

Want to turn your friends into hungry, furry werewolves? I mean...give them an hour to...uhhh... maybe not do that? (Seriously, am I ever going to get a werewolf army?!) FOHOW THESE VERY IMPORTANT

INSTRUCTIONS.

STEP 1: PRINT & CUT THE REPLACEMENT PAPERS

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

PRINTING

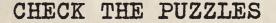
All puzzle papers should be printed in full color at 100% with no scaling. Make sure "fit to page" is OFF. You may need to click "auto rotate and center."

The Two-Sided Printer file is for those with printers capable of printing double-sided. (EscapeRoom-PuzzlePages-DoubleSided.pdf)

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. (EscapeRoom-PuzzlePages-SingleSided-Fronts.pdf) (EscapeRoom-PuzzlePages-SingleSided-Backs.pdf)

CUTTING

Cutting all pages so that they fit neatly into the boxes and envelopes is preferable, however the only one you absolutely must cut down to size is the "J" - FORTUNE TELLER puzzle.



After printing, please double-check the following items:

RULES

 You will need a timer device and extra pencils. Note: looking at your phone, computer, encyclopedia, etc. for anything other than the time is CHEATING.

- The "claws" in P3 (CONNECT THE DOTS) line up with the following squares on P4 (CROSSWORD) so that the letters from the crossword would appear inside the "claws":
 - 0 12
 - o The second square of 7 across/ 2 down
 - o The square under 13
- The "G" holey paper lines up correctly with P2 (WORD SEARCH) so that you see the clue sentence through the holes.

STEP 2: RE-PACK THE ENVELOPES

"For the Leader"



- P4 Puzzle
- P2 Puzzle
- A1 Answer Sheet
- P1 Puzzle
- One Transparency (It doesn't matter which one you choose.)

"Open After 15 minutes"

Spen An



- Hint Booklet
- Note from Doc Gnaw "Have you looked everywhere..."



- Answers Booklet
- Bonus Puzzle

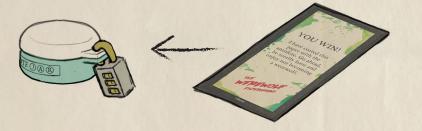
Place the Envelope Sleeve over all three envelopes.



STEP 3: RE-PACK ANTIDOTE JAR, BOXES & PENCIL

ANTIDOTE JAR

Place the "You Win" note back in the jar. Replace the lock and spin the dials so the combination is not shown.



This lock has 3 lines at the top.

Combination: 784

BIOHAZARD BOX



- Paper with holes
- A2 Answer Sheet
- P8 Puzzle
- One transparency
- 2 Dinosaur puzzle pieces
- The Syringe Place the letter beads back in the syringe out of order.
- Freeze Dried Beetle Larvae Wind up the disc as much as you can and then gently place the device back in the envelope without allowing it to unfurl.

Replace the lock and spin the dials so the combination is not shown.

This lock has 2 lines at the top. Combination: 135

BOX WITH CLAW MARKS



- "J" Fortune Teller
- P7 Puzzle
- One transparency
- 2 Dinosaur Pieces

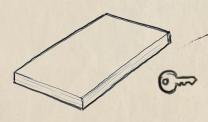
Replace the lock

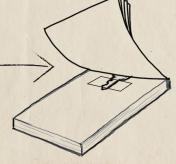
PENCIL & PAD

Place the two small UV notes in the pencil holder and put it back on the pencil.



Open the paper pad to a page near the middle. Place the key towards the top of the page and tape it down. Close the pad and gently bend it in a couple directions to make the key seem less obvious. Discard any used or damaged pages.

