

ESCAPE ROOM IN A BOX™



REPRINT THE PUZZLES AND REPACK THE GAME!

*FOLLOW THESE
VERY IMPORTANT INSTRUCTIONS.*

STEP 1: PRINT & CUT THE REPLACEMENT PAPERS

These can be found at EscapeRoomInABox.com, and the pages that follow.

PRINTING

All puzzle papers should be printed in full color at 100% with no scaling. Make sure "fit to page" is OFF. You may need to click "auto rotate and center."

The **Two-Sided Printer** file is for those with printers capable of printing double-sided.

If you cannot print double-sided, use the **Front Side** and **Back Side** files. Start by printing the **Front Side** images. Then, place those back into the printer to print the **Back Side**. Every printer is different. You may need to test this out with page 1 in each file to see how the paper needs to be placed the second time.

CUTTING

Cut all puzzles on the cut line to make sure they are the correct size.



Your group of survivors is out scavenging for supplies when you discover a large, walled-in community. You cannot hear or see anything beyond the thick walls. You walk along the perimeter until you find a door slightly ajar. Cautiously, you all venture inside, weapons drawn.

After determining there are no walkers inside, you look around the sparsely decorated hideout. There is a large, steel door at the back of the room that presumably leads into the community. When you turn the handle, the door you entered slams shut and locks.

STEP 2: RE-PACK ENVELOPES AND BAGS

BAG A

- Important (Answer Sheet)
- Harvest (P1)
- Herd Control (P2)
- Circuit Board (P3)
- Chem Lab photo
- Submersion Sequence (P4)
- Wind for Water (P5)
- Scavenger's Hunt (P6)
- Puzzle pieces for Harvest puzzle
- Hints booklet



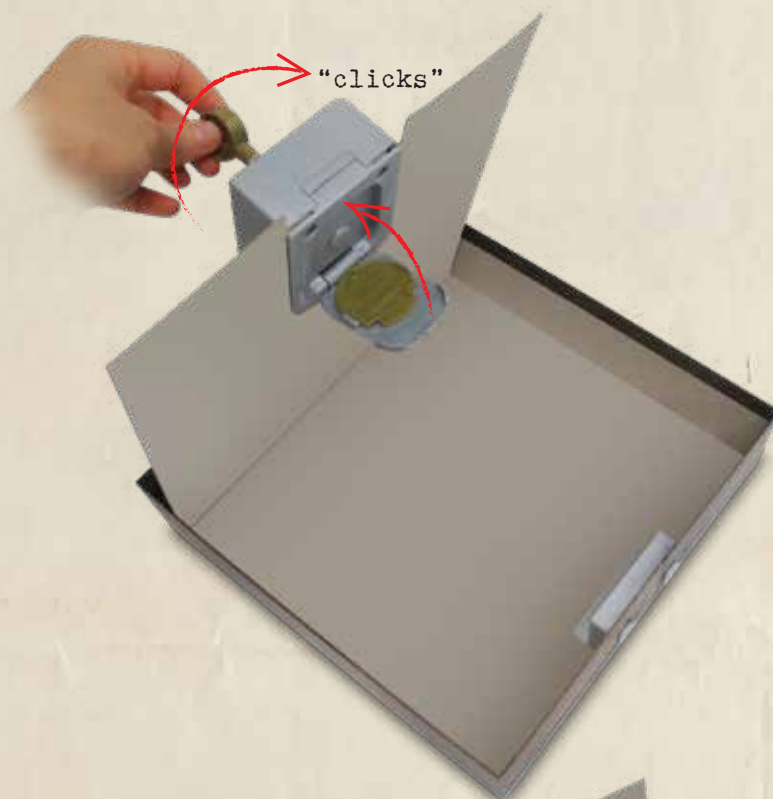
BAG B

- Answer sheet (We are leaving this lifeline in case...)
- Submersion Sequence 2 (P12)
- Feel Your Way Out (P13)
- Cover Up (P14)
- New Normal (P15)
- Frequency (P16)
- Tunnel Network Map
- Film disc



STEP 3: SEAL THE MAIN DOOR

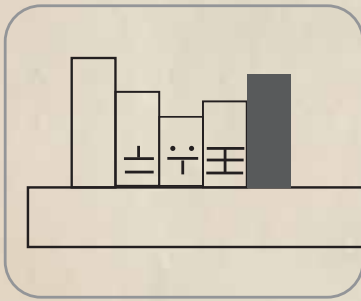
Place the circular YOU SURVIVED key back in the space underneath the lock. Close the hatch until it "clicks" shut.



Place BAG B (the one containing the final puzzles, map and film disc) in the bottom of the box under the main door. Place the "Welcome to the Collective" note on top of the bag. Close the main door.



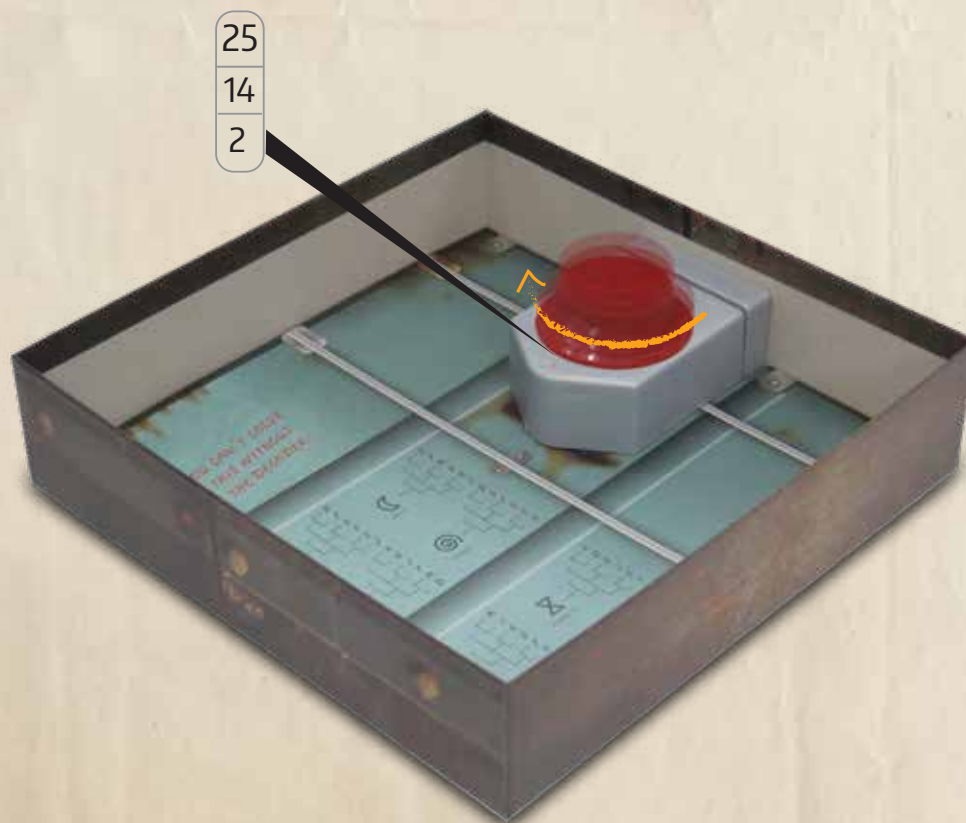
Put the key teeth in the correct order from the All In Good Order (P11) puzzle and use the key to lock the door. Make sure the deadbolt shuts correctly and the main door cannot be lifted.



