RE-PACK INSTRUCTIONS
ESCAPE ROOM IN A BOX: TIME DRIFTERS
ISABEL'S STORY

REPRINT THE PUZZLES AND REPACK THE GAME! FOLLOW THESE VERY IMPORTANT INSTRUCTIONS CAREFULLY.

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."

This file contains front and back images for all puzzles. Every printer is different. If you plan on printing the files double-sided, it may help to do a test print with the first couple pages. Please check your printer's manufacturer's instructions to determine how to do double-sided printing.

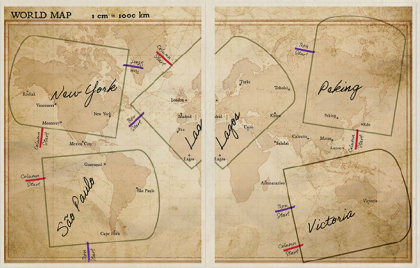
CUTTING

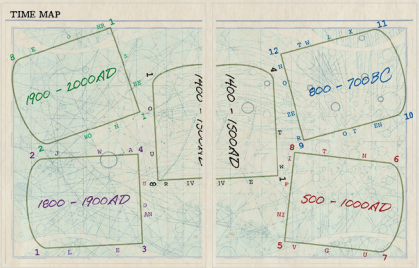
Cut all of the puzzles on the cut line to make sure they are the correct size.

PRINTING THE MAPS

Note: By following these steps, you will end up with two single-sided maps instead of one double-sided map. Game play will not be affected.

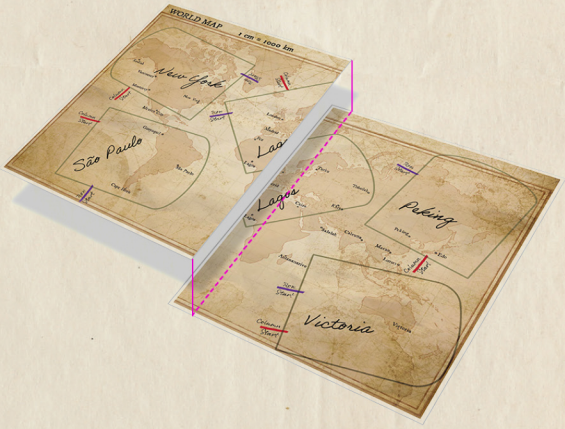
Step 1 - Print all four map pages (the backs will be blank).



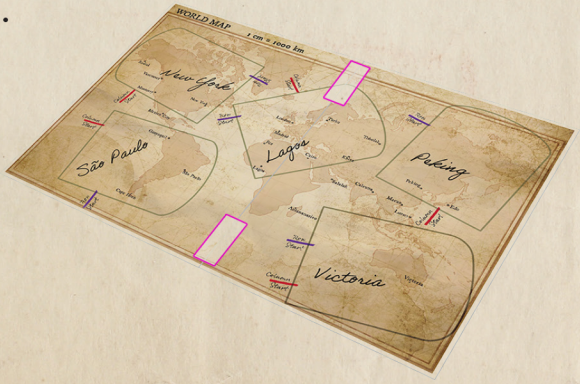


Step 2 - Cut the white strip off of the inside edge of the top map page. It's okay if you cut into the image a little.

Step 3 - Lay the top map page on top of the bottom one and align it as perfectly as you can.



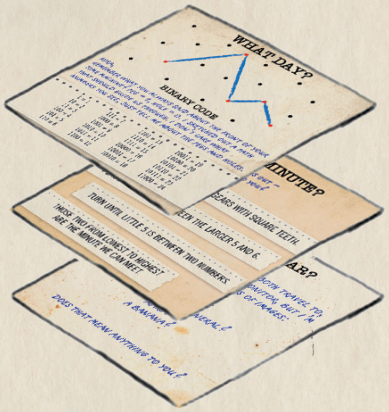
Step 4 - Tape the two pages together. It can help to tape the back side of the map, too.



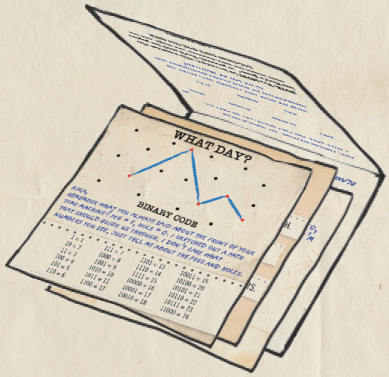
Step 5 - Repeat steps 2-4 with the second map.

STEP 2: RE-PACK TIME MACHINE AND CONSOLE

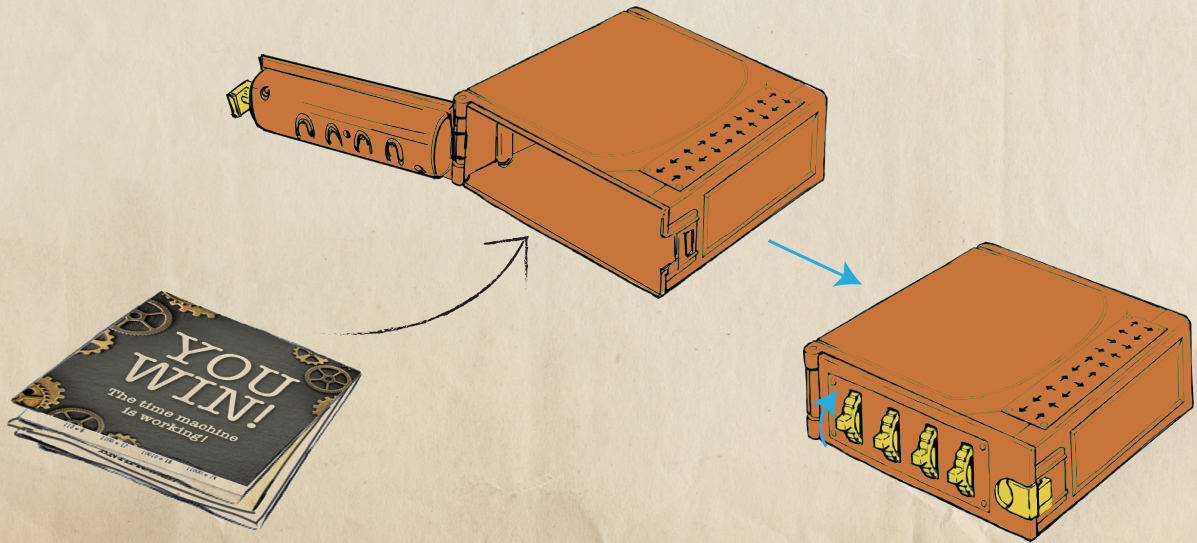
Gather these three papers and wrap the YOU WIN! answer sheet around them:



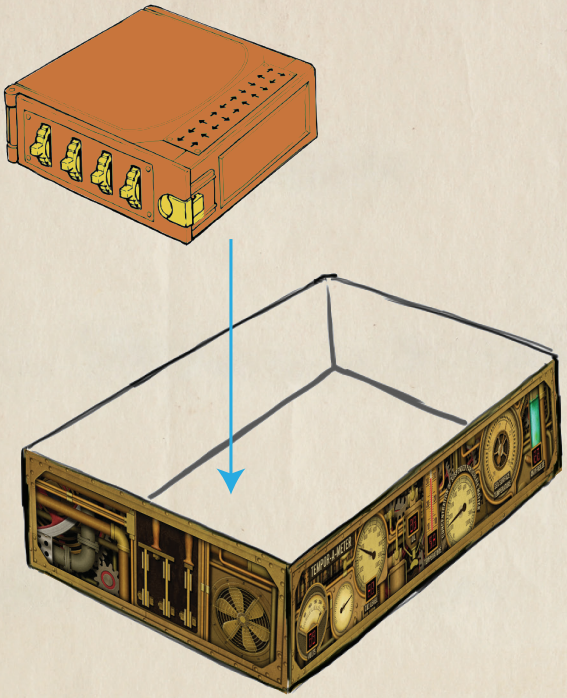
- WHAT DAY? paper
- WHAT MINUTE? paper
- WHAT YEAR? Paper



Place folded packet into the time machine box, close the lid, hold the yellow sliding piece closed, and push all levers UP to lock it.



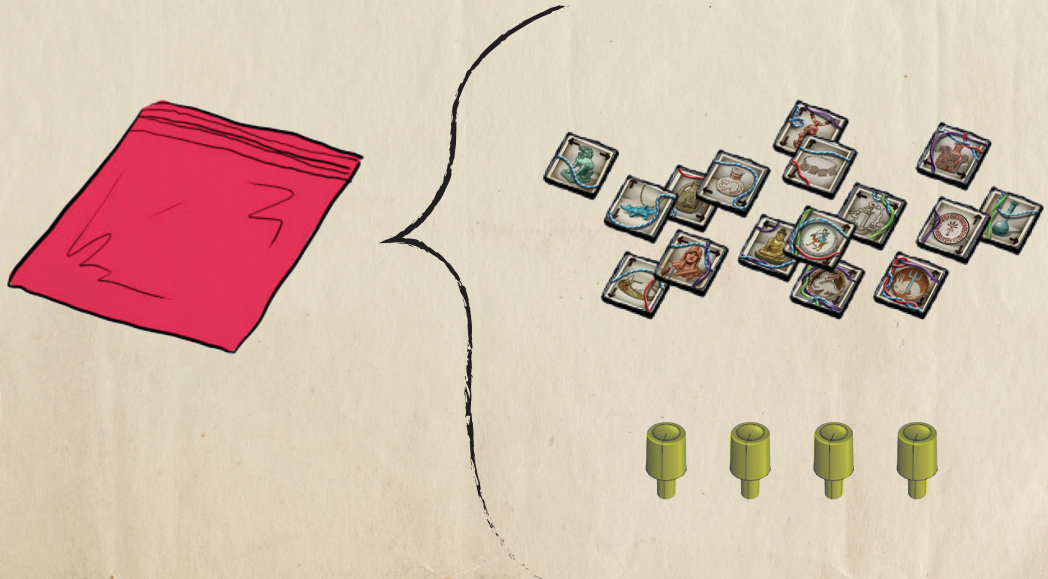
Set the time machine into the game box.



STEP 3: RED BAG

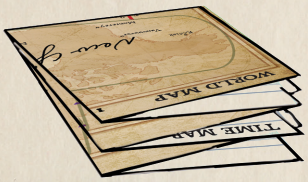
Put the four pegs and 16 tiles into the red bag.

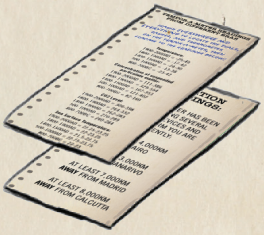
Place the bag in the game box.

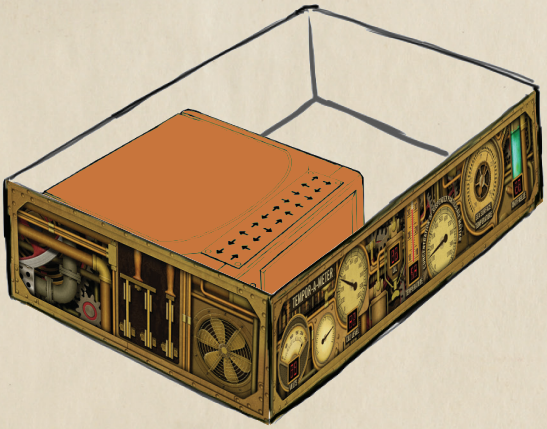


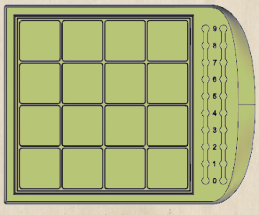
STEP 4: RE-PACK THE REMAINING PUZZLES

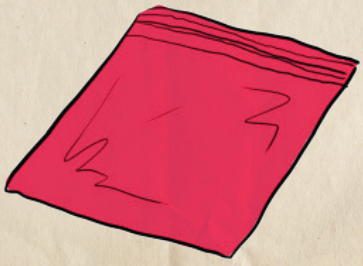
Place the remaining items into the game box in this order, bottom to top.





