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The Stormy Flight

For 1 - 4 players, ages 10 and up

CAUTION: Do not yet look closely at the playing materials (cards, book, etc.)!
First, read this rulebook together out loud and carefully follow all of its instructions.

What's the game about?

You are crewmembers on a passenger plane bound for Barbados. You have flown this route countless times already. Of course, you have experienced everything possible (and impossible) on these flights: technical malfunctions, turbulence, tour groups who are also flying to Hamburg, Berlin, London, or Amsterdam in order to visit escape rooms there ...

But what's waiting for you today is going to leave everything else in the dust. The weather service already announced that things might get a "little rough," but now you find yourself in the kind of electrical storm that can easily throw even an experienced crew into a state of panic. The clouds are almost black, flashes of lightning rip through the dark sky, and rain pounds the engines. Suddenly, an alarm light comes on ... and another ... and you have an uneasy feeling that the rest of the flight might become the greatest adventure that you have ever experienced.

Solve the riddles, repair the airplane, and try to land safely!

IMPORTANT! Do not look closely at any of the game materials before starting the game! Wait until the game instructions give you permission.

Game materials

87 Cards

30 Help cards

31 Answer cards

26 Riddle cards

1 Mirror card

1 Book

1 Decoder disk

1 "Safety card" sheet

4 Strange items

3 "Circuit boards"

1 "Emergency exit map"



Additionally required game materials

In addition, you will need writing implements (ideally a **ball-point pen** and a **pencil**), at least one pair of **scissors**, and possibly a sheet of **paper** for **notes**. You will also need a **watch** — ideally, a **stopwatch**. 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

Get the **book** and **decoder disk** ready on the table.

Carefully remove the **four strange items** from the panel and set them aside at the edge of the table along with the **"safety card" sheet** and the **mirror card**. You will not need these materials until later in the game.

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

- > **Riddle Cards** (red)
- > **Answer Cards** (blue)
- > **Help Cards** (green)

Don't forget: Be sure not to look at the front sides of any of the cards.

Check to be sure that the **Riddle Cards** and **Answer Cards** are arranged in ascending order of their letters or numbers. (Don't be surprised that Riddle Card O is missing. This is intentional.)

Sort the **Help Cards** according to their 10 symbols. Place each group of three cards with the same symbol one on top of another with the "SOLUTION" card on the bottom, the "2nd CLUE" card on top of that, and the "1st CLUE" card is on the very top. Then place the 10 Help Card sets at the edge of the table.

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 the **Riddle Cards** — either to be found in illustrations, or referred to in the text. Whenever this happens, you can **take** the corresponding cards from the Riddle Card deck **and look at them.**

Example:

*You see Riddle Card A illustrated in the book.
You may then **immediately take** that card from the deck **and look at it.***



You may only look at an **Answer Card** after you have entered a code into the decoder disk and have been directed to the corresponding Answer Card.

You may likewise only use the **strange items** when explicitly told that you have found them. Until then, leave them at the edge of the table!

Course of Play

Your goal is to work together to repair and safely land the airplane as quickly as you can. That would definitely be easier if there weren't so many riddles that have to be solved in order for you to make any progress!

IMPORTANT: To solve the riddles, **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!)

Solve the riddles **in their proper order** as you work through the book. You will keep coming across **locked doors and objects**. Each of these will display **a symbol** and can only be opened with **a three-digit code**. If you see a riddle, then closely examine the corresponding pages in the book and the Riddle Cards. Work together to figure out how to solve the riddle and find the proper three-digit code. Then, enter the code into the **decoder disk**.

On the outer edge of the disk, there are **10 different symbols** pictured. Each symbol stands for a code to be cracked. Pay attention to **which symbol** is shown on the cards and on the objects in the book!

Enter the code under that symbol on the decoder disk — starting on the outside and proceeding toward the center. A number will then appear in the **viewing window** in the smallest wheel on the disk. This will indicate the **number of the Answer Card** that you are then allowed to look at.