Put the red dial back onto the lock.

Start by positioning the dial to 25, then gently push the dial down one level onto the lock. Rotate the dial to 14 and lower it one more level. Finally, rotate the dial to 2 and lower it completely onto the lock. Spin the dial to a random number.

Do not attempt to relock with the incorrect key teeth or push the red dial back on with brute force. You might break the mechanism.



STEP 4: RE-PACK THE MEDICINE BOTTLE AND BOX

MEDICINE BOTTLE

Replace black key tooth
under the bottle cap.



Fold the About Main Door puzzle in
half lengthwise, then wrap it around
your finger so it curls into a
tube-like shape.



*ABOUT THE
MAIN DOOR...*

*THE BIG, RED DIAL
IS TRICKY.*

*FIND THE SERIAL
NUMBER THAT HOLDS
THE KEY.*

276 turn	PN line	94 pull	N0 right	BN7 circle
L or	H3 each	22 next	J up	CC first
RF down	44! lift	P3 except	93G number	GQ left
7 before	VJ one	LZ after	D fold	H4 then
8K if	6 and	3C letter	R1 third	739 to



Place the puzzle inside the medicine
bottle and replace the cap.

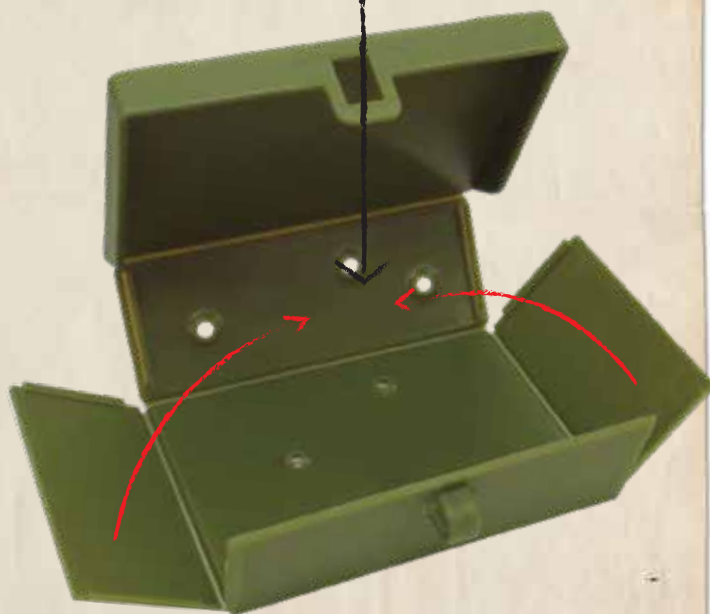


OLD BOX

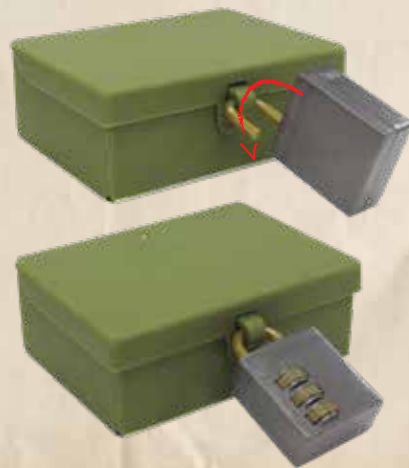
- Whisperers (P7)
- Missing Person (P8)
- Coded Message (P9)
- Encrypted (P10)
- All in Good Order (P11)
- Key (remove all key teeth)
- 6 key teeth (all except for the black tooth that was placed in the medicine bottle)



First fold the short sides of the box and then the long sides, making sure the tabs fit in the slots correctly.



You must fold the box and hold it together while you fill it with the puzzles and key pieces. Then, shut the lid. Add the small lock and spin the dials.



STEP 4: REPACK EVERYTHING ABOVE THE DOOR

Replace these remaining items in order as shown:

Box lid



Intro & Rules sheet



"Stop" panel



Bag A (the one containing the first set of puzzles, including the Harvest puzzle pieces)



Physical items:

- old box
- medicine bottle
- camera (make sure the film disc isn't inside.)
- cylinder (Make sure you dry this completely first.)
- rod



Replacement Papers

Print & assemble according to instructions to re-pack game.

HARVEST

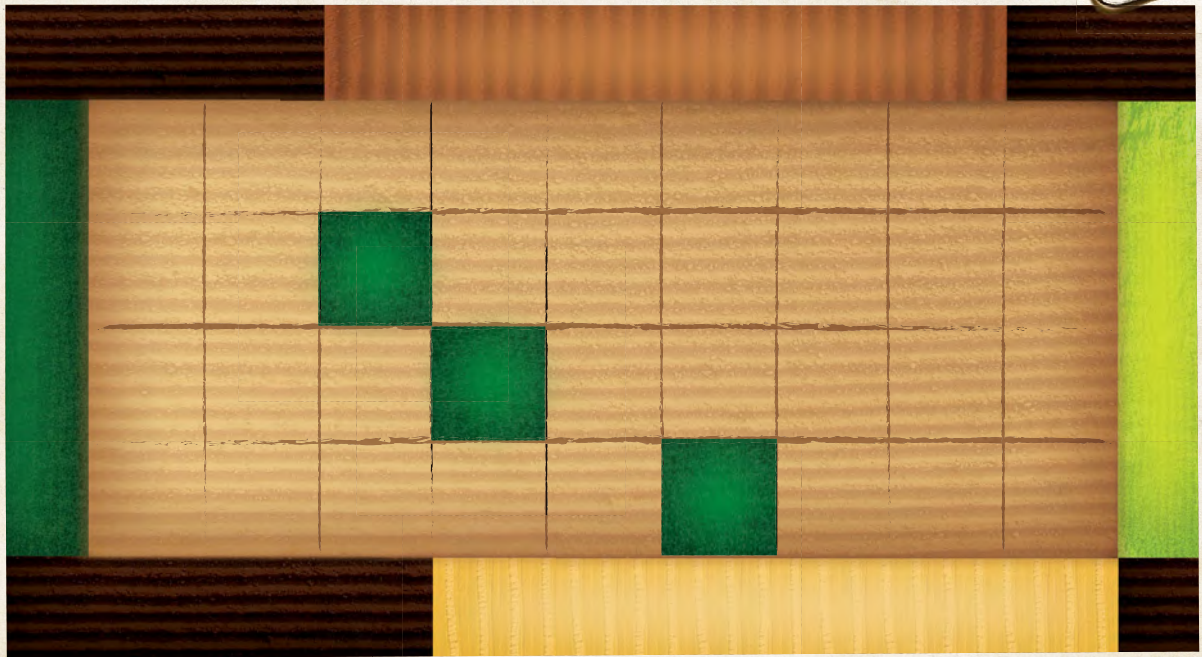
Plant as many seeds as you can using the space provided.

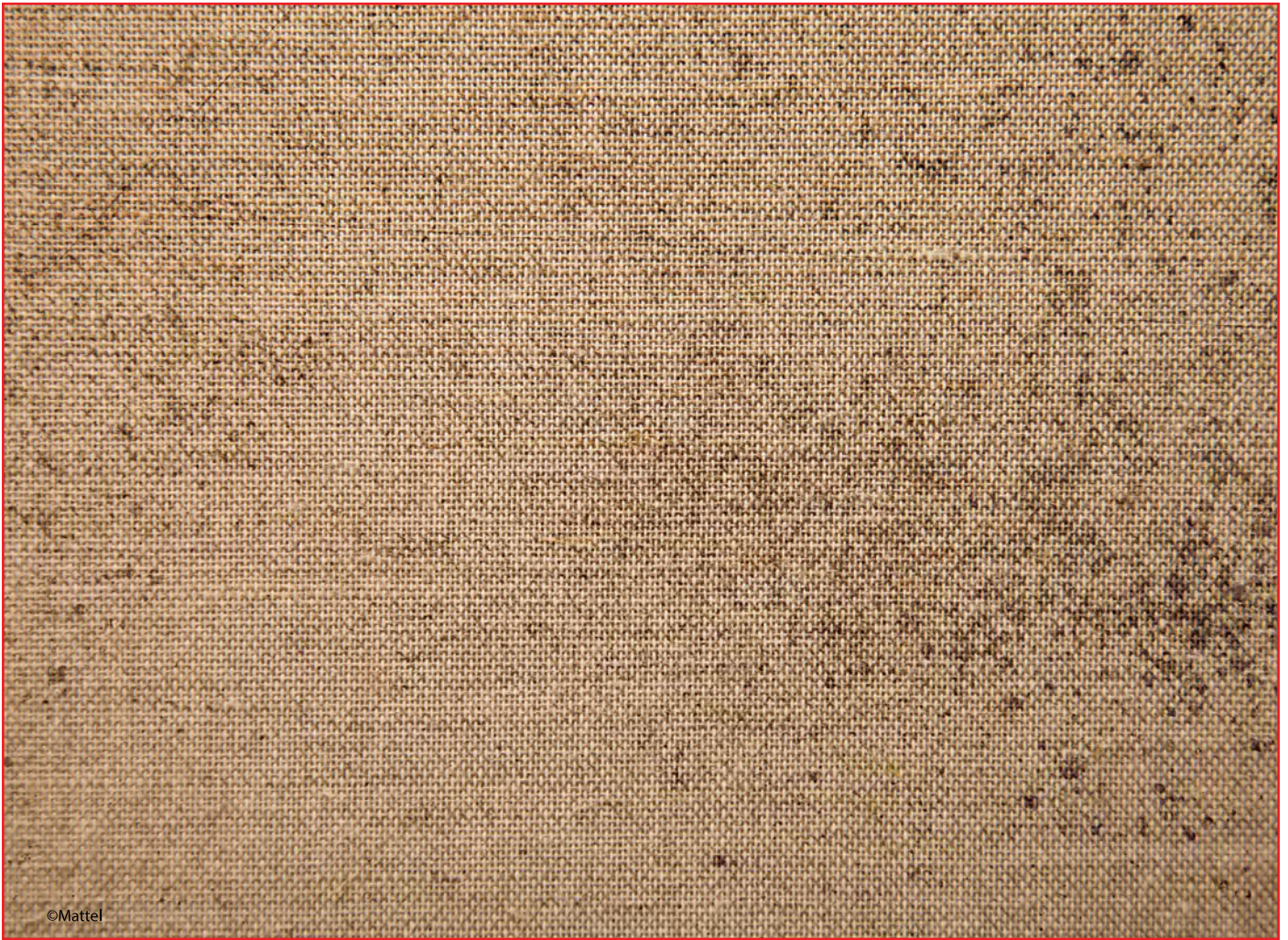
Every uncultivated (tan) space must be filled.

Like-colored seeds cannot touch side-to-side.

How many colors of seeds do not fit?

P1





HERD CONTROL

P2

A walker herd is on its way! We need to thin out the herd before it reaches the compound. Lead the walkers through a gauntlet of traps until you are left with only 1 when you reach the compound.

- Every trap will automatically eliminate the indicated number of walkers.
- You cannot save any walkers from traps.
- The herd cannot pass through a trap more than once.

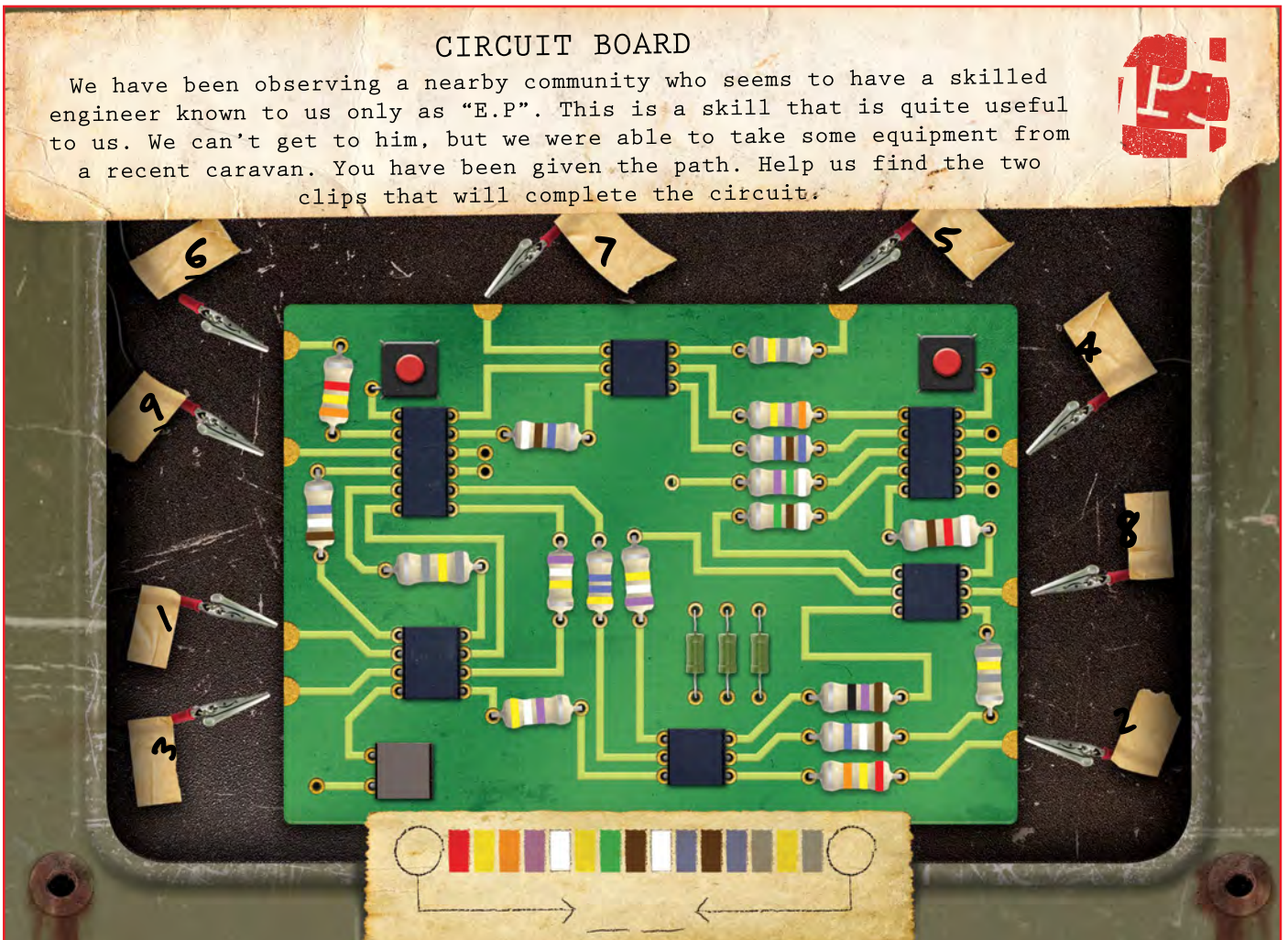


How many traps did you pass through?