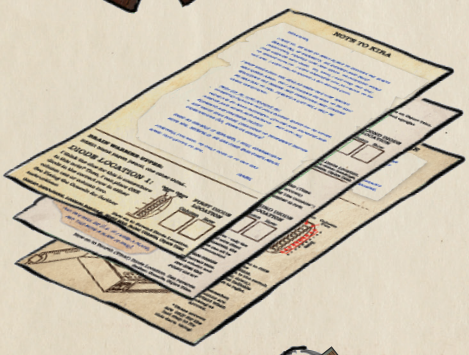


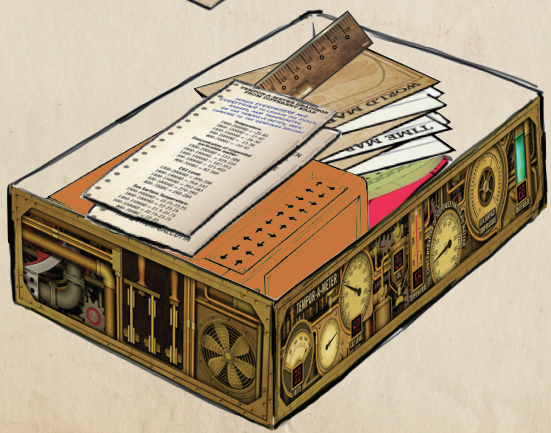




ESCAPE ROOM IN A BOX
TIME DRIFTERS
ISABEL'S STORY
MADE IN CHINA

STOP!
DON'T LIFT THIS PANEL
UNTIL YOU ARE READY
TO START THE GAME.

