



Warning: Spoiler alert

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

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!

If you are missing pieces, please contact Games@thamesandkosmos.co.uk



ADVENT CALENDAR

The Intergalactic Race - Refill Guide

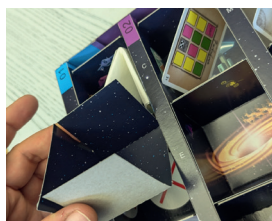
IMPORTANT! Make sure that the vertical bars with the correct colour markings are in the right place!

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.

The false room must be inserted so that the two large red X markings on the inlay are covered.



The false room must be inserted correctly. The rabbit on the sleigh must **NOT** be upside down.



01	02	03	04	05	06	07
Starting line C1, C2 1 strange item 'handkerchief'	Gas station S1, S2 1 strange item 'DIY airbag'	Lounge D1 9 strange items 'meteoroids'	Hot air balloon T1, T2 2 strange items 'gift ribbon'; 1 strange item 'parchment'	Ice planet Q1, Q2 2 strange items 'paper clips'	Jungle planet 4 strange items 'puzzle' on punchboard	
Mirror planet J1 1 strange item 'mirror'	Planet rings 1 false room 'Starry sky'	Satellites i1, i2, i3, i4, i5, i6 1 false room 4/4c	Junkyard N1 5 strange items 'keys' on punchboard	Signpost L1, L2, L3 1 strange item 'coaster'	Safety check M1, M2 1 strange item 'coaster'	
Tarot break Tarot cards G1-G9 4 strange items 'Christmas Song'	Mirror planet J1 1 strange item 'mirror'	Cockpit B1 5 strange items 'keys' on punchboard	Clock room P1 1 strange item 'coaster'	Amikeco F1, F2, F3, F4 1 strange item 'coaster'	Bar A1, A2 1 strange item 'coaster'	
The cube H1 4 strange items 'Christmas Song'	Disco planet 4 strange items 'Christmas Song'	Engine room K1, K2, K3 1 tool 'push pin'; 3 strange items 'levers'; 3 strange items 'clothes'	Fire planet 1 tool 'push pin'; 3 strange items 'levers'; 3 strange items 'clothes'	Laser beams R1, R2 1 strange item 'coaster'	Barren planet E1 1 strange item 'coaster'	