CIRCUIT BOARD

We have been observing a nearby community who seems to have a skilled engineer known to us only as "E.P". This is a skill that is quite useful to us. We can't get to him, but we were able to take some equipment from a recent caravan. You have been given the path. Help us find the two clips that will complete the circuit.



P3 CIRCUIT BOARD - Front



P3 CIRCUIT BOARD - Back

WIND FOR WATER

There are windmills in the nearby hills that could be sourced for our community. Only one is currently working, but we need three.

P5

Get 3 working windmills connected to the water tank.

A working windmill must have: a pump shaft, blades and be connected to the water tank.

PARTS

You have these spare parts on hand:



PIPE - 80 FT



BLADES - 1 SET



PUMP SHAFT (BLUE) - 1

You can salvage working parts from existing windmills.

Only blue parts will work on blue windmills and red parts on red windmills. Black parts work on either.

The light blue lines show the distances and locations for laying pipe.

TIME

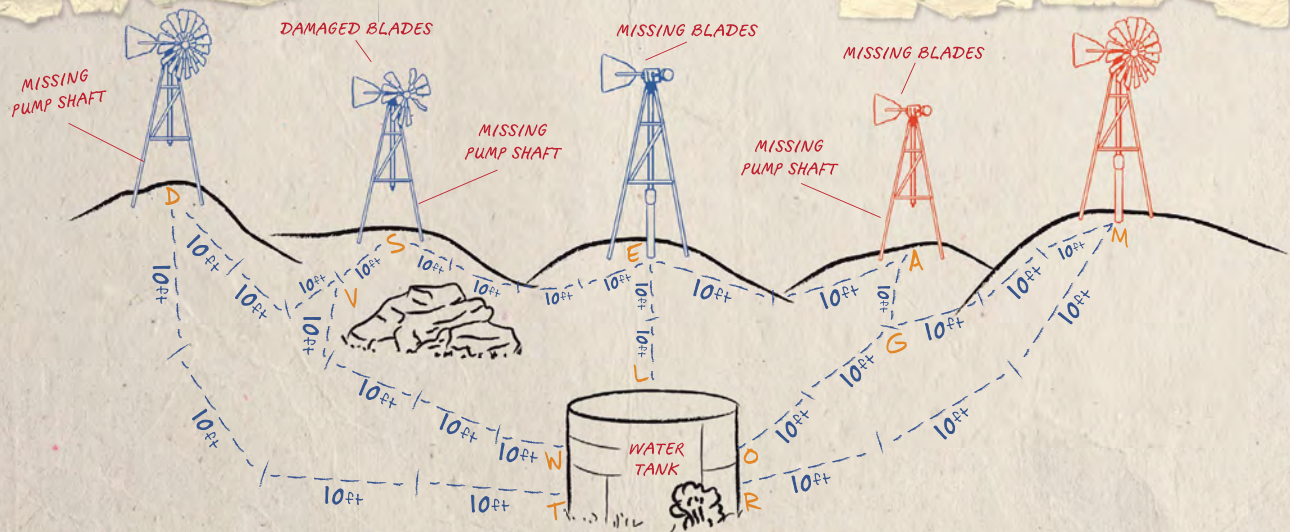
You only have **8 hours** of daylight to complete this task.

It takes 1.5 hours to remove a working part.

It takes 4 hours to remove a damaged part.

It takes 1 hour to install a part.

It takes 1 hour to lay 80 feet of pipe.



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SCAVENGER'S HUNT

Scavenging items is a dangerous but necessary job. There's a scrap heap we frequent that will have these essential items. You'll need to combine the items to get what we need.

P6

SUPPLY
LIST:





WHISPERERS

P7

You are spying on the Whisperers.
You hear faint whispers, but they are also trying
to communicate something in another way.
What are they saying?

P	A	I	X	S	H	I
U	L	M	Q	V	F	I
B	L	U	G	N	O	B
E	D	N	Z	D	M	U
R	T	T	J	F	N	L
B	O	L	A	P	P	B
P	U	E	C	F	U	S
H	W	Y	G	A	E	S





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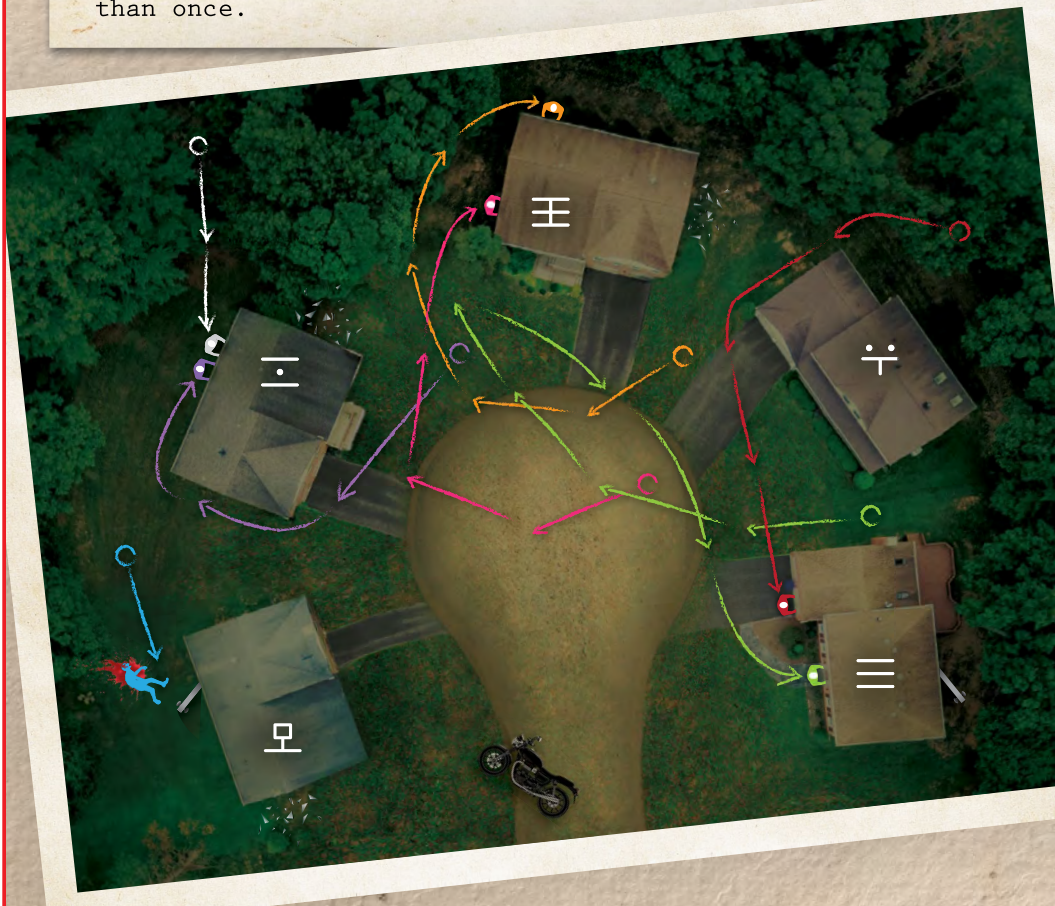
MISSING PERSON

One of our people went missing in the woods near The Collective. We found his motorcycle but lost the trail after that.

P8

Can you help us find the cabin he is hiding in?

