

# Time Machine Schematics

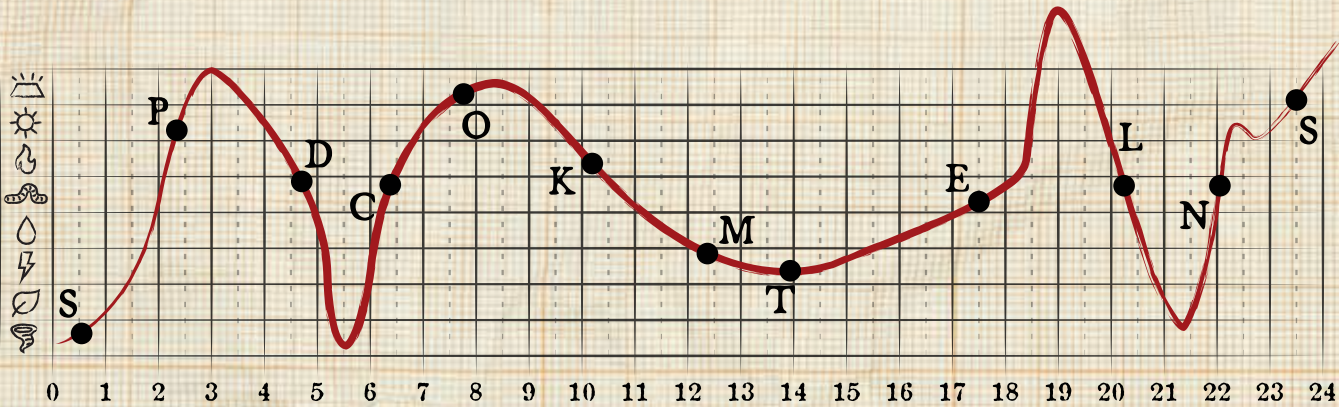
Teeth

Spoke



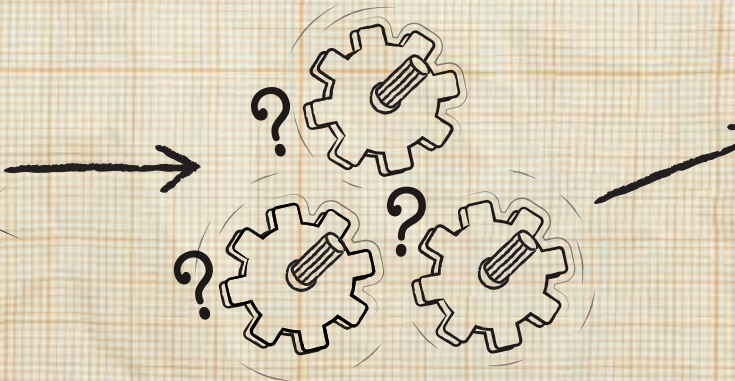
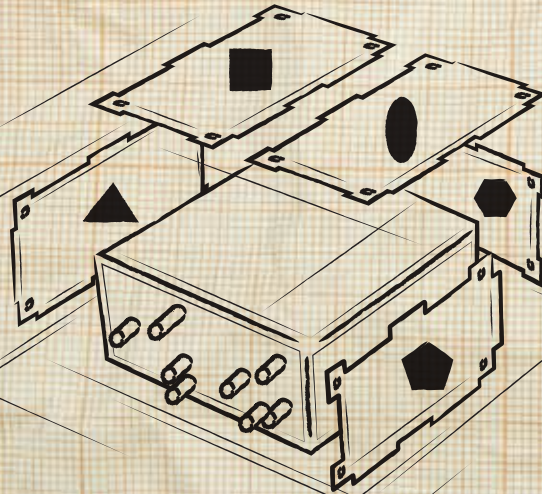
## Step 1 – Will require materials from Toolbox One

----- = ----- + -----  
Travel Sketches                      Path to Ignition                      Gear Alignment



