



# Prison Break

For 2-4 players, ages 12 and up

START PLAYING  
WITHOUT READING  
THE RULES!  
with the free Helper App



Would you like to have the game explained to you without reading the rules? Then download the free Helper App.

**CAUTION:** You are **not allowed to look closely at the game materials** before starting the game! Do **not** open the sheets yet, and do **not** look at the front sides of the cards. Wait until the game instructions tell you that you are allowed to do so. **First, read this rulebook together out loud** and carefully follow all of the instructions.

## A: What's the game about?

For weeks, you have been whiling away your existence in one of these dark cells. Without any justification, you were apprehended on your way to work one day. Now you are locked up together in Lockana, a high-security prison in the middle of nowhere. You committed no crime, nothing at all — apart from building your new Hack-Attack computer program, which was intended to demonstrate to a local company that their firewall was about as impenetrable as wet tissue paper. All you wanted to do was help, and now you're being treated like perpetrators of corporate espionage.

Then one morning, you wake up to find something strange in one of your mattresses. What's this? A letter from the notorious Jane Collins — your greatest role model and the most famous hacker of them all. Over a year ago, Jane managed to escape from Lockana. Does she want to share her plan with you? Is this your chance to get out of prison? Is this where your escape to freedom begins?

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, contact us before you start playing. See contact info on page 7.

KOSMOS

## B: Game Materials

88 Cards

18 Riddle cards

37 Answer cards

33 Help cards

2 Decoder disks

5 Strange items

7 Sheets

2 Screens



4 Pushpins



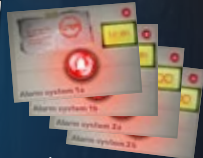
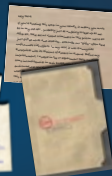
2 Screens



Symbol strip



2 Decoder disks



7 Sheets

In addition, you will need **writing implements** (ideally a **ball-point pen**, a **pencil**, and an **eraser**), one or more **sheets of paper**, and a pair of **scissors**. You will also need a **stopwatch** and (**NEW!**) a **timer**. **Note:**

- » Most smartphones have both a stopwatch and a timer function, which can run at the same time.
- » You will be using **two decoder disks** in this game. Always pay attention to the current riddle symbol: If it is **black**, enter the code on the **orange** disk. If the riddle symbol is **white**, enter the code on the **purple** disk.
- » Some of the elements in this game work differently than what you may be familiar with from other EXIT games. In order to be able to fully enjoy the game, always follow the rules, which will be explained to you as the game progresses.
- » Be careful when handling the sharp pushpins!

## C: Game Setup

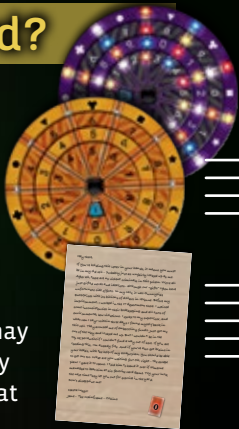
Separate the **two parts of the “escape plan” sheet** by **carefully tearing along the perforated line**. Start by placing the **strange items** and the **sheets** at the edge of the table. Sort the **cards** into three piles in accordance with what is written on their back sides. (**Be careful not to look at the front sides.**)

- ▶ Riddle cards (A to R)
- ▶ Answer cards (1 to 37)
- ▶ Help cards

Sort the help cards according to their symbols. Place cards with the same symbol one on top of another, with the “1<sup>st</sup> Clue” card on top of the “2<sup>nd</sup> Clue” card, and the latter on top of the “Solution” card. Then place them at the edge of the table.

## D: Where is the game board?

This game has no game board! You will have to figure out for yourselves what you need to find in the game and what the locations look like. At the beginning of the game, you have only the **letter sheet** and the two **decoder disks available to you**. As the game continues, you will add the **riddle cards** and **other sheets** — either to be found in illustrations or referred to in the text. Whenever this happens, you can take the corresponding items and look at them. Likewise, you may not use the **strange items** until you have been explicitly told that you have found them. Until then, leave them at the edge of the table!



