🕵️ Thank you for your purchase at PapierPuzzles.nl!

Dear game master,

Thank you very much for purchasing the Christmas Escape Game:
The Cold Ice King

We think it's fantastic that you chose our game to give the children an unforgettable, exciting adventure at home.
Behind the scenes, a lot of care and passion has gone into the cozy puzzles, the cryptographic logic, and the ink-friendly design.

We have specially designed the game so that it is super easy, stress-free, and quick for you as a parent or game master to set up. While the children (ages 6-8) enter the codes at the table, they are truly challenged to think logically.



What can you do now?

- Print this entire escape game directly from your computer.
- Read the manual on the following pages.

We wish the young Christmas helpers a lot of success with deciphering the hidden codes and helping Santa Claus outsmart the mean king.

If you are enthusiastic about this Christmas adventure, we would greatly appreciate a nice review on our website!

We wish you a lot of playing fun and a merry Christmas!

With a cheerful Christmas greeting,

The team of PapierPuzzles.nl 🎁🎅



🎅 MANUAL & PREPARATION

Escape Room: "The Cold Ice King"

Target audience: 6 to 8 years old | Number of players: Maximum 4 children.
Playtime: +/- 45 minutes
Game type: Print & Play in combination with the mobile app.

🖨️ Step 1: What do you need to print?

Print all pages from the digital package on **A4 paper (black and white)**. We recommend printing single-sided.

🛠️ Step 2: What do you need to prepare yourself?

- A smartphone or tablet with the escape room app open.
  The app can be opened via the following link or QR code:
  papierpuzzels.nl/koude-ijskoning - code: **ICE-KING-XMAS**

- Pens or pencils (to cross off boxes and fill in letters).
- Children's scissors and a roll of tape.
- Access to a large, fixed mirror in the house (e.g., in the hallway or bathroom).
- A simple plastic bag (like a sandwich bag or small trash bag).
- The real loot: A nice Christmas chest or basket filled with treats (candies or small gifts).

❄️ Step 3: The Preparations (In 15 minutes)

1. Setting up the Start Table (Part 1)

Place the following on the central table in the room:

- The **Introduction letter**, the **Central Code Page, Puzzle 1** (the grid), and **Puzzle 2** (the maze).
- Also place Puzzle 3 here, along with the scissors and the tape.
- Open the app in advance and go to the game master page (you do this by clicking 5 times on the PapierPuzzles logo). Here you can adjust the time, enter the location of the footsteps, and provide the location of the presents.

2. Preparing the Icy Freezer (Do this at least 2 hours in advance!)



- Put the **Letter from the Ice King, Puzzle 4** (the differences), **Puzzle 5** (the scale), and **Puzzle 6** (the word search) together in one envelope.
- Put this envelope in a plastic bag. Optionally, use a second bag. Both bags should be tied shut.
- Wet your hands under the tap and rub the outside of the bag thoroughly wet.
- Place the bag flat directly in the freezer. The water will freeze into a real, crackling layer of ice! This gives the ultimate Ice King effect, but the puzzles inside are guaranteed to stay dry.

3. The Secret Room & The Footstep Trail (Part 2)

- Cut out the 7 blue footprints from the Cut-out page.
- Choose a room where the children will not come during the first part of the game (for example, the kitchen or the hallway). You can also lay the trail inside a large wardrobe! Make sure this is not a space where they already need to be for the mