



ADVENTURE GAMES

DISCOVER
THE STORY



Download the free
Kosmos Helper App!

THE GLOOM CITY FILE

GAME INSTRUCTIONS

An Adventure for 1 – 4 Players, Ages 16 and Up

In this cooperative game, you enter an abandoned asylum in Gloom City in search of several hostages and their mysterious abductor. As a team, you will experience a story in three chapters. Each chapter takes about 90 minutes. If you want to take a break and start again later, you can **save** the game at any time or at the end of a chapter (see page 8). Of course, you can also play the entire game in a single sitting.

Important: Do not look at any of the game materials before starting the game!
Do not flip through the adventure book and do not look at the front sides of the adventure cards. Wait until the game tells you to do so.

Game materials

Location cards
(A–R)



Character cards
(C1–C4)



Character figures



Adventure book



Adventure cards
(01–84)



Mission cards
(A1–A3)



Rule Cards
(X1–X6)



Ending cards
(E1–E5)



Misc. cards
(F1, G1, G2, L1, M1,
N1, O1, P1, P2)



Misc. cards
(S1–S8)



Misc. tokens

GAME SETUP

Place the adventure book on the table. Place the location cards and adventure cards **back-side up** in a face-down stack on the table.

Check to make sure that the location and adventure cards are arranged in ascending order according to their letters or numbers (A or O1 on top).



Carefully remove the tokens (four characters, eight batteries, 16 question marks, 11 check marks, 18 red tokens) from their cardboard frames. Insert the four character tokens into their matching stands. Those are your **character figures**. Set aside the remaining tokens as a supply.

The setup should look as shown to the right. Location card A lies face up (or front-side up) in the center of the table. Leave enough space around it for more location cards! Keep the other location cards available as a **face-down location card stack**.



Next to them, place the adventure cards as a **face-down adventure stack**, sorted into one stack of cards with numbers on their back sides (O1-84) and five additional stacks: A1-A3, E1-E5, S1-S8, X1-X6, and one stack consisting of the following cards: F1, G1, G2, L1, M1, N1, O1, P1, and P2. Since the cards have letters and numbers on their backs, you will be able to look through them during the game without unintentionally learning too much of the story.

If you don't have a lot of room on the table, you can instead sort the letter cards alphabetically **in one stack** and keep them within reach (A1-A3, E1-E5, F1, G1, G2, L1, M1, N1, O1, P1, P2, S1-S8, X1-X6).

Now each of you has to choose a **character**. Take a **character figure** and the corresponding **character card** (C1-C4).

Game for 2 - 4:

Each of you will play at least **one character**, but you can also play with several (or all) of them if you like. If so, decide who wants to play an extra character. Return any characters and figures that you do not need to the box.

Solo game:

The game is also fun to play alone. In that case, you will play with **two (or more) characters at the same time**. You can choose which characters you want to play.

IMPORTANT INFORMATION

If the text on a card or in the adventure book contradicts the rules in this rulebook, the text on the card or in the adventure book applies!

- This is a **cooperative game**. Discuss with your team what you want to do, what objects you want to combine, and which locations you want to explore.
- At the end of each chapter and at the end of the game, **assessment** takes place. You will get the most points for cards with this symbol: 🍷. However, the score you achieve does not affect the story.
- We strongly recommend that you take **notes** during your adventure: story hints, which locations you haven't yet explored on a location card, what items you want to combine, and so on. This is especially true if you save the game and want to continue playing another day. Some entries in the adventure book give you a choice, but allow you to come back later and decide differently. Often you will also be asked for adventure cards that you don't have yet. It may therefore be worthwhile to return to these places later.

