

*RE-PACK INSTRUCTIONS
ESCAPE ROOM IN A BOX: TIME DRIFTERS
KIRA'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.

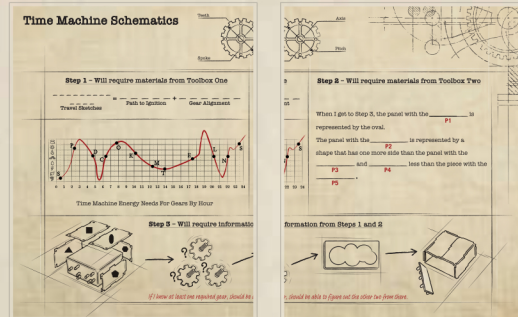


THE STORY

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

PRINTING THE TIME MACHINE SCHEMATICS

Step 1 - Print both pages of the time machine schematics.

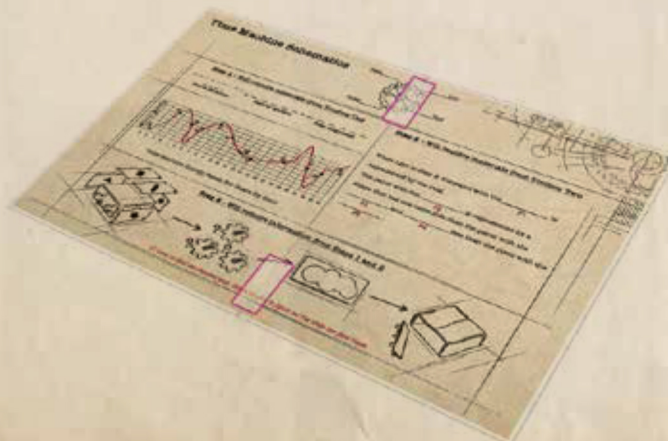


Step 2 - Cut the white strip off of the inside edge of the top page. It's okay if you cut into the image a little.

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



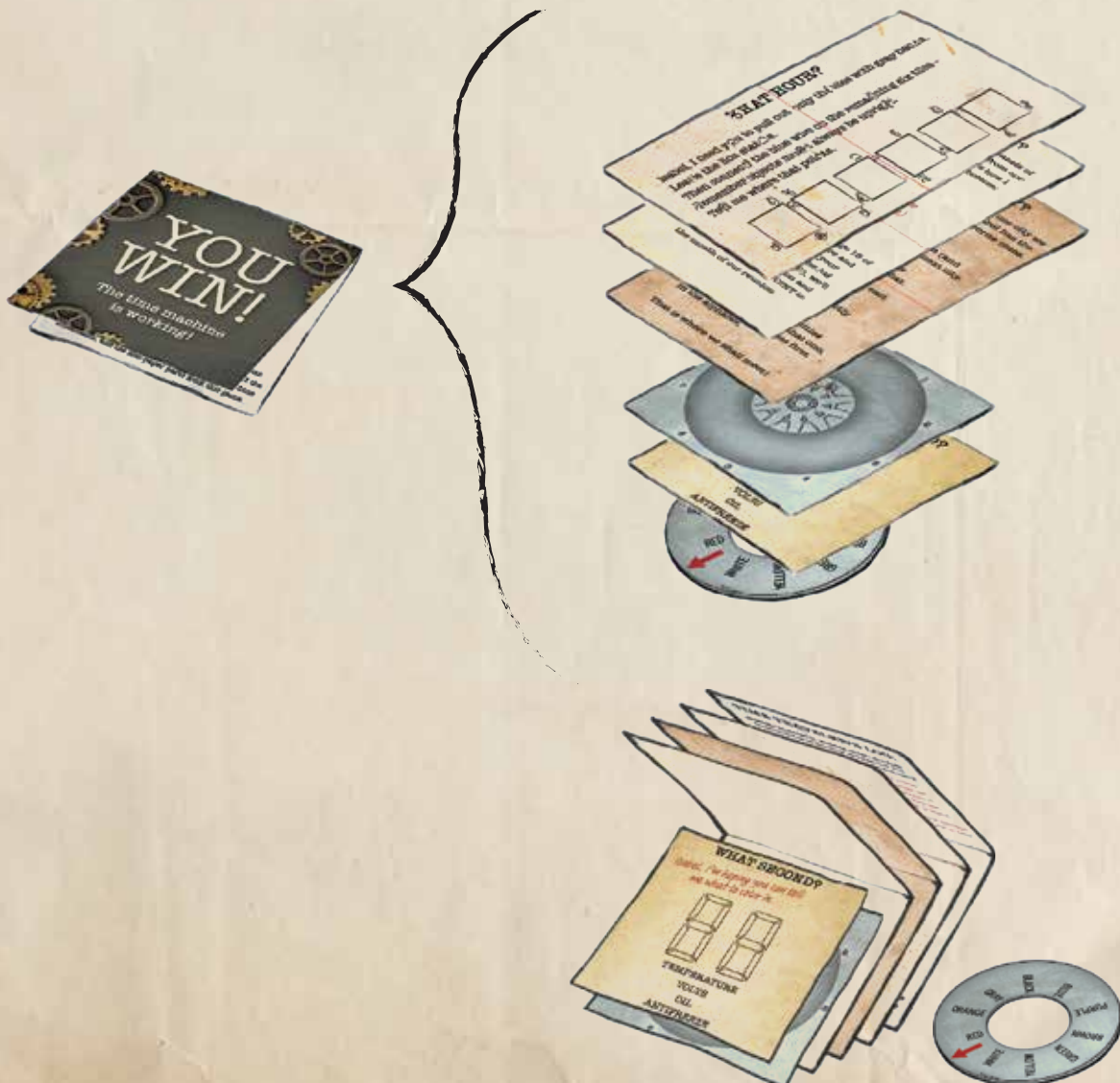
Step 4 - Tape the two pages together. It can help to tape the back side of the map, too.



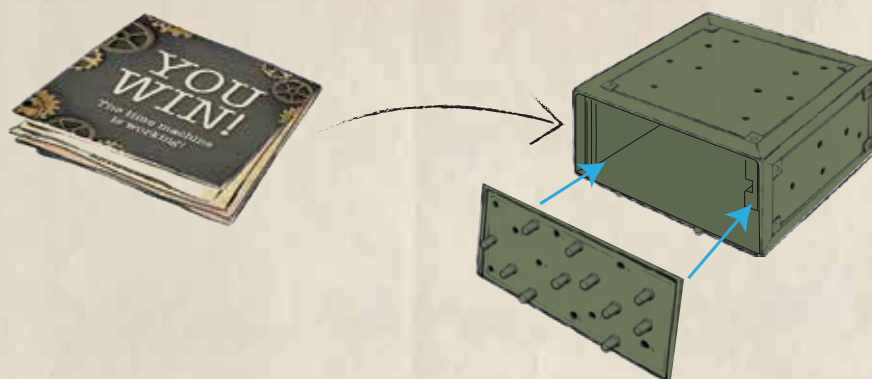
STEP 2: RE-PACK TIME MACHINE AND CONSOLE

Gather these six things and wrap the YOU WIN! answer sheet around them:

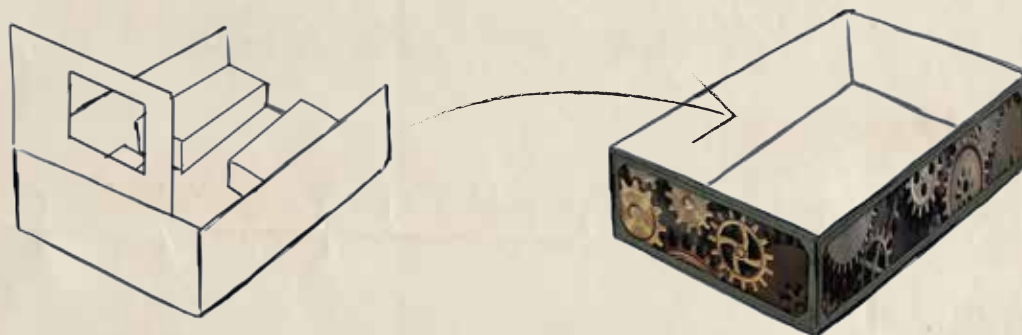
- WHAT HOUR? paper
- WHAT MONTH? paper
- WHAT CITY? paper
- WHAT YEAR? paper
- WHAT SECOND? paper
- Paper circle with the arrow on it



Place folded packet into the time machine box and put the lid back on. It should click into place.



Set the time machine into the game box and fold the cardboard insert over it.



STEP 3: RE-PACK TOOLBOX TWO

Place these items into the envelope:



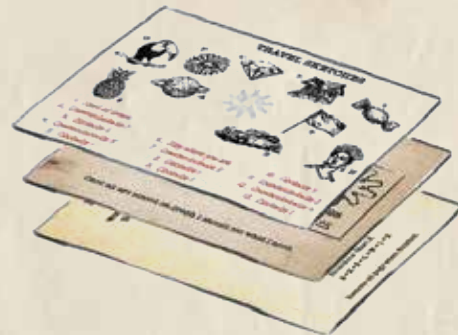
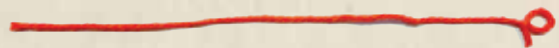
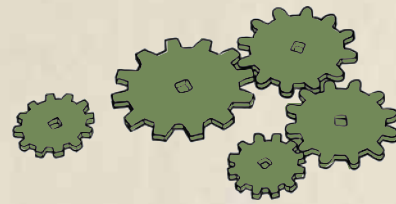
- P1 - 5 panels
- P2
- P3
- P4
- P5



Place envelope into the game box.

STEP 4: RE-PACK TOOLBOX ONE

Place these items into the envelope:

