ESCAPE ROOM IN A BOX

THE WALKING DEAD

aMC

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.

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)
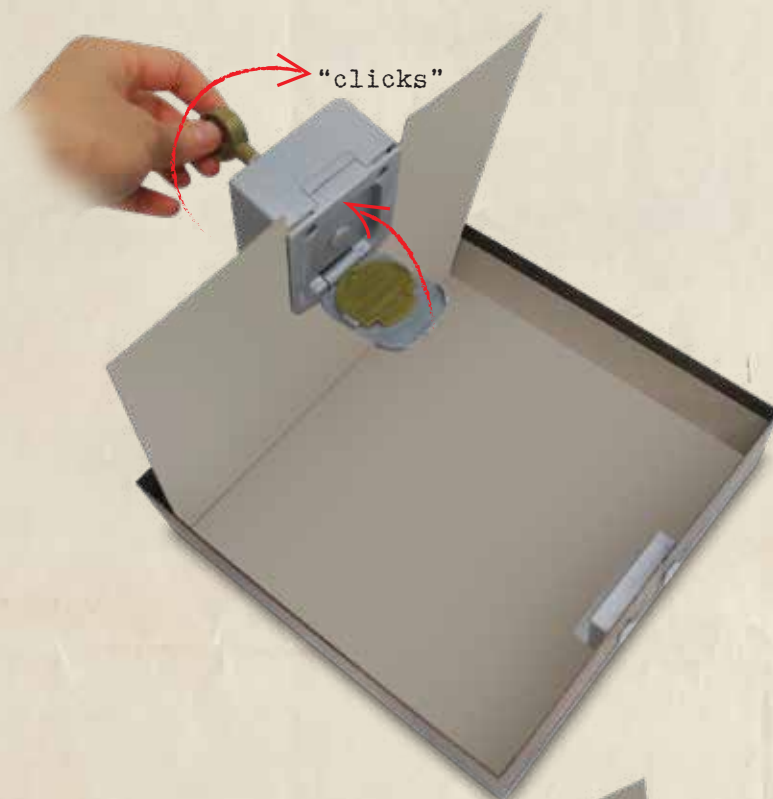- Puzzle pieces for Harvest puzzle
- Hints booklet

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)
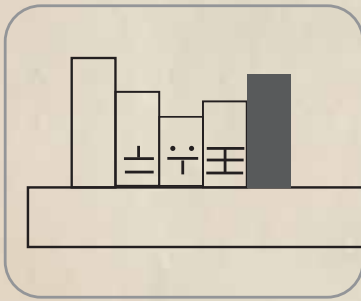- Tunnel Network Map
- Film disc

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.

"clicks"