Alternatively, you may also use the **question mark** tokens. These tokens are free to use, and you can use them to mark locations, adventure cards, or other tokens during the game. For example, if you think something might still be important for the progress of the story, in order to remind you to try doing something with an object that you do not yet have, etc. Simply place one of the question marks next to the entry or on the adventure card. **Don't forget to remove the question mark once it has served its purpose.**



- If you are not sure what to do, check out the **walkthrough** available on our website. To get there, you can either scan the QR code below or enter the following web address in your web browser: <https://www.thamesandkosmos.com/walkthroughs/gloomcity.pdf>. Another option is to consult the help tips on pages 10 – 15, which are arranged according to adventure card number, location, or location card. For each one, there is information about what you can do there or what you need to do to keep the story moving forward.



Note: The help tips will not give anything away about the story, and the walkthrough reveals very little. So don't be afraid to make use of them if you are getting frustrated by what might seem to be a dead-end! Using them will not result in any point deductions!

- You can read the story aloud by yourselves, or you can have the story read to you by the free **Kosmos Helper App**.

GAME OVERVIEW

The person who has most recently read or watched a thriller begins. Each team member goes through the following **adventure phases** during their turn:

Anytime: Exchange adventure cards

1. Move character figure
2. Reveal a location card
3. Take one action

Then, the next team member in a clockwise direction takes their turn.

Anytime: Exchange adventure cards

At any time during your turn, you may exchange as many adventure cards as you want with team members who are on the same location card as you. You may also give any number of cards without receiving any in return or receive any number of cards without giving any in return.

Free exchange variant: If you wish, your team can also decide that you can exchange cards at any time, no matter where you are (unless an adventure card says otherwise). This is unrealistic, but reduces the playing time a little.

Note: Some cards have the following written on them: "Cannot be exchanged!" Obviously, you are **not** allowed to exchange these cards among yourselves.

1) Move character figure

You have to move your figure either **to another face-up location card** or **within the location card** on which your figure is already standing, or **remain standing at one location**.



a) Move to another face-up location card

At the beginning of the game, only location card A is available to explore. Over the course of the game, more location cards will be added. As soon as more than one location card is face up, you can move from one to the other **as often as you like**, **unless an adventure card says otherwise!**

b) Move within a location card

You can also move from one location to the next within a location card to explore a location or combine an adventure card with a location (see pages 5 and 6).



c) Remain at a location

You can remain at your current location if you want to re-explore the location or combine an adventure card with it (see page 6).

Hint: Multiple characters may be on the same location at once. Place your characters next to the location number, rather than directly on top of it, so you can still see it.

2) Reveal a location card

If you move your character to a location card that has not yet been revealed, reveal it and **read the corresponding entry in the adventure book**. There you will find a detailed description of what you see on the card. You can move freely on face-up location cards unless an entry or a card tells you otherwise. If you have already discovered a location card (the card is already face up), you may re-read its entry again at any time.

Note: Wait until **afterward** to place your figure next to the location that you want to visit or that you want to combine with an adventure card.

3) Take one action

Unless an adventure card tells you otherwise, **perform one of the following actions**:

- a) Explore a location, or
- b) combine two adventure cards, or
- c) combine an adventure card with a location

a) Explore a location on a face-up location card

On each location card, there are several **locations** that you can explore. Each location is identified by a **three-digit number** (see right).



If you want to explore the location where your character is standing, **read the entry of the same three-digit number in the adventure book**. This will reveal more **information about the story** and/or give you **new adventure cards**. If you would rather have the text read to you, select the game in the Kosmos Helper App, then select “Adventure book” and enter the three-digit number. The app will read the corresponding entry.

Note: Some locations may appear insignificant at first glance. As the story develops, however, they may become really important! So don't be afraid to return to a location at a later time and combine something with it that you didn't have at first.

Also consider: You cannot always solve every riddle or task at the moment that you come across it. Often, you will need to obtain certain objects first, and a task or mission may sometimes extend across several chapters. So be sure to use the question mark to mark those locations!

b) Combine two adventure cards

In some locations, you will receive adventure cards. You **can (and must) combine** these with other specific adventure cards, or specific locations, and even with specific tokens during the course of the game. Sometimes it may seem obvious what items go together, and sometimes it will not. So be creative!

c) Combine an adventure card with a location

If you want to combine an **adventure card with a location**, you must be standing at that location.

