the fact that you are trapped here by the avalanche anyway, you might as well get involved in this game and maybe escape safely.

You continue to read the rest of the letter, which looks more like a collection of hazard warnings. The phrase at the end is also a bit weird. "Think outside the box?" What box?

You can't do a lot with that for the moment. Perhaps it is a hint for a later date?



Please turn over.

Eventually, you find a key in the guitar case. Luckily, this fits a trap door in the ceiling of the music room. Using the ladder, you climb up and are standing in another cave moments later.

In front of you gapes a large opening with an ice slide. However, it is locked with an iron chain and above it is a large sign containing warning information. You should not use the slide without protective equipment. You let out a giggle. But you don't have a death wish either! The protective equipment appears to be located in the secured locker on the right-hand wall. And on the other side of the slide hang... of course; the boxes mentioned in the letter. Time to take a closer look at them.

Now open door 7!

Behind you will find: 1 riddle card G.



Carefully tear out the calendar sheet before reading!

8th December

In disbelief, you stare at the contents of the locker. This is supposed to be protective equipment? Gloves and a helmet are OK. But a giant swim ring? Despite your misgivings you grab the air pump and blow it up.

After a few exhausting minutes you release the iron chain in front of the slide and wedge yourself into the rubber ring. Let's Go! The slide is very fast, and it makes you feel dizzy. Your fingers clench around the ring handles and you have to use all of your strength not to fly out of the ring. But the journey has scarcely begun before it is over.

You land with a bang but at least it is on a soft heap. However, it kind of smells like old sweat. After a few attempts, you manage to free yourself from the rubber ring and then discover that you are lying in a pile of old washing. That's just brilliant! No wonder there is a foul smell in the air. You must have landed in a laundry room judging by the ancient washtub in the corner.

In front of another wall is an impressively large wooden box. Unsurprisingly, it is secured with a combination lock. You cannot see an exit and the ice slide is definitely too slippery to climb back up. Luckily, you find another card. Will it give you a clue as to how to get out of here?

Now open door 8!

Behind you will find: 1 riddle card H, 4 "laundry" strange items, 5 "clothes pegs" strange items.





Carefully tear out the calendar sheet before reading!

9th December

You open the box in the laundry room. The inside is surprising, not actually being a box at all! It is, in fact, a secret door to a small passageway connecting to another room. But it is pitch-black in there.

That's funny, there was always enough light before, even if it were only a bluish icy shimmer. But thankfully you prepared yourself well and bring out the large torch you found in the storage room. Are there a few candles or a light switch in here?

You have little desire to venture into a pitch-black room armed only with the torch, and as a precaution you shine your light around the walls first. There is a fuse box there! Perhaps a fuse has just blown?

You open the fuse box and see some loose cables lying inside, as well as three cards. Perhaps this is just another riddle to be solved?

Now open door 9!

Behind you will find: 3 riddle cards i1, i2 and i3.





Carefully tear out the calendar sheet before reading!

10th December

Quickly you connect the correct wires together. When you pop the fuse back in both the corridor and the room behind it begin to shine dully.

Shine? You step forward curiously. You seem to have stepped on something because it feels weird under your foot. When you lift your shoe you hear a rattle and a click and then the ground is torn from under your feet.

What the...! You fall, and the air is forced out of your lungs on impact.

As you lie dazed on the floor, you watch the door close above you. You've triggered a secret trap like in an Indiana Jones movie!

At least you have not found any snakes waiting for you.

You get up and rub your sore back. A single candle illuminates the bare rock walls, and in front of a narrow window stands a telescope. It's a shame that the bars on the window are too tight to squeeze through. Nevertheless, you step closer and breathe in the fresh air.

You find the bad weather has passed as you look into a spectacular starry sky. You can see way more stars than can be seen above your town, even in the darkest of nights. In front of you, you see Orion and the Ursa Major... and is that the swan and the fox over there? But the constellations do not help you further.

You grab the chair next to the telescope and place it under the trap door. The hatch is low enough for you to be able to reach it without difficulty. Of course, the trap door is locked and in order to open it you have to crack the code. Thoughtfully, you climb back down from the chair. There must be another clue here surely. You take another careful look around the room. They who seek, find.

Now open door 10!

Behind you will find: 1 riddle card J.





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11th December

You finally open the wretched trap door above you and pull yourself back up into the passageway. That wasn't much fun. Your coccyx continues to throb uncomfortably.

Very carefully, you walk into the next room and are astounded. This looks just like a living room. A little fire crackles in the fireplace and the sofa invites you to sink in. Is that a small table or even a bar? A little light refreshment would actually be perfect right now.

Next to the glasses lies another letter. The first sheet reads the following:

"Sorry, I completely forgot to pad the pit. I hope you did not hurt yourself. You grumpily rub your backside again. Luckily, you are not injured, but a cushion would have been preferable to the bare floor."

You read on.

"I would never have thought that you could make it this far. As I said, I've been waiting for someone to try out my escape room for a long time. I had hoped several times that good Reinhold would finally find his way here, as we are so close to his home, but so far he has disappointed me. So, imagine my joy that you are here now, even if I had to help you get here."

You stare at the paper in disbelief. Help me get here?! You are seething. This madman has put your life on the line... for a game. You swallow your anger because it won't get you out of here and back to your cozy hotel bed any faster. You take a look at the last piece of paper.

"The game is just about to start. The next hint comes after the work is done. But first you are welcome to rest a little. This has been my favourite place for many years here in the mountains. It's a bit lonely, but I can't show my face in the village."

You frown. The villagers rightly drove this madman away. You throw yourself onto the sofa as requested. Yuck, does the madman have a Persian cat? There is long white hair everywhere. Well, your ski clothes will need a thorough wash after this adventure anyway. Between the cushions of the sofa you discover a small note.

Now open door 11!

Behind you will find: 1 riddle card K.



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12th December

As requested, you complete the inventory. Finally done, you can go back to that comfy sofa.

A slight crunch makes you look up, and there is a leaf of paper sailing down onto you. Don't pick your nose now, apparently you are under constant observation! How else could the resident have known exactly when you finished work? The already familiar scrawly hand has left you a new hint: "It continues under the carpet."

You roll the carpet to one side and discover the next secret door.

You climb down through the trap door and stand in a hallway containing several doors.

You walk slowly past them, but they are all secured with a lock. No, that's not true, one door is ajar.

You enter a kind of artist studio. Perhaps one would call it an atelier.

Apparently this ominous puzzle fan is also interested in stone carving. Indeed, ice sculptures seem to suit him much better, as this lump of stone would need lots of imagination to look like a person. Perhaps it isn't a person but a mythical creature? You turn with a shrug to look at the paints and brushes. Maybe the artist is a little more talented here? Unfortunately, only the most kitsch landscape painting awaits you. Some snippets of memory play around your head in which the name Bob Ross appear but these thoughts won't get you anywhere.

There's another clue on the table. Something to do with a pair of scissors. Oh yes, hopefully you can cut up this hideous kitsch! You are slowly losing patience and would like to destroy something!

Now open door 12!

Behind you will find: 2 riddle cards L1 and L2.





Carefully tear out the calendar sheet before reading!

13th December

Back in the hall, you're in luck. The second door on which you try the code turns out to be the right one. You remove the combination lock and enter a games room.

Wow, a game lover has been here and either couldn't finish or had to leave hastily. Right in front of you on the floor lies an unfinished game of Catan. You check it out. It doesn't seem to be clear yet who will win the game.

There are even more games hanging on the wall: You can see City, Country, River and a tricky chess problem. There is a memory game on a table and there is a shelf full of games, all of which have the EXIT name in their title. Well, that seems very fitting! Inwardly, you curse the game makers. Without them you would be safe and not have ended up in this weird situation! Under different circumstances, with friends in a cosy atmosphere, you would have loved to play a round, but not here with your life on the line!

But you have no choice so you look for the next clue and find it behind the box of a beautifully illustrated adventure game. Quickly you pull out the card and try to interpret the strange symbols on it. Would all of the half-finished games around here have something to do with it?

Now open door 13!

Behind you will find: 1 riddle card M.





Carefully tear out the calendar sheet before reading!

14th December

You quickly find the correct door in the corridor. Yuck, it is dusty in the room beyond! Were it not on the same level as the other rooms, you would perhaps call this an attic or cellar. It is full of boxes that look rarely used. There are cobwebs hanging everywhere. You even see an old cassette recorder that you switch on.

While listening to noisy Christmas music, you find the next clue.

"Make a Christmas garland. As a decoration for me and as the next clue for you."

You don't actually have that much free time right now. But what must be, must be.

As you start making the garland, the cassette stops. You turn it over. But this time no music plays. A deep voice reports: "Paper on the differences in snow consistency in the Himalayas and the Alps. Chapter 1: Fresh snow." What the hell is this supposed to be? You really couldn't care less.

You fast-forward slightly. "Feet and handprints in the snow are..." Always the same stuff. This time you fast-forward almost to the end. "The human weight appears in contrast to my..." This pseudoscience business does not encourage you to make the garland one bit.

You turn the cassette over. You would rather listen to the zither version of "Let it Snow" again!

Now open door 14!

Behind you will find: 2 riddle cards N1 and N2.



N
N
i
R
Z
E
E
U
Z

End

Start



S
O
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E
N
W
O
B

End

Carefully tear out the calendar sheet before reading!

15th December

You unlock the last door in the hallway. Perhaps you will finally get closer to the escape room exit? In fact, this time you do not enter a small room but a huge cave. You catch your breath.

A frozen lake takes up almost the entire room. Huge icicles hang from the ceiling. You peer into the distance and there, at the end of the lake, you see another door. You have to get there! Luckily, you don't have to cross the lake in the old hiking boots as there are ice skates here at the lake edge. One pair is just as huge as the hiking boots that you found earlier. The second pair seems more like your size.

You lace up the ice skates and hang your pair of hiking boots around your neck by the laces. You take a few cautious steps on the icy surface. You have never had the opportunity to go ice skating in such a fascinating place. The ice glistens beneath you and you decide to enjoy the ride.

After slowly gliding a few metres, an ear-splittingly loud chorus of "Last Christmas" starts from somewhere in the room. This immediately ruins the mood, particularly when you realise it is only the chorus playing on repeat! You notice your steps becoming more and more aggressive on the ice.

Crack!

One of the icicles crashes to the ground in front of you. You scramble to a stop and look upwards. The icicles are vibrating dangerously, threatening to fall and potentially break the ice. This has to be because of this horrible music. You haven't even reached halfway yet. You shouldn't have dawdled so much! Frantically you search the lake side for the music source. There, at the entrance, is something that you must have missed. You race back in time with Last Christmas. Sure enough you find the music system. In a locked box. Very imaginative. Now, how can you open it to finally silence Wham?

Now open door 15!

Behind you will find: 3 riddle cards 01, 02 and 03.





Carefully tear out the calendar sheet before reading!

16th December

Although you have turned the music off, the song remains stuck in your brain. Several of the icicles have fallen and you move over the frozen lake even more carefully.

Once you have finally arrived, you change from ice skates back into your hiking boots and walk towards the door. But, great, it's just a fake door! You feel desperate for a moment. Have you come all this way for nothing?

Then you notice several colourful marks on the rock face in front of you. Are these climbing holds? In fact, the wall is covered in them. And there at the top—is that another hatch in the ceiling? Luckily, you have some climbing experience and quickly reach the top but, you could've guessed it, you need three more numbers to open the hatch. You climb down and look around more closely again.

This seems to be the private boulder wall of your "host". You do find a whole range of suggested routes to be practiced here. Some of them seem to contain quite a risky stretch. On the other hand, if the person that constructed it wears such enormous shoes, he probably won't be of the small variety! But this does not help you to find the correct code.

Luckily, on the thick mat, you find another clue!

Now open door 16!

Behind you will find: 1 riddle card P, 1 "rope" strange item





Carefully tear out the calendar sheet before reading!

17th December

You pull yourself through the hatch just as your tired arms begin to fail. To be on the safe side, you push the hatch shut with your legs, to make sure you won't accidentally fall down again.

Suddenly your senses are on high alert... is there another person in here? Adrenaline floods through you—is it time for the big showdown? Immediately you are ready for action, muscles tense.

The other person also seems to notice you and stares at you with wild eyes. But then you recognize your mistake... and yourself. That was just your reflection!