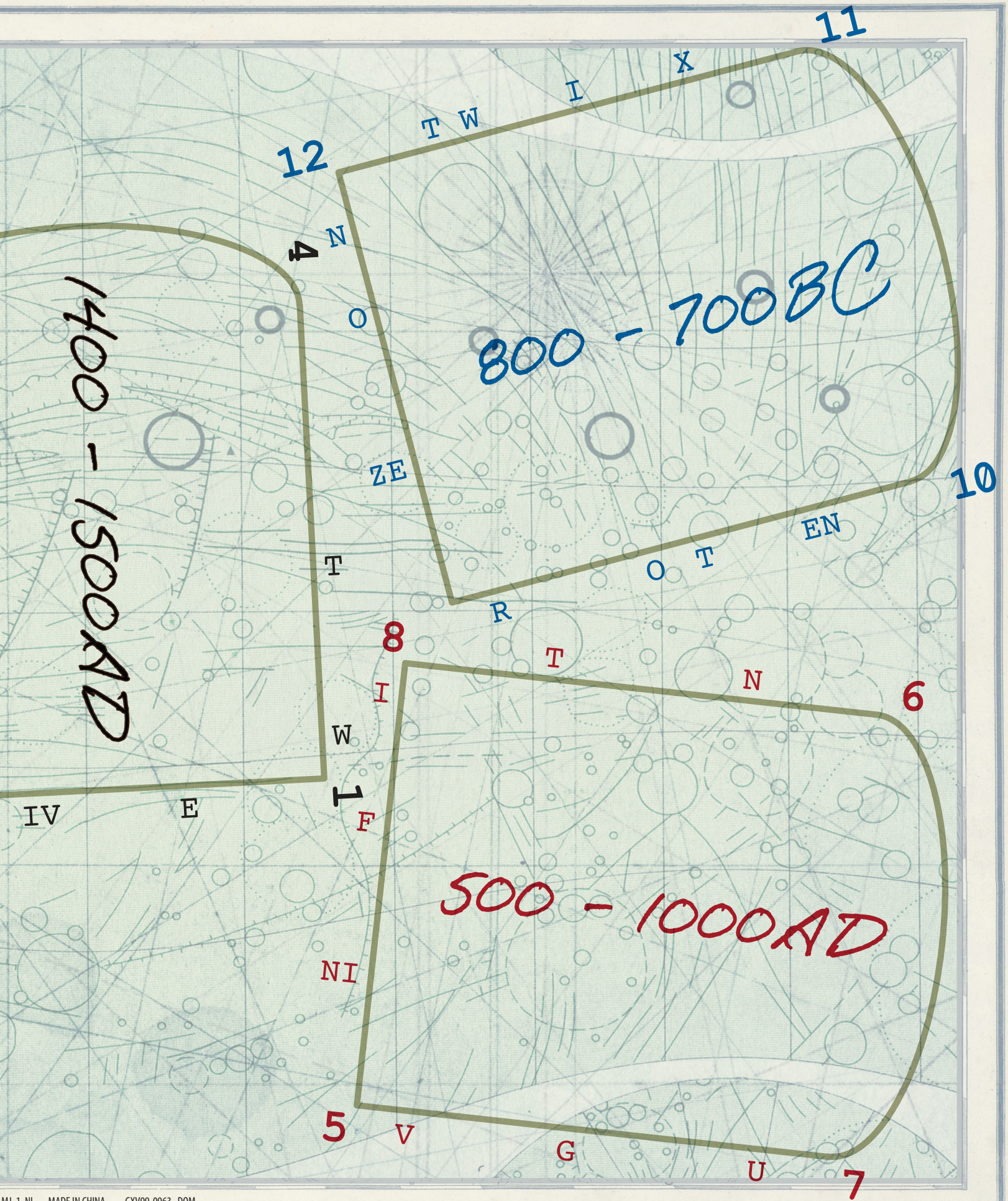




Replacement Papers

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

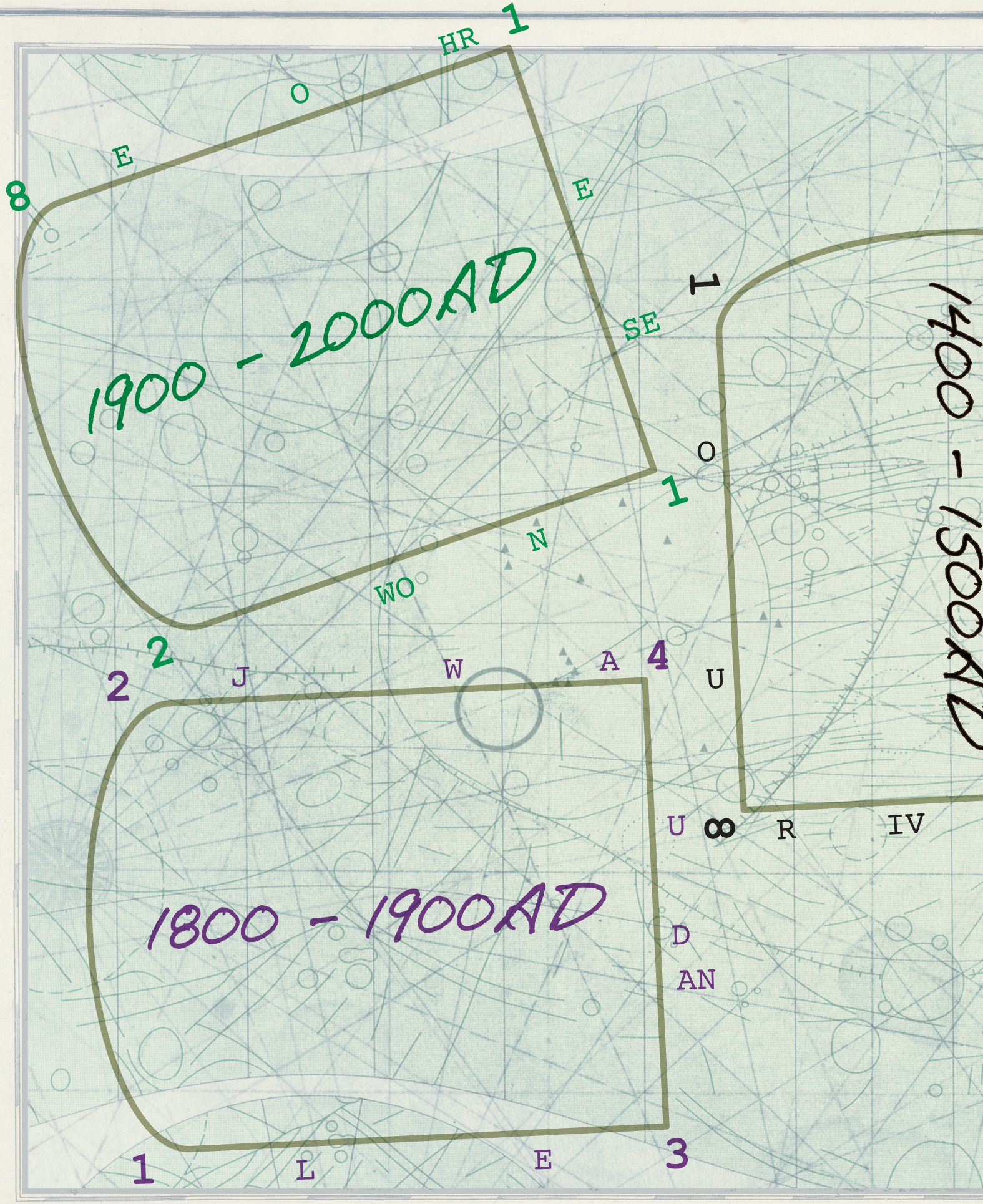
WORLD MAP
1 cm = 1000 km
New York
Kodiak
Vancouver
New York
Monterey
Mexico City
Column Start
Row Start
Column Start
Row Start
London
Madrid
Fez
Lagos
São Paulo
Guayaquil
São Paulo
Cape Horn
Column Start
Row Start
N
W
S



MJ, 1, NL MADE IN CHINA. GXV99-0963_DOM

Row
Start
Peking
Turku
Tobolsk
Khiva
Peking
Edo
Madrid
Cairo
Lagos
Calcutta
Macao
Salalah
Luzon
Column
Start
Lagos
Antananarivo
Victoria
N
E
S
Row
Start
Victoria
Column
Start

TIME MAP



©2021 Mattel. 1186 MJ, 1, NL MADE IN CHINA.

THE STORY

Kira and Isabel are time traveling adventurers. From Dinosaurs to the Digital Age, they have seen it all in their custom-built Time Machine!

But one day the unthinkable occurred; they careened into a rip in the space-time continuum and their vehicle was split in two. Kira and Isabel were jettisoned off to different places in space and time!

Now you, the players, will collectively take on the role of Isabel. Sift through the wreckage of the machine and figure out how to restore it to working order.

THE RULES

1. Your machine was badly damaged in the crash and doesn't have much electricity left. You'll need to get it in working order and reach out to Kira within the next 75 minutes or you will be stuck in your current time and never see her again. Start your timer when you lift the STOP panel.

2. The time machine was precisely built and perfectly calibrated. You won't need to force anything. Things will open when they are meant to open.

TIPS

1. You are collectively sharing Isabel's brain here, so work together.

2. It's best to solve everything in order.

3. You'll need a pen or pencil and some scratch paper.

4. If you get stuck, check for hints on **escaperoominabox.com**.

INTRO BACK

NOTE TO KIRA

DEAR KIRA,

I MISS YO. WE HAD SO MANY PLANS TO DICOVER THE SCRETS BEHIND ALL OF HUMANITY. WE DEAMED AND BUILT INVNTIONS, TRAVELE TIME AND SPACE. WE ACHIEVED GOALS AND CREATED NEW ONES. UT, NOW, I HVE ONLY ONE OAL: TO REUNIE WITH YU. I HOPE OMEWHERE YOU AR TRYING TO DO THE SME. I HOPE YOU AE HAVING A BIT BETTER LUCK.

I HAVE NEVER FELT SUH FEAR AS WHEN OUR TIME MACINE WAS RIPPED APART. OW I AM FCUSING ON WHA TO DO NXT: REUILDING THE MCHINE AND ONNECTING AND FINDING MY WAY BAC TO YOU. PERHAPS A LIST WILL HELP ME CHECK EVERYTHING:

MUST FIX MY TIME MACHINE BY:

- CORRECTLY PLACING THE FOUR DIODES BASED ON MY NOTES. THERE ARE SO MANY DIFFERENT LETTERS AND NUMBERS AND ARROWS AND WIRES AND OBJECTS... BUT NOT ALL ELEMENTS ARE FOR EVERY PUZZLE.
- USE THOSE FOUR DIODE LOCATIONS TO DETERMINE SWITCH ORIENTATIONS (UP, DOWN OR CENTER)

ONCE MY CONSOLE IS REPAIRED, I WILL COMMUNICATE WITH YOU. HOPEFULLY WE CAN FIND EACH OTHER AGAIN.

FAREWELL FOR NOW. MY ONLY WISH IS TO ONE DAY HAND THIS LETTER TO YOU.

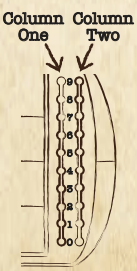
ISABEL

BRAIN WARMER-UPPER:

NEED: blank paper, pencil, one other thing...

DIODE LOCATION 1:

I think the clue for this is somewhere in this note? Then, I can place ONE diode in the correct row in either column one or column two.
See Fixing the Console for further instructions.



