



The Trophy Case

EXIT[®] THE GAME FAMILY

2 Escape Adventures



Night at the Carnival

HANDBOOK

for Heroes

Rulebook and Story Text



KOSMOS



CAUTION: Do **not yet** look at any of the game materials (puzzles, riddle documents, etc.) before starting the game! **First**, read this rulebook **together out loud**, and carefully follow all of the instructions.

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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.

Introduction

The Trophy Case and Night at the Carnival are two separate adventures!

First, play the adventure [The Trophy Case](#). That's the only way to unlock the materials for the second adventure at the carnival.

Then, when you've completed the first adventure, you can start [Night at the Carnival](#) at any time.

"Hip - hip - heroes!" rings through the town time and again — because that's the motto of the Heroes: five brave and valiant animals who have formed a super secret heroes club. Just like real superheroes, their mission is to investigate every mystery and solve any riddle they encounter ...

Help the heroes and solve all the riddles [together as a team!](#) This Handbook for Heroes explains the rules and contains the story material that you'll need for your two adventures.

The Trophy Case

What is The Trophy Case about?

A talent show is taking place at the city theater, but the director has received an alarming warning — the coveted trophy is in danger! This looks like a job for the Heroes. Can they prevent the theft and save the talent show?

IMPORTANT: You are **not allowed to look closely at the game materials** before starting the game!
Wait until the game instructions tell you that you are allowed to do so.

Game materials

- 1 Decoder disk
- 36 Cards:
 - 12 Adventure cards
 - 22 Riddle cards
 - 2 Additional cards
- 1 Help book
- 1 Stage (in box lid)
- 11 Strange items:
 - 5 Hero standees with stands
 - 1 Sheet music
 - 1 Autographed card
 - 1 Blueprint
 - 1 Laser maze (back of blueprint)
 - 1 Strange buzzer
 - 1 Strange drawing



Additionally-required game materials

In addition, you will need at least one pair of scissors, a smartphone, and possibly some paper and pencils for taking notes.



Game setup

Place the **decoder disk** on the table. Carefully remove **all of the perforated parts** from the cardboard sheet and lay them on the edge of the table along with the **sheet music**, the **strange note**, and the **blueprint**. You will not need these materials until later in the game.

Be careful not to look at the fronts of the cards yet!

Sort the **cards** based on what is written on their back sides:

- Place the **adventure cards** in a row next to **each other** face down at the edge of the table, so that you can clearly see their symbols.
- Place the **riddle cards** in a **stack** in the middle of the table. Do not shuffle the cards.



Where is the game board?

This game has no game board! The cards will tell you what you need to find in the game. To begin the game, you will read the introduction to the adventure in this handbook. It will tell you which adventure card to start with. After that, **the decoder disk** will be your guide.

During the course of the game, you will uncover additional **riddle cards** and game materials like strange items and more adventure cards. You may need to use other parts of the game — like the cardboard insert inside the box — to find the solutions to riddles. When the game **tells you to**, you may take the specific cards and/or items and look at them.

To solve a riddle, you will usually need to find a **three-digit code**. Enter this code on the decoder disk. You can then only look at a new adventure card if you entered the correct code and the decoder disk shows you **symbols that match an adventure card**.

The Trophy Case

Gameplay

Your goal is to work together as a team to solve all the riddles as you progress through the adventure riddle by riddle.

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 you won't need the game materials any longer!)

You'll puzzle your way through the cards **in order**. When you get cards and strange items, look at them **carefully** and **read the cards out loud**. Put your heads together to try to figure out how to solve the riddle. Usually, the answer will be a **three-digit code**. Enter this code on the decoder disk.

On the outer edge of the disk, there are **seven areas in different colors with question marks on them**. Each color stands for a **riddle**. Pay close attention to which color is on the riddle cards! Enter the three-digit code under this color on the decoder disk. It's important to remember that the code is always entered **FROM THE OUTSIDE IN**.

Flip the decoder disk over. There you'll find a small **solution window**. The solution window will tell you whether or not the code might be correct.

Example:

You think that the **code 1 2 3** is the answer to the **purple** riddle.

You enter the code under the purple question marks **from the outside in**.

Then, **turn over** the decoder disk and check if the code is correct.





➔ Is the code **INCORRECT**?

If so, the **solution window** on the **back** of the decoder disk will show an **X** or a **color that's different** from the riddle's color.

Double check the riddle color and the code on the front of the disk. If that doesn't help, take another look at the riddle and try to come up with a different code. Or maybe you just entered the numbers in the wrong order? Remember: always from the outside in!



➔ Is the code **POSSIBLY CORRECT**?

If so, in the **solution window** on the **back side** of the disk, you will see the **color of the riddle** that you want to solve.

Turn the decoder disk back to its front side. In the **three viewing windows** on the three smallest wheels of the disk, you will see **three symbols**. Reading them **from outside in**, they will form a very **specific sequence**.

Look for this exact combination on the backs of the adventure cards you laid out!



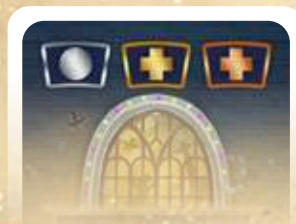
Example:

You want to solve the **purple riddle**. You entered the code **1 2 3** on the decoder disk and the solution window on the back of the disk shows the **color purple**. In the windows on the front of the disk you now see — read from outside in — the symbols   .

Now look for this exact combination on the backs of the adventure cards you laid out.



The Trophy Case



➡ Is the code **REALLY CORRECT?**

If you find an **adventure card** with the same **symbol sequence** shown on the decoder disk, your code is **CORRECT!**

Take this adventure card immediately and read it out loud!

➡ **Don't see an adventure card with a matching symbol sequence? Then your code is **ACTUALLY INCORRECT!****

Check these points again:

- Did you enter your **numerical code in the correct order** — from outside to inside — on the disk?
- Did you enter the **numerical code under the color of the riddle** that you're currently trying to solve?
- Are you looking for the **symbol sequence in the correct order** on the adventure cards?

If you've checked all these points and still can't find an adventure card with the correct symbol sequence, look at the riddle again carefully and try to find a different code.



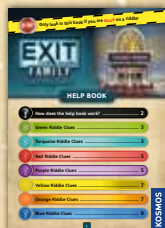
IMPORTANT: You must **solve the riddles in order!** You may only take the next cards when you have cracked the previous code and the game tells you that you're allowed to move on!



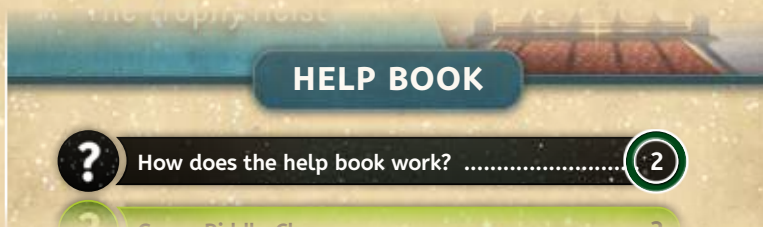
Need help? Grab the help book!

If you get stuck, the game can help you. In the [help book](#), you will find [two hints](#) and the [solution](#) for each riddle:

- Every “[1st CLUE](#)” will remind you what you need in order to solve the riddle. It will also show you what you need to be paying attention to.
- Every “[2nd CLUE](#)” will give you more concrete help to solve the riddle.
- The “[Solution](#)” will tell you how to solve the riddle and give you the correct code and symbol sequence for the riddle.



Don't be shy about using clues if you aren't making progress. Instructions on how exactly to use the hints can be found in the [help book](#) in the section [How does the help book work?](#)



When does the game end?

The game ends when you've solved the last riddle in the adventure. Then the game will tell you that you can read the [END OF YOUR ADVENTURE in this handbook](#). Don't read the ending before then!

LET'S GO!

What are you waiting for? The Heroes need you! Read the beginning of your first adventure, [The Trophy Case](#), on the next page.

Follow the instructions you find there.

The Trophy Case



The adventure begins!

We find the Heroes sitting in their headquarters. Who exactly are the Heroes? Well, they're a group of animals with very special abilities. Heroic abilities, you might say. Together, they've gotten to the bottom of several mysterious cases in their city. They will stop at nothing to complete their many exciting adventures.

Suddenly, the phone rings, and Ham the hamster picks up the receiver. It's the director of the city's theater calling about this year's talent show — a spectacular event the whole city is looking forward to! The others listen with pricked ears as Ham hangs up the phone and turns to his friends: "We have to go to the theater immediately! There are rumors



circulating that the valuable trophy is going to be stolen tonight. The director is asking us to stop it!"

After a short briefing, the Heroes decide to infiltrate the talent show by signing up as a musical act so they can operate unnoticed behind the scenes. That's how they'll track down the thief! Milo, Louis, and Ham are especially excited to bring their old boy band, the "Backstage Boys," back into the spotlight. "Come on, guys! Let's show them what we've got at the audition," Milo exclaims with a skillful swing of his hips.

So let's go! Get ready to steal the spotlight and save the trophy!

NOW take the adventure card with the symbols    and read it out loud.

Then start your adventure!



WARNING! Do not turn the page!
The end of your Trophy Case adventure is on the next page.



END OF YOUR ADVENTURE: The Trophy Case

The Heroes come off the stage with racing hearts — that was truly a fantastic performance. Should they reconsider their careers and enter show business?

Their exuberant joy is interrupted by the theater director, who takes the trophy back from their paws.

“Thank you so much for your dedication to our talent show! You really are true heroes! But I’d better put the trophy away for now before anyone gets any silly ideas. Here — these are for you!” He presents the Heroes with certificates for their victory and disappears with the trophy faster than they can say “Hip-Hip-Heroes.”

They look at each other in bewilderment. What a shame!

The trophy would have looked great in their headquarters.

On their way to the exit, they pass Lory’s dressing room. There she sits in front of the mirror like a wet dog — her things already packed in boxes. She notices the Heroes and turns around:

“What are you doing here? Get out! You’ve ruined my career! Now I can never participate in the talent show again. I hired those thieves to help me guarantee that I could keep the trophy for myself for just ONE MORE year!”

The Heroes look at each other sympathetically. They understand the feeling. Without hesitation, Nelly grabs Ham and his camera and flutters after the theater director. A few minutes later, they’re back. Ham shyly hands Lory a photo: “As a small consolation prize,” he mumbles, embarrassed.

The dog looks at the photo in surprise. A small smile spreads across her lips. This was a feeling greater than any trophy could give her — an act of kindness from a true hero. Lovingly, she presses the photo to her chest and gives Ham a kiss on the cheek, making him blush!

The others catch a glimpse of the photo and recognize the shiny trophy. Brilliant!





WARNING! Don't cut out your certificates until after you have completed the second adventure: "Night at the Carnival"!



CERTIFICATE



(your name)

has saved and won the
TALENT SHOW together with
the Heroes!

We congratulate you on
this dazzling achievement!



CERTIFICATE



(your name)

has saved and won the
TALENT SHOW together with
the Heroes!

We congratulate you on
this dazzling achievement!



CERTIFICATE



(your name)

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Night at the Carnival

What is Night at the Carnival about?

The Heroes take a trip to the carnival. But suddenly its future seems threatened. Can the Heroes help?

IMPORTANT: The game components for this adventure can be found on the right side of your game box. Remove the "pond" from the box now. You are **not allowed to look closely at the game materials** before starting the game! Wait until the game instructions tell you that you are allowed to do so.



Game materials

- 2 Carnival disks
(to swap into the decoder disk)
- 36 Cards:
 - 12 Adventure cards
 - 21 Riddle cards
 - 1 Backpack card
 - 2 Other cards
- 1 Help book (reverse side of The Trophy Case help book)
- 1 Balloon game
(in the box bottom)
- 1 Racetrack
- 29 Strange items:
 - 7 Horses
 - 1 Racetrack target
- 11 Ducks
- 1 Ferris wheel stand
- 7 Prizes
- 1 Park map
- 1 Ham's notebook



Additionally-required game materials

In addition, you will need a **smartphone** and **pens** and **paper** for taking notes.