Time Machine Energy Needs For Gears By Hour

## Step 3 – Will require information

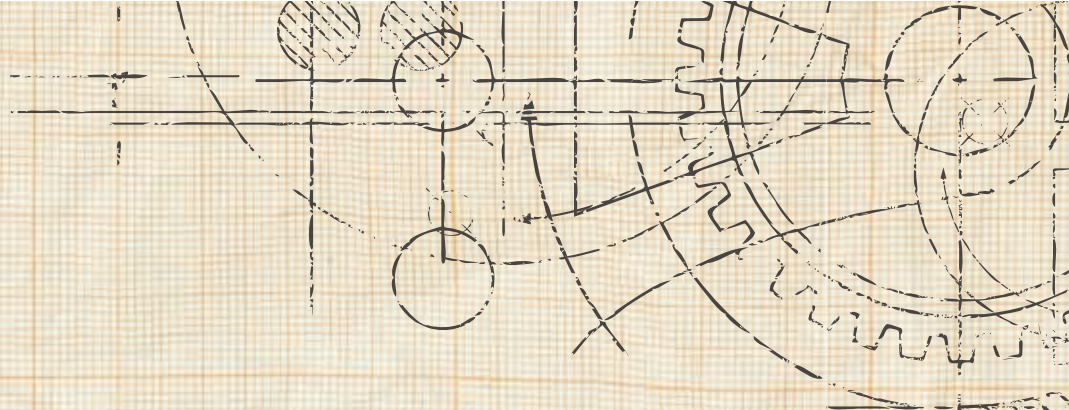
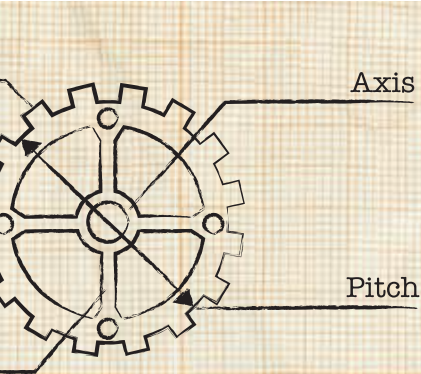


If I know at least one required gear, should be able to find the others







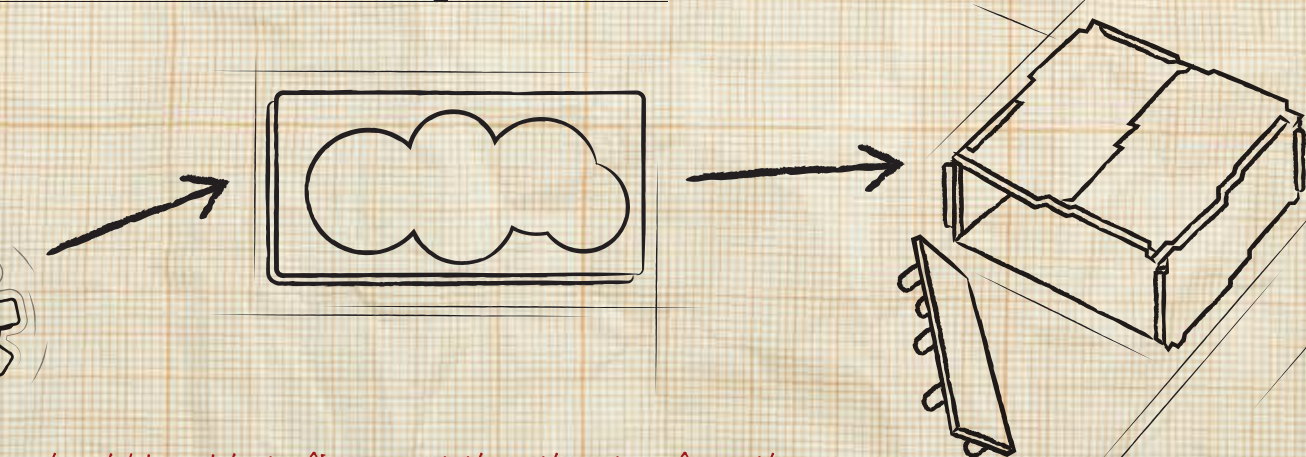


## Step 2 – Will require materials from Toolbox Two

When I get to Step 3, the panel with the \_\_\_\_\_ is represented by the oval. **P1**

The panel with the \_\_\_\_\_ is represented by a shape that has one more side than the panel with the \_\_\_\_\_ and \_\_\_\_\_ less than the piece with the \_\_\_\_\_ .  
**P2** **P3** **P4** **P5**

formation from Steps 1 and 2



r, should be able to figure out the other two from there.







## 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 Kira. Sift through the wreckage of the machine and figure out how to restore it to working order.

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## 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 Isabel within the next 75 minutes or you will be stuck in your current time and never see her again.
  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 Kira's brain here, so work together.
2. You'll need a pen or pencil and some scratch paper.
3. If you get stuck, check for hints on [escaperoominabox.com](http://escaperoominabox.com).