Slightly more relaxed now, you look around properly for the first time and see a magnificent hall. Mirrors everywhere with elegant pillars in between. On the ceiling hang chandeliers, and even the floor is polished to a high gloss, like some crazy mountain version of the Versailles mirror room. How much time and money would it have cost to furnish a room like this?

You move through the hall in amazement and then realize that it is not as huge as you first thought. The mirrors are so cleverly placed that from every angle they fool you into seeing a larger room. Really very impressive! You try a few dance steps for fun and bump straight into a mirror. Ugh, you look pretty tired and dirty in comparison to the elegant hall. No wonder you didn't recognize yourself immediately. So how will you get out of here?

After a systematic search, you finally find a puzzle card in front of one of the pillars. Perhaps your luck will change and you will find your way out, or at least find a marvelous bathroom with a spa pool to clean yourself up!

Now open door 17!

Behind you will find: 1 riddle card Q.





Carefully tear out the calendar sheet before reading!

18th December

Awesome, a secret door was hidden in one of the pillars! You climb down a narrow spiral staircase—your mental request for a bathroom was unfortunately not granted. Still, you can't hold back an appreciative whistle.

The next room looks like a railway basement. Wow, the landlord seems to be a bit of a crackpot... or very lonely. The hobbies he pursues are pretty specialised and expensive too. Both the elegant hall and this model railway must have cost a pretty penny. Really impressive!

It looks almost as if the landlord had simply taken part of the winter landscape from a mini Wonderland. Now... Where to next? You look around for the next puzzle and find a combination lock on the gigantic closet on the left side of the room.

Your gaze returns to the model railroad. Your fingers itch to play.

Even if you don't really have time for games, you just have to have a quick drive!

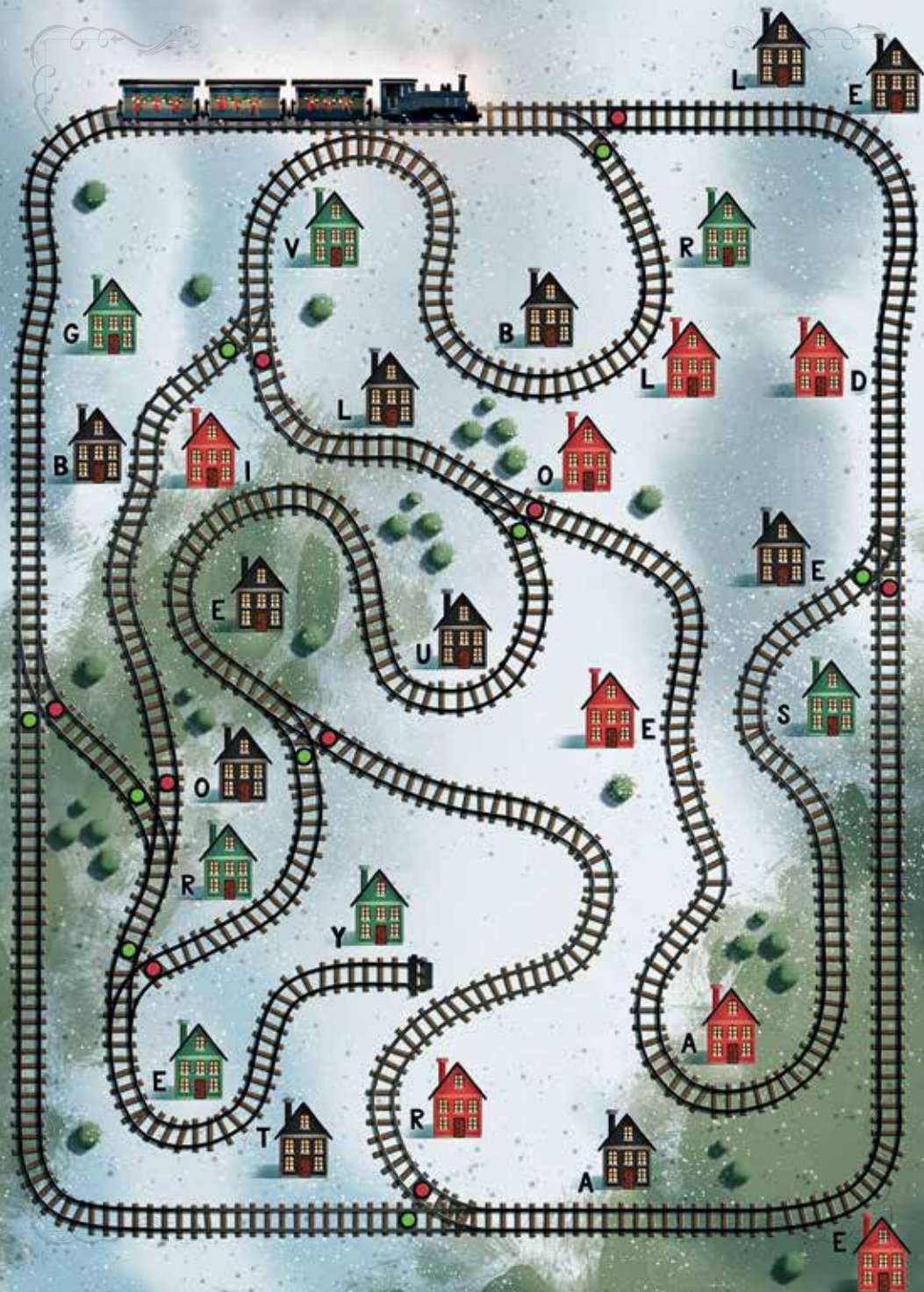
You grab the conductors cap, but it falls so low over your forehead that you hang it right back up. Then, without a cap, you start the train and get moving.