About combining

To combine one adventure card with another adventure card or location, you will need to combine their numbers. On the adventure cards, the **two-digit** number is shown in the top left corner. Locations are marked with a **three-digit** location number. **The smaller of the two numbers comes first, followed by the larger number.** Combined, they yield a new four- or five-digit number (see example below). Look up the entry for that **combined number** in the **adventure book** and read it aloud.

Example: You have found adventure cards 10 (can of cat food) and 11 (can opener). At location 105 there is a fountain. You want to lure a cat that you have heard, but have not yet seen. To open the can, combine card 10 with card 11 and look under **entry 1011**: “Success, you opened the can. Return cards 10 and 11 to the box and take card 12 in exchange.” Card 12 shows an open can of cat food. On your next turn, maybe you will be able to combine card 12 with the fountain at location 105. So look under **entry 12105** and read what is written there. Go ahead and take a look to see if that worked ...



Important:

- The adventure cards start with 01. When combining, always be sure to include the zero (0) at the beginning. For example, when combining adventure card 08 with adventure card 15, read entry 0815. When combining adventure card 01 with location 234, read entry 01234.
- Adventure cards cannot be combined with your character cards.
- The game will tell you explicitly if you need to put cards back in the box at some point. If this is not explicitly stated, keep the cards!
- If there is no entry for a combination, you cannot combine the adventure cards with each other or with the location. Continue to the next player's turn. You will have to wait until your next turn to take another action.

CARD RULES

Some entries may ask you to take or discard adventure cards. When you are instructed ...

- ... to take one or more **adventure cards from the adventure card stack** (“take #XY”), find them in the stack and show them to your team, **unless they say otherwise**. They are now part of your character’s **inventory**.
- ... to place an **adventure card back in the adventure card stack**, put it back into the stack in the original order.
- ... to **return one or more adventure cards to the box**, take the cards out of play and put them back in the box. It does not matter where or with whom the affected adventure card is located.

Important: If you must put adventure cards back into the box directly from the adventure card stack, you may look at them **only after the game** has ended. Otherwise they will tell you too much about the story!

Note: During the game, you might be instructed to take a card from the adventure card stack that is already in your possession, or you might be instructed to put an adventure card back into the stack that has already been removed from the game. These instructions are not applicable. If you are instructed to take an adventure card that is already in the box, you may do so only if the entry explicitly allows it (e.g., “Take #XY out of the box”). Follow all other instructions to the extent that they are possible.

TOKEN RULES

There are several types of tokens: The **four characters, check marks, batteries, and question marks, and red injury tokens**. Except for the question marks, the game tells you when and how they come into play.

Note: If the game asks you to place a check mark **at a location**, use it to cover the location number. This location is **no longer available** and you cannot combine anything with it. However, if you are instructed to place the check mark **next to a location**, you may still combine adventure cards with the location.

MISCELLANEOUS ADVENTURE CARDS

At several points in the game, some of the rules will be changed by these miscellaneous adventure cards that will come into play: A1-A3, E1-E5, F1, G1, G2, L1, M1, N1, O1, P1, P2, S1-S8, X1-X6. The game will always let you know when this is the case. The cards or an entry will explain what to do with those cards. Simply follow the instructions.

ADVENTURE BOOK

Whenever you explore a location, combine adventure cards (see pages 5 and 6), or are told to do so by the game, you will read an entry in the adventure book out loud or have it read to you by the Kosmos Helper App.

The entries are **arranged in increasing numerical order in the book.**

Important: Be absolutely sure that you only read the entry you are supposed to read!

In addition to the story, a lot of adventure book entries contain technical playing tips and instructions. Be sure to carry them out in order and re-examine the entry to make sure you haven't forgotten anything.

Note: We will be abbreviating the phrase "Read entry XYZ" as follows: "►XYZ".