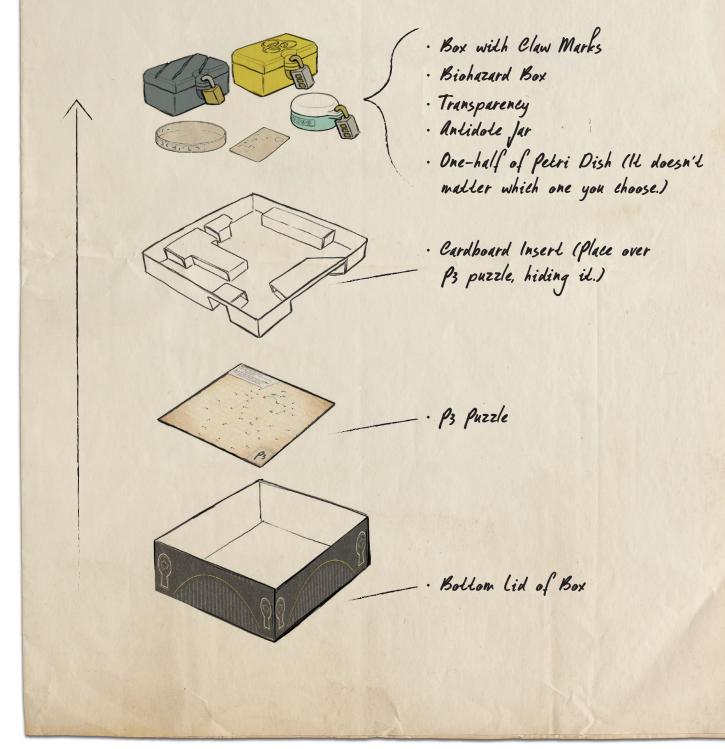


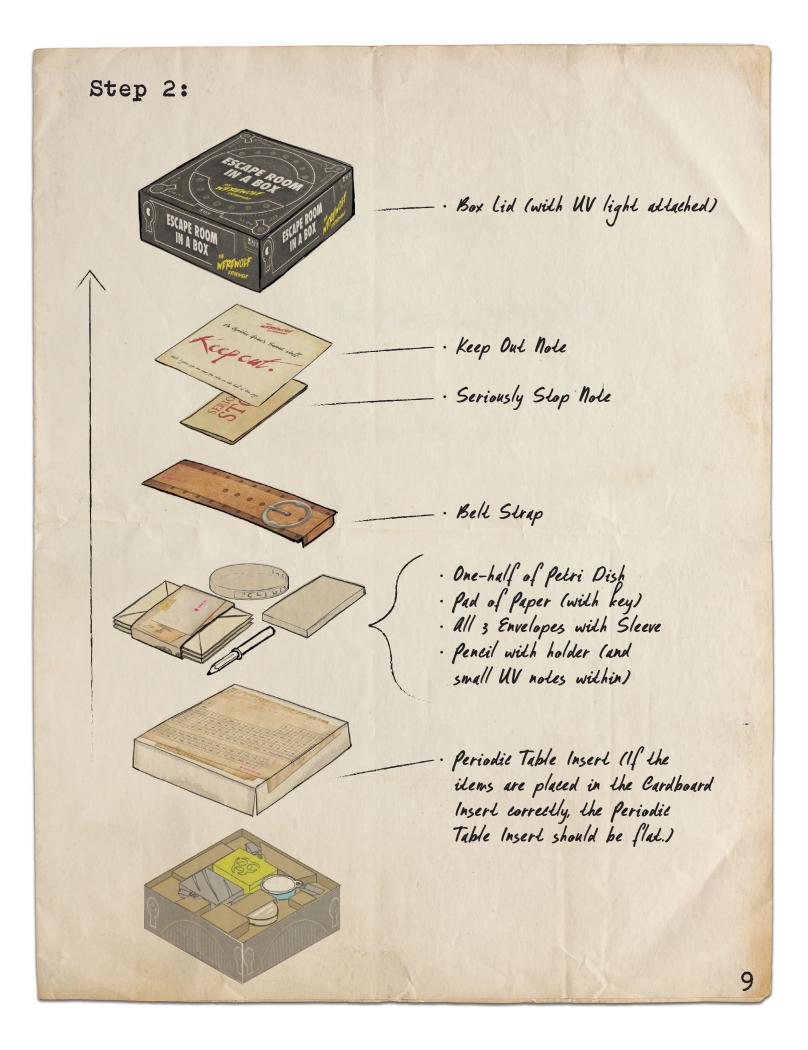


REPACK BOX

Repack items from the bottom to the top.

Step 1:





Replacement Papers

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

THE REWOLF WEREPERIMENT EXPERIMENT Dr. Cynthia Gnaw's Secret stuff. Keep Our. Well... I guess you can read the rules on the back of this page.

"Keep Out" Note - Front

-- RULES

- 1) You will need a timer device and extra pencils. Note: looking at your phone, computer, encyclopedia, etc. for anything other than the time is CHEATING.
- 2) Set your portable brain irradiator (phone) timer for ONE HOUR. You will start the timer after reading the next note.
- 3) Don't eat anything in the game. This should be obvious, but I work with a bunch of animals.
- 4) Brains, not Brawn! You do not need to cut, tear, punch, bite, claw or generally destroy anything to complete your goal.
- 5) If you pick the locks, use brute force or do anything other than solve the puzzles to open the locks, then the antidote won't work. That's automatic werewolf territory and there are not enough razors in the world to keep that body hair at bay.

TIPS FOR SUCCESS

- 1) Elect a leader to oversee everything, fill in the answer sheet (A1, etc.) and make sure all puzzles are being worked on.
- 2) This is a cooperative game, but for the sake of time, divide and conquer! If you get stuck, switch puzzles.
- 3) Look everywhere and use everything. Just because you've used something, it doesn't mean you're done with it.
- 4) There are no intentional red herrings.
- 5) If you're receceaaallllly smart you can win this game in 14 minutes.

©Mattel

"Keep Out" Note - Back

Open this when you are ready to start the game.

