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.

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.

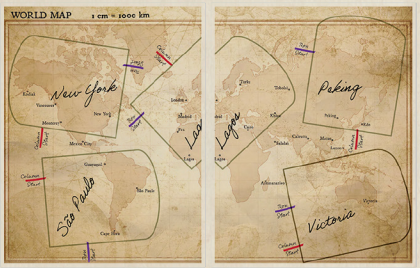
CUTTING

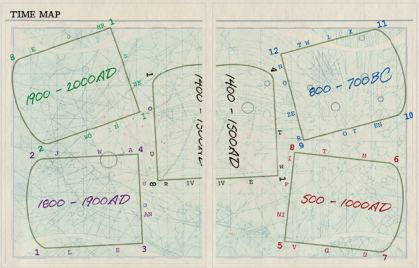
Cut all of the puzzles on the cut line to make sure they are the correct size.

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.

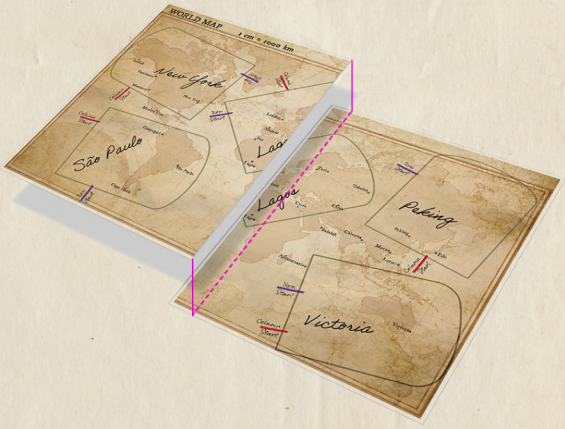
Step 1 - Print all four map pages (the backs will be blank).



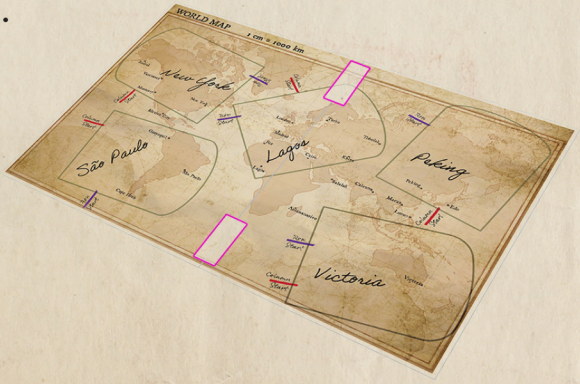


Step 2 - Cut the white strip off of the inside edge of the top map page. It's okay if you cut into the image a little.

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



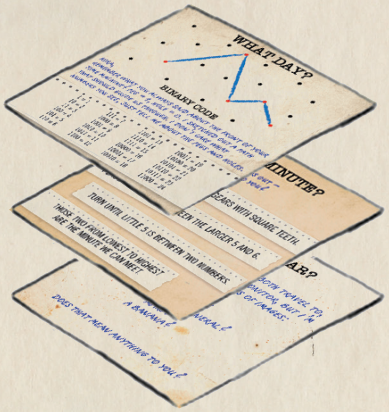
Step 4 - Tape the two pages together. It can help to tape the back side of the map, too.



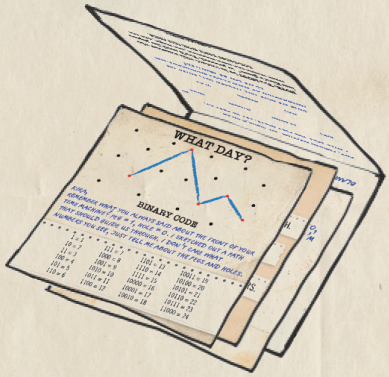
Step 5 - Repeat steps 2-4 with the second map.