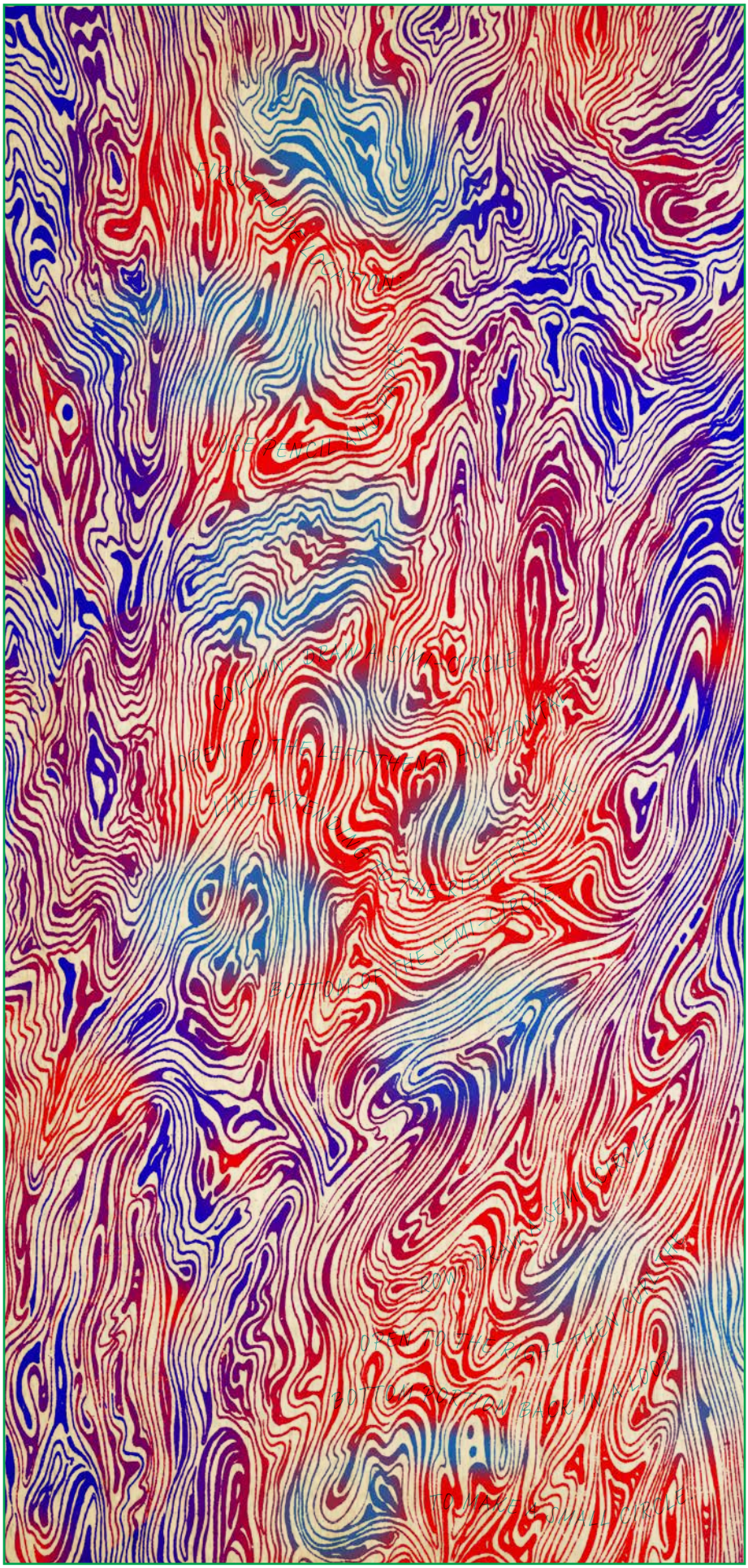
FIRST DIODE LOCATION

Column Row

Now on to Second Diode Location.

Gather: Instructions, Location Readings, World Map, Ruler, Console, Object Tiles.

LETTER FRONT



LETTER BACK

DIODE LOCATION 2
WHERE AM I?

NEED: Location readings, World Map, Ruler, Console, Wires on Object Tiles.

*Remember – objects on tiles should always be oriented upright (see "Fixing The Console")

WIRES CONTROL OUR GEOGRAPHICAL FLIGHT.
SO I MUST:

- CHECK LOCATION READINGS TO DETERMINE CURRENT LOCATION.
- CONNECT ALL WIRES ON TILES, THEN PLACE ON THE CONSOLE.
- DON'T WORRY ABOUT THE ARROWS RIGHT NOW.
- PLACE CONSOLE ON CURRENT LOCATION AND FOLLOW THE WIRES.

SECOND DIODE LOCATION

Column	Row

Now on to Third Diode Location.

Gather: Instructions, Tempor-a-meter, Tempor-a-meter Readings, Time Map, Console, Object Tiles.

DIODE LOCATION 3
WHERE AM I?

NEED: Tempor-a-meter, Tempor-a-meter Readings, Time Map (Time Period, LETTERS), Console, Object Tiles (red wire, objects, arrows)

*Don't forget objects on tiles must stay upright. (see "Fixing The Console")

**The number 1 or 2 always refers to the column. Other number is row.

OBJECT TILES CONTROL OUR
TRAVEL THROUGH TIME.
WILL NEED TO:

- SEARCH EVERYWHERE FOR CURRENT TEMPOR-A-METER GAUGES AND COMPARE TO OTHER ERAS TO LEARN CURRENT TIME.
- RED WIRE WAS TIME. SO, LEAVE TILES WITH RED WIRE ON CONSOLE. REMOVE THE REST.
- TO TRULY COVER TIME, I MUST PLACE ALL OBJECTS ON CONSOLE IN A MEANINGFUL WAY. EACH ROW AND COLUMN SHOULD HAVE ONLY ONE OF EACH.

PLATE STATUE
BOTTLE JEWELRY

ANY ONE WILL DO (I.E. IF I NEED A PLATE, ANY TILE WITH A PLATE IS FINE).

THIRD DIODE LOCATION

Column	Row

*Note – only the red wire stays connected, the rest can all be disconnected.

Place console on current time. What column and row does this POINT me to?

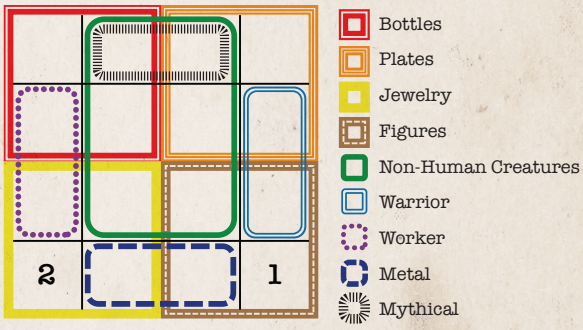
Now on to Fourth (Final) Diode Location. See reverse.

Gather: Console, Object Tiles.

DIODE LOCATION 4
THE FINAL FRONTIER

NEED: Console, Object Tiles

If reordered correctly the numbered objects should tell me my next step:

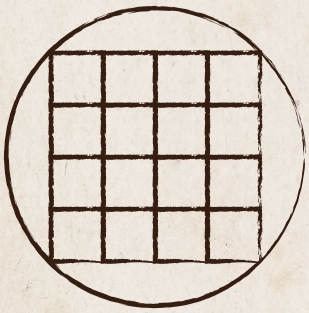


FIND A WORD TO DESCRIBE WHAT IS ON EACH TILE

F_ _ _ _ _ _ _ _ _ _ _ _

TILE 1 TILE 2

Location of the fourth diode?



FOURTH DIODE LOCATION

Column Row

Go to "Fixing the Console"

Follow the instructions and use the 4 Diode Locations to...

Fix the Console!

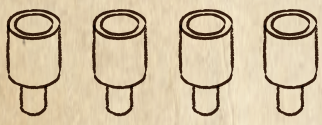
FIXING THE CONSOLE

DIDN'T WANT ANYONE ACTIVATING MY TIME MACHINE BY ACCIDENT, SO MY NOTES ARE A TAD CRYPTIC BUT I REMEMBER THIS:

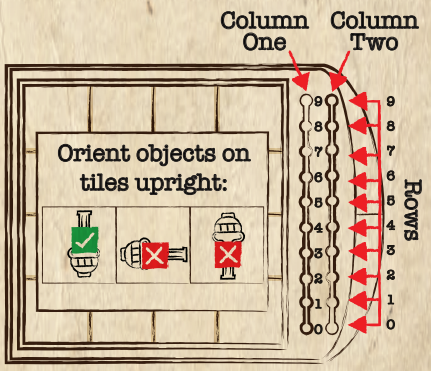
- FOUR CLUES → FOUR DIODE LOCATIONS

THE DIODE LOCATIONS FROM TOP TO BOTTOM WILL DETERMINE SWITCH POSITIONS FROM LEFT TO RIGHT TO ACTIVATE MACHINE.

- Figure out column and row for each diode.
- Any 1 or 2 ALWAYS refers to the column.

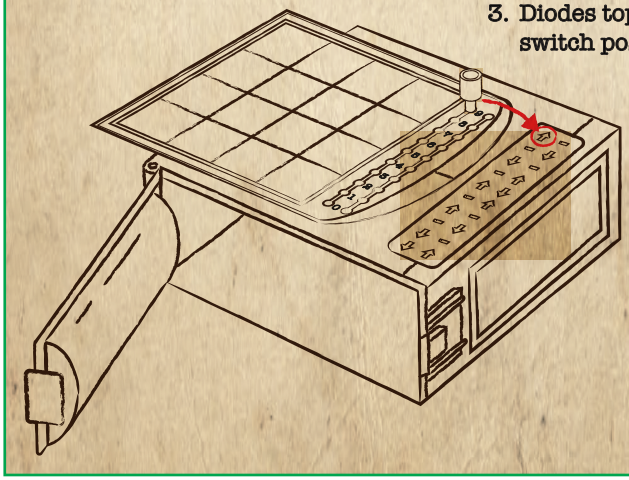


Place diodes on console.



Then, console goes on time machine.

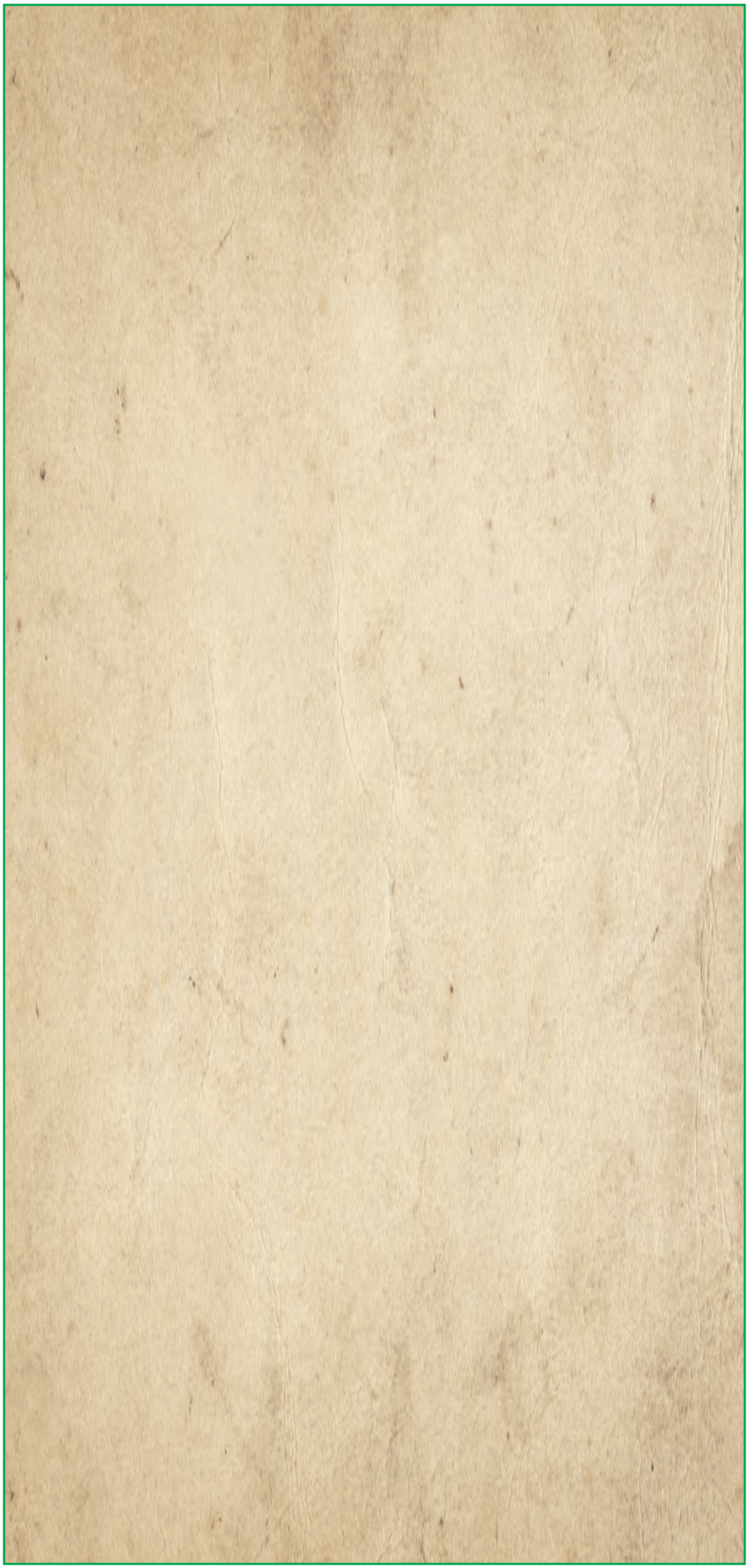
1. Each diode matches to ONE arrow or dash in the corresponding position.
2. That arrow or dash is the switch position (up, center, down).
3. Diodes top to bottom indicate switch positions left to right.



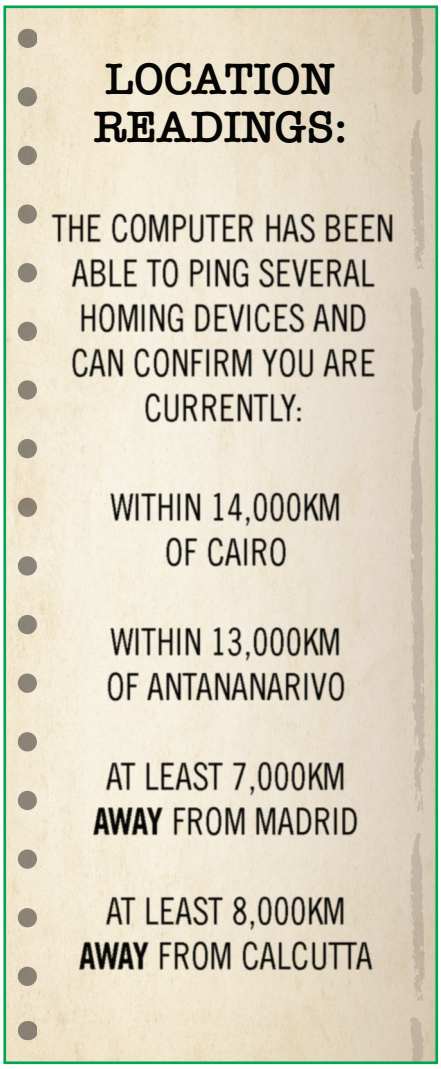
Remember, columns are important when looking at arrows.

*These arrows are only for the last step to fix this darn thing.

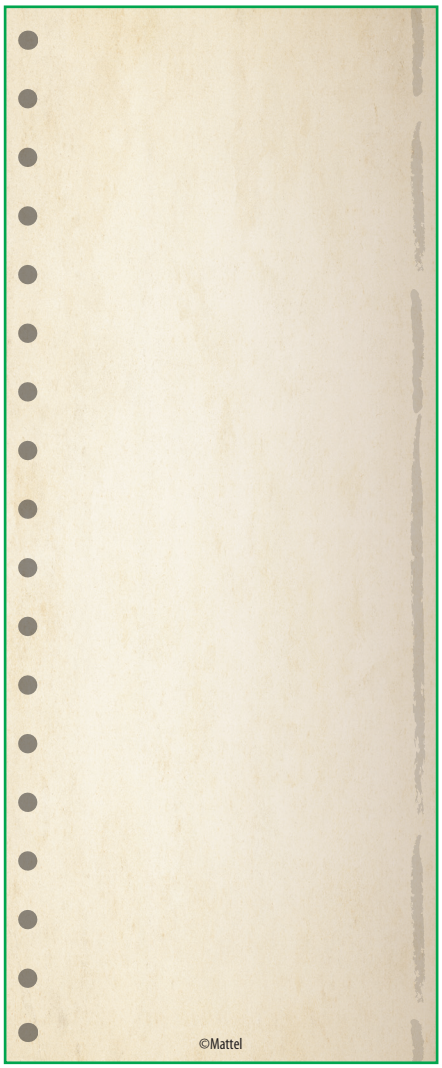
FIXING FRONT



FIXING BACK



LOCATION READINGS FRONT



LOCATION READINGS BACK

TEMPOR-A-METER READINGS FROM DIFFERENT ERAS

SEARCH EVERYWHERE AND EVERYTHING TO LOCATE THE DIALS, GAUGES, AND THERMOMETER ON THE TEMPOR-A-METER, THEN COMPARE TO THE READINGS BELOW:

Temperature:

1900-2000AD = -25-45
1800-1900AD = -17-42
1400-1500AD = -24-30
500-1000AD = -13-38
800-700BC = -23-42

Concentration of suspended particulate matter:

1900-2000AD = 111-386
1800-1900AD = 329-554
1400-1500AD = 107-353
500-1000AD = 121-402
800-700BC = 82-160

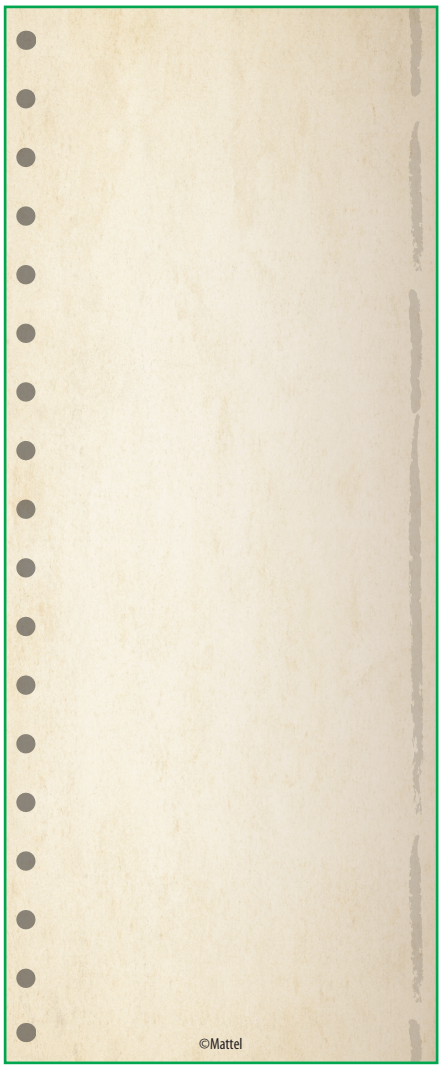
CO2 Level:

1900-2000AD = 306-398
1800-1900AD = 264-332
1400-1500AD = 262-283
500-1000AD = 270-289
800-700BC = 260-284

Sea Surface Temperature:

1900-2000AD = 22.25-23.25
1800-1900AD = 22-23.25
1400-1500AD = 21.5-22.75
500-1000AD = 22.75-23.75
800-700BC = 22-23

TEMPORA READINGS FRONT



TEMPORA READINGS BACK

YOU WIN FRONT

KIRA! I FIXED MY HALF OF THE TIME MACHINE! NOW, YOU AND I MUST COMMUNICATE THROUGH SOME TECHNOLOGY THAT WILL ALLOW US TO SEE AND SPEAK WITH EACH OTHER, EVEN THOUGH WE ARE APART. THOUGH, OF COURSE, WE **CANNOT** SHOW EACH OTHER THE PAPER PUZZLES OR WE'LL INTERFERE WITH THE SPACE-TIME CONTINUUM. THE MACHINE AND ITS PARTS SHOULD BE SAFE TO SHARE.

MY SUSPICION IS THAT WITH BOTH OF OUR TIME MACHINES ONLY AT HALF CAPACITY THERE IS ONLY ONE PLACE IN ALL OF SPACE AND TIME TO WHICH WE CAN BOTH TRAVEL. WE'LL NEED INFORMATION FROM **BOTH** MACHINES IN ORDER TO FILL IN EVERY BLANK BELOW.

BUT, ENOUGH WRITING. WE SHOULD SPEAK.
I WILL CALL YOU POST HASTE. LET US MEET AT:

_____	_____	_____	_____ AM
CITY	SECOND	MINUTE	HOUR

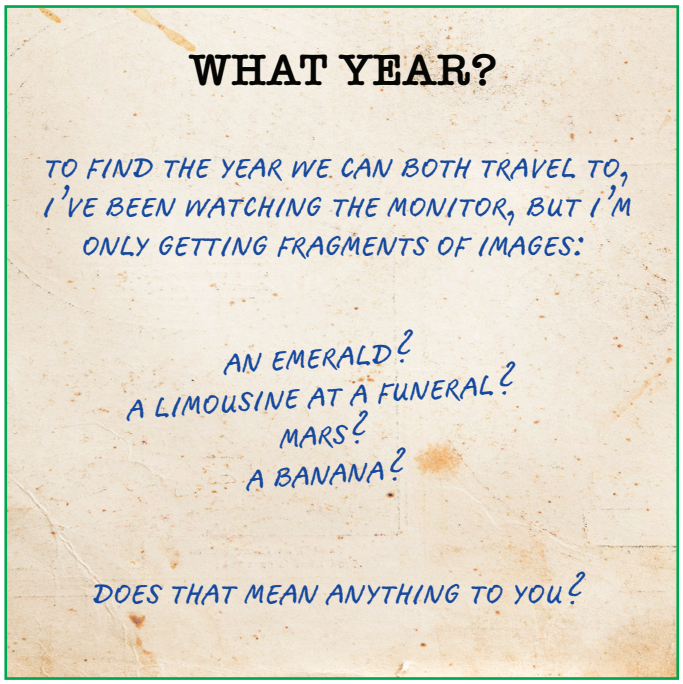
_____	_____	_____
DAY	MONTH	YEAR

ONCE WE HAVE THIS FIGURED OUT, ENTER THE INFORMATION AT WWW.ESCAPEROOMINABOX.COM SO WE CAN BE REUNITED!

NOTE: You MUST be in contact with someone who has Kira's game* to proceed. You'll need the papers from inside the time machine, the maps, and the non-paper parts from this game.

*Game Sold Separately.

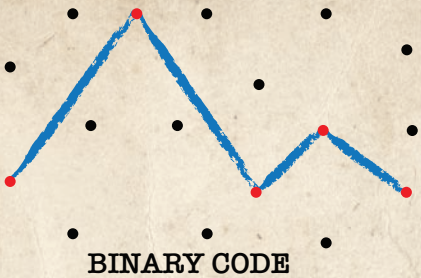
YOU WIN BACK



WHAT YEAR FRONT

WHAT YEAR BACK

WHAT DAY?



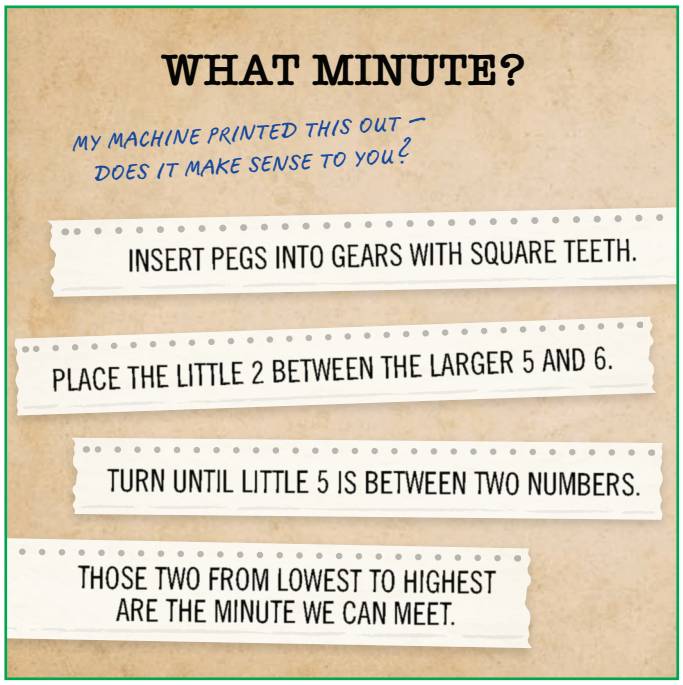
BINARY CODE

KIRA,
REMEMBER WHAT YOU ALWAYS SAID ABOUT THE FRONT OF YOUR TIME MACHINE? PEG = 1, HOLE = 0. I SKETCHED OUT A PATH THAT SHOULD GUIDE US THROUGH. I DON'T CARE WHAT NUMBERS YOU SEE, JUST TELL ME ABOUT THE PEGS AND HOLES.

1 = 1	111 = 7	1101 = 13	10011 = 19
10 = 2	1000 = 8	1110 = 14	10100 = 20
11 = 3	1001 = 9	1111 = 15	10101 = 21
100 = 4	1010 = 10	10000 = 16	10110 = 22
101 = 5	1011 = 11	10001 = 17	10111 = 23
110 = 6	1100 = 12	10010 = 18	11000 = 24

WHAT DAY FRONT

WHAT DAY BACK



WHAT MINUTE FRONT

WHAT MINUTE BACK