Game setup

Carefully remove **all of the perforated parts** from the cardboard sheet and lay them on the edge of the table along with the park map and the race track. You will not need these materials until later in the game.

Now rebuild your decoder disk:

Carefully remove the top of the black, two-piece **snap** that holds the four wheels of the decoder disk together. Place the smallest wheel, which shows the theater entrance, and the largest wheel, with the colorful question marks, to the side. You do not need them anymore.

Instead, take the two new **carnival disks** and stack the four disks on top of each other as shown. Be sure that the numbers and colors face up.

Then reassemble the decoder disk. Guide the two halves of the snap **from the top and bottom** through the holes in the disks and press them together until they click. When the snap is properly in place, the wheels of the disk should all spin easily, but not fall apart.



Let's go!

For the second adventure, *Night at the Carnival*, the **gameplay** is the same as the first adventure (see pages 6–8). The help book also works the same way (see page 9).

You can get started right away; the Heroes need you!

Now read the beginning of **Night at the Carnival** on the next page.

Follow the instructions you find there.



The adventure begins!

The Heroes are sitting in their secret headquarters, rummaging through fan mail. A lot has been pouring in since their performance at the talent show ...

Then Milo the cat breaks the silence: "Hey, friends, look! There are free tickets to the carnival in this letter!"

"The carnival? There's bound to be something tasty to snack on!"

Ham rubs his small, fluffy belly.

Bella wiggles her ears. "You can never get enough sweets — didn't you learn from our Candy Castle adventure? You really upset your stomach that time!"

"That was just unlucky ... my heroic instinct tells me we'll only encounter fun and treats at the carnival!"

Bella wrinkles her nose in disbelief: "Oh, I see!"



"Anyway! Free tickets to the carnival? What are we waiting for? We deserve a break. The Heroes should get to have some fun too!" Milo says enthusiastically.

Nelly, the parrot, and Luis, the bug, agree.

Bella sniffs the tickets suspiciously. But the excitement of the other Heroes is irrepressible, so she agrees with a growl.

Let's go to the carnival!

NOW take the adventure card with the symbols  and read it out loud.

Then start your adventure!



WARNING! Do not turn the page!
The end of your Night at the Carnival adventure is on the next page.



END OF YOUR ADVENTURE: Night at the Carnival

Shortly after the Heroes implement Ham's plan and set the trap, the door of the electrical shed opens. A tall figure enters with long, heavy steps.

Then everything happens very quickly. The villain stumbles and slips on the soapy water and the pearl necklace, and Ham manages to overpower him with skillful swings of the fishing rod and the net.

The Heroes are amazed when they see who is lying on the ground in front of them ... Lord Meany — the town's notorious villain!

They already discovered him during their case at Meanstone Manor ... Did he lure the Heroes to the carnival to take revenge on them?

Then the Heroes hear agitated voices coming directly towards them. Nelly has informed the park attendant and his team ...

Is this their cue to leave Meany to the authorities, sneak away, and maybe even take another ride on their favorite roller coaster?

Inka, Markus, and Emely Brand and Kosmos thank all the test players.



The Authors:

Inka & Markus Brand live with their children Emely and Lukas in Gummersbach, Germany. They have published many children's and family games together and won numerous prizes. They are also, of course, huge fans of riddles and escape rooms.

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CERTIFICATE

The heroic players

on

successfully solved all of the riddles with the Heroes and saved the carnival.

Congratulations!

The coolest riddle was

The trickiest riddle was

Your favorite prize was

Your favorite hero was

Work together to help the Heroes solve all of
the riddles at the Talent Show with
The Trophy Case.

When you've succeeded, you can start a
second adventure afterwards — Night at the
Carnival — where you'll find even more riddles
to crack!

This Handbook for Heroes explains the rules
of the game and contains some of the text
you'll need for your adventures.

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