**INSTRUCTIONS**

**Bankers Boxes** *(2)*

• Put together following instructions with boxes

• Attach Zip ties *(4)*  to back so that the lid is on a hinge

• Attach Hasps *(3)* to front using Machine Screws *(4)* so lid can be “locked”

° You will also need to cut a small part of the box where the machine screw backs would hit so that the lid closes correctly. (see Video Walkthrough for example)

• Write numbers 2-11 on top and front of boxes so players can easily find them

**All Envelopes***(5)*

• Using a permanent marker, write the number on the flaps (all 10 envelopes that go in box 4, should have a #4 on the flap)

Print Envelope Backs *(E0)*  and glue to back of each one so players can help reset!

**Envelope 1**

*Sitting on Table or Passed out to Teams to Begin*

• Envelope 1 - Intro Letter *(E1)* Glued to Front

• Inside:

° 1. Government Letter *(L1)* inside

° Map *(7)* with Capital list *(L1)* glued onto back

*(Players will use the Capital list now and the Map during Box 2)*

° Magazine *(8) - players will not use yet*

° Pen *(10)*

° Notebook *(9)*

• How To Solve:

° Government letter has bold words which leads to back of map

° Back of map has capital cities which leads to capital letters in letter

° Capital letters say to read only first word of each line

° First words give the code 0-8-2-4

**Box 2/Envelope 2** (0-8-2-4)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 2 - 3D Puzzle *(E2)* Glued to Front

• Inside:

° 3D Glasses *(12)*

° Whiteboard Marker *(13)*

• How To Solve:

° Use 3D Glasses and close one eye to read letter on Envelope 2

° This will give you cities that you can mark with the whiteboard on the map

° When you follow the paths of the cities, you get the number 7-4-1

**Box 3/Envelope 3** (7-4-1)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 3 - Take a Break Letter *(E3)* Glued to Front

• Inside:

° News Article Four *(B1)* - *players will not use yet*

° Program Postcard (Zorbs) *(B2)* - *players will not use yet*

° Directional Postcard (Sugar Camp) *(B3)* - *players will not use yet*

° Chain *(11)*: 1 Red, 1 Green, 2 Yellow, 2 Blue *- players will not use yet*

° Deck of Cards *(14)*

Missing 9 of Clubs, 2 of Diamonds, 3 of Hearts, and 5 of Spades

° 3. Cards Riddle *(L3)*

• How To Solve:

° Use Cards Riddle to know that the order of cards is 2-9-3-5

**Box 4/Envelope 4** (2-9-3-5)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 4 - Camp Song Letter *(E4)* Glued to Front

• Inside:

° News Article Two *(B1) - players will not use yet*

° Program Postcard (Gaga Ball) *(B2) - players will not use yet*

° Directional Postcard (3 yellow arrows) *(B3)* - *players will not use yet*

° Chain *(11)*: 1 Red, 1 Green, 2 Yellow, 2 Blue, 1 Orange, 1 Purple *- players will not use yet*

° 4. Jingle Bell Sheet Music *(E4)*

• How To Solve:

° Figure out the Song Title and then use the cipher to decode the numbers associated with each letter. There is a box of 4 digits that is the code (7874)

**Box 5/Envelope 5** (7-8-7-4)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 5 - Mirror Decision Letter *(E5)* Glued to Front

• Inside:

° News Article Three *(B1) - players will not use yet*

° Program Postcard (Zipline) *(B2) - players will not use yet*

° Directional Postcard (Nature Trail) *(B3)* - *players will not use yet*

° Chain *(11)*: 1 Yellow, 2 Blue *- players will not use yet*

° 5. Grille Cipher *(L5)*

° Mirror *(15)* with word “NICE” drawn on with alcohol and Qtip

° Tape Measure *(15)*  with letters written on lengths with permanent marker

A at 3.5”

E at 5”

W at 9”

M at 14.5”

N at 22.5”

B at 31”

T at 39.5”

O at 46”

D at 56”

S at 64.5”

R at height of leader running the game

V at 78.5”

° 5. PigPen Cipher *(L5a)* - *players will not use yet*

• How To Solve:

° Use Grille Cipher and turn so dots 1-4 are at top. Gives code: REVEAL-ANSWER-WITH-BREATH

° Breathe on Mirror to get the word, “NICE”

**Box 6/Envelope 6** (N-I-C-E)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 6 - Last News Article *(E6)* Glued to Front

• Inside:

° News Article One *(B1)*

° Program Postcard (Hiking) *(B2)* - *players will not use yet*

° Directional Postcard (Construction) *(B3)* - *players will not use yet*

° Chain *(11)*: 1 Red, 1 Blue - *players will not use yet*

° Markers *(17)*

° 6. Color by Number *(E6)*

• How To Solve:

° Color in the Color by number sheet to get the cipher for the News Articles

° When you use that on the articles you get the code: 7549

**Box 7/Envelope 7** (7-5-4-9)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 7 - Last Directional Card *(E7)* Glued to Front

• Inside:

° Program Postcard (Archery) *(B2)* - *players will not use yet*

° Last 2 Directional Postcards (Motel & Arrow) *(B3)*

° Calendar *(18)*  *(You need a 2021-2022 Calendar. Otherwise you will have to change the dates on the Directional Postcards so that the Sugar Camp Road and Nature Trail signs fall on a Monday or Saturday)*

Write down several holidays in various colors in the calendar making sure only the following holidays are written in blue.

*►* August 10 - National Smores Day

*►* February 1 - I Heart Camp Day

*►* April 2 - National Ferret Day

*players will use this part of the Calendar in another box*

• How To Solve:

° Each postcard has a date on the bottom

° Look in Calendar to see what days each of them fall on & Take out any Mondays & Saturdays

° Organize the rest of the dates in calendar order

° Use those directions to open the directional lock ( ← ← ↑ ↑ ← → → →)

**Box 8/Envelope 8** ← ← ↑ ↑ ← → → →)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 8 - Holidays *(E8)* Glued to Front

• Inside:

° Program Postcard (Crate Stacking) *(B2)* - *players will not use yet*

° 8. Polybus Puzzle *(L8)* (You will need to change this – See Below)

Because you will need to find enough magazines for your players, it changes this puzzle.

Once you get your magazines, choose your own picture and page number. You need the word “Blue” to be the answer, so find a picture with something obviously blue on it.

►Example: Maybe you find a blue flower on page 8 of a magazine, so you would change the code of the polybus to say: “Flower-on-Page-Eight”

• How To Solve:

° Polybus Puzzle will tell you “Letter G Pic P Seven” (*yours will say something different)* Which is the color Blue

° Go to calendar and use ONLY the Blue Dates for the next lock (1012)

**Box 9/Envelope 9** (1-0-1-2)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 9 - Pigpen *(E9)* Glued to Front

• Inside:

° Program Postcard (Pool) *(B2)* - *players will not use yet*

° Chain *(11)*: 1 Green, 1 Yellow, 1 Orange - *players will not use yet*

• How To Solve:

° Use Pigpen Cipher and the letter to get:

Mirror Tall *(9”=W)*

Card Wide *(3.5”=A)*

Map Wide *(39.5”=T)*

Marker Tall *(5”=E)*

Leader Tall *(This will need to be the height of whomever is running the game=R)*

° When you measure that on the measuring tape, you get the code (WATER)

**Box 10/Envelope 10** (W-A-T-E-R)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 10 - Puzzle Break *(E10)* Glued to Front

• Inside:

° 10. Business Card *(L10 & L10a)*

° Puzzle *(19)*

Use a permanent marker and write on the back of Puzzle the following in this order:

1. Swimming Pool

2. Crate Stacking

3. Nature Center

4. Hiking

5. Archery

6. Zip Lines

Take puzzle out of box and put in Ziploc bag so it will fit in the envelope

° Program Postcard (Nature Center) *(B2)*

• How To Solve:

° Players will see that the Business Card for a Mirror Company.

° If they put it next to the mirror they get the word HIKE in Half Symmetry and then “not included”

° Looking at the list on the back of the puzzle (taking out Hiking) and comparing them to the Program postcards that say:

Swimming **P**ool

Crate Stack**i**ng

**N**ature Center

Arch**e**ry

Zip Line**s**

° Looking at those Postcards in that order, use the yellow letters to get PINES

**Box 11/Envelope 11** (P-I-N-E-S)

*Players must run up to stage to unlock box, take only 1 envelope out, then close & relock box for next group*

• Envelope 11 - Finale *(E11)* Glued to Front

• Inside:

° Chain *(11)*: 1 Red, 1 Yellow, 1 Blue, 1 Orange, 2 Purple

• How to Solve:

° Players have to count up all the chain pieces they have collected so far in their respective

Colors and then put those numbers in the color lock:

Red = 4

Green =3

Yellow =7

Blue = 8

**Box 12** (4378)

Use a smaller Ammo Box *(20)* for this box

*Players must run up to stage to unlock box, take only 1 sticker per person out, then close & relock box for next group*

• Inside:

° Winning Stickers *(21)* or some other prize you want to give out