STEP 2: RE-PACK TIME MACHINE AND CONSOLE

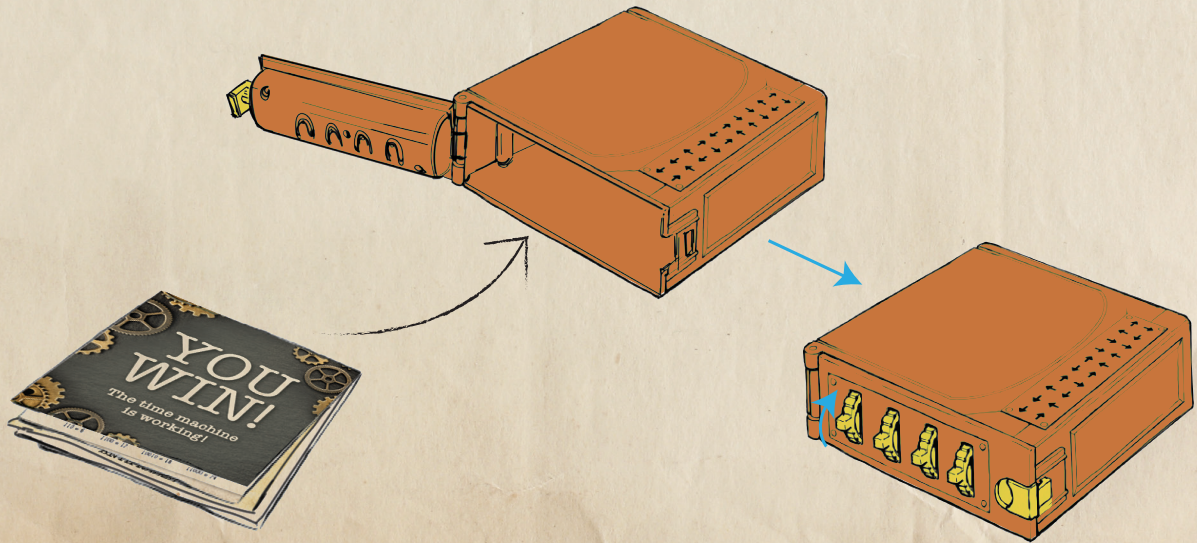
Gather these three papers and wrap the YOU WIN! answer sheet around them:



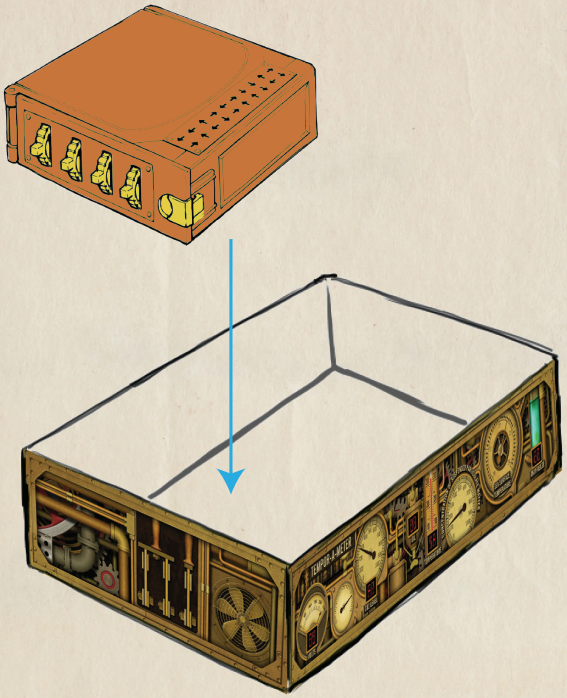
- WHAT DAY? paper
- WHAT MINUTE? paper
- WHAT YEAR? Paper



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.



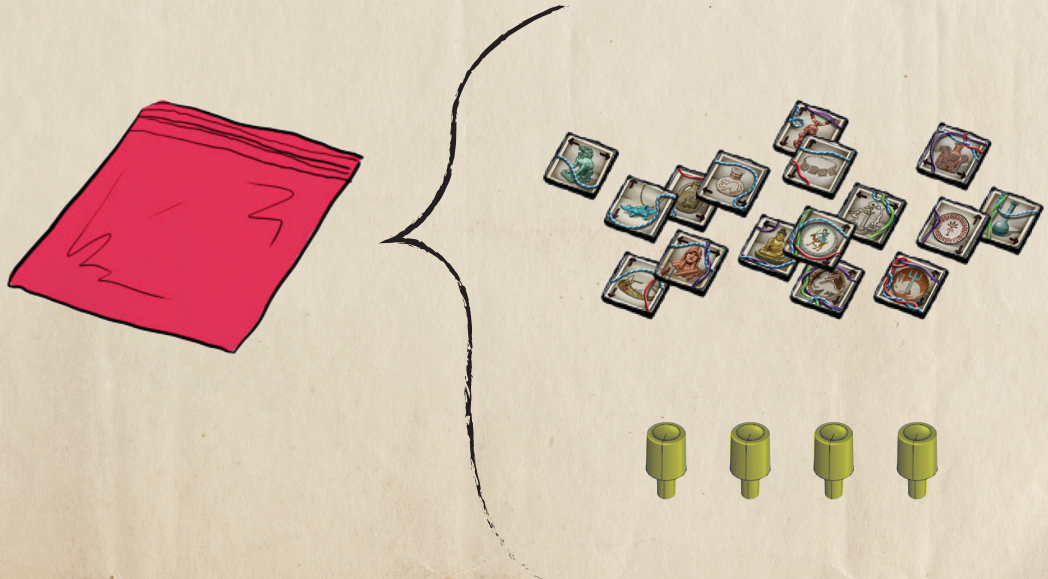
Set the time machine into the game box.



STEP 3: RED BAG

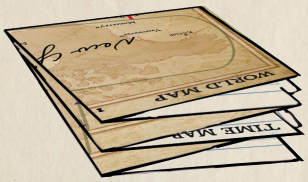
Put the four pegs and 16 tiles into the red bag.

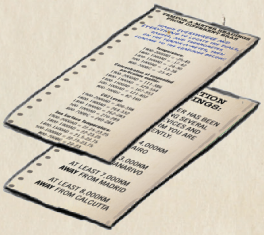
Place the bag in the game box.

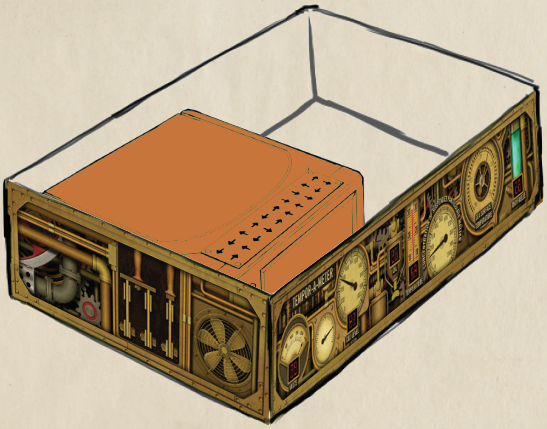


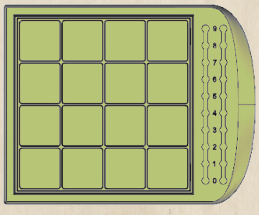
STEP 4: RE-PACK THE REMAINING PUZZLES

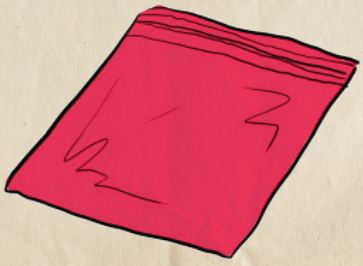
Place the remaining items into the game box in this order, bottom to top.

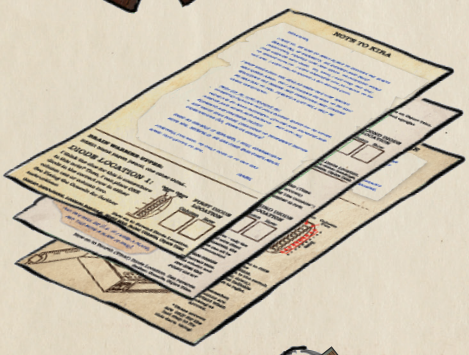
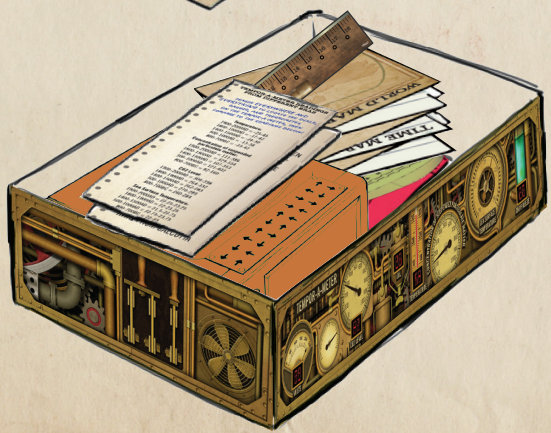










ESCAPE ROOM IN A BOX
TIME DRIFTERS
ISABEL'S STORY
MADE IN CHINA

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