



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.

The Venice Conspiracy

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 file 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.

If you are already an experienced Advanced EXIT player, you only need to read the blue text in this rulebook!

What's the game about?

As an employee of the Italian Secret Service, you've seen your fair share of top secret documents and mysterious conspiracies. Unfortunately, up until now, this has all been from behind your boring old desk. The most exciting thing you've experienced in weeks is the repair of the coffee maker on the second floor. But all that is about to change. You submitted your application to be transferred to field service two months ago. Just when you're wondering if your application is ever going to be processed, a messenger appears at your desk. With the words, "Well, here we go!" they hand you a top secret file. Your first field assignment — wow!

Filled with excitement, you open the file and begin to page through the documents ...

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 7.

Game materials

93 Cards

24 Riddle cards

30 Answer cards

30 Help cards

9 Cell phone cards

1 Decoder disk

9 Strange items

1 File



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**). 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

Start by getting the **strange items** and the **file** ready at the edge of the table. Sort the **cards** into three piles in accordance with what is written on their back sides:

> Riddle cards (A to X) > Answer cards (1 to 30) > Help cards

Sort the help cards according to their symbols. Place cards with the same symbol on top of one another, with the “1st Clue” card on top of the “2nd Clue” card, and the latter on top of the “Solution” card. Then place them at the edge of the table.

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

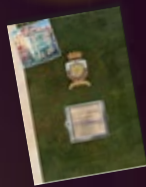
New: Place the nine cell phone cards face down next to each other in the middle of the table. During the game, pay close attention to the materials you uncover. Whenever there's a clock, or some other way to tell what time it is in the game, take the corresponding cell phone card and look at it. But be careful — only take cards whose time you can clearly make out!

Example: If you see this illustration, you can take the “06:00” card. (This card doesn't appear in the game.)



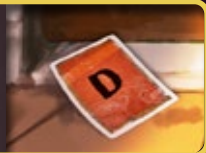
Where is the game board?

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 will only have the **file and the decoder disk available to you**. As the game continues, you will add **riddle cards** and **other items** — 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, leave them at the edge of the table!



Example:

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



Course of play

Your goal is to uncover a mysterious conspiracy in Venice as quickly as possible. That would definitely be easier if every lock weren't sealed with a riddle. As soon as the game begins, read the **file** and study it carefully. You are allowed to look at any page of the file at any time. During the course of the game, you will keep finding objects that are locked with a **three-digit code**. To open them, you will have to find 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. So pay close 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 is wrong, you will have to keep looking for the solution or switch to another riddle for the time being. If the code is correct, the answer card will tell you how to continue.

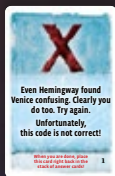
Example:

You believe that the code **190** is the solution to the riddle with the **+** symbol. Enter the 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 that. In that case, place the card back in the stack and take another look at the incorrectly-solved riddle. Maybe there's something that you overlooked. Sometimes you won't even have all the clues you need to solve the riddle. In that case, you will have to continue someplace else.



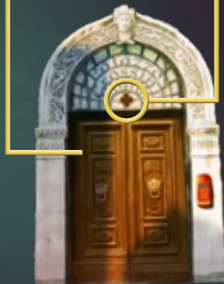
➔ **Is the code possibly correct?**

If so, the answer card will look something like this:



➔ **Where can the code symbol be seen?**

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, you have a door with the **+** symbol on it.



So look at the answer card next to the door and you will see that you are now supposed to take answer card 17 from the stack.



Note: You must see the **object with the symbol** on a **riddle card** or **in the file** in order to open it. You **cannot** open what 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 might give you one or more 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 decoder 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 “**1st Clue**” help card also tells you which game materials you must have found in order to be able to solve the corresponding riddle.

The “**2nd 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 in the file. 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 Venice conspiracy. 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 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 and won't get them mixed up. You will only need the **pictures of locations** for **several riddles**.

The game begins

What are you waiting for? **Start the stopwatch** to solve the mystery and save the city of Venice.

You may **now** open the **file**, look at it, and start solving riddles. If anything is unclear, don't be shy about **looking something up in the rulebook during the game**.

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



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CERTIFICATE

The following players

on

in

successfully uncovered the conspiracy in Venice.

What an outstanding achievement, and what good fortune that Venice could be saved.

To do it they required

and

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