Now open door 18!

Behind you will find: 1 riddle card R.



Please turn over.



Carefully tear out the calendar sheet before reading!

19th December

The closet is probably something of a magical passageway—at least it looks much bigger on the inside! This is one really impressive walk-in wardrobe. You look through the compartments of clothes and accessories with interest. Very few seem appropriate for everyday life. Okay, some of it could be worn by a massive hermit in the high mountains: gigantic snow goggles, snowshoes, hiking boots, backpacks...

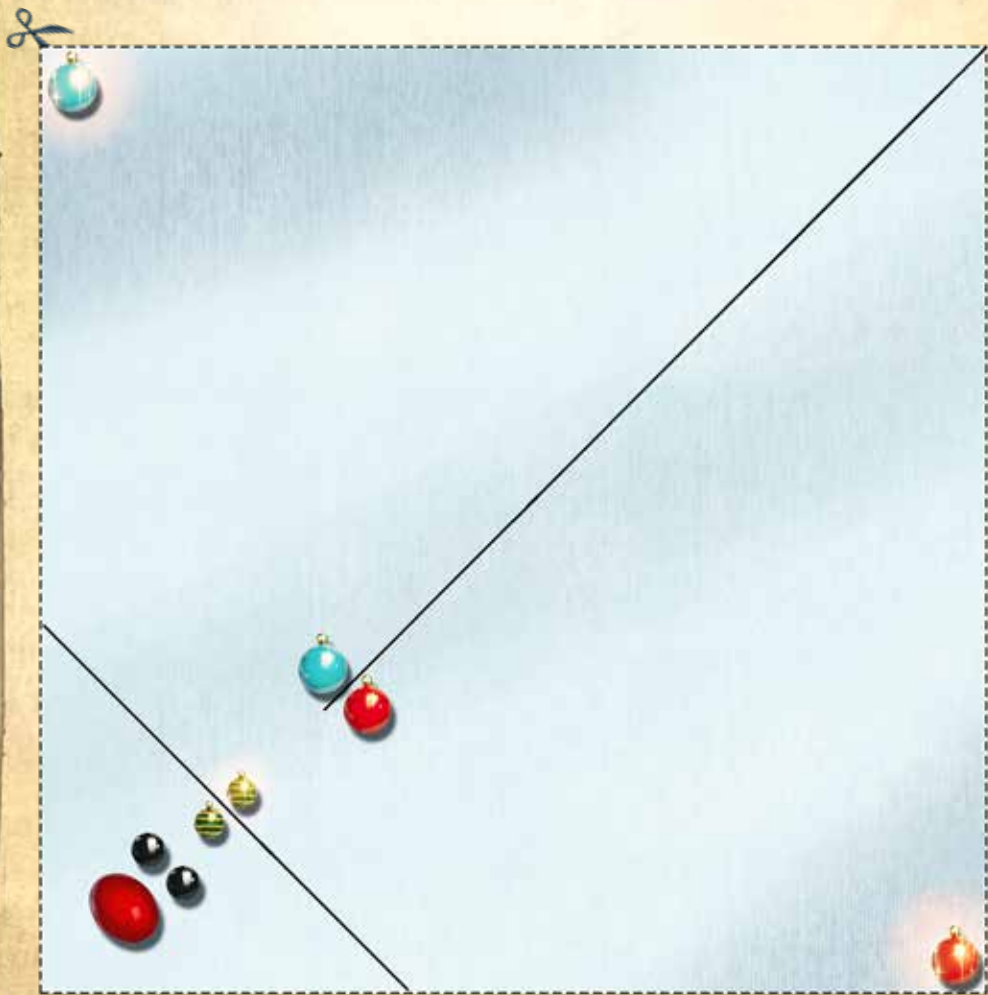
Please turn over.



but most of it reminds you of a fancy dress shop. Is the owner a confessed carnivalist? There are numerous full-body costumes: a superhero costume, a pink rabbit suit, a diving outfit. In between there is a hula grass skirt. You were right about your assumption of your captor's height. The clothes here could fit a half-giant. In the corner of the room is a sewing machine with a swatch of fabric ready to sew, and there next to it is a lint brush bristling with white hair. Here you finally find a clue. Apparently, you are supposed to help your host sew. Probably best to start by cutting out the red fabric!

Now open door 19!

Behind you will find: 1 riddle card S



Carefully tear out the calendar sheet before reading!

20th December

It takes a while for you to discover the door behind all the costumes—what kind of place is likely to be hidden behind it? And if we assume the occupant uses the walk-in wardrobe to get dressed up before he goes outside, the exit could be very close by...

However, as you open the door with the code, you are disappointed. You are still not outside, instead you are in a post office! There are stacks of presents, parcel boxes and letters. The good old post clearly seems to be of some importance here in the solitude of the mountains. You discover a wooden door—the room appears to keep going behind it. Of course, it is barricaded. But someone has pinned a letter to the wood. You begin reading quickly:

"You have done very well thus far; I hope you like my escape room? Have you noticed that Christmas is quickly approaching? As you can see from my little gallery, I have several friends and relatives that I would like to give presents to. Please help me get the parcels ready so that they can arrive on time! Once you've got all the presents together, simply use my practical pneumatic postal system. My pride and joy! Perhaps you will find my clue for the next numerical lock as you work!"

Intrigued, you look at the gallery more closely and for a moment you are stunned. From a distance the images look like people with fur hats. But that looks like, like...

You can't deny what you see. Yes, they are yetis! Snow people. A small hysterical laugh bubbles out of you. The situation is so weird, why are you still surprised?

Now you come to think of it, it all begins to make sense... The white fur on the sofa, the huge ice skates, the oversized conductor's hat. Good heavens, how could you have just missed all the signs? And the remote house in the mountains—even the name Reinhold now sounds familiar to you! You shake your head in disbelief. Will the presents heading for Nepal actually arrive in time for Christmas?



Now open door 20!

Behind you will find: 1 riddle card T.



Carefully tear out the calendar sheet before reading!

21st December

Still shaking your head, you open the next door. No one will ever believe that a yeti personally put you in an escape room and demanded that you send parcels to all his relatives.

You push the door open further and have to immediately close your eyes. Is that the sun? In fact, there is a window and the sun appears to be rising. Have you really been in here for that long already? You have lost all sense of time. Shouldn't you actually have needed to sleep at some point? Presumably the adrenaline has completely suppressed that. In just a few steps you are at the window.

Outside the landscape is untouched. Everything is wrapped in fresh snow. You must still be a long way from the village. But now you really want to get out!

The window has no handle, but there is still the door—with a combination lock—what else!