Example:

For the riddle with the  symbol, you have come up with **3 9 1** as the code. You enter this combination 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 pull out of the deck and look at — in this case, **3**.





→ Is the code incorrect?

If so, the **Answer Card** will tell you with an **X**. Check the symbol and the code. If that fails to help, take another look at the riddle and try to come up with a different code.



→ Is the code *possibly* correct?

If so, you will get an **Answer Card** showing an **overview** of objects and cards.

Where can you see the code symbol?

On the **Answer Cards** showing an **overview**, the doors and objects to be opened are shown in order. Each **locked door or object** is **marked with a symbol**.



In our example, you want to open the suitcase with the  symbol. So look for the suitcase with the  symbol on the Answer Card. It will then direct you to another Answer Card.



In this example, you are directed to Card 15. Find this card in the deck. Only this **second Answer Card** will tell you if the code is **really** correct.

→ Is the code *really* correct?

If so, the **second Answer Card** will tell you how to continue. You will find one or more new Riddle Cards which you will be allowed to take from the deck and look at right away.

→ Is the code *actually* incorrect?

Well, in that case you will land on an **Answer Card** with an **X**. Check the order of numbers in the code and compare the symbol on the decoder disk with the symbol on the Riddle Card. If the code is still wrong, take another close look at the riddle and try to come up with a different code.



IMPORTANT: You have to **solve the riddles in the proper order!**
In other words: You can continue to the next riddle or turn to the next page in the book only if you have solved the previous riddle and the instructions in the game tell you to do so!

Don't forget!

- ➔ The locked doors and objects are shown in order on the Answer Card showing the overview — first in the left column from top to bottom, then in the right.
- ➔ Whether right or wrong, return all the Answer Cards back to the Answer Card deck when told to do so.
- ➔ 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.

Each **“1st CLUE”** Help Card gives you an initial useful clue and tells you what you will need in order to be able to solve the riddle.

The **“2nd CLUE”** Help Cards will give you somewhat more concrete assistance in finding a solution to the riddle.

The **“SOLUTION”** Help Cards will tell you the approach to take in solving the riddle and what the correct code is.

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.

When does the game end?

The game ends when you have solved the last riddle and safely landed the airplane. A card will tell you that.

Assessment

Just solving all the riddles is a major victory! If you also want to see how well you did though, you can look at the table below. **When calculating the number of Help Cards used, only count the ones that gave you NEW hints or solutions!**

	No Help Cards	1 - 2 Help Cards	3 - 5 Help Cards	6 - 10 Help Cards	> 10 Help Cards
< 60 Min.	10 Stars	9 Stars	8 Stars	6 Stars	5 Stars
< 90 Min.	9 Stars	8 Stars	7 Stars	5 Stars	4 Stars
< 120 Min.	8 Stars	7 Stars	6 Stars	4 Stars	3 Stars
> 120 Min.	7 Stars	6 Stars	5 Stars	3 Stars	2 Stars

The game begins

What are you waiting for? **Start the stopwatch or the timer!** Now you are allowed to look at the **page 1 of the book** and begin the game. We hope you have a lot of fun with EXIT: The Stormy Flight!

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



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Inka & Markus Brand live with their children Lukas and Emely in Gummersbach, Germany. They have published many children's and family games together and won numerous prizes. Of course, they are also enthusiastic puzzle and escape room fans.

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Art.-Nr. 691769

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Thames & Kosmos, LLC.
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Thames & Kosmos UK LP.
Cranbrook, Kent TN17 3HE.
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Web: www.thamesandkosmos.co.uk

Printed in Germany





CERTIFICATE

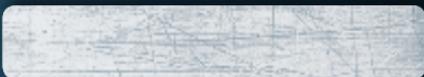
The following players



on



in



successfully repaired the plane and landed it safely.

Congratulations on this first-class achievement!

To do it, it took the players



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



Share your Exit experiences using [#exitstrategies](#)