



## EXIT: THE GAME

### Escape Room Games for the Home

EXIT: The Game is a new series of party games for up to four players that offers a unique, unforgettable gaming experience. These games allow you to bring the excitement, intensity, and team spirit of an escape room to your living room.

In each EXIT game, your team starts out locked in an imaginary room, or trapped somewhere. You must solve a series of riddles and puzzles in order to unlock doors and reveal new riddles. Each correct solution brings you to another riddle and eventually to freedom. The clock is ticking: You must solve all of the puzzles as fast as you can because the faster your team escapes the room and the fewer hints you use along the way, the more points you earn.

Get ready to test your creative problem solving and logical thinking skills, because the rulebook in an EXIT game doesn't reveal all the rules like in other games. After the rulebook gets you started, it's up to your team to discover for itself how the rooms look, what the clues are, how to decipher them, and how to escape. Can you crack the codes and manage to escape the room?

Each game can be played only one time, because you markup, fold and tear the game materials.

**NEW!**



### EXIT: The Sunken Treasure

Setting sail for dangerous waters, you embark on a treacherous quest for the legendary treasure of the Santa Maria. While investigating a mysterious shipwreck, something goes terribly wrong and you are trapped deep underwater! Can you solve the riddles of the wreck and recover the treasure before your time is up?  
Difficulty Level: 2 of 5.

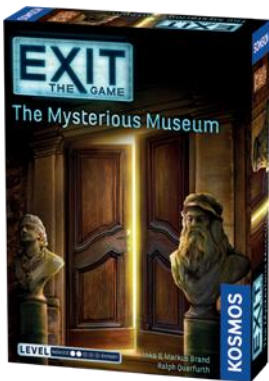
**NEW!**

### EXIT: Dead Man on the Orient Express

A classic tale of murder on the Orient Express, reimagined. The culprit of a grisly crime is still on board your train. It's a race against time to piece the clues together before the train reaches its destination. The case is perplexing, and you must solve it quickly so the assailant does not escape.  
Difficulty Level: 2 of 5.



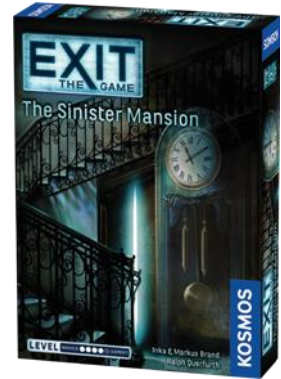
NEW!



## EXIT: The Mysterious Museum

Setting sail for dangerous waters, you embark on a treacherous quest for the legendary treasure of the Santa Maria. While investigating a mysterious shipwreck, something goes terribly wrong and you are trapped deep underwater! Can you solve the riddles of the wreck and recover the treasure before your time is up?  
Difficulty Level: 2 of 5.

NEW!



## EXIT: The Sinister Mansion

Setting sail for dangerous waters, you embark on a treacherous quest for the legendary treasure of the Santa Maria. While investigating a mysterious shipwreck, something goes terribly wrong and you are trapped deep underwater! Can you solve the riddles of the wreck and recover the treasure before your time is up?  
Difficulty Level: 2 of 5.



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## EXIT: The Abandoned Cabin

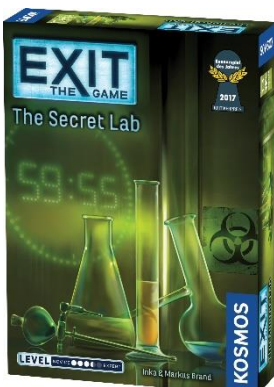
After your car breaks down, you are looking for shelter for the night. Luckily, you find an abandoned cabin in the woods near the road. But the next morning, the door is locked! Iron bars on the windows prevent you from escaping. You discover a book and a strange disk...

Can you solve the riddles left for you by the deranged cabin owner and escape the cabin?  
Difficulty Level: 2.5 of 5.

## EXIT: The Pharaoh's Tomb

The excursion to the Valley of the Kings is the highlight of your vacation to Egypt. As you crawl through the narrow passageways, you lose the rest of your tour group. You enter a mysterious burial chamber. A massive stone door closes behind you. On the floor lie a dusty notebook and an ancient disk ...

Can you solve the riddles left for you by an earlier pyramid explorer and escape the tomb?  
Difficulty Level: 4 of 5.