**INTRO BACK**



## OPENING NOTE

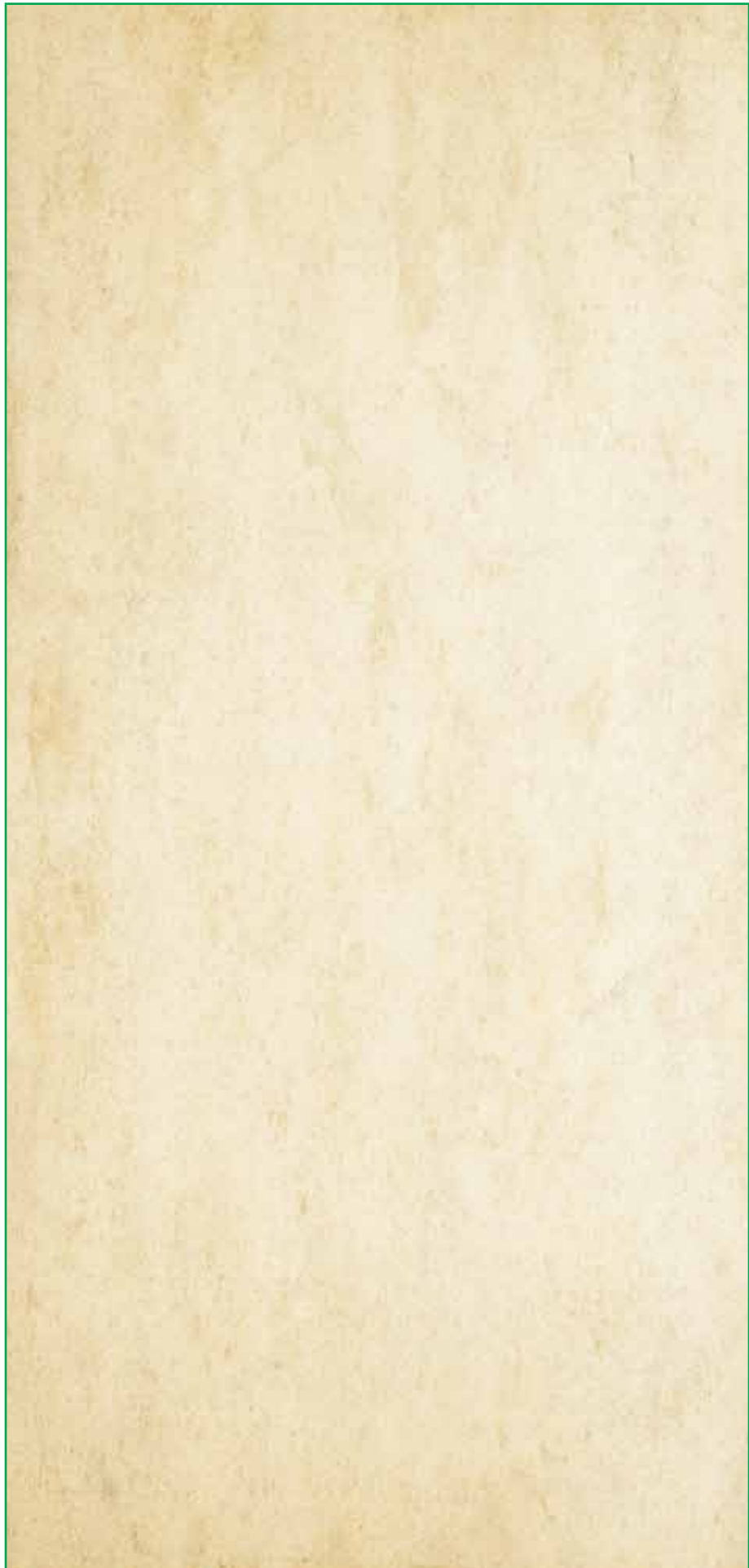
### Time Traveler's Log:

Isabel and I have been separated. The Time Machine was ripped apart mid-jump, taking Isabel to one place in space and time and me to another. I hope she is alright. I hope she can fix her half of the machine, but there is no way to know until I fix mine.

Luckily, my drawings and toolboxes have traveled with me. Accessing the parts of my mind that first constructed this apparatus so long ago should be possible with the help of these resources. I only hope Isabel is able to do the same. If we are both able to fix our machines, we should be able to communicate allowing us to bring the two halves of our invention back together.

