EXIT THE GAME ®

The Professor's Last Riddle

For 1-4 players, ages 12 and up

Helper App
Download the free bonus app
✛ Game tutorial
✛ Atmospheric soundtrack
✛ Digital timer
Check the app stores for details.

Download the free "helper app"!

What's the game about?

Diana Brixton, a colleague of esteemed Professor Ian Jonasson, has asked you to meet with her. You were among his most trusted students, having once rushed to his aid to free him from an ancient temple. Sadly, the renowned archaeologist has passed away, leaving behind … well … nobody is quite sure, exactly.

"Thank you all for coming. As you all know, the professor was a very mysterious individual. Brilliant, adventurous, and cunning, Ian loved a good mystery and, as such, communicated his most important information in riddles, ensuring that they could only be deciphered by those whom he regarded as worthy. I think the details of his estate — what I believe to be an extremely valuable treasure — are sealed within his safe. And, of course, it appears we will need to solve his riddles in order to unlock the safe. Inside this envelope labeled "My Last Riddle," I found a peculiar disk, a map, and instructions to examine the postcards from his most recent trip around the world.

"This is why I have gathered you here. I, unfortunately, have never been patient enough to make much headway with his riddles, and, therefore, I'm counting on your shrewd resourcefulness to help me decipher the professor's riddles so that we can open the safe and discover his most valued treasure of all."

KOSMOS

Game materials

86 Cards
  - 30 Help cards
  - 30 Answer cards
  - 26 Riddle cards
- 1 Folded letter sheet
- 1 World map poster
- 11 Strange items (Boards & Strips)
- 1 Sticker sheet
- 6 Postcards
- 1 Balloon
- 1 Decoder disk

Decoder disk

6 Postcards   2 Strips

Sticker sheet

World map

Letter

9 Boards

Balloon

In addition, you will need **writing implements** (ideally **a ball-point pen, a pencil, 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 this game in the **Kosmos Helper App** and click on the hourglass.

Game setup

Cut out the postcards along the fold lines so that you get **six individual postcards**. For now, place the **letter**, the **sticker sheet,** the **balloon,** and the **strange items** at the edge of the table. Sort the **cards** according to what is written on their back sides:

> Riddle cards
> Answer cards
> Help cards

Be sure not to look at the fronts of any of the cards yet.

Check to make sure that the riddle cards and answer cards are arranged in ascending order according to their letters or numbers.

Every copy of this game is packaged with the greatest care. Unfortunately, mistakes can happen from time to time. Before playing, please check to make sure that all of the materials are present. If anything is missing, do not start playing and contact us:
support@thamesandkosmos.com

Sort the help cards according to their symbols. 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. Then place them at the edge of the table.

Where is the game board?

This game has no game board! You must figure out for yourselves what you need to find in the game and where to look for the next clues. At the beginning of the game, you **have only the world map, the six postcards, and the decoder disk available to you**. As the game continues, you will add **riddle cards** and **strange items** — which will either be found in illustrations or referred to in written instructions. Whenever this happens, you can take the corresponding items and look at them. You are also only allowed to use the **strange items** when explicitly instructed that you have found them. Until then, leave them at the edge of the table!

> **Example:** *When you see an illustration like this, you may **immediately** take that riddle card (riddle card J in this case) and look at it.*

Course of play

Your goal is to work together to decipher the riddles to uncover the professor's legacy as quickly as you can.

That would definitely be easier if every lock were not assigned a riddle. As soon as the game begins, you are allowed to look at the **world map** and the **six postcards**. As the game continues, you will keep finding objects that are locked with **codes consisting of three digits or three colors**. 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, and we recommend paying attention to every detail. If you think you have cracked one of the codes, enter it under the corresponding symbol on the decoder disk. A number will then appear in the **viewing window** in the smallest wheel of 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 found the code 8 3 1 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 allowed to take from 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 stack 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 have the information that you need to solve it just yet. Then you will just have to continue someplace else.
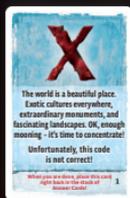
➡ Is the code *possibly* correct?
If so, the answer card will look something like this.

➡ Where can you see the code symbol?
Good question! To answer it, you will have to take a close look at the pictures on the riddle cards or the postcards and other game materials. There, you will find all sorts of **locked objects.** All of these objects are **marked with a symbol.** In our example, there is a safe with the ☾ **symbol** on it.

4
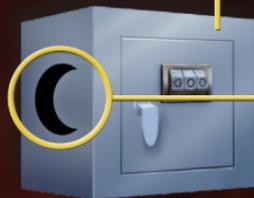
So look at the answer card next to the safe and you will see that you are now supposed to take answer card 29 from the stack. **Note:** You must see the **object with the symbol** on the **riddle card** in order to open it. You cannot open what you have not yet found — just like in an actual escape room.

➡ Is the code *really* correct?

If so, the answer card will tell you how to continue. For example, it will tell you that you are allowed to open the envelope, inside of which you will find additional riddle cards that you may then retrieve 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 stack.
➡ 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 game materials you need 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.

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 new game materials.** But don't be shy about using help cards if you get stuck.

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

Additional game materials

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

When does the game end?

The game ends when you have solved the final puzzle in the game and thus deciphered the professor's last riddle. A card will tell you that.

At the beginning of the game, start a stopwatch so that you will know how much time you required to finish the game.

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, count only the ones that gave you new hints or solutions.** If a help card gave you information that you already knew, 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 game begins

What are you waiting for? **Start the stopwatch** and take a look at the professor's first clues!

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

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

692864-02-240822

EXIT
THE GAME

CERTIFICATE

The following players

1	2
3	4
5	6

on _____ **Date** in _____ **Location**

deciphered the professor's last riddle!

What an outstanding achievement, and how fortunate that they have returned from their world tour in one piece!

To do it they required **Minutes** and **Seconds**

They used a total of _____ help cards.

This earned them _____ stars in the assessment!

The coolest riddle was _____

The trickiest riddle was _____

The one who solved this riddle was _____