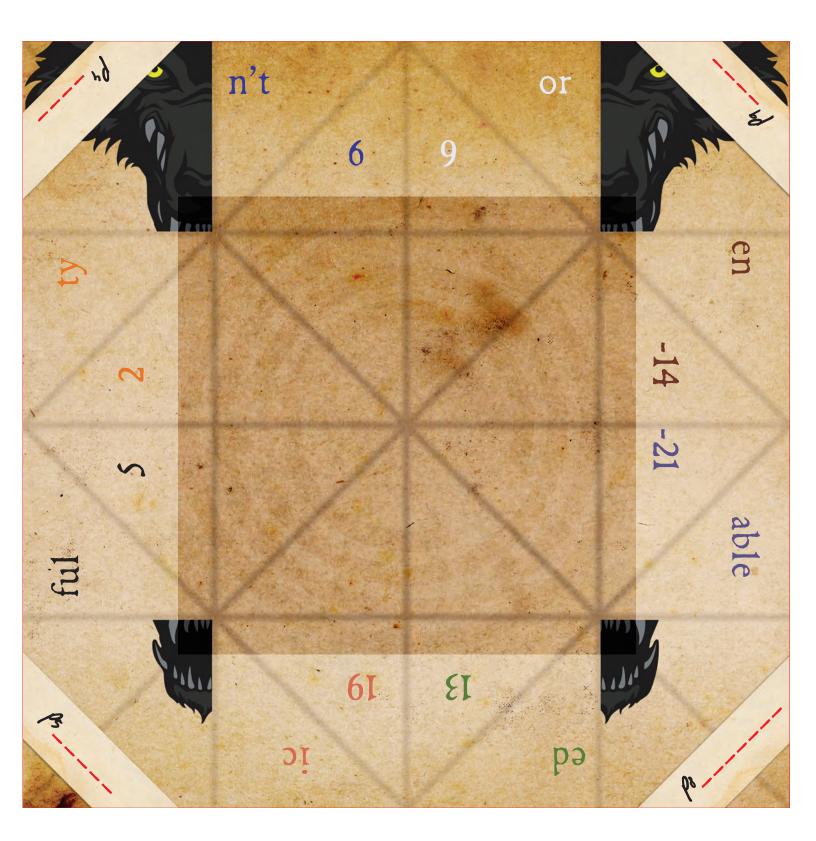
ILODIS SEBIODISTX

SERIOUSLY STOPPING

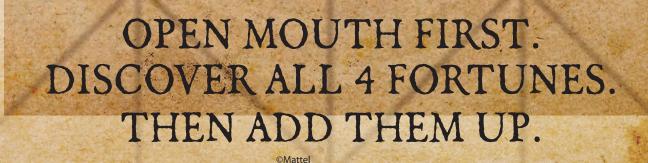
"Seriously Stop" Note - Front

I warned you to keep out. Now you've released a to open the ANTIDOTE JAR or you will turn into a WEREWOLF. So here's the deal: I was trying to make a super human. Instead, I turned myself into a werewolf. Whoopsie! But, I'm crazy smart and made an antidote! All good science experiments must be reproducible, but experimentation on humans is kind of a no-no. Hence this fandora's Box - which you opened! How's that for reverse psychology? Now, you have to repeat my experiment. I've given you everything you need to open the ANTIDOTE JAR, but I haven't made it easy. Good Luck! Just kidding. I want a werewolf army. ART YOUR TIMER NOW! ©Mattel

"Seriously Stop" Note - Back



Fortune Teller - Front



Fortune Teller - Back

HYPOTHESIS

If we splice together the most awesome attributes of a wolf's DNA with the

human genome, then we will *P*_____ Mother Nature's handbook to creating a SUPER HUMAN SPECIES!

MATERIALS

Lots of P2_____

PROCEDURE

1. Extract specimen from wolf.

2. Knock wolf out.

3. Extract specimen from wolf.

4. P3 _____ cage, so she's comfy-cozy when she wakes up.

5. Centrifuge away! Isolate DNA sequences that code for awesomeness.

6. Extract DNA from human subject (self). Everyone says not to

experiment on yourself, but, what's the worst that could happen?

7. Splicety-splice wolf specimen with human DNA.

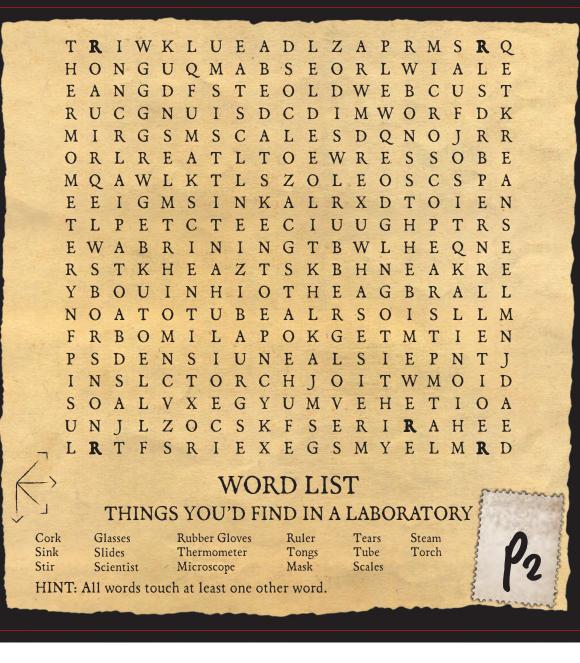
8. Vaporize new SUPER HUMAN formula, for easy snorting.

9. TEST ON SELF. If it goes well, test on family. (What? Everyone A_____.)

A1 Answer Sheet - Front



A1 Answer Sheet - Back



P2 Puzzle - Front



P2 Puzzle - Back

ACROSS

- 3. The outer edge
- 7. Feline nemesis
- 8. Lab containers
- 11. The boxes in your escape room package are _____

13 14

- 13. Not new
- 16. Saw's partner on the playground
- 17. Neruda, Frost, and Cummings
- 19. Wolf like
- 20. What's left behind after injuries.

DOWN

18

17

- 1. Wolf nail
- 2. Conditionally releases from prison

12)

- 3. Wolf kiss
- 4. Not out
- 5. A name I call myself.
- 6. Rip

10

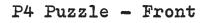
16

20

11

15

- 9. Heart, Diamond, Club ...
- 10. Beware this in March
- 12. Several female deer
- 13. Not down
- 14. Spanish yes
- 15. Typist's measurement
- 17. Ma's partner
- 18. Either





P4 Puzzle - Back

FIXING MY MISTAKE Further scientific inquiry Brave HYPOTHESIS 1

If a scientist were stupid enough to ignore the advice of every horror and sci-fi movie ever and experiment on herself, then she would need to create an antidote.