The only thing to do is to get to work.  
The schematics should guide my way.

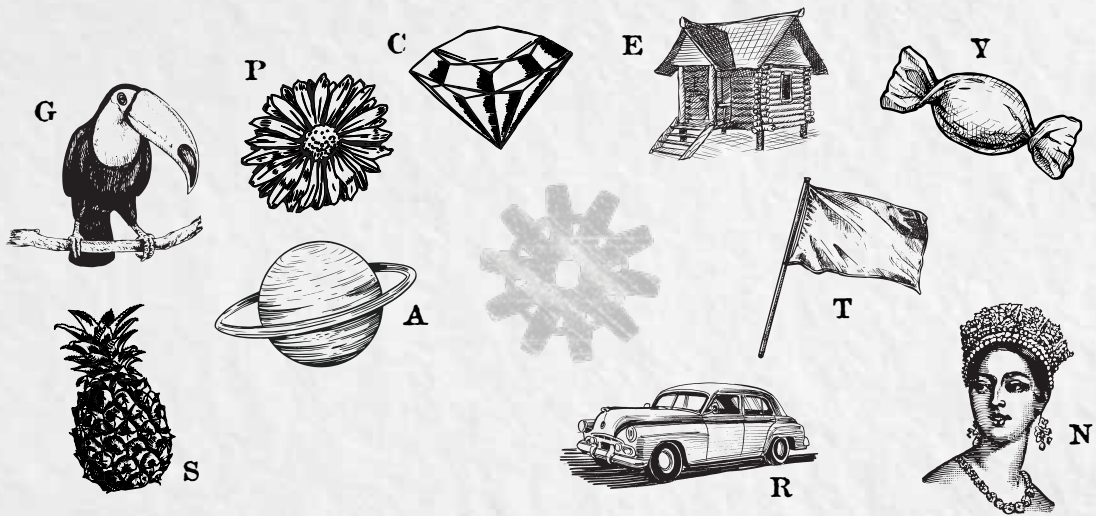




**OPENING NOTE BACK**



## TRAVEL SKETCHES



1. Start at Queen
2. Counterclockwise 2
3. Clockwise 5
4. Counterclockwise 5
5. Clockwise 1
6. Stay where you are
7. Counterclockwise 5
8. Clockwise 1
9. Clockwise 1
10. Clockwise 5
11. Counterclockwise 3
12. Counterclockwise 4
13. Clockwise 1





**TRAVEL SKETCHES BACK**



## PATH TO IGNITION

**Code in connections**  
**Wrap thread around starting peg**  
**Use thread to trace your path**

**1. Pegs in 5, 6, 8**

Directions: Start 6.

N → N → 5 → 8

**2. Pegs in 1, 2, 4**

Directions: Start 1.

N → 2 → S → 4 → S → 4 → N

**3. Pegs in 1, 2, 3**

Directions: Start 1.

N → 2 → 3 → SW → SE → SE

**4. Pegs in 4, 6**

Directions: Start 6.