SAVING THE GAME

To save, use your smartphone to take a photo of the current game setup and the adventure cards you've found so far. Alternatively, you can record this with pen and paper or on the adventure sheet on the next page. Note where your characters are, where you haven't been, where you suspect there are unresolved things, where and what you want to try out, etc. For these be sure to make use of the question mark tokens!

Then place all your face-up location cards, the adventure cards in your inventory, and the characters and tokens that are in use into one plastic bag. Unrevealed location cards and undiscovered adventure cards should be put into the other plastic bag. Leave all the other items in the box. When you want to continue the game, reposition all location cards and adventure cards according to your photos or notes and place the characters and tokens on their previous positions.

AND NOW THE GAME BEGINS. START BY TURNING TO PAGE 2 OF THE ADVENTURE BOOK AND READ THE "INVITATION" THERE.

GENERAL HINTS

See the **adventure card hints** to find out where to get a specific item, what you need it for, or where to use it. Check out the **location hints** if you want to know what you need to do in a particular location or what items you can get or need there.

Important: If a hint refers to an undiscovered location or an adventure card that you don't have yet, you can refer to the corresponding hint to find out what to do. You can also check out the walkthrough available on our website (page 3).

Where = at which location // How = with which combination // With what = combine with?

Note: Some combinations will use up an adventure card. So it may be that you **cannot** try out all combinations!

Example 1: “Where: A/107. With what: 123. 1 point” means that you get the adventure card at location card A at 107 and that you have to combine it with location 123 in the course of the game. Also, it is worth 1 point **at the end of the game** if you still have it.

Example 2: “How: 01 with 02, to get 03” means that you combine adventure card 01 with 02 (and then read entry 0102) to get adventure card 03.

Example 3: “With what: 07 with A/105, to get 08” means that you combine adventure card 07 with location 105 at location card A (and then read entry 07105), in order to get adventure card 08.

ADVENTURE CARD HINTS

01: Where: I/905. With what: J/165, to unlock Q.

02: Where: A/102. With what: B/203, B/206, C/301, F/603, L/426, possibly also P/821 and P/826.

03: Where: A/105. Usable for: H/801, to buy 34, 35 or 36.

04: Where: A/107. With what: I/901 and R/922 for background info. 1 point.

05: Where: A/108. With what: A/104, to get 46.

06: How: 02 with B/206. Along with 07, 63 and 73 solution for G1/706, to get 80.

07: Where: B/207. Along with 06, 63 and 73 solution for G1/706, to get 80.

08: Where: B/207. With what: 46, to get 81.

09: Where: C/303. With what: E/503, to get 18.

Then possibly with A/104, to get 46.

10: Where: C/307. With what: 16, to get rid of card.

Possibly usable with: H/801 as substitute for change.

11: Where: C/305. Prerequisite for unlocking F at D/407. 1 point.

12: Where: C/308. With what: C/302, so 72 enters the game.