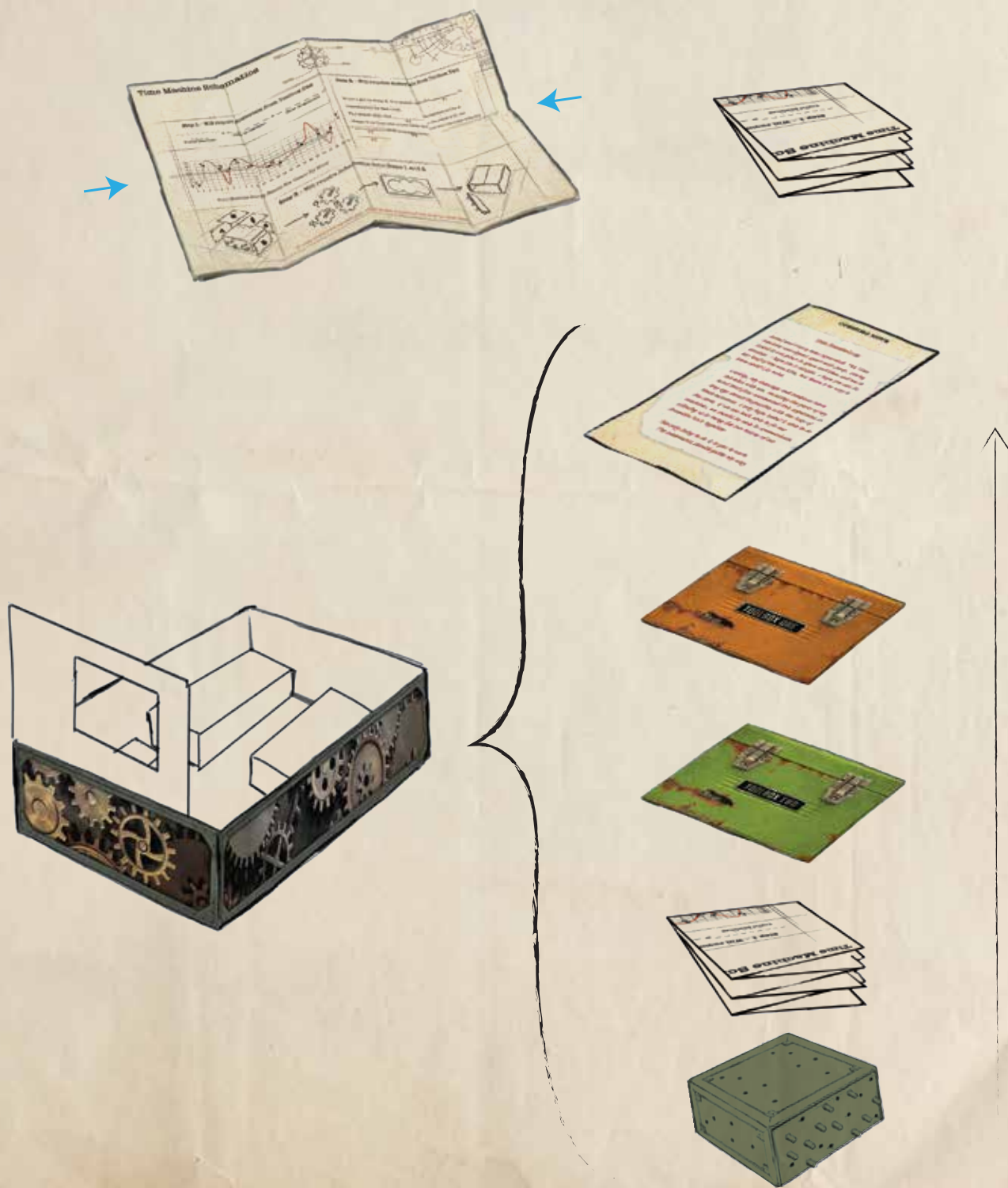


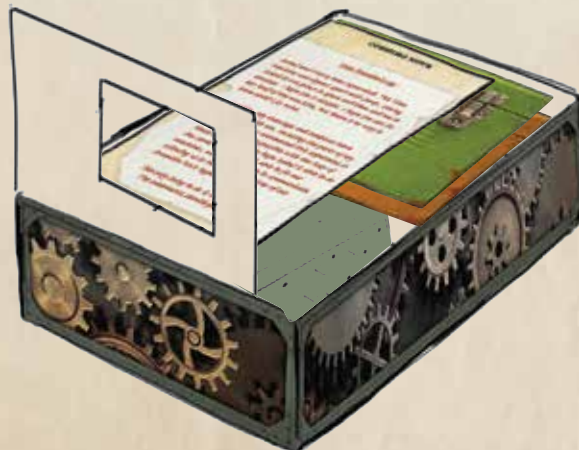
- 5 Gears
- 3 pegs
- String
- TRAVEL SKETCHES paper
- GEAR ALIGNMENT paper
- PATH TO IGNITION paper

Place envelope into the game box.

STEP 5: RE-PACK REMAINING ITEMS

Place the remaining items into the game box in this order, bottom to top.
Folded TIME MACHINE SCHEMATICS

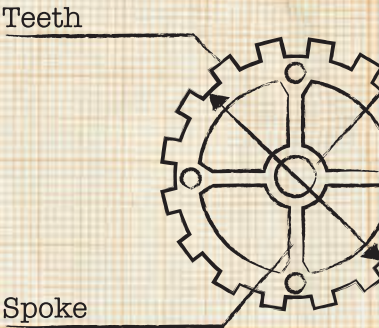




Replacement Papers

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

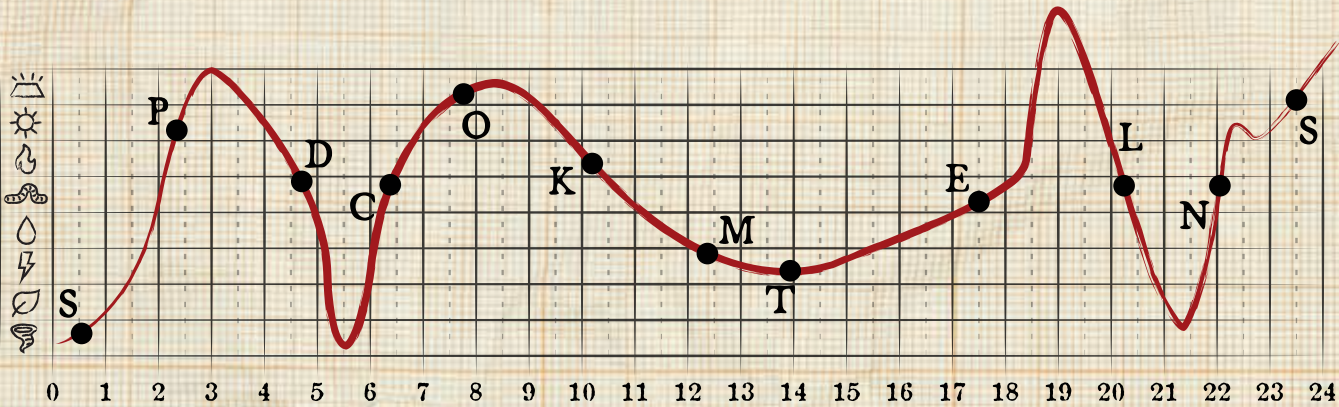
Time Machine Schematics



Game Report

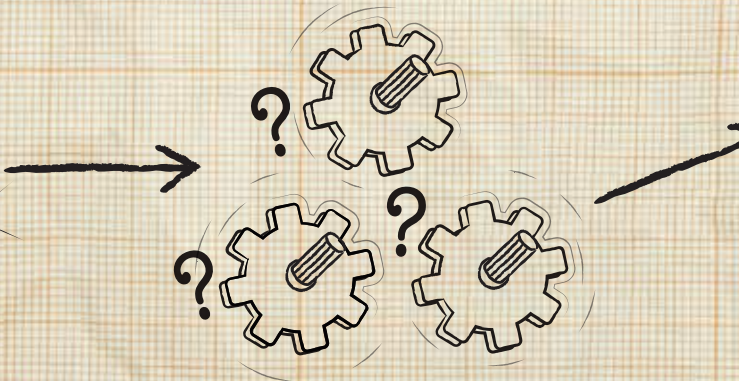
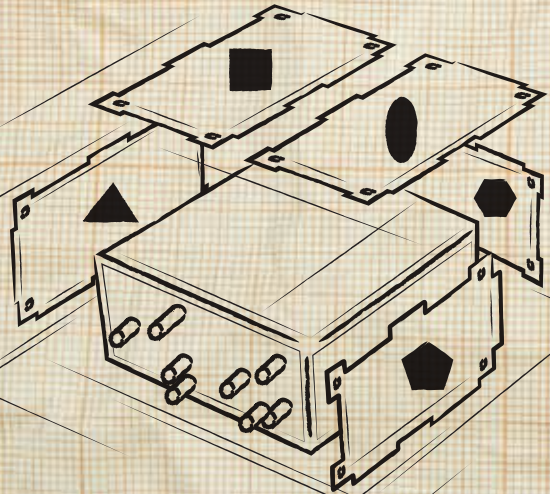
Step 1 - Will require materials from toolbox

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

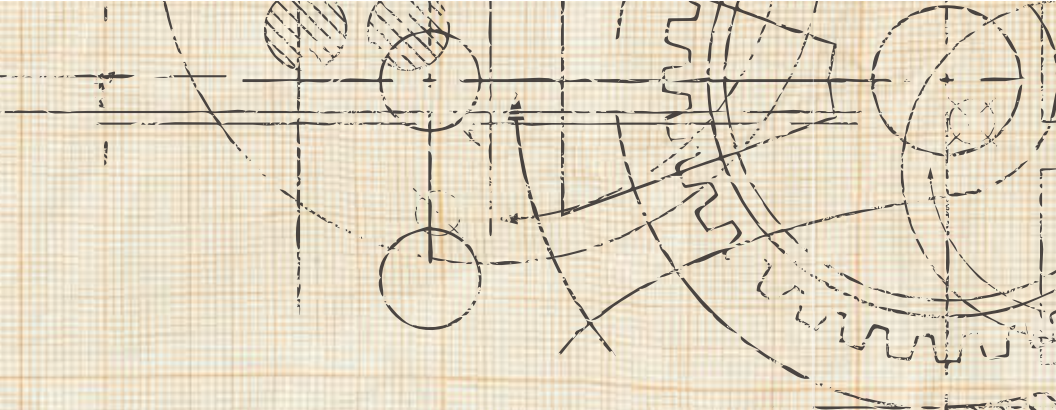
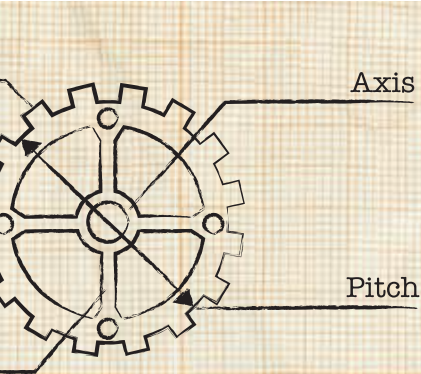


Time Machine Energy Needs For Gears By Hour

Step 3 - Will require information



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



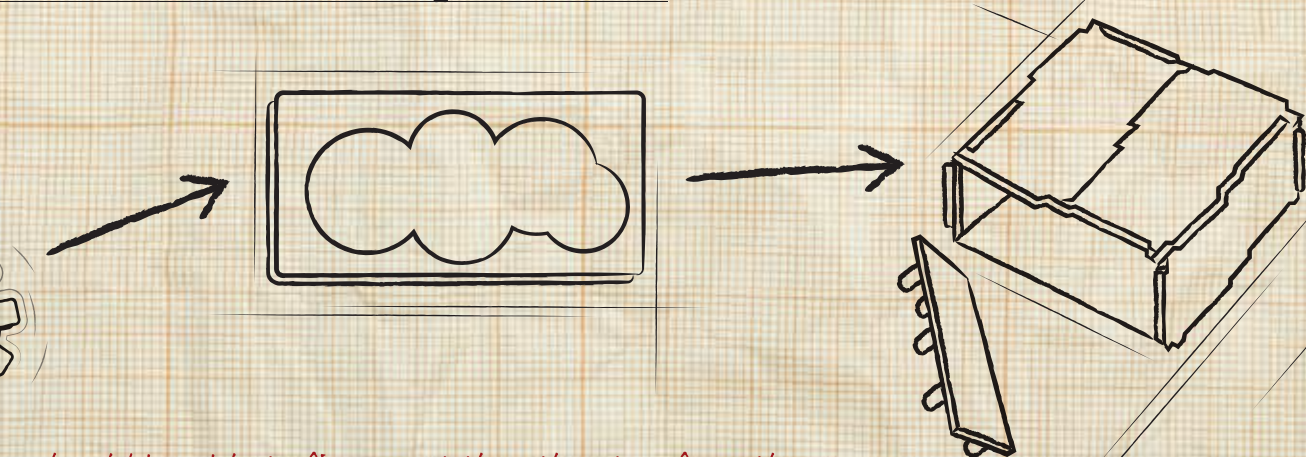
, and in this document, starting on page 10

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.

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.



INTRO BACK

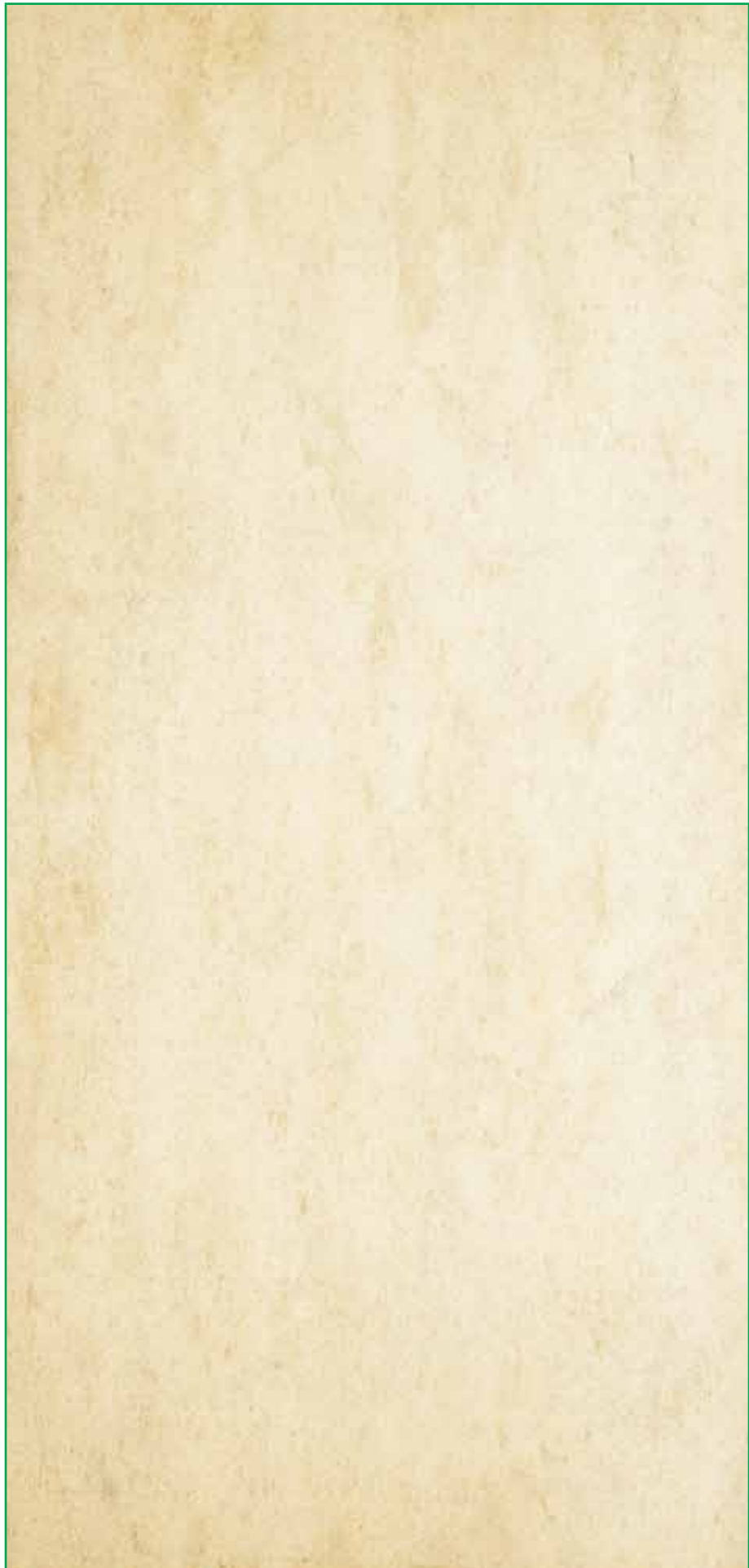
OPENING NOTE

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.