W → 4 → E → 4 → N → E

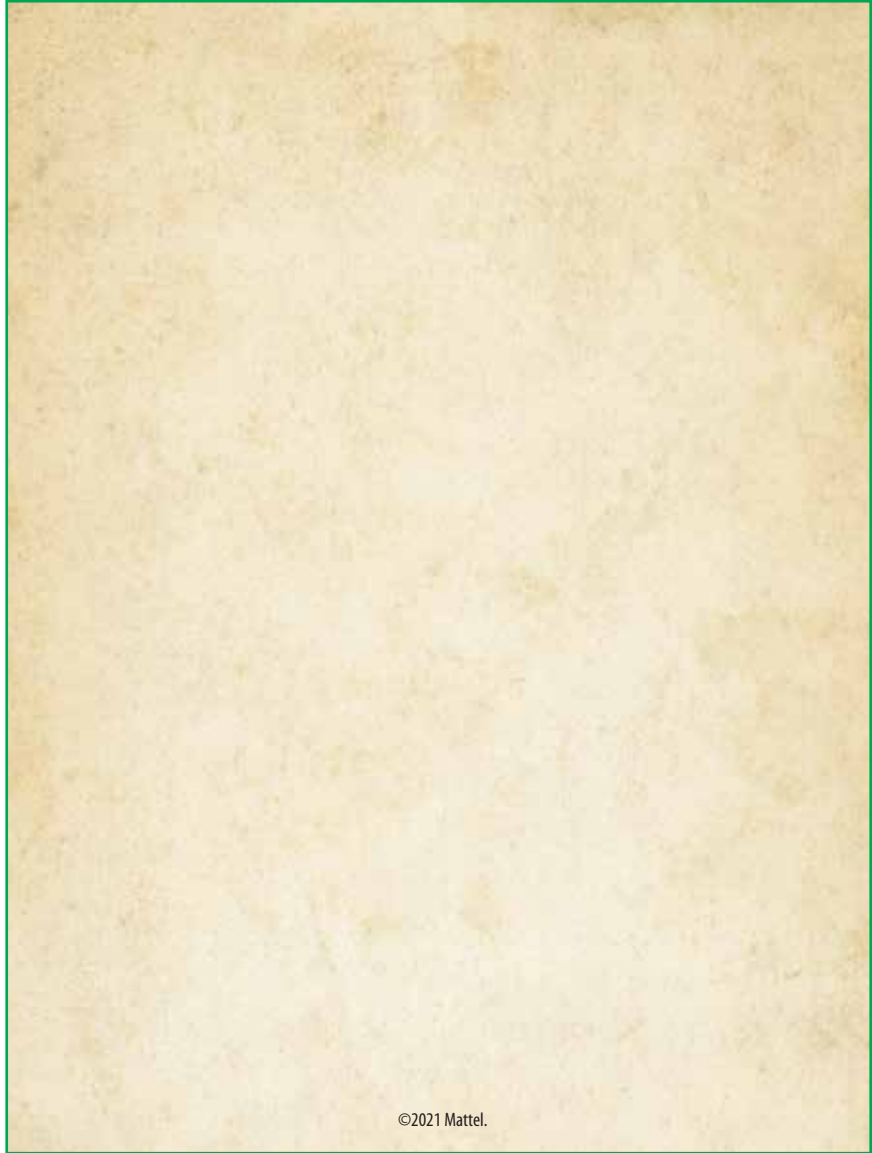
**5. Pegs in 1, 2, 4**

Directions: Start 2.

E → 2 → S → 4 → W → 1 → E

Remove all pegs when finished.



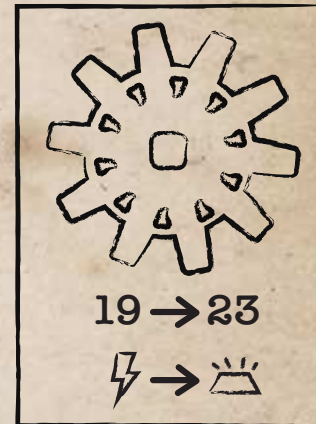
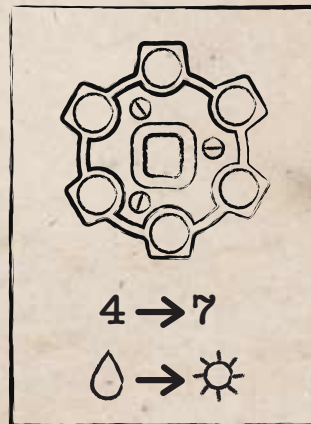
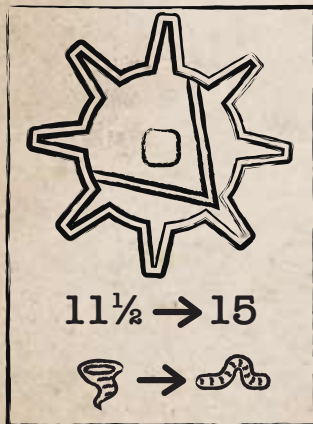


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**IGNITION BACK**



## GEAR ALIGNMENT

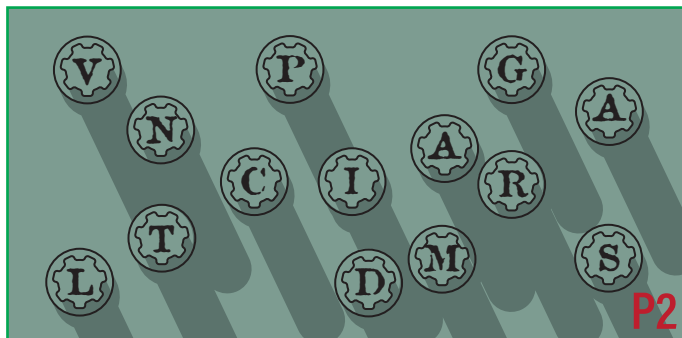


Once all are placed on graph I should see what I need.





**GEAR ALIGNMENT BACK**



P2 FRONT





**P3**

**STACK UP**

the five panels to learn  
which of these is our **EDGIEST** artifact

*Long Necked Vase*

*Rabbit With Trident*

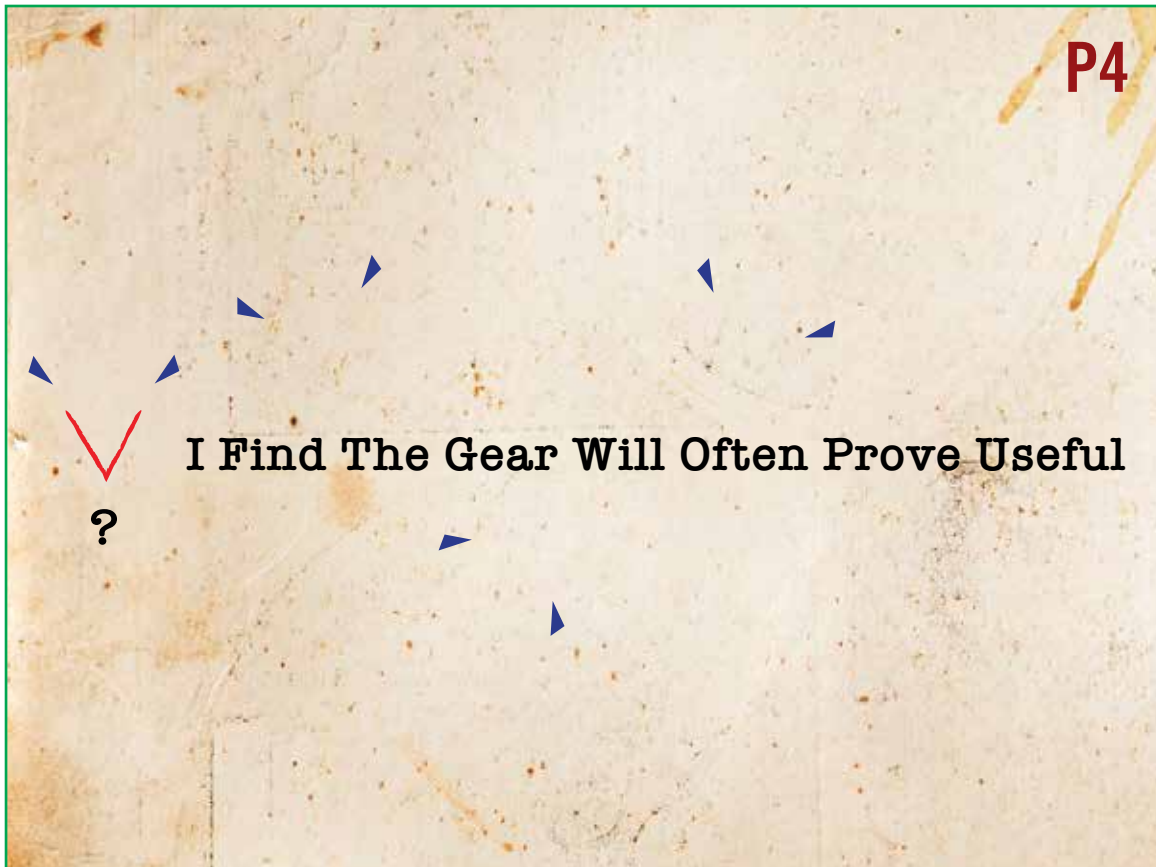
*Tiara*

*Lion Statue*

*Empty Space (for treasures yet to be discovered!)*











**P4 BACK**

P5

Must rewire the electric extension board.

- Draw a single wire to form one connected loop that never doubles back on itself.
- I've jotted down numbers that represent exactly how many segments around that number have a piece of the wire traveling past them.
- I'll need any letters the loop passes over — ignore the rest.
- Blanks can be any number

Reminder of how this all works:



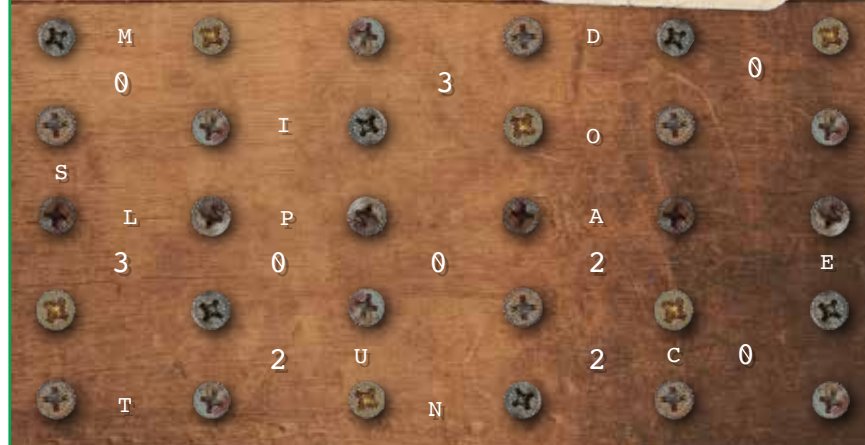
**RIGHT**

- Three segments around the 3
- Two segments around both 2s
- Any number of segments around Blanks



**WRONG**

- Three segments around both 2s
- Two segments around the 3








**P5 BACK**

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# YOU WIN!

The time machine  
is working!

**YOU WIN FRONT**

## TIME TRAVELER'S LOG:

**Machine restored to working order! Not fully functional due to previous damage, but it is capable of just one jump through time and space.**

*Isabel, we must find a technology that allows us to see and speak to one another, though 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.*

*Your machine must have sustained as much damage as mine. Likely there is a mere single second in time that we are both capable of traveling to.*

*We must use information from BOTH of our machines to figure out it out. Let us meet at:*

			AM
City	Second	Minute	Hour
<hr/>			
Day	Month	Year	

*Once we have this figured out, enter the information at [www.escaperoominabox.com](http://www.escaperoominabox.com) so we can be reunited!*

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

**YOU WIN BACK**



## WHAT MONTH?

I'm so glad I inscribed the panels of my machine with artifacts from our favorite time period. Here's how I arrange them from top to bottom:

*Triangle*

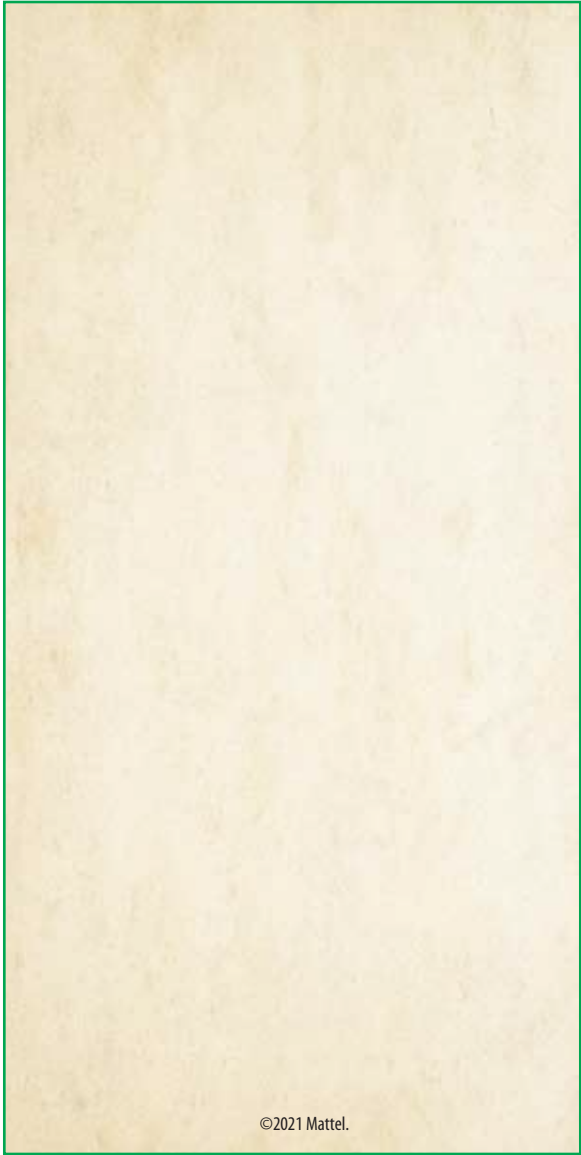
*Square*

*Oval*

*Hexagon (leave lower  
leftmost square empty)*

Isabel, perhaps if you arrange 15 of these artifacts just as I have and correctly orient them on your control panel (including the jug with the mouse from 638 AD), we'll be able to FLIP this situation and FIND THE TIME that will POINT to the month of our reunion.