- The colored circles are where we picked up that walker's tracks. The lines show their movement.
- Walkers followed him as long as they could see him. One of them was killed.
- Every cabin has a front door, back door and one window.
- If he entered a cabin using a door, he closed it. If he exited, he left it open.
- If he went in or out of a window, broken glass would be shown. He never passed through the same window or door more than once.





CODED MESSAGE

We are always being watched.
Therefore, it's important to learn
and decipher codes for survival.

For this method, it's not always what you
see, but what you don't see that matters.

P9

SOMETHING'S
MISSING...

FIG. 1

ㅈ ㅊ ㅊ ㅊ ㅊ ㅊ

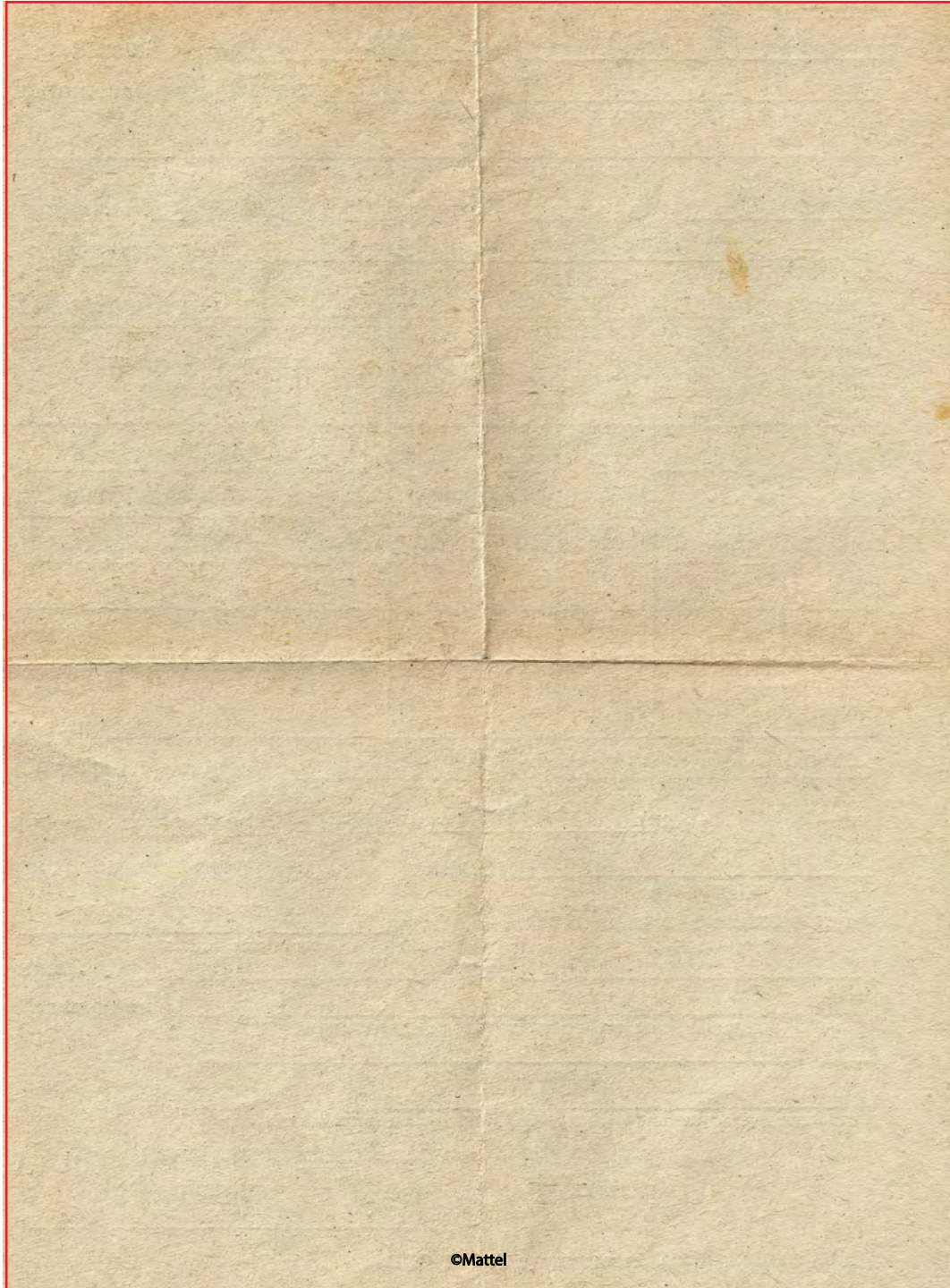
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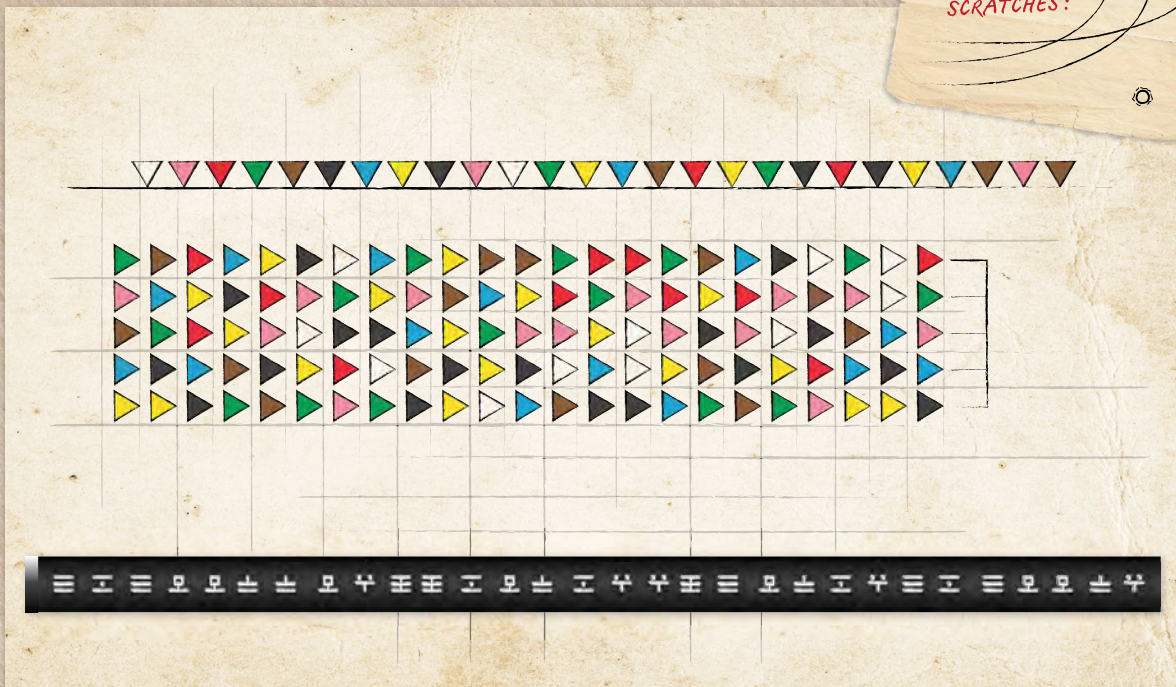
ENCRYPTED

We intercepted this coded message between proxies of a competing organization, codenamed The Commonwealth. There was one clue offering the means to decrypt it:

Use the right **item**. When a path is formed and **all 5 colors** match, a symbol will be revealed.

P10

FIND THE
SCRATCHES!





