



Warning: Spoiler Alert

On the next page of this document you will find a refill guide for EXIT® Advent Calendar — The Missing Hollywood Star.

You do NOT need this refill guide to play the game.

It will also NOT help you solve the puzzles. You ONLY need it, if, during the game you get the impression that puzzle cards or strange items are missing or have slipped into the wrong room. At that point you can use this refill guide to check.

Warning: Have the calendar checked **by someone who is not involved in the game** to avoid spoilers!

DO NOT read the next page if you want to play the game yourself!



ADVENT CALENDAR

The Missing Hollywood Star — Refill Guide

IMPORTANT! Make sure that the vertical bars with the correct colour markings are in the right place!

01	02	03	04	05	06	07
Blue-screen room F1, F2, F3 1 strange item 'window'	Costume department L1 String	Magical forest G1 	Props room Q1 1 false floor 'props room'	ROOM STAYS EMPTY Slit on left	Parking lot H1 1 false floor 'parking lot' Magnet	
Car S1, S2, S3 1 false floor 'car windscreen'	Film archive 5 strange items 'film reels' on punch board	Row of houses D1, D2, D3, D4, D5 	Lighting department M1 	Starship bridge C1 3 strange items 'light sabers' on punch board	Exhibition O1 1 strange item 'cardboard disc' on punchboard	
Dinosaur park K1 	Fireplace room 2 folded pill compartments	Recording studio E1, E2, E3 1 strange item 'bridge' 2 rubber bands in a plastic bag	Control room i1, i2, i3 	Fuse box A1, A2, A3, A4 	Garage B1, B2, B3, B4 	
Countryside R1 1 strange item 'tin man' on punchboard	Rooftop X1 	Agents J1 1 strange item 'glasses'	Wooden bench P1, P2 	Alleyway N1 	Ballroom 1 strange item 'clear plastic sheet'	

Would you like to check the contents of the EXIT® Advent Calendar and sort them out if necessary?
Open one of the side flaps and pull the tray out carefully. Put the open tray in front of you as shown.
Sort the contents as shown, then carefully slide the tray back into the case and close the calendar.

KOSMOS

Colour to colour

False floor 'parking lot'

False floor 'props room'

Insert the magnet with the image facing up towards the compartment of H1

Screwdriver under the grey outer card

Screwdriver

Always insert cards/strange items at an angle from the front left to the back right