HYPOTHESIS 2

If I want to eradicate the BIG BAD WOLF aspects from the poor little human DNA then I need to create an antidote based on specimens from even more creatures.

PROCEDURE

- 1. Steal specimens from neighboring labs: Lion, *Ps_____*, Unicorn, Aliens.
- 2. Extract attributes from specimens that will defeat the werewolf aspect: A mighty
- *P*7 ______, serious aggression, a bit of magic, superior technologic know-how.
 3. Extract DNA from werewolf subject (self). I know, I know, but I am literally the only possible subject this time.
- 4. Splice-O-Rama: Creature specimens and my ruined DNA.
- 5. Infuse paper with antidote for repeat usage.
- 6. Rub the page and let that sweet, sweet antidote permeate my paws
- before the full moon.
- 7. See if this antidote is worth its A_____

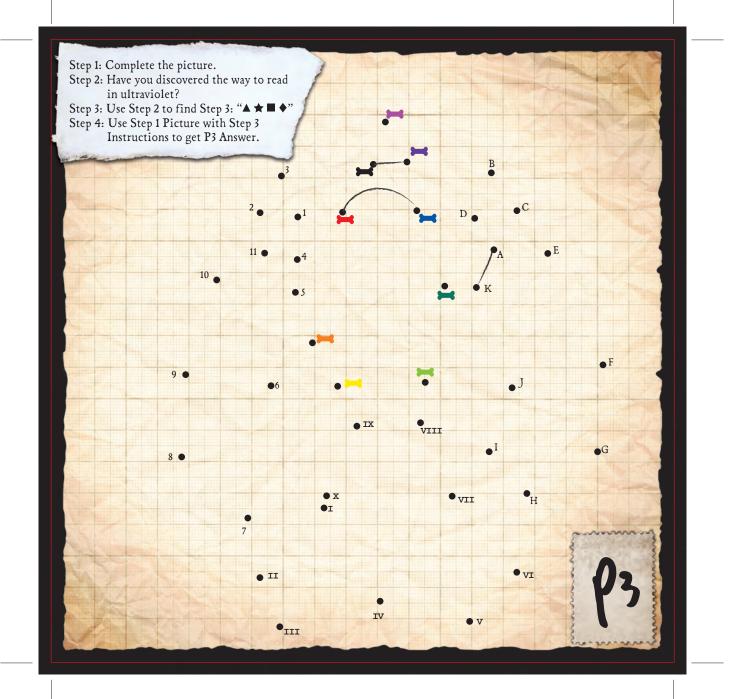
RESULTS

DEATH. Just Kidding! It works. IF YOU CAN FIND IT IN TIME....

A2 Answer Sheet - Front



A2 Answer Sheet - Back



P3 Puzzle - Front



P3 Puzzle - Back



P7 Puzzle - Front



P7 Puzzle - Back

WANNA PLAY AGAIN? become a part of my antidote. Fine, rub the paper and don't YOU WIN! I have coated this Re-print puzzles at escaperoominabox.com paper with the super awesome werewolf army. ©Mattel

"You Win" Note - Front

Are there any puzzles no one is working on right now? A note from Dr. Cynthia Gnaw everything you can? Have you looked everywhere? Have you opened

Note From Doc Gnaw - Front



"You Win" Note - Back



Note From Doc Gnaw - Back

Sesame antro Mic coun____ U.S. fa___ity House sten O Marte os__late Arms Season va___late Answer:____ Answer:___ NEXT: Plug your answers into this: ρ_1 Answer + (ρ_1 Answer - 1 Letter + ρ_1 : 5 Answer) = Your Instructions

P1 Puzzle - Front



Bonus Puzzle - Front



Bonus Puzzle - Back

38 24 24 20 20 20 20 õ

P8 Puzzle - Front



P8 Puzzle - Back