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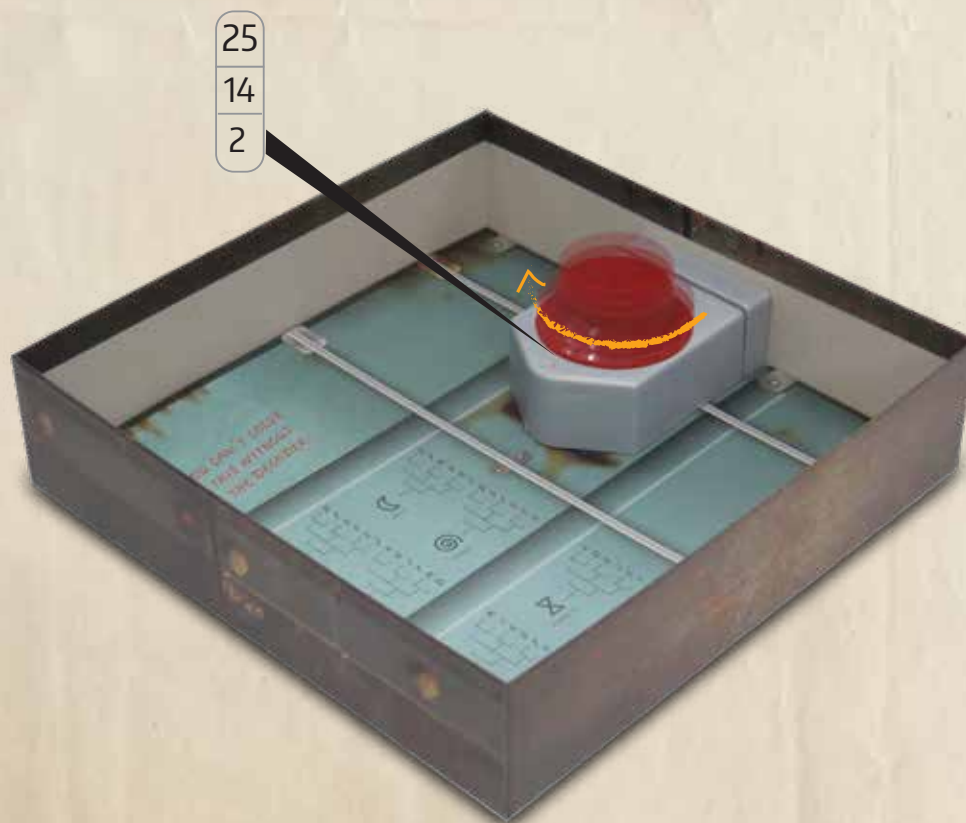
Put the key teeth in the correct order from the All In Good Order (P11) puzzle and use the key to lock the door. Make sure the deadbolt shuts correctly and the main door cannot be lifted.

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...	276 turn	PN line	94 pull	N0 right	BN7 circle
	L or	H3 each	22 next	J up	CC first
THE BIG, RED DIAL IS TRICKY.	RF down	44! lift	P3 except	93G number	GQ left
FIND THE SERIAL NUMBER THAT HOLDS THE KEY.	7 before	VJ one	LZ after	D fold	H4 then
	8K if	6 and	3C letter	R1 third	739 to

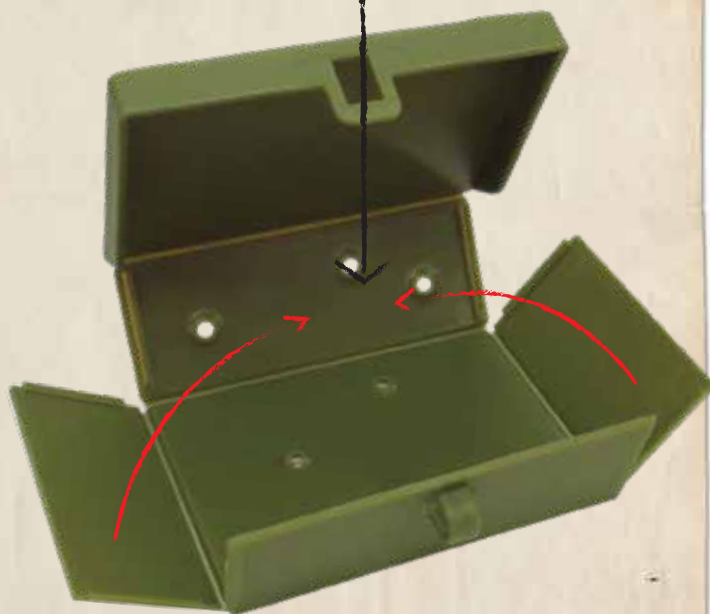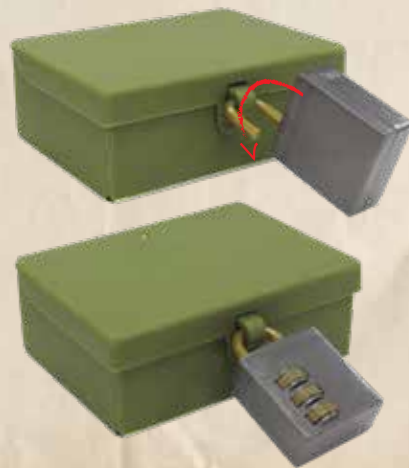Place the puzzle inside the medicine bottle and replace the cap.

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