EXIT THE GAME

Kidnapped in Fortune City

For 1–4 players, ages 12 and up

CAUTION: Do not look at any of the game materials before starting the game! Do not open the sheets, and do not look at the fronts of the cards. Wait until the game instructions tell you that you are allowed to do so. Start by reading this rulebook together out loud and carefully follow all the instructions.

What's the game about?

Your friend Sheriff Grimes from Fortune City is requesting your help. There's been a gold robbery on the Colorado River. The sheriff writes that he is already on the trail of the perpetrator but the matter is coming to a head and there's no fooling around with the gold robber.

You immediately set off for the town. But when you get there, you discover that the sheriff has already disappeared without a trace. All you find is his notebook and an odd disk.

Time is running out. Soon, the train will be leaving the station and the perpetrator will likely disappear forever into the vast expanse of the Wild West!

Can you manage to work together to catch the perpetrator and save the sheriff?

KOSMOS

Game materials

85 Cards
- 30 Answer cards
- 32 Help cards
- 23 Riddle cards
- 1 Book
- 8 Strange items
- 6 Folded sheets
- 1 Town map
- 1 Decoder disk

Path

Decoder disk

Town map

Revolver cylinder

Stand and bar

4 Diamonds

Book

6 Folded sheets

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 the game in the **Kosmos Helper App** and click on the hourglass.

Game setup

Start by placing the **town map,** the **folded sheets,** and the **strange items** at the edge of the table. Sort the cards according to what is written on their backs:

- › Riddle cards
- › Answer cards
- › Help cards

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

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 the materials are present. If anything is missing, do not start playing and contact us. See contact info on page 7.

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

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

Where is the game board?

This game has no game board! You will have to figure out for yourselves what you have 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 **riddle cards** and **folded sheets** — either to 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 the corresponding riddle cards*
> *(riddle cards O and P, in this case) and look at them.*

Course of play

Your goal is to work together to identify the kidnapper and free the sheriff as quickly as you can.
That would definitely be easier if every lock were not sealed with a riddle. As soon as the game begins, you are allowed to look at the **book — without opening it!** As the game continues, you will keep finding objects that are locked with a **three-digit code.** 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 **10 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. So it's advisable to pay 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 calculated the code 6 9 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 then allowed to take from the stack and look at.
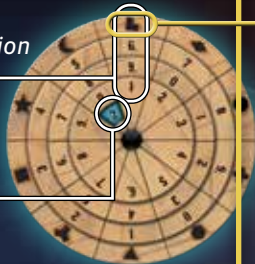
➜ Is the code incorrect?
If so, the answer card will tell you. In that case, simply return the card to the pile and take another look at the riddle that you failed to solve. Maybe there's something that you overlooked. Or it may be that you simply don't yet have the information that you need to solve it. Then you will just have to continue someplace else.
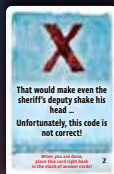
➜ Is the code *possibly* correct?
If so, the answer card will look something like this:

➜ 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 folded sheets. There, you will find all sorts of **locked objects.**
All of these objects are **marked with a symbol.** In our example, the card shows a notebook with the ▙ **symbol** on it.
So look at the answer card pictured next to the

notebook and you will see that you are now supposed to take answer card 28 from the pile. **Note:** You must see the **object with the symbol** on the **answer card or on a folded sheet** in order to open it. You cannot open what you have not yet found — just like in an actual escape room.
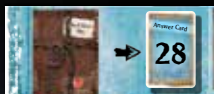
➡ Is the code *really* correct?

If so, the answer card will tell you how to continue. You will be allowed to open a folded sheet, for example, or find one or more riddle cards, which you may 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 pile.
➡ 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 (or more) 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 have 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 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.

You will also need a **watch/stopwatch**.

When does the game end?

The game ends when you have solved the last riddle and rescued the sheriff. A card will tell you that.

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

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, only the ones that gave you new hints or solutions should count.** If a help card only had something that you already knew anyway, 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 stars

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 only game materials that you will need to use repeatedly in order to solve more than one riddle are the illustrations of the locations.

The game begins

What are you waiting for? **Start the stopwatch** and find out who the kidnapper is!
Starting now, you are allowed to look at the **closed book** and begin solving riddles. But **do not open the book yet!** If anything is unclear, don't be shy about **looking something up in the rulebook during the game.**

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THE GAME

CERTIFICATE

The following players

1		2	
3		4	
5		6	

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

solved the kidnapping in Fortune City.

What an outstanding achievement, and how fortunate indeed that the sheriff was able to be rescued!

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