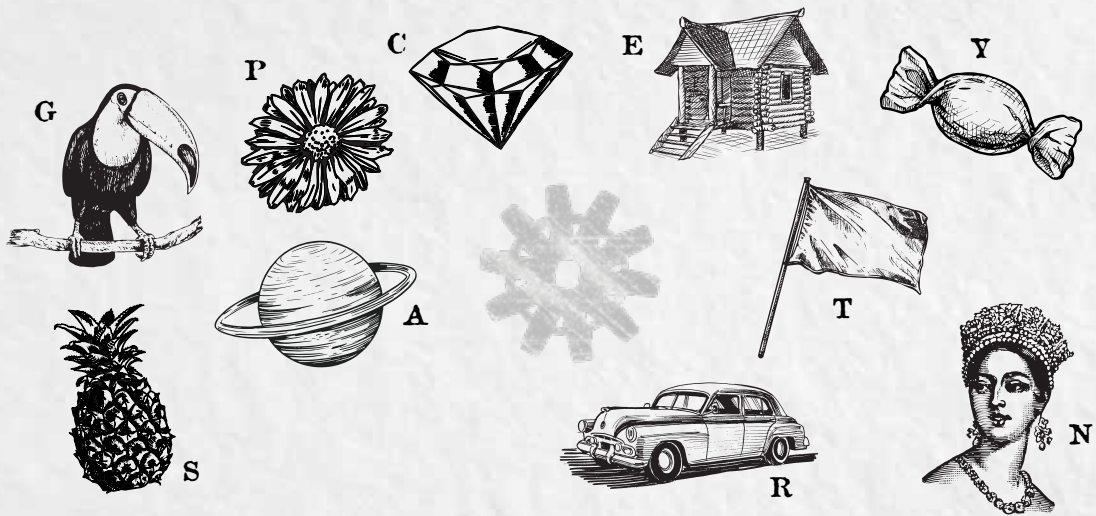
Luckily, my drawings and toolboxes have traveled with me. Accessing the parts of my mind that first constructed this apparatus so long ago should be possible with the help of these resources. I only hope Isabel is able to do the same. If we are both able to fix our machines, we should be able to communicate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

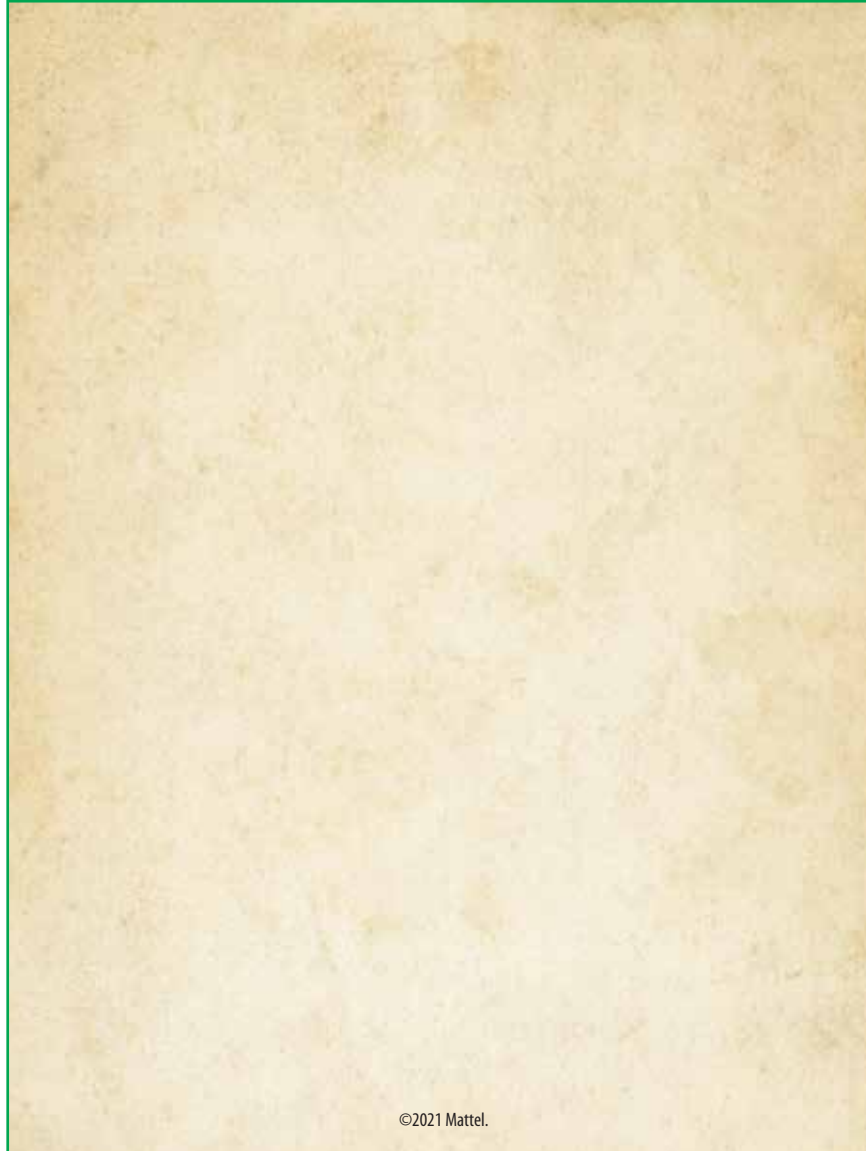
W → 4 → E → 4 → N → E

5. Pegs in 1, 2, 4

Directions: Start 2.

E → 2 → S → 4 → W → 1 → E

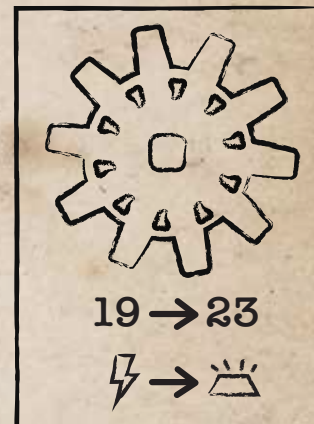
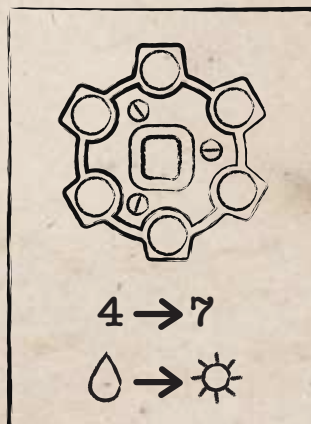
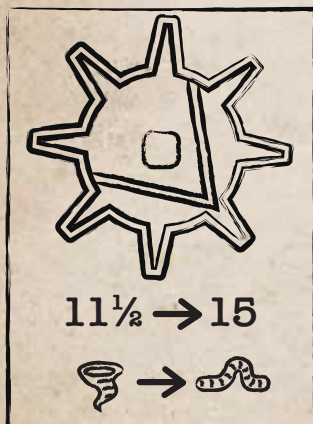
Remove all pegs when finished.



©2021 Mattel.

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

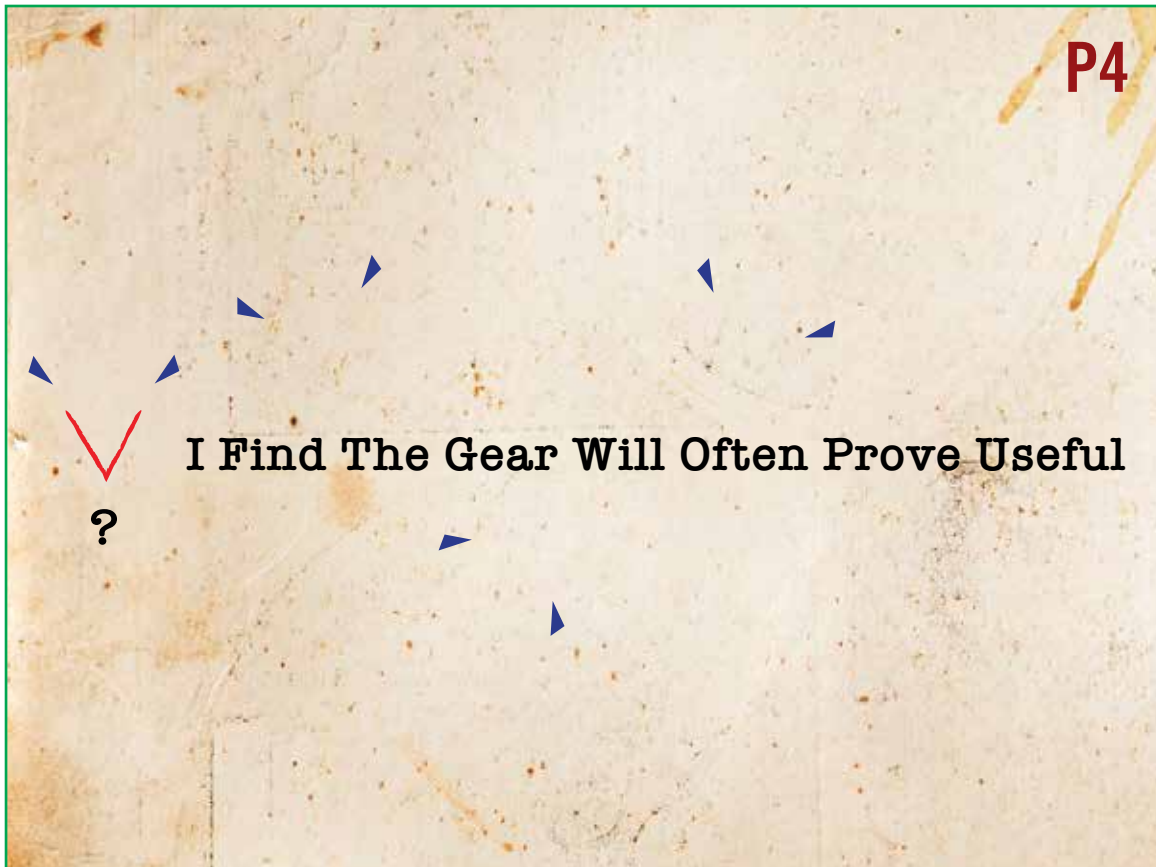
Rabbit With Trident

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:



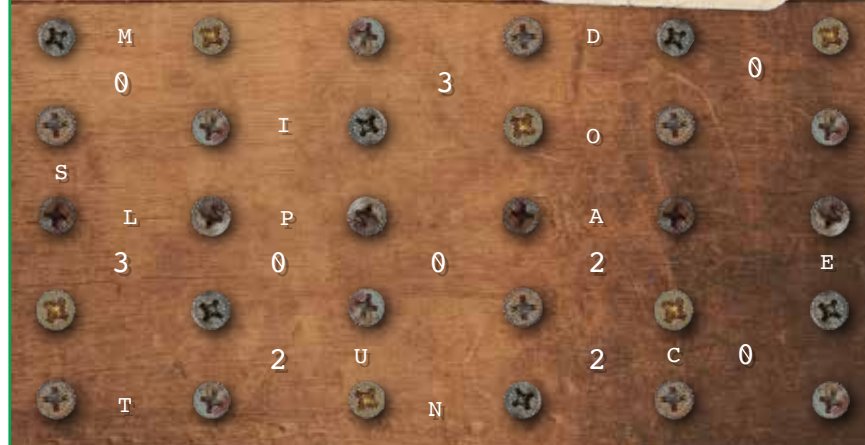
RIGHT

- 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

© 2021 Mattel.



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 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

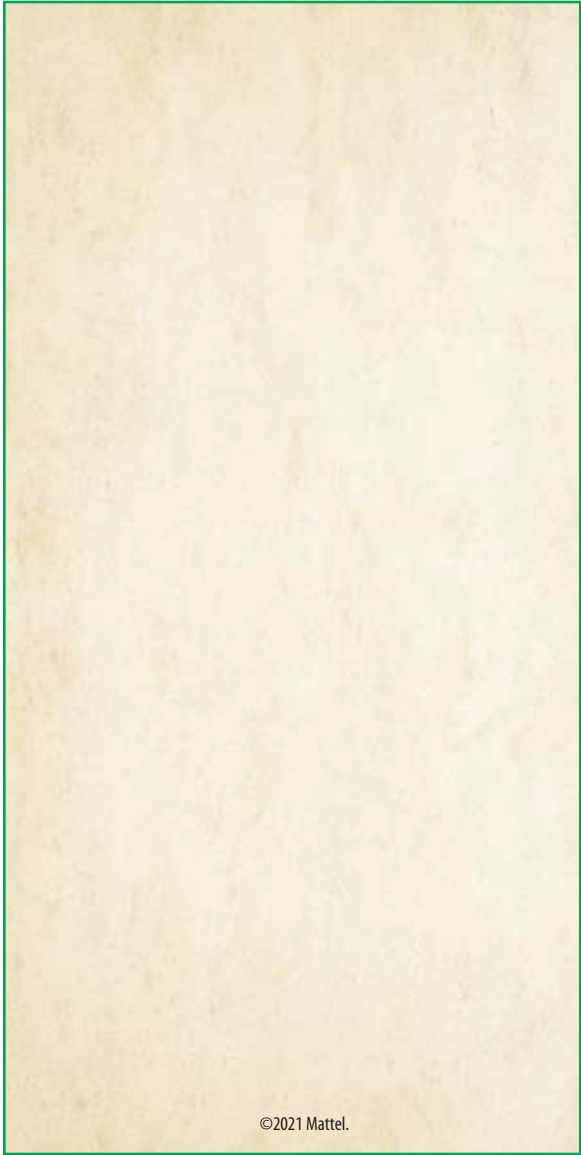
Square

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

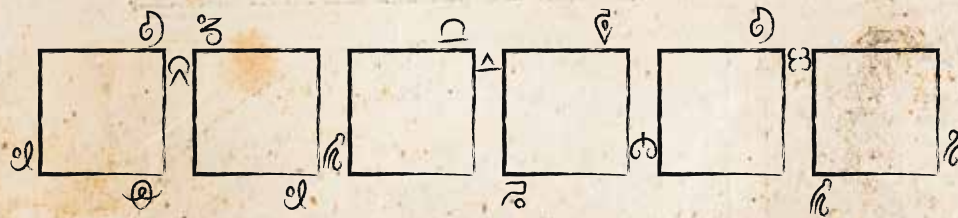


WHAT MONTH BACK

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



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.

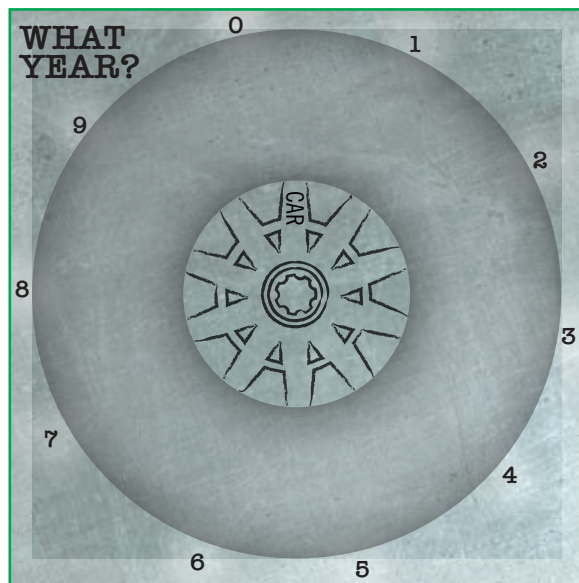
- Start in Mexico City.
- Travel 10,000 km east (and slightly north) to the next city.
- Head to the city that is 2,000km away from that.
- Go to the city directly east from there.
- Travel to the city directly south of that one.
- There are a couple of cities 6,000 km away from that one, go to the one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

That is where we shall meet!

WHAT CITY FRONT



WHAT CITY BACK



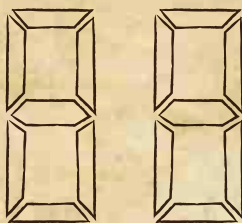
WHAT YEAR FRONT



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