



®

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- + Digital timer

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Would you prefer to have the game explained to you instead of reading the rulebook? If so, download the free Helper App.

# The Disappearance of Sherlock Holmes

For 1 - 4 players, ages 12 and up

**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.

## What's the game about?

"Ladies and gentlemen, please forgive me for calling for you at such an early hour. My name is Dr. John Watson, and I am the assistant of detective Sherlock Holmes. You have no doubt heard of him in connection with the Baskerville files. Mr. Holmes's expertise is of great value to the police, which is why I have brought you all here.

"Detective Holmes has disappeared without a trace. We had been trying to get to the bottom of a kidnapping in Switzerland, so I am desperate to find him; his wisdom and talent for deduction are essential to our work. I am a medical doctor and a detective's assistant ... and I am embarrassed to say: I have been unable to uncover his whereabouts. And that brings us to you, London's most acclaimed detectives — after Mr. Holmes, of course. Would you be so kind as to aid me in his pursuit?

"Brilliant! Please accompany me to Mr. Holmes's house to begin the investigation. There is a letter addressed to me in his study that I wish to show you."

**IMPORTANT: Do not look closely** at any of the **game materials** before starting the game! Do **not** open any of the sheets, and do **not** look at the fronts of the cards yet. Wait until the game instructions tell you that you are allowed to do so.

## Game materials

88 Cards

4 Personal message cards

21 Riddle cards

33 Answer cards

30 Help cards

1 Decoder disk

19 Strange items

7 Location sheets

1 Letter

1 Matrix

1 City map

1 Park painting



Decoder disk



City Map



3 Wood sticks



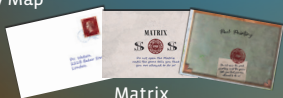
2 Cabinets



10 Drawers



4 Furniture items



Letter

Matrix

Park painting



7 Locations

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

**Special setup:** Take the **four yellow personal message cards** without looking at them and shuffle them. Then deal one of these cards to each player. Put your own card in your **pocket without looking at it**. You will find out during the course of the game when you can pull it out and read it. If there are fewer than four players, set the extra personal messages at the edge of the table without looking at them.

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 9.



To start, place the **19 strange items** and **11 folded sheets** at the edge of the table.

Sort the **cards** into three piles in accordance with what is written on their back sides:

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

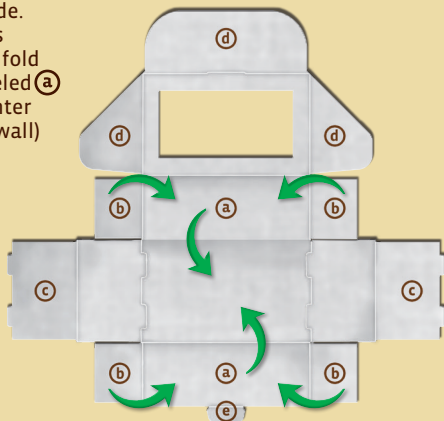
Be sure not to look at the fronts of any of the cards yet.

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.

## Assembling the two cabinets

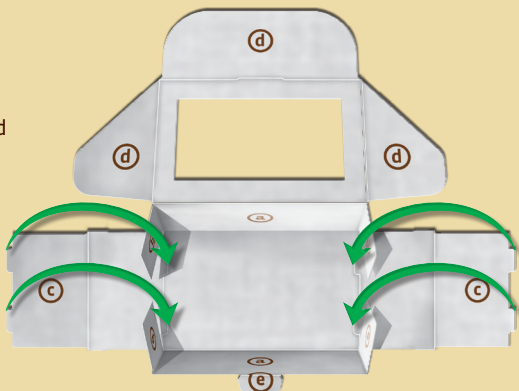
**1**

Turn over the cabinet cardboard sheet so you see the white side. Fold in the four flaps labeled **(b)** and then fold in the two sides labeled **(a)** toward the large center rectangle (the back wall) by 90 degrees.

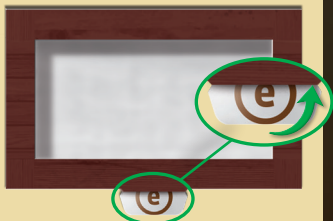


**2**

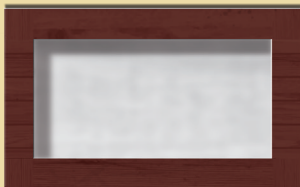
Fold the flaps labeled **(c)** inward and over the **(b)** flaps so the tabs at the edges fit into the slits in the back wall and lock into place.

**3**

Fold the three sides labeled **(d)** in by 90 degrees and tuck them in to close the cabinet.

**4**

Push tab **(e)** into the slit.

**5**

The cabinet is ready!



# 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 221B Baker Street sheet and the decoder disk 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, they have to stay at the edge of the table!



## Example:

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



# Course of play

**Your goal is to solve the mystery behind the disappearance of Sherlock Holmes as quickly as you can.**

This would definitely be easier if every lock were not assigned a riddle. As soon as the game begins, you may open the **221B Baker Street 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 the **decoder disk**. 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 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** 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 was wrong, you will have to keep looking for the answer or try solving a different riddle for now. If the code was correct, the answer card will tell you how to continue.

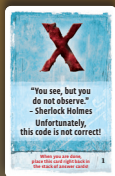
**Example:**

You believe that the code **091** 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, 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 sheets. There, you will find all sorts of **locked objects**. All of these objects are **marked with a + symbol**. In our example, we have a box with the **+** symbol on it.



So look at the answer card next to the box and you will see that you are now supposed to take answer card 29 from the stack. **Note:** You must see the **object with the symbol** on a **riddle card** or a **sheet** in order to open it. You **cannot** open something 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. 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.

## 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 need to 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.

## 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**.

**IMPORTANT:** You can **write on, fold, or tear 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 you won't need the game materials any longer! This enables the game to contain the most interesting variety of riddles.

## When does the game end?

The game ends when you have solved the last riddle and uncovered the mystery behind the disappearance of Sherlock Holmes. 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 that 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
< 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 star

## 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.

You will only need the illustrations of the locations multiple times.

## The game begins

What are you waiting for? **Start the stopwatch** and help Watson uncover the mystery behind Sherlock Holmes's disappearance!

**Starting now**, you are allowed to open and look at the **221B Baker Street sheet** and begin solving riddles. If anything is unclear, don't be shy about **looking something up in the rulebook during the game**.

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This game is recyclable. Separate the plastic from the paper/cardboard.





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Inka & Markus Brand and Kosmos thank all those who took part in the development, design, production, sales, marketing, distribution, and support of the EXIT: The Game series since its start in 2016. Many thanks to all the game testers as well! And thanks to you, the EXIT game players!

# Overview of all the EXIT games

Each title's release date is in parentheses. Check the circle next to the picture if you have played that title from the EXIT series.

## EXIT: The Game

### LEVEL Kids



(2023)

## EXIT: The Game Advent Calendars

### LEVEL Novice



(August 2022)



(October 2022)



(2023)

### LEVEL Novice



(June 2018)



(October 2018)



(August 2019)



(August 2019)



(April 2020)



(October 2020)



(August 2021)



(March 2022)

### LEVEL Advanced



(March 2017)



(March 2017)



(November 2017)



(November 2017)



(August 2018)



(May 2019)



(March 2020)



(October 2020)



(April 2021)



(October 2021)



(September 2022)



(2023)



(2023)

### LEVEL Expert



(March 2017)



(November 2017)



(June 2019)

## EXIT: The Game with Puzzles

### LEVEL Novice



(May 2021)



(April 2022)



(April 2021)

### LEVEL Advanced



# CERTIFICATE

The following players

on

  
date

in

  
place

solved the case of the disappearance of Sherlock Holmes.

What an outstanding achievement, and how fortunate that the truth was brought to light.

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 best moment during the game was