WHAT MONTH FRONT

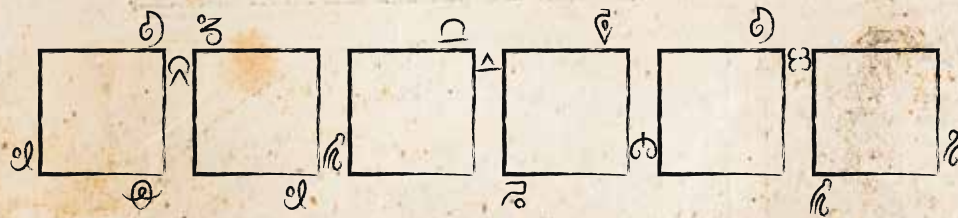


**WHAT MONTH BACK**

## WHAT HOUR?

Isabel, I need you to pull out only the tiles with gray backs.  
Leave the lion statue.

Then connect the blue wire on the remaining six tiles -  
Remember objects must always be upright.  
Tell me where that points.



WHAT HOUR FRONT





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**WHAT HOUR BACK**

## WHAT CITY?

I'm certain there must be one city we can both travel to, but Isabel has the map with names of our favorite cities.

- Start in Mexico City.
- Travel 10,000 km east (and slightly north) to the next city.
- Head to the city that is 2,000km away from that.
- Go to the city directly east from there.
- Travel to the city directly south of that one.
- There are a couple of cities 6,000 km away from that one, go to the one that comes first in the alphabet.

That is where we shall meet!

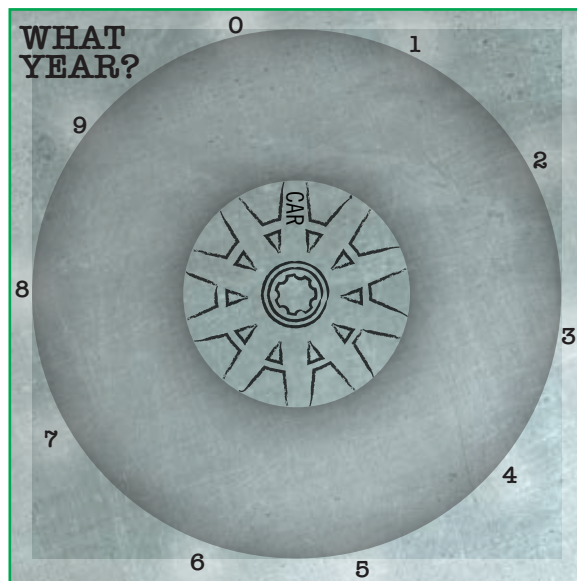
WHAT CITY FRONT



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**WHAT CITY BACK**





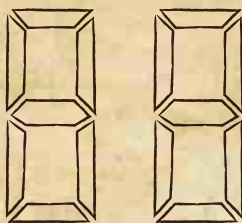
**WHAT YEAR FRONT**



**WHAT YEAR BACK**

## WHAT SECOND?

*Isabel, I'm hoping you can tell  
me what to color in.*



TEMPERATURE

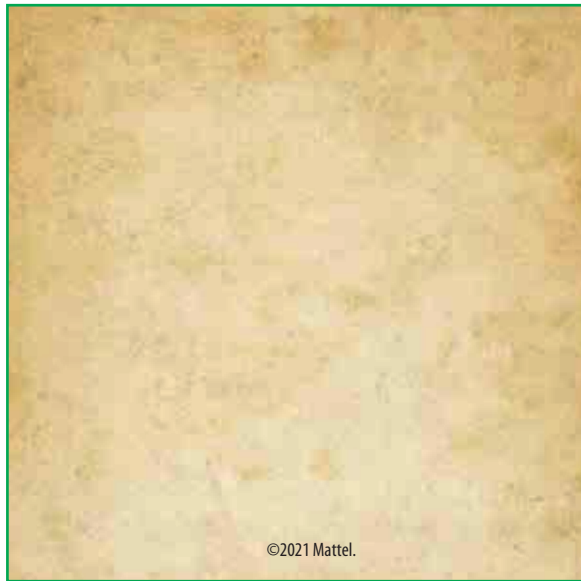
VOLTS

OIL

ANTIFREEZE

WHAT SECOND FRONT





**WHAT SECOND BACK**