- 13:** How: 02 with B/206. With what: B/202, to unlock C.
- 14:** Where: D/403. With what: 42, to get 71.
- 15:** Where: D/403. With what: 72, to get 73 and 74.
- 16:** Where: D/405. With what: 10, to get rid of card.
1 point deduction at end of chapter.
- 17:** Where: D/406. Possibly useful at end. 1 point.
- 18:** How: 09 with E/503. 2 points.
- 19:** Where: E/504. With what: 16, to get rid of card.
Possibly useful with: H/801 as substitute for coins.
- 20:** Where: F/601. With what: D/408, to unlock G.
- 21:** How: 25 with F/602. 1 point.
- 22:** Where: F1/672. 1 point.
- 23:** How: 02 with F/603 OR ►603►653.
NOT WITH MARCUS! Otherwise card is lost.
Heals 1 injury.
- 24:** How: 02 with F/603 OR ►603►653. 2 points.
- 25:** Where: F/605. With what: F/602, to unlock F1.
- 26:** Where: F/605. With what: 67, to get 76. 1 point.
- 27:** Where: F/606. Clue about combination of 15 with 72.
- 28:** Where: H/806. 1 point.
- 29:** Where: G/702. Usable for: H/801, to buy 34, 35 or 36.
NOT WITH SIMON! Otherwise 1 point deduction at end of game.
- 30:** Where: G/703. With what: G2/707.
- 31:** Where: G/704 or G2/704. With what: 44, to get rid of card.
Possibly useful in the finale.
- 32:** Where: O/724. With what: M/525, to unlock N.
- 33:** How: 43 with I/906.
Heals 1 injury.
- 34:** How: for 2 coins (03, 29, 52), possibly also 10 or 19 with H/801.
With what: 16 or 56, to get rid of respective card OR I/902, to get 39.
NOT WITH RACHEL! Otherwise card is lost.
- 35:** How: for 2 change (03, 29, 52), possibly also 10 or 19 with H/801.
Heals up to 2 injuries.
- 36:** How: for 1 change (03, 29, 52), possibly also 10 or 19 with H/801. 2 points.
- 37:** Where: H/802. With what: 47, to get 54.
- 38:** Where: H/804. 1 point.
- 39:** How: At I/902 select April or Marcus OR combine 34 with I/902 OR with I/902 with Rachel or Simon as follows ►902 ►451 ►363 ►563 ►863 ►999, to unlock J.
With what: J/165, to unlock Q.
- 40:** Avoid if possible. How: at I/902 with Rachel or Simon ►902 ►451, then 2x mistaken ►888.
1 point deduction at end of chapter.
- 41:** Where: I/904. With what: J/165, to unlock Q.
- 42:** Where: I/905. With what: 14, to get 71.
- 43:** Where: I/906. With what: 906, to get 33.
1 point deduction at end of chapter.
- 44:** Where: J/161. With what: 31, to get rid of card.
NOT WITH MARCUS! Otherwise 1 injury.
1 point deduction at end of chapter.
- 45:** Where: J/163 after entering code 0128. With what: J/164, to get 48.

- 46:** How: 05, 09 or 31 with A/104. ▶345. With what: 08, to get 81.
- 47:** Where: L/422. With what: 37, to get 54.
- 48:** 45 or 51 with J/164. With what: 55, to get 77.
- 49:** Where: Q/222. 1 point.
- 50:** How: 51 with C/301.
Prerequisite for reading ▶137 at R/922 with 84 and thus unlocking K.
Then possibly combine with I/901.
- 51:** Where: Q/224. With what: J/164, to get 48; C/301, to get 50; K/324, to unlock L.
- 52:** Where: K/322. Usable for: H/801, to buy 34, 35 or 36.
- 53:** How: 74 with L/423. Possibly useful in finale. 3 points.
- 54:** How: 37 with 47. With what: M/522, to get 59.
- 55:** Where: L/421. With what: 48, to get 77.
- 56:** Avoid if possible.
How: with L/424 continue with ▶686. With what: 34 or 82, to get rid of card.
If present at the end of the game, it will restrict your options.
1 point deduction at end of chapter.
- 57:** How: at L/425 continue with ▶886. With what: in case of injury.
NOT WITH SIMON! Otherwise, 1 point deduction at end of game.
- 58:** Where: M/521. With what: N/621, to get 64. Confers 1 injury!
- 59:** How: 54 with M/522. 2 points.
- 60:** Avoid if possible.
Where: M/523. If in possession and ▶666, to get 61.
With what: 66, to get rid of card.
NOT WITH APRIL OR RACHEL! Otherwise, 1 point deduction at end of game.
- 61:** Avoid if possible.
How: 60 in possession and ▶666. With what: 82, to get rid of card.
If present at the end of the game, it will restrict your options.
1 point deduction at end of chapter.
- 62:** Where: N/622, then it makes no difference with which character you continue.
Heals 1 injury.
- 63:** Where: D/405. Along with 06, 07 and 73 solution for G1/706, to get 80.
- 64:** How: 58 with N/621. With what: P/821 and P/826, to save batteries and avoid injury. 2 points.
- 65:** How: 71 with N1/625. May be useful in finale. 3 points.
- 66:** Where: O/722. With what: 60, to get rid of 60. May be useful in finale.
- 67:** Where: O/723. With what: 26, to get 76. 1 point.
- 68:** Where: O/723. 1 point.
- 69:** Where: O/726. May be useful in finale.
- 70:** Where: P/824. 1 point.
- 71:** How: 14 with 42. With what: N1/625, to get 65. 1 point.
- 72:** How: 12 with C/302. With what: 15, to get 73 and 74.
- 73:** How: 15 with 72. Along with 06, 07 and 63 solution for G1/706, to get 80.
- 74:** How: 15 with 72. With what: L/423, to get 53. 1 point.
- 75:** How: 81 with D/404. 2 points.
- 76:** How: 26 with 67. May be useful in finale. 3 points.
- 77:** How: 48 with 55. With what: L/426, to get 79 and unlock L1.
- 78:** Where: D/401. Hint for solution 432 at B/203.
- 79:** How: 77 with L/426. Hint for solution 333231 at L/424, to unlock M.
- 80:** How: With G1/706, enter correct code ▶263. 3 points.

- 81:** How: 08 with 46. With what: D/404, to get 75.
82: Where: K/322. With what: 56 or 61, to get rid of respective card.
83: How: With L/424 continue with ►786. Hint for solution 333231 with L/424, to unlock M.
84: Where: Q/223. With what: R/922; Along with 50 and ►137, to unlock K.

LOCATION HINTS

- 101:** Info.
102: Get 02.
103: Info.
104: Combine with 05, 09 or 31, to get 46.
105: Get 03.
106: ►109, to unlock B.
107: Get 04.
108: Get 05.
161: Get 44.
162: Info.
163: Initials LH point to solution. ►0128, to get 45 and 2 battery tokens.
164: Combine with 45 or 51, to get 48.
165: Combine with 01, 39 or 41, to unlock Q.
201: Info.
202: Combine with 13, to unlock C.
203: Combine with 02, enter solution (see 78: ►432), to unlock E. Costs 1 battery token.
204: No matter which character: 111, to get X2a and X2b and unlock D. Confers 1 injury!
205: Info.
206: Combine with 02, to get 06 and 13. Costs 1 battery token.
207: Get 07 and 08.
221: Info.
222: Get 49.
223: Get 84.
224: Get 51.
301: Combine with 51 (cannot be obtained until chapter 2), to get 50.
302: Combine with 12, to get 72.
303: Get 09.
304: Get 1 battery token.
305: Get 11.
306: Info.
307: Get 10.
308: Get 12.
321: Info.
322: Get 52 and 82. Confers 2 injuries!
323: Info.
324: Combine with 51, to end chapter 2 and unlock L (►870). Confers 2 injuries!
325: Info.
401: Get 78 and 2 batteries.
402: Info.
403: Get 14 and 15.
404: Combine with 81, to get 75.
405: Get 16 (confers 1 injury!) and 63.
406: Get 17.
407: If you have 11: ►446, to unlock F.
408: Combine with 20 (preferably Rachel or Simon, otherwise 2 injuries), ►246, to unlock G.
421: Get 55.
422: Get 47 or combine with 37, to get 54.
423: Info, depending on character chosen. Combine with 74, to get 53.
424: ►786, to get 83 (otherwise 1 injury). With 79, hint for solution 333231, to unlock M.
425: ►886, to get 57.
426: Combine with 02, to get info. Then combine with 77, to get 79 and unlock L1. Costs 1 battery token.
427: Confers 1 injury any number of times!
501: Info.
502: Info.
503: Combine with 09, to get 18.
504: Get 19.
505: Info. And no, you don't get the instruments.
506: Info, depending on character chosen.
521: Get 58.
522: Combine with 54, to get 59.
523: Info, depending on character chosen. Get 60.