ALL IN GOOD ORDER

P11

How to fix this mysterious key?
Solve the puzzles. Find the pieces.

You must solve these puzzles first.

Each of these puzzles gives you a piece of the key:

WHISPERERS
(P7)



MISSING
PERSON (P8)










CODED
MESSAGE (P9)

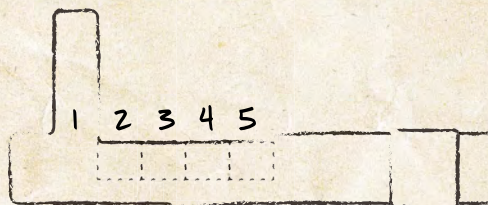


ENCRYPTED
(P10)



Complete all steps in order before
loading the teeth into the key.

1. The key has no symbols on either end.
2.  &  are neighbors with .
3. P10 &  are neighbors.
4.  touches P7.
5. There are two teeth between  & P9.
6. P8 cannot touch the smallest piece.
7. The longest tooth is the first.
8. Everything left of  is discarded.





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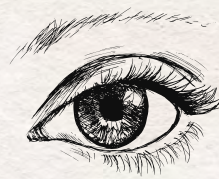
P14 COVER UP - Front



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NEW NORMAL

P15



Monday: We found a few dead in the tunnels. Turns out There was a hole dug under the gate. Cap'n had us fill the hole in with concrete from storage.

Tuesday: I was sketching in this journal during morning assembly. Squad 2 Leader said that wasn't the skill I was "hired" for. Now, I only sketch during breaks.



Wednesday: We saw their army march by again. What do they want? It's above my "pay grade". I think they're organized similarly to us. If that's the case, those army guys probably don't know much either. Rows of 5 people for, I don't know, 100 rows. That's a big army. Oh, I better put this book away. He's staring at me again.





FREQUENCY

P16

We change the frequency often to lower the chance
of others overhearing our communications.
Find the clue and find the frequency.



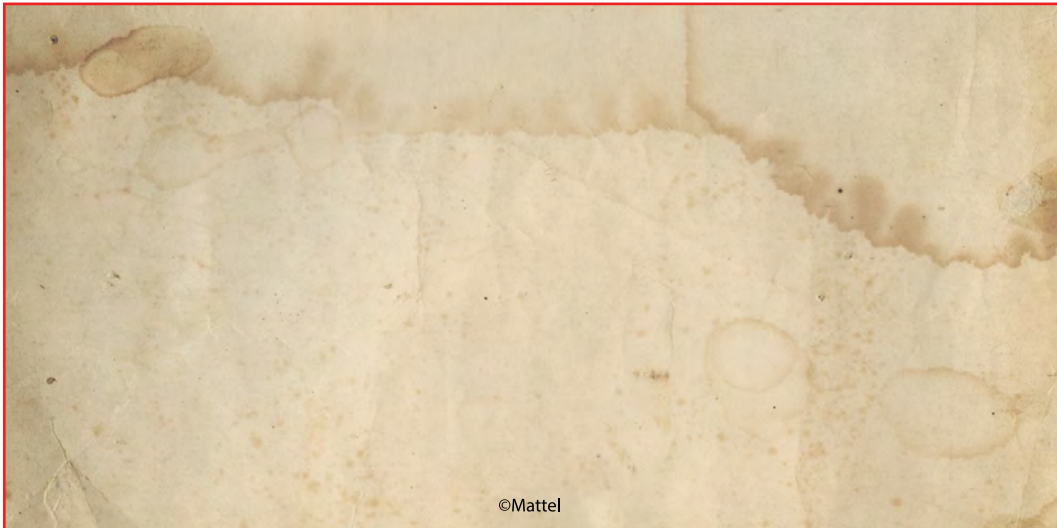


*ABOUT THE
MAIN DOOR...*

*THE BIG, RED DIAL
IS TRICKY.*

*FIND THE SERIAL
NUMBER THAT HOLDS
THE KEY.*

276 turn	PN line	94 pull	N0 right	BN7 circle
L or	H3 each	22 next	J up	CC first
RF down	44! lift	P3 except	93G number	GQ left
7 before	VJ one	LZ after	D fold	H4 then
8K if	6 and	3C letter	R1 third	739 to



SUBMERSION SEQUENCE

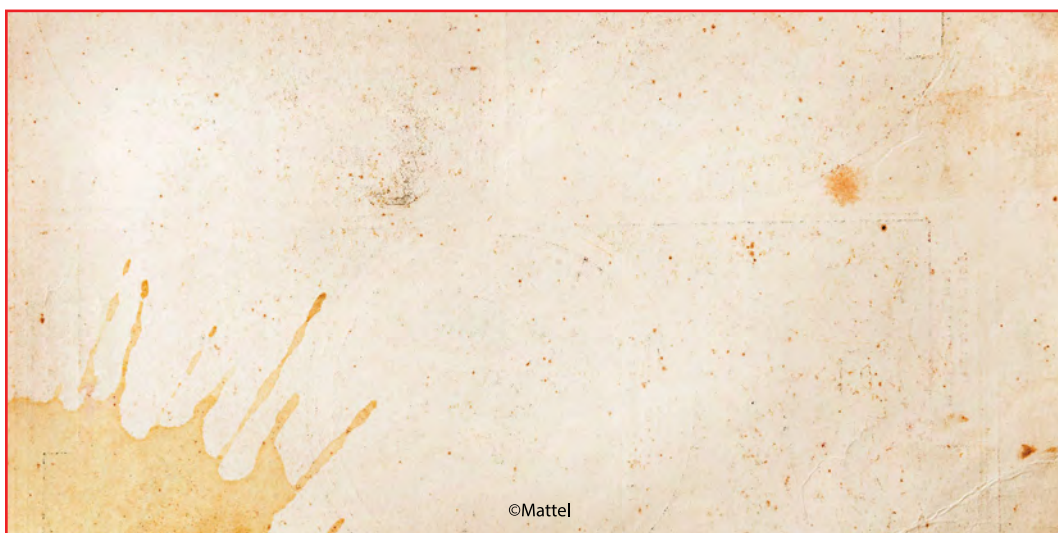
Clean water is necessary for the survival of our people. Help test the purity of these samples from specific dates, so we know they are safe.

P4

Scientific Method:

1. Fill graduated cylinder with water. *YOU NEED TO FIND THE STARTING LEVEL*
2. Submerge the Yellow Rod into the water a number of units as specified in the Submersion Sequence. Make sure the rod units are completely below the water's surface level.
3. Cross check the water surface level against the color bar.
4. Repeat steps 2 and 3 for each digit in the sequence. *ARE THOSE LETTERS?*