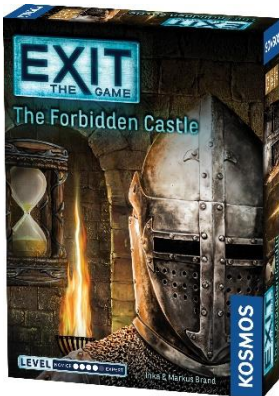
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## EXIT: The Secret Lab

As volunteers for a medical research study, you report to a lab as instructed. But no one is there except for you! Vapor rises from a test tube and you start feeling dizzy. When you wake up again, the door is locked, and you discover a notebook and a strange disk ...

Can you solve the riddles left for you by a previous research volunteer and escape the lab?  
Difficulty Level: 4 of 5.

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## EXIT: The Forbidden Castle

Finally, a vacation! This year, you're going to an idyllic village in the mountains. Instead of driving, you decide to take the train this time. After a three-hour delay, you arrive in your vacation rental, where you find various brochures for local events and attractions — including an impressive castle. The flyer looks quite amateur and self-printed, but you're a sucker for medieval castles!

The next day, you get up and go to the castle. There's no ticket booth. No one else appears to be around. Well, at least you can explore the place in peace! You enter the castle and find yourself in a magnificent throne room. Suddenly the big, wooden door locks behind you and you realize that maybe (again) this was not such a good idea ...

The castle is full of mysteries. Only if you can solve all of the puzzles together in time will you escape. If not, your creepy host will probably never let you leave again ...  
Difficulty Level: 4 of 5.

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## EXIT: The Forgotten Island

The sea is calm. The sun is shining. You're on the perfect sailing excursion. But then you spot something on the horizon. Dark clouds are rolling in unusually fast. Soon the sun has disappeared and darkness has surrounded you. Everything is absolutely still ... until suddenly, out of nowhere, a mighty gust of wind capsizes your boat. You are knocked unconscious.

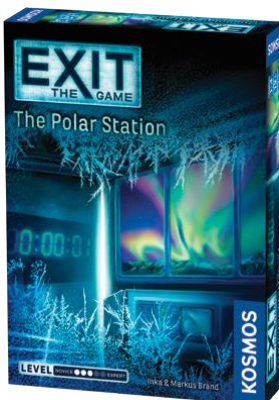
When you wake up, you are on a black sand beach. There's no sign of your boat, not even wreckage. You look around and find an old book and a mysterious golden compass disk.

A boat is chained to a palm tree. Everything on this island seems to be secured with locks ... and you soon come to realize: You must figure out all the combinations to open the locks in to order to escape. If not, you will never leave this island! Can you solve the riddles left for you and escape the island?  
Difficulty Level: 3 of 5.



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## EXIT: The Polar Station

A wonderfully mild morning in the Arctic — only -15° Celsius! You belong to a large research organization, which is divided between several stations. As part of Division IMB-Q-12, you are researching climate change at the North Pole. Everything is strictly secret and you have no idea what the missions of the other teams are. From Division IMB-Q-13, for example, have not seen or heard anything for weeks.

Suddenly the evacuation alarm goes off! You run to the door, but it has already been locked automatically. = Through the window you can see your colleagues from the other stations run to the helicopters. You are left alone in the freezing Arctic ...

You crawl into an adjacent station via a ventilation shaft. Again, the door is already locked. The lab is devastated and you wonder what happened here. Then you find a notebook and a strange disk. Everything in the room is secured with numbered locks. Then it dawns on you that only if you can figure out all of the codes to unlock the locks in time, can you escape. If not, this will be your bitter (cold) end.

Difficulty Level: 3 of 5.

**AUTHOR**  
**NO. OF PLAYERS**  
**SUGGESTED AGE**  
**PLAY TIME**  
**CATEGORY**

**Inka and Markus Brand**  
**1– 4**  
**10 +**  
**1 – 2 hours**  
**Escape Room**

### Helper App

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\*for Android 4, iOS 8, and Fire OS 4



### KOSMOS HELPER APP

Would you prefer to have the rules of a game explained to you instead of reading the rulebook? If so, please download the free Kosmos Helper App. In the app, you can find animated explanations of the instructions and other helpful features for a selection of Kosmos games.