- 524:** Info. No, it can't be opened!
- 525:** Combine with 32, then: ►619, to unlock N. Costs 1 battery token.
- 526:** Unlocks O.
- 527:** Unlocks P.
- 601:** Get 20.
- 602:** Combine with 25 (preferably not April, otherwise 3 injuries), then ►545, to get 21 and unlock F1.
- 603:** Preferably not April, otherwise 2 injuries. ►753, then combine with 02, to get 23 and 24.
- 604:** Info.
- 605:** Get 25 and 26.
- 606:** Get 27.
- 621:** Combine with 58, to get 64. Confers 1 injury!
- 622:** Info, depending on character chosen. Get 62.
- 623:** Info.
- 624:** Unlocks N1 and O1.
- 625:** Combine with 71, to get 65.
- 671:** Info.
- 672:** Get 22.
- 673:** Info.
- 701:** Info.
- 702:** 752, get 29 and 1 battery token. Confers 1 injury!
- 703:** Get 30.
- 704:** Get 31.
- 705:** Unlocks ►G1, then ►G2, ends chapter 1.
- 706:** Solve riddle of 06, 07, 63 and 73 (►263), to get 80.
- 707:** Combine with 30, to unlock H.
- 721:** Hint about using 64 on P.
- 722:** Get 66.
- 723:** Get 67 and 68.
- 724:** Get 32.
- 725:** Info.
- 726:** Get 69.
- 727:** Encounter with Webb. Both options unlock M1.
- 801:** Purchase of 34, 35, 36 or 2 battery tokens possible. Merchant takes (03, 29, 52), 10 and 19.
- 802:** Get 37.
- 803:** Info.
- 804:** Get 38.
- 805:** Unlocks R.
- 806:** Get 28.
- 821:** Preferably combine with 64, to unlock P1. Otherwise confers 2 injuries and costs 1 battery token.
- 822:** Info.
- 823:** Info.
- 824:** Get 70.
- 825:** Info.
- 826:** Preferably combine with 64, to unlock P2. Otherwise confers 2 injuries and costs 1 battery token. Ends the game!
- 901:** Combine with 04, 18, 26 and 38 for info, as well as 50, then ►890 (if K is already displayed).
- 902:** Preferably with April or Marcus (►551); otherwise with Rachel or Simon as follows ►902 ►451 ►363 ►563 ►863 ►999; to get 39 and unlock J. OR combine with 34, to get 39.
- 903:** Info.
- 904:** Get 41.
- 905:** Get 01 and 42.
- 906:** Get 43. Combine with 43, to get 33.
- 921:** Unlocks I.
- 922:** Unlocks J.
Combine with 50 OR with 84 (if you have 50) and ►137, to unlock K.
- 923:** With 84, you get a clue ►575.
- 924:** Info.

LOCATION CARD HINTS

- A:** Game automatically starts with A.
B: Explore A/106, to unlock B.
C: Combine 13 with B/202, to unlock C.
D: Explore B/204, to unlock D.
E: Combine 02 with B/203, enter solution (see 78: ►432), to unlock E.
F: Requires 11 (with C/305); then ►446, to unlock F.
F1: Combine 25 with F/602 (preferably not with April): ►545, to get 21 and unlock F1.
G: Combine 20 with D/408 (preferably Rachel or Simon, otherwise 2 injuries): ►246, to unlock G.
G1: Explore G/705, to unlock G1.
G2: Unlocking G1 then also unlocks G2 and ends chapter 1.
H: Combine 30 with G2/707, to unlock H.
I: Explore R/921, to unlock I.
J: Explore R/922, to unlock J. Alternatively, preferably with April or Marcus (►551); alternatively with Rachel or Simon as follows ►902 ►451 ►363 ►563 ►863 ►999; to get 39 and unlock J.
K: Combine 50 OR 84 (if you have 50) with R/922, then ►137, to unlock K.
L: Combine 51 with K/324, to end chapter 2 and unlock L (►870).
L1: First combine 02 with L/426, then 77 with L/426, to get 79 and unlock L1.
M: ►786, to get 83 (otherwise 1 injury). With 79 hint about solution 333231, to unlock M.
M1: Encounter with Webb at O1/727. Both options unlock M1.
N: Combine M/525 with 32, then preferably: ►619, to unlock N. Then costs 1 battery token.
N1: Explore N/624, to unlock N1.
O: Explore M/526, to unlock O.
O1: Explore N/624, to unlock O1.
P: Explore M1/527, to unlock P.
P1: Combine 02 or preferably 64 with 821, to unlock P1.
P2: Combine 02 or preferably 64 with 826, to unlock P2. Ends game.
Q: Combine 01, 39 or 41 with J/165, to unlock Q.
R: Explore H/805, to unlock R.