Submersion Sequence: 4 2 5 1 7

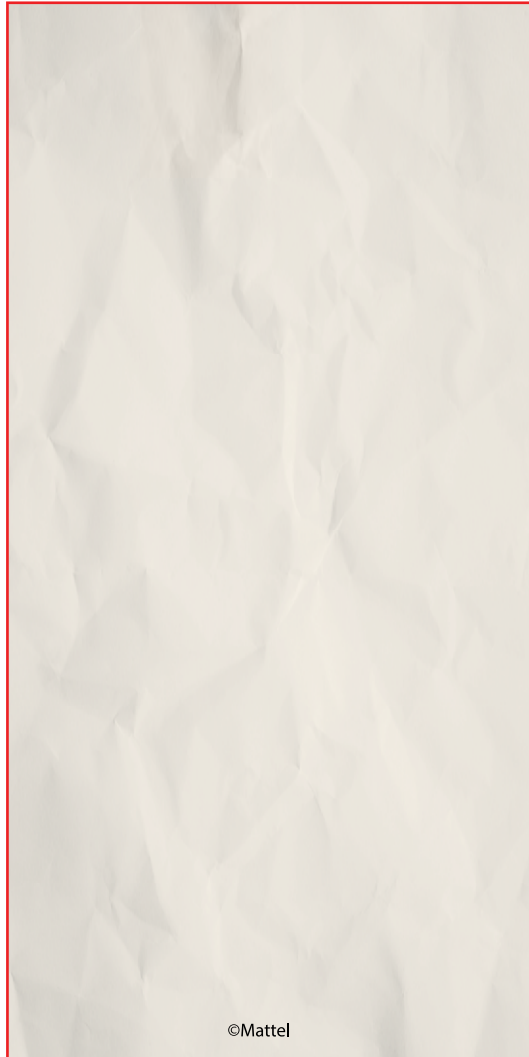


SUBMERSION
SEQUENCE 2

P12

WHAT HAPPENS WHEN YOU
REPEAT THE SUBMERSION
SEQUENCE, BUT WITH A
DIFFERENT DATE?

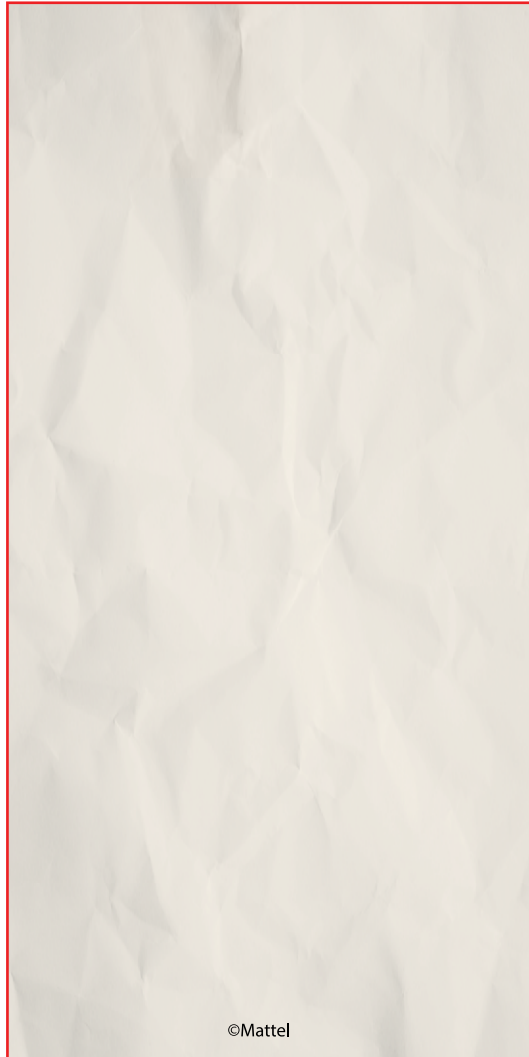
SAME SEQUENCE AS BEFORE



FEEL YOUR
WAY OUT

P13

# 2	TF12
∅ ↗	AP10
# ∞	TA23
⊖ ≡	TA20
∞ 4	TE10
4 ∞	R104
≡ ∅	AP03
⊖ ✕	R101



WE ARE LEAVING THIS LIFELINE IN CASE SOME POOR SOULS FELL INTO THE COLLECTIVE'S TRAP AND NEEDED A WAY OUT. WE TOOK THEIR RIDICULOUS TESTS AND LIVED IN THEIR MANIPULATIVE, EXPLOITATIVE AND DELUSIONAL COMMUNITY. THEN, WE FOUND THERE WAS A DIFFERENT WAY. A BETTER COMMUNITY. HERE IS A MAP TO THE UNDERGROUND TUNNELS AND INSTRUCTIONS FOR FINDING THE KEY TO GET OUT. YOU BETTER HURRY. THIS PLACE IS GOING TO FEEL THE FULL FORCE OF OUR POWER, IF IT HASN'T HAPPENED ALREADY. GOOD LUCK TO YOU. IF YOU SURVIVE, FIND GEORGIE.

STEP ONE - FIND THE ANSWERS

P12 _____

P13 _____

P14 _____

P15 _____

P16 _____

CHECK THE TUNNEL MAP

THIS PATH LEADS TO YOUR ESCAPE
BUT THE WAY OUT IS LOCKED

YOU STILL NEED THE KEY



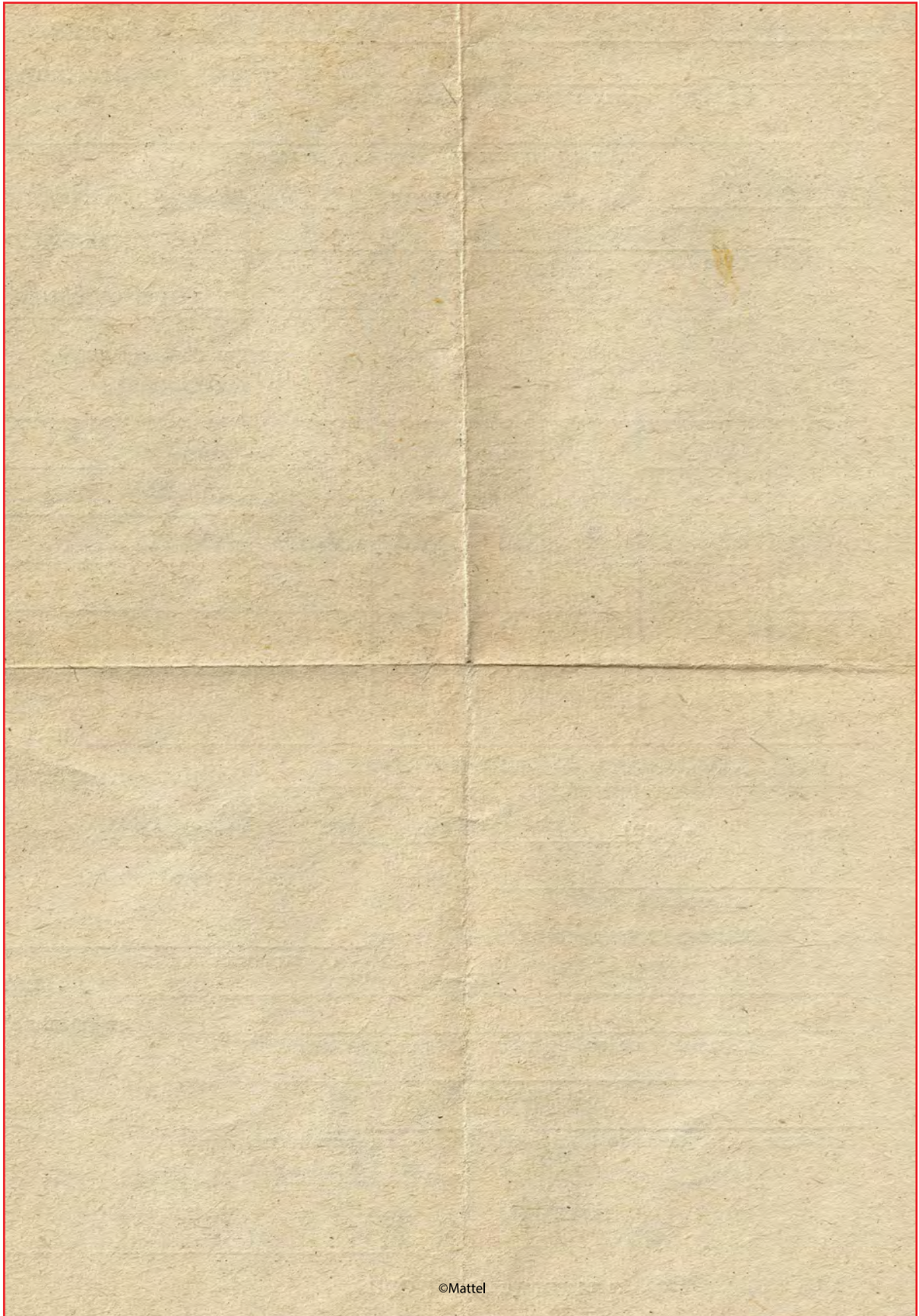
STEP TWO - WHAT DOES THE TUNNEL MAP SHOW?