You take a closer look at the room. The binoculars and a notebook lead you to the conclusion that the Yeti, in addition to all his hobbies, also likes watching animals. As you lift it, a note falls out of the notebook! It says:

"Lead each animal to its den. Each of them must perform their movement in full, or choose the alternative."

What a strange clue.

















Now open door 21!

Behind you will find: 4 riddle cards U1, U2, U3 and U4.



Please turn over.



Start 								Start 
	1	2	7	9	8			
7	6	4	1		5	6	9	0
6	4	5			1	3		7
		2	1		8	4	3	9
5		1	0	8	2	3	1	0
							6	
1	4	7	1	5	1			
2	6	4	4	9	0		3	7
Start 	8	1		9	3	2	8	Start 

Carefully tear out the calendar sheet before reading!

22nd December

That's impossible! You were so sure that the door would lead you to the outside and now you find yourself back in a dark hole! You want to howl with anguish like a wolf but the yeti appears to watch your every move. If the window were not barred, you would simply break it and leave.

Meanwhile, your eyes have got used to the darkness of the next cave a little. A mysterious glistening arouses your curiosity.

As you wait for your eyes to become completely used to the gloom, you curiously examine a pinboard on the wall. Fastened on it are some images of gemstones that are magnificent to look at. You are not an expert, but escape might have been premature if you could at least take some treasure with you?

Then you discover another clue. The spade seems to stare at you.

Wait, spades that stare? You rub your eyes. Perhaps tiredness is starting to overwhelm you. Unfortunately, there doesn't seem to be any coffee here. You shake yourself and grab the spade. Perhaps a bit of early morning exercise will get you back into shape.

Now open door 22!

Behind you will find: 1 riddle card V.





Carefully tear out the calendar sheet before reading!

23rd December

You climb the ladder to the hatch in the ceiling. The metal hatch slams to the floor as you push it open.

You pull yourself up and find yourself face to face with a tiger!

In shock you almost fall back down into the excavation cave. You hold your breath and then notice the tiger does not blink. Phew, luckily only a tiger skin rug. You climb to the top, let the metal hatch fall shut and hope you don't trip over the tiger's head, now that would be too much of a cliché!

You look up and your next thought is purely "Wow!" A little later you add, "What a panorama!" Through a huge pane of glass you see the stunning snowy slopes. The sun is still low. You could willingly spend time staring at the view but you're not crazy enough to develop Stockholm Syndrome!

You pull yourself together and concentrate on your real goal: You want to get away from here! Your stomach growls in agreement and urges you to hurry. Your host could really have provided better service. On the bar there are only a few opened bottles with somewhat dubious contents and an empty bag of pretzel sticks.

Your last hope is a cookie jar, but in it you only find a stuffed toy moose and a funny cardboard card. You are hungry enough to consider eating the card when you remember that you might need it to get out of here. Curiously you examine the panorama again and particularly the many small flags in front of it.

Now open door 23!

Behind you will find: 2 riddle cards W1 and W2, 4 strange items ("moose", "triangle", 2 stands).





Carefully tear out the calendar sheet before reading!

24th December

You look for what feels like an eternity in the panorama bar for something that you can open with the code. Then of course you inevitably stumble over the tiger rug head!

Luckily enough, the rug shifts and underneath you find a secret hatch.

You quickly climb through and land in a dark corridor. The journey is longer than you thought. Hopefully you can finally get outside now, or at least be provided with a rich breakfast buffet! You think about what you would like to eat now and while your mouth is watering, you find yourself in front of a door that can be opened. Hang on! This all looks familiar to you.

The wallpaper door slams behind you and is almost invisible in the wall. You're back in the fireplace room. "Are you kidding me" you blurt out involuntarily. Did you miss something when you were here the first time?

You turn everything upside down again but you cannot discover anything significant. You just want to go outside now. Out of sheer desperation, you finally grab the poker and start poking around in the fireplace. That's when you look up at the mantelpiece and see a note. Wait, that wasn't here last time. It reads:

Welcome back!

You are so very close.

Did you already check behind the fireplace? In a pinch you should maybe make the space bigger first and enlarge the passageway.

Read the conclusion as soon as you have found the exit!