ASSESSMENT

The following table shows how well you did:

Up to 6 points:	You performed your investigations without regard for your own health. That shows real dedication, even if it's a bit risky. Respect!
7–12 points:	Where others gave up, you kept on digging. Until the point of pain, and sometimes beyond. Keep it up!
13–18 points:	For you, risk and efficiency are kept in balance. That's the basis for a long and successful career as a detective. Very good!
19–24 points:	If you can just take off the kid gloves, you will become rising stars in the GCPD. On the verge of excellence!
24+ points:	Wow, what a performance! Almost too perfect. You have definitely won the envy of your colleagues. Simply WOW!

THE AUTHORS

Phil Walker-Harding has loved playing and inventing board games since he was a child. He especially likes games that bring together people of different ages and personalities. Phil also has an interest in theology, classic Hollywood films, and the myths of Ancient Egypt. He lives with his wife Meredith in Sydney, Australia.



Matthew Dunstan was born in 1987 in Sydney, Australia. His earliest game-playing memories are of card games with his grandmother and a travel chess set that he received at age 6 from his aunt, which he tried to coax everybody into playing with him. Today, he works as a chemist at the University of Cambridge in England, and researches materials for capturing and sequestering CO₂.



Keyleigh Anderson, born in 1992, still has vivid memories of lively evenings spent playing games with her family, which always featured “catch Dad cheating” as a bonus quest alongside the actual game. Her love of games, both analog and digital, is still with her today. She also has an avid interest in biology, literature, history, and her cats, who live with her and her partner in the beautiful German city of Münster. Twitter: @Kivvilnk | Instagram: Kivvilnk



Hauke Gerdes is at home in the media world. As author and moderator in a variety of formats, including the Rocket Beans livestreaming channel, the FUNK video service, and his own livestream, he entertains his audience with an honest, straight-shooting Nordic style. He also had a major role in reviving pen-and-paper role-playing games in Germany. Since 2020, he has been living in Japan — the country that he found most fascinating on his travels — and relating his experiences there as an expat. Twitter: @DerHauge | Twitch: DerHauge



Game idea: Matthew Dunstan & Phil Walker-Harding
Story: Keyleigh Anderson & Hauke Gerdes
Editing: Michael Sieber-Baskal, Kilian Vosse & Ute Wielandt
English Edition Editing: Hannah Mintz, Ted McGuire

Design: Kreativbunker
Illustrations: Maximilian Schiller & Bashar Ahmed
Cover illustration: Folko Streese

The authors and Kosmos Verlag thank all those who so tirelessly helped with playing test games, reviewing the rules, and troubleshooting.

© 2021 Franckh-Kosmos Verlags-GmbH & Co. KG.
Pflzerstr. 5-7, 70184 Stuttgart, Germany.
Web: kosmos.de

© 2022 Thames & Kosmos, LLC, Providence, RI, USA
Thames & Kosmos® is a registered trademark of Thames & Kosmos, LLC. All rights reserved.

Distributed in North America by
Thames & Kosmos, LLC, Providence, RI 02903.
Phone: 800-587-2872 Web: thamesandkosmos.com

Distributed in United Kingdom by
Thames & Kosmos UK LP, Cranbrook, Kent TN17 3HE.
Phone: 01580 713000
Web: www.thamesandkosmos.co.uk

Printed in Germany

695135-02-210222