### Example:

*If you see an illustration like this, you may **immediately** take the corresponding riddle card or sheet (in this case, riddle card 0) and look at it.*





## E: Course of play

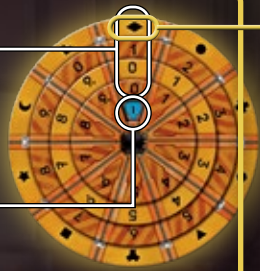
Your goal is to escape from the prison together as quickly as possible.

This would definitely be easier if every lock weren't sealed with a riddle. As soon as the game begins, you may open the **letter sheet** and study 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 figure out the correct code and enter it on **one of the two decoder disks**. 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, so pay close 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** of the smallest wheel of the disk.

This number indicates the **number of the answer card** that you are then allowed to look at. If the code is wrong, you will have to keep looking for the answer or try solving a different riddle for now. If the code is correct, the answer card will tell you how to continue.

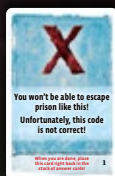
**Example:**

You believe that the code **100** is 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, place the card back in 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 don't yet have all the information that you need to solve the riddle. In that case, you will have to continue someplace else.




➔ **Is the code possibly correct?**

If so, the answer card will look something like this:



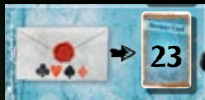
➔ **Where can the code symbol be seen?**

Good question! To answer it, you will have to take a close look at the pictures on the riddle cards or the sheets. There, you will find all sorts of **locked objects**.

All of these objects are **marked with a symbol**. In our example, you have an envelope with the  symbol on it.



Now look at the answer card next to the envelope and you will see that you are supposed to take answer card 23 from the stack.



**Note:** You must see the **object with the symbol** on an **answer card** or a **sheet** in order to open it. You cannot open what you have not yet found — just like in a real 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 a sheet, 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.

## F: 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 “**1<sup>st</sup> Clue**” help card also tells you which game materials you must have found in order to be able to solve the corresponding riddle.

The “**2<sup>nd</sup> 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.

**IMPORTANT:** Always take the help cards for a specific riddle card or a specific riddle on a sheet. These riddles are usually identified with a symbol (just like on the decoder disk). It won't help you to use help cards if you have not found a riddle with the corresponding symbol.

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.

## G: 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** and a **timer**.

**IMPORTANT:** You can **write on, fold, or cut the materials ...**

All of this is allowed, and sometimes even required. You can only play the game once — after which you will know all the riddles, and won't need the game materials any longer! This enables the game to contain the most interesting variety of riddles. The paper and cardboard materials are recyclable.

## H: When does the game end?

The game ends when you have solved the last riddle and escaped from Lockana. 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 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
≤ 80 Min.	10 Stars	8 Stars	7 Stars	5 Stars	4 Stars
≤ 120 Min.	9 Stars	7 Stars	6 Stars	4 Stars	3 Stars
≤ 160 Min.	8 Stars	6 Stars	5 Stars	3 Stars	2 Stars
> 200 Min.	7 Stars	5 Stars	4 Stars	2 Stars	1 Star

## I: 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.

For **several of the riddles**, the only things that you will need are the **illustrations of the locations**.

## J: The game begins

What are you waiting for? **Start the stopwatch** and start your escape! You may **now** open the **letter sheet**, look at it, and start solving riddles. If anything is unclear, don't be shy about looking something up in the **rulebook during the game**.

The authors and Kosmos thank all the test players and rule reviewers.



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"The Raven" by Edgar Allan Poe

"Among School Children" by William Butler Yeats

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**CAUTION!** This game contains functional sharp points. Do not injure yourself!

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# CERTIFICATE

The following players

on

in

successfully escaped from the prison.

What an outstanding achievement, and what good fortune that they did not have to stay locked up forever for a crime they didn't commit.

To do it they required

and

They used a total of

help cards.

This earned them

stars in the assessment!

The coolest riddle was

The best moment during the game was