Conclusion

You hang the poker back up and wonder how you could get out of here. Was that everything? Suddenly your whole body feels heavy and you sit down again on the large and very cozy sofa. You are slowly overcome by exhaustion. You stare into the flames and everything starts to blur. You just have to close your eyes for a moment.

Silent night, holy night". Soft music wakes you slowly from your slumber. You feel wonderfully rested and you open your eyes. It is very dim in the fireplace room. The fire has burned down, but instead candles are now shining all around you, bathing everything in a pleasant glow.

While you slept, the yeti must have decorated. All around you the room glitters and shines. Garlands of fir branches hang over you. There is even that garland that you made yourself! There on the other side of the room stands an overcrowded Christmas tree with candlelight reflected in the colourful Christmas balls. The room smells of fresh fir, cinnamon and vanilla.

On the table is a plate of cookies and chocolate covered gingerbread. A few steps later, you are there and grab them. The Christmas flavours explode in your mouth like a firework and your stomach rumbles with joy. There is also a pot of tea on a small teapot warmer and the hot fruity liquid soothes your throat as it runs down. You pour yourself a second cup of tea and with it make yourself comfortable on the sofa.

As you turn around, you see a giant banner hanging above the sofa for the first time: "Congratulations, you did it! Merry Christmas!" you will find your present behind all of these rooms."



Wave of relief washes over you. You have actually finished playing the yeti's escape room. That must mean you can soon go home. And there is still a present? Childish joy washes over you. But after these arduous stresses and strains in the mountains, you have more than earned a present! As you sip on your tea, you think about where you might find it. But that is easier than some of the other riddles that you had to solve. Behind all these rooms? You quickly come up with the idea of where you need to look.

Aou have barely held your present in your hands before you are overcome with a sort of melancholy. Is that it? Won't the yeti even show himself? You shake your head once again. Surely no one will ever believe what you have experienced here. You would definitely be taken straight to the mental institution. But you have to tell someone about it. That reminds you—you still have Reinhold's address in your mind from packing the presents. Perhaps in the next few days you could visit him and he might believe you? But first you must get out of this damn mountain.

A cool breeze flows around your neck and the candles flicker in the room. You shudder for a moment and look around to check it isn't the yeti blowing his icy breath on your neck. But nobody is here. You grab a log to reignite the fire. You bend down to the fireplace and just as you are about to drop the wood, you notice something strange on the back of the fireplace. Is that...?

Right there is an iron step protruding out of the sooty wall and next to it someone has attached a plaque: "EXIT! This leads to the outside!" You have actually found the exit. You quickly throw the piece of wood back onto the stack. Freedom at your fingertips! Somehow it still feels wrong to just leave. But, if the yeti had wanted to see you, he would surely have stayed in the fireplace room.

You remember the observation chamber, turn back into the room and shout: "Bye! Thank you for the present!" You wait for a few seconds but there is no answer, so you climb into the fireplace and pull yourself up the steps.

Your arms start to tremble a bit as you push against a hatch. Finally, one without a combination lock! You carefully open it and climb outside into the snow between two rocks. It's already getting dark again. With a dull slam, the hatch closes beneath you and there is nothing in the rock to suggest that there was ever a trap door there. In a small gap in the rock, you can glimpse the flue of the fireplace; but if you didn't know what you were looking for, you wouldn't be able to see it.

Something neon-coloured catches your eye at the end of the short gorge: there is all your ski equipment! What luck that the Yeti thought of that too! You quickly get dressed and hope that you can find your way into the village, despite the falling dusk. As you step into the open snowy landscape, your gaze finds an illuminated church in the distance across the valley. Everything is definitely ready for the Christmas celebrations there.

Do the people down there know that the Yeti is so close to them? Maybe they do know but take care to keep his secret. You may ask a few inconspicuous questions to see if you can find out but right now you want to get to the village. You strap your skis onto your boots, take a few deep breaths of the cool, clear air and then finally race into real and welcome freedom.





EXIT

THE GAME

Discover
the entire
world of
EXIT!

KOSMOS

Discover your next game at the right level



LEVEL NOVICE ●●●● EXPERT



LEVEL NOVICE ●●●● EXPERT



LEVEL NOVICE ●●●● EXPERT

... and many
more!

A completely new EXIT feeling: EXIT — the Game + Puzzle