SURFACE ACCESS POINTS
PERIMETER WALL WEST ADD AP01
WEST TOWER..... SUBTRACT AP02
BARRACKS..... MULTIPLY AP03
DRAINAGE..... DIVIDE AP04
OPERATIONS..... VECTOR AP05
29TH STREET..... LOCATION AP06
AID STATION..... TARGET AP07
6TH AVENUE..... COORDINATE AP08
FIELD..... POSITION AP09
PERIMETER WALL EAST YELLOW AP10
TESTING CHAMBER..... BLUE AP11
PERIMETER WALL SOUTH..... RED AP12

INFORMATION
FIRST..... FUSE BOX
SECOND..... WATER TANK
THIRD..... CONTROL VALVE
FOURTH..... AIR COMPRESSOR
+..... FAN
-..... EXHAUST VENT
+..... FIRE EXTINGUISHER
PUT..... KEY CONTROL BOX
FOLD..... LOCKED GATE
TURN..... MEDICAL STORAGE
LIFT..... LABORATORY
CHECK..... CHEMICAL STORAGE
SECONDS..... WORKSHOP
MINUTES..... ARMORY
HOURS..... AMMO SUPPLY
BELOW..... EMER. FOOD SUPPLY
OVER..... EMER. WATER SUPPLY
IN..... EMER. SEED SUPPLY

STEP THREE - DECIPHER MY MESSAGE TO FIND YOUR INSTRUCTIONS

"LIFT MAIN DOOR, _____ AND TRY AGAIN."



Answer sheet

IMPORTANT

TO WHOEVER FINDS THIS:

MY TIME IS UP AND THEY'RE ON THEIR WAY.

MAYBE MY NOTES WILL GET YOU FURTHER THAN I DID.

*THERE ARE TWO LOCKS: THE BIG, RED ONE ON THE STEEL DOOR AND A
SMALLER ONE ON AN OLD, SCRATCHED BOX. I LEFT YOU SOME NOTES.*

These don't need to be solved in any order.
Switch puzzles if you get stuck.
Divide and conquer to survive!

MAIN DOOR

It's a strong lock. Brute force won't work.
You need three numbers from these puzzles
for the combination:

_____ HARVEST (P1)

_____ HERD CONTROL (P2)

_____ CIRCUIT BOARD (P3)

OLD BOX

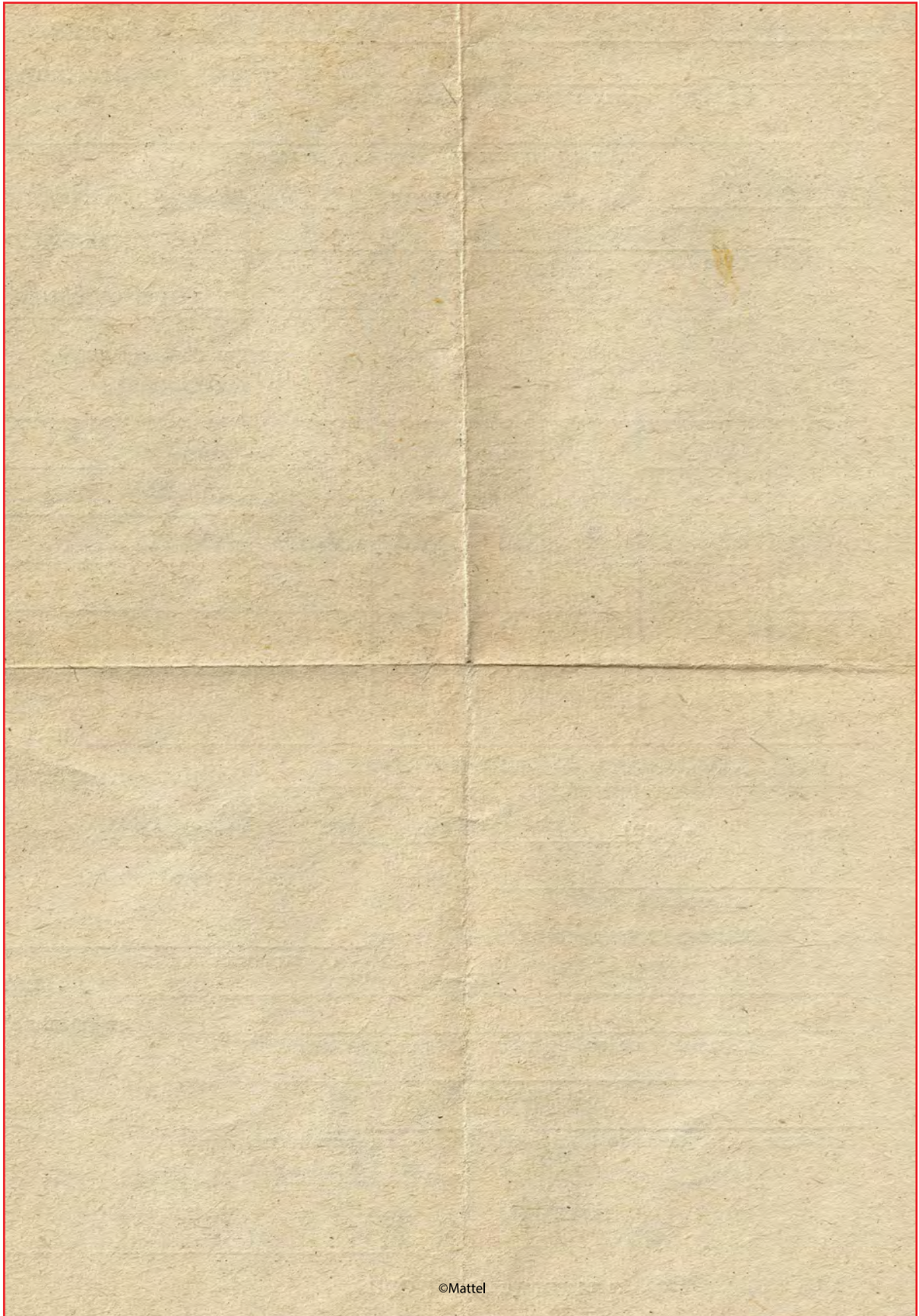
Look around the room for a small box with a bike
lock. You'll need to figure out the three letters
from these puzzles:

_____ SUBMERSION SEQUENCE (P4)

_____ WIND FOR WATER (P5)

_____ SCAVENGER'S HUNT (P6)

*WHAT?
I'M FINDING SYMBOLS, NOT LETTERS.
WHERE ARE THE LETTERS?*



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