THE LOST LIBRARY

ATTENTION PLEASE!

**Read these instructions before
you take any of the cards
out of the box!**

Contents: 88 playing cards

1 puzzle pile:
18 tasks, 18 puzzles,
2 exit cards, 2 top cards

1 clue pile:
46 clue cards, 2 top cards

We recommend you also have
pens and paper for notes and
a stopwatch to hand!

WHAT'S THE GAME ALL ABOUT?

The door is locked shut and you're stuck. You will find various combination locks throughout the room. Complete the puzzles to obtain the codes for these locks. You can only escape from the lost library if you collaborate closely and really put your heads together to puzzle over the clues.

HOW TO SET UP THE GAME

Take the two piles of cards out of the box.
**Please DO NOT mix these piles–
and do not look at the other side either!**
That's where you'll find the solutions.
First, pick up the **„puzzle pile."**

VERY IMPORTANT:
Never simply turn over a card "just like that"!

1. The puzzle pile

» **The top card ...**
... can be returned to the box immediately.

» **The exit cards - the final puzzle**
The next two cards are the **exit cards**. Lay these on top of one another to one side with the door facing up. They contain the final combination lock that you must open at the end of the game. You won't need them until you've completed all of the other tasks.

» **The 18 tasks**
Place the next **18 cards** in a pile. These are your **tasks**. Each of these cards depicts a bookshelf with a combination lock that can only be opened using the appropriate **number code**.

» **The 18 puzzles**
Now lay the next **18 cards** out side by side in the middle of the table. These are the **puzzles** that you must solve to obtain the number codes. There is always exactly one puzzle for each task.

You can also return the last card to the box.

Now pick up the **"clue pile."**

Pile of tasks

The puzzles are laid out on the table for all to see.

Four current tasks

2. The clue pile

» Return the top card to the box here too. Lay the rest of
the pile ready to one side. **These clue cards** will help you
if you get stuck with a puzzle.

Pile of clues

HOW TO PLAY

You all play **together**; there is **no order of play**. Each of you can contribute your
thoughts at any time. Discuss and share your solutions with each other. Because every
idea you have could help you and your fellow players to find the solution.

To make the game a bit more challenging and exciting, we recommend that you play
against the clock. Up for the challenge? Then start a stopwatch (e.g. on a smartphone)
or make a note of the time when you start playing. Can you open all 18 locks and
escape the library in under **75 minutes**?

Getting started

Take the **top four tasks** from the pile and place them in the middle of the table with
the lock facing up and without turning them over. These are your **four current tasks**.
Now search for the matching puzzles.
Remember that you **cannot** turn over cards "just like that."

Which puzzle do we need?

At the start, lay all 18 of the puzzles out on the table. You must first work out which of them goes with each of your four current tasks. Pay close attention to the details (objects, shapes, colors, etc.) depicted on the shelves. Once you have found the puzzle you're looking for, you can put it together with the respective task.

Note: You can tackle your current tasks in any order.

Time to get thinking

Take a look at the **current tasks**. You will always see a **combination lock** on the bookshelf. Your goal is to open this lock. You must find the correct **number code**. This number code always consists of **digits from 1 to 9! The digit 0 is never part of the solution!**

Each combination lock indicates **how many digits** the code comprises. If you can see [0|0|0], you will need a number code with three digits—353, for example. Sometimes you will also find information about the order the digits should be entered in. Pay close attention to all of the details you can see on the two cards.

Together, the task and puzzle show you ALL of the information you need to find the solution. You don't need to look elsewhere in the game.

Note: You don't need to fold, write on, or cut the cards to find the solutions. At the end of the game, return all of your cards to the box as two separate piles so that other players can return to the lost library again later.

HELP, WE'RE STUCK!

Have you scrutinized both cards, but just aren't getting anywhere? Then you can take a **clue** card.

The **clue cards** reveal a specific detail in a task or puzzle. Search for the matching clue cards and turn over "Clue 1." Does that help you out at all? If you need another hint, turn over "Clue 2"– and so on.

Note: A different number of clue cards are available depending on the lock.

Have you received all of the available clues, but still can't get anywhere? Then you can either move onto another task or take a guess at the number code. Who knows, maybe you'll get it right!

AHA! I THINK WE'VE FOUND THE NUMBER CODE!

Have you worked out the number code? Then **turn the two cards (task and puzzle) over**. Place them next to each other so that the **light-colored lines** fit together at the edges. If the two cards belong together, they will now show you the correct number code **for this lock**.

Is your code correct?

Excellent work! You're one step closer to reaching the exit. Return the **puzzle to the box**. You don't need this card anymore. Put the **task** (the card featuring the lock) **aside**. You will need this again at the end of the game to open the final lock on the exit card. Now take your next task from the pile and place it (without turning it over) **beside your current tasks**.

Now what? The task and puzzle fit together, but our number code was wrong!

Too bad–you must have taken a wrong turn somewhere. Return the **puzzle to the box**; you don't need this card anymore. You should still put the **task aside** though. So you're one step closer to achieving your goal. But because you didn't enter the correct number code, **you won't receive a new task** from the pile this time. So now you have **one current task less**. Don't worry though: you'll receive another new task for the next number code you get right–as described above!

Oh no, the task and puzzle don't fit together!

If the backs of the task and puzzle cards don't match at all, turn the puzzle over again and place it back in the middle of the table. Also turn the task card over again and continue searching for the matching puzzle. Whenever you put a puzzle and task together incorrectly, **add five minutes to your final solution time.**

WE'RE RUNNING OUT OF TASKS!

You can always take **the next task from the top** of the pile and add it to your **current tasks**. This gives you one more task to work on immediately. But you must **add ten minutes** to your final solution time.

WHERE'S THE EXIT? AND WHEN DOES THE GAME END?

Have you solved all 18 tasks and opened the corresponding number locks? Then it's time for the **exit cards.** You put these two cards aside at the start of the game.

On the top exit card is a picture of a door. You'll need a four-digit number code to open it. Now take a look at the 18 tasks you've solved. If you put all of the 18 cards together in the right way, they will show you the solution. Have you found the code? Then turn the door over.

Was your code correct? Congratulations! You have now solved all of the tasks in the lost library. On the second exit card, you can see what's behind this door. And on the back, your puzzle adventure comes to an end. So? How long did it take you? Did you still manage to get out in 75 minutes despite adding some penalty minutes? Well played!

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