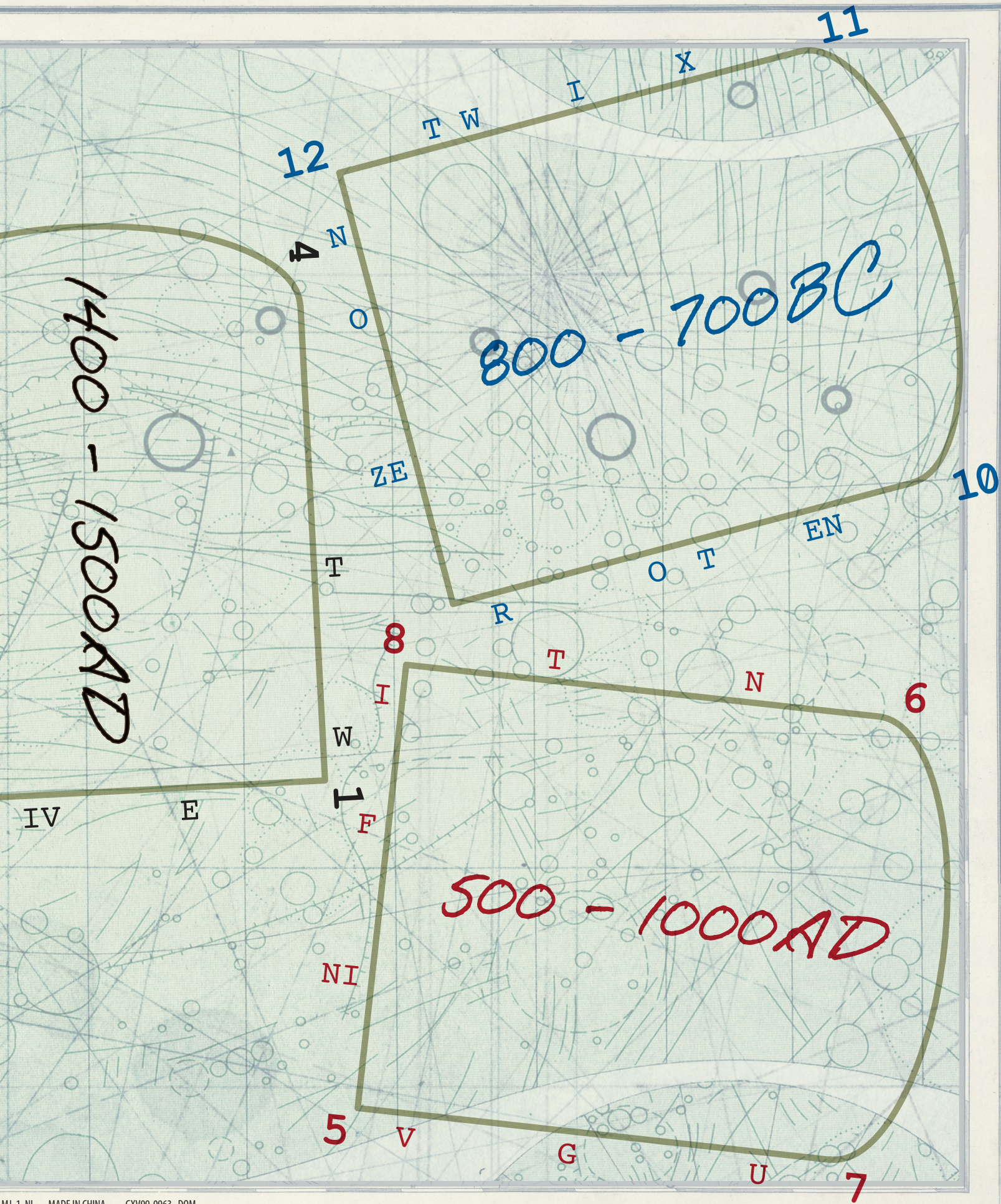


WORLD MAP

1 cm = 1000 km





1400 - 1500 AD

800 - 700 BC

500 - 1000 AD



Row
Start

Peking

Peking

Edo

Column
Start

Lagos

Lagos

Row
Start

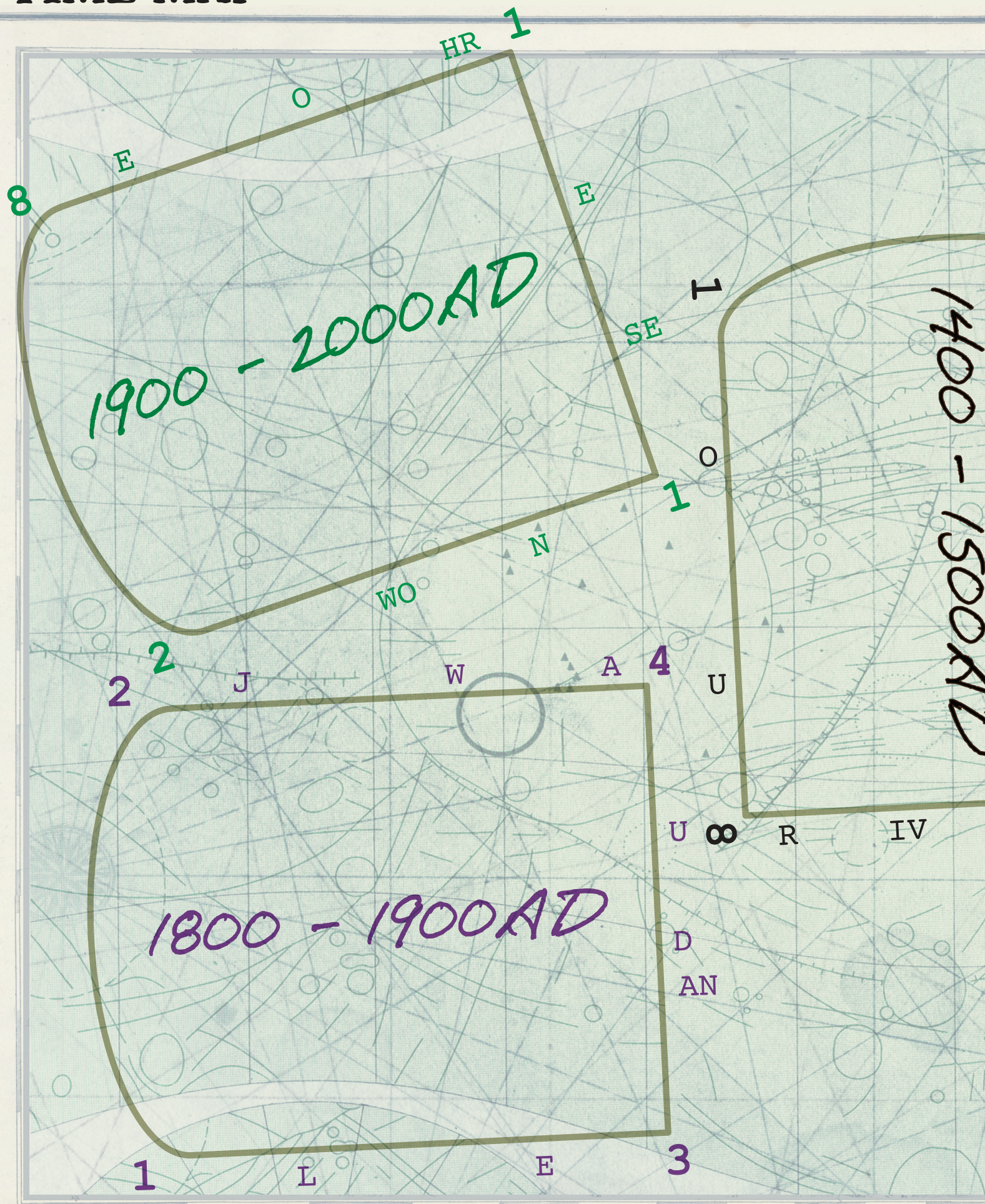
Victoria

Victoria

Column
Start



TIME MAP



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 DISCOVER THE SECRETS
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:
REBUILDING 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

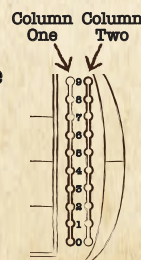
BRAIN WARMER-UPPER:

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.



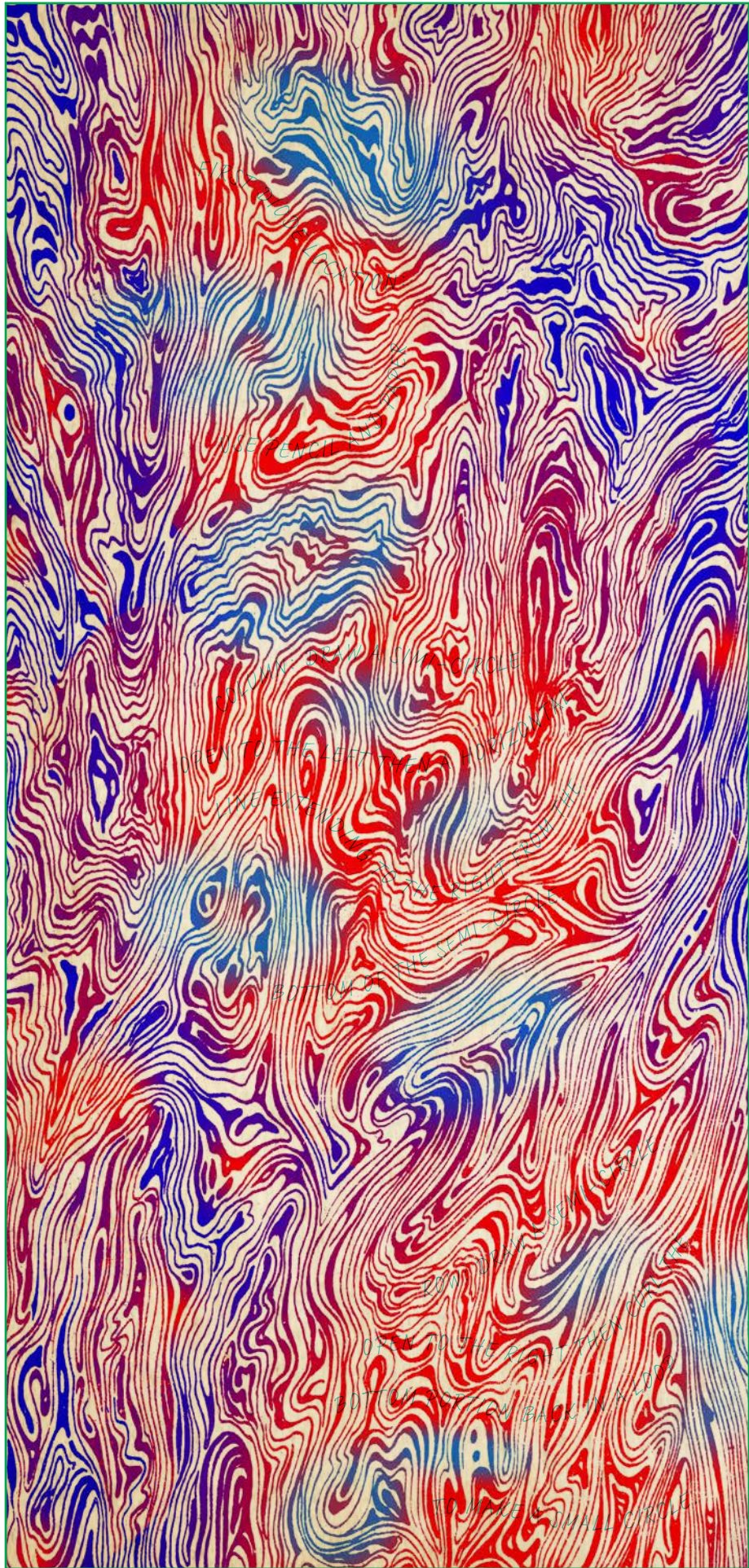
FIRST DIODE LOCATION

| Column | Row |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |

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?

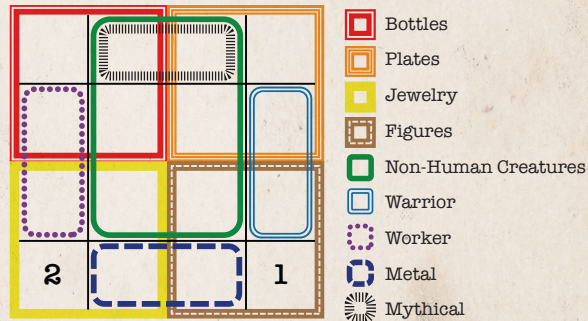
Now on to Fourth (Final) Diode Location. See reverse.

Gather: Console, Object Tiles.

DIODE LOCATION 4 THE FINAL FRONTIER

NEED: Console, Object Tiles

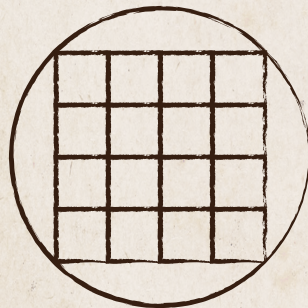
If reordered correctly the numbered objects should tell me my next step:



**FIND A WORD TO DESCRIBE
WHAT IS ON EACH TILE**

| | |
|---------------|---------------|
| F | |
| <u>TILE 1</u> | <u>TILE 2</u> |

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!

DIODES BACK

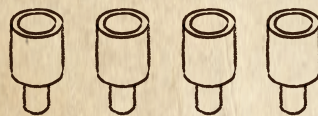
FIXING THE CONSOLE

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

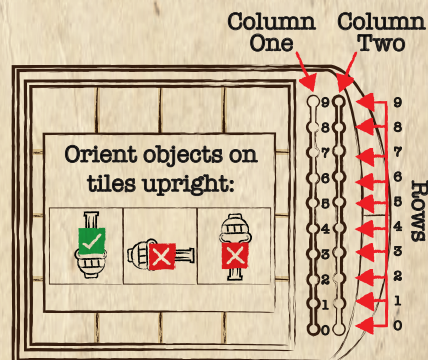
- FOUR CLUES → FOUR DIODE LOCATIONS

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.

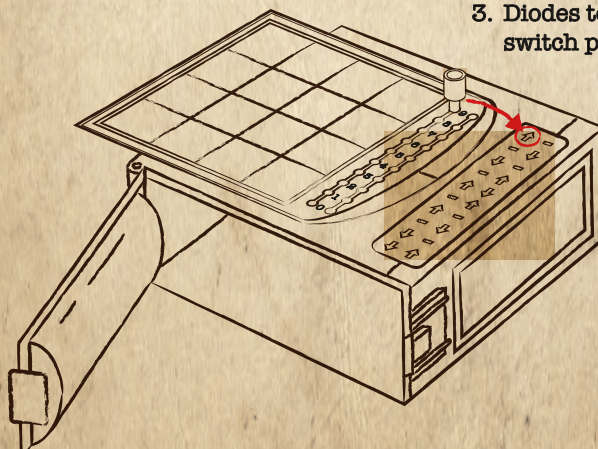


Place diodes on console.



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:**

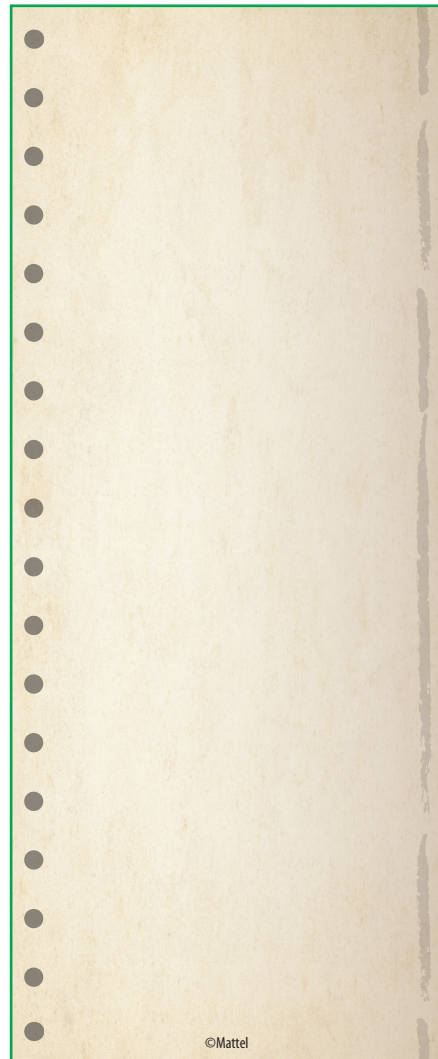
● THE COMPUTER HAS BEEN
● ABLE TO PING SEVERAL
● HOMING DEVICES AND
● CAN CONFIRM YOU ARE
● CURRENTLY:

●
● WITHIN 14,000KM
● OF CAIRO

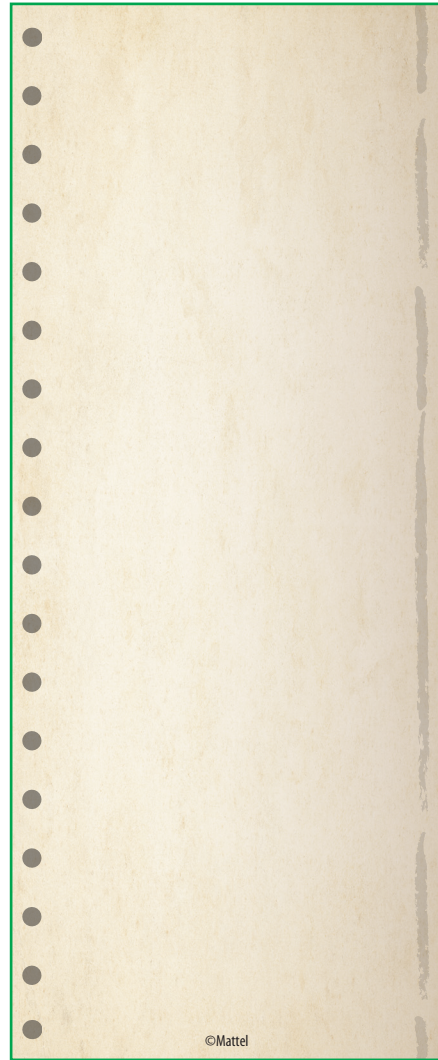
●
● WITHIN 13,000KM
● OF ANTANANARIVO

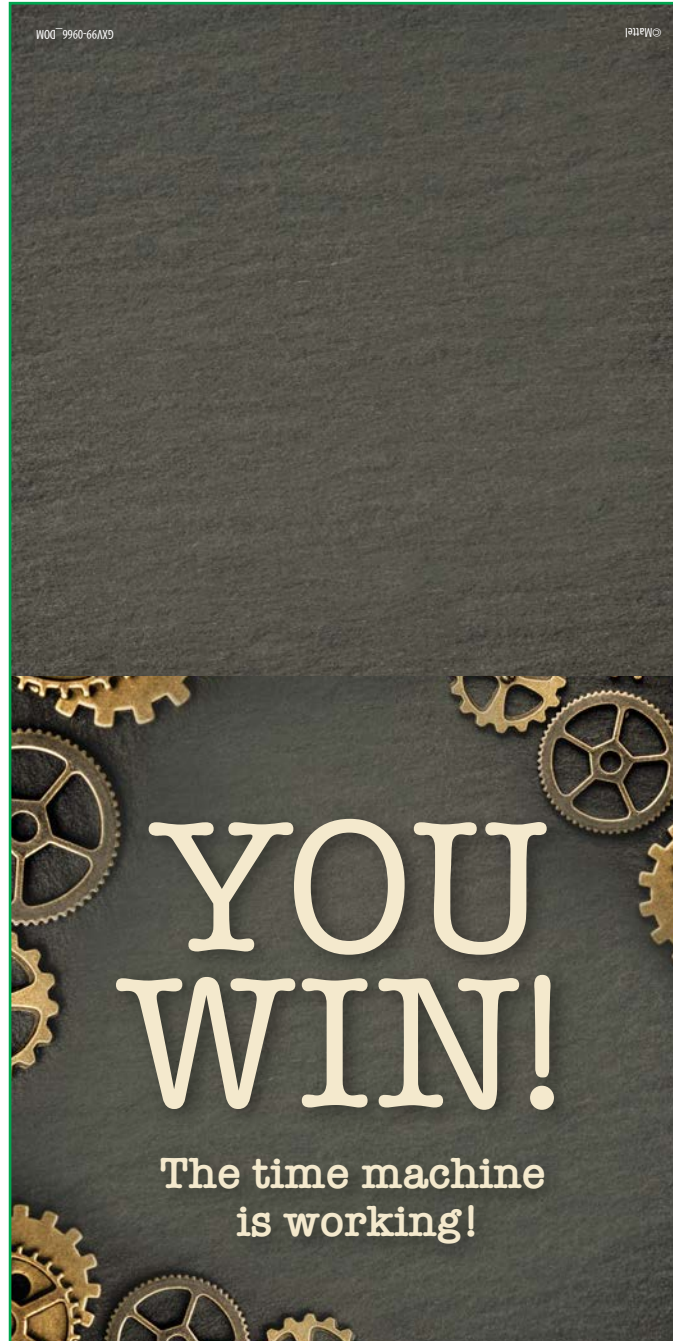
●
● AT LEAST 7,000KM
● **AWAY** FROM MADRID

●
● AT LEAST 8,000KM
● **AWAY** FROM CALCUTTA
●



LOCATION 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 | HOURL |
| | | | |
| 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?

TO FIND THE YEAR WE CAN BOTH TRAVEL TO,
I'VE BEEN WATCHING THE MONITOR, BUT I'M
ONLY GETTING FRAGMENTS OF IMAGES:

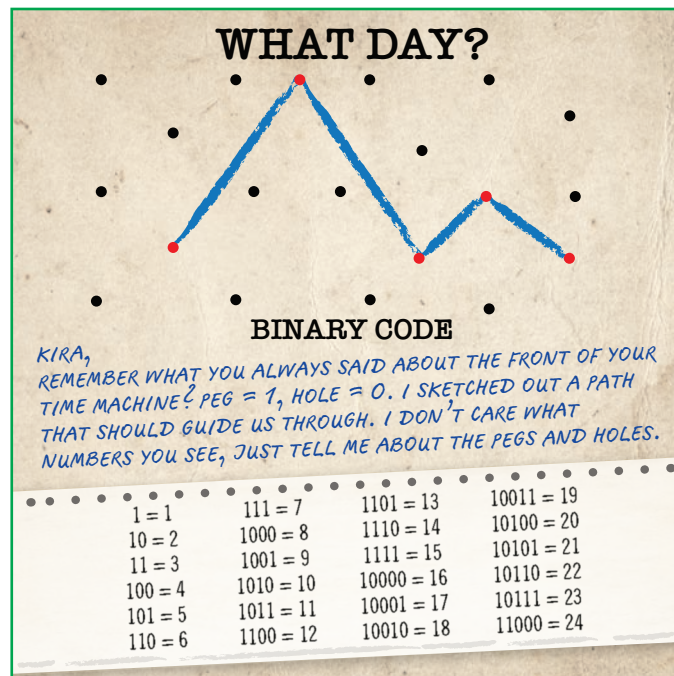
AN EMERALD?
A LIMOUSINE AT A FUNERAL?
MARS?
A BANANA?

DOES THAT MEAN ANYTHING TO YOU?

WHAT YEAR FRONT



WHAT YEAR BACK



WHAT DAY FRONT



WHAT DAY BACK

WHAT MINUTE?

*MY MACHINE PRINTED THIS OUT —
DOES IT MAKE SENSE TO YOU?*

INSERT PEGS INTO GEARS WITH SQUARE TEETH.

PLACE THE LITTLE 2 BETWEEN THE LARGER 5 AND 6.

TURN UNTIL LITTLE 5 IS BETWEEN TWO NUMBERS.

THOSE TWO FROM LOWEST TO HIGHEST
ARE THE MINUTE WE CAN MEET.

WHAT MINUTE FRONT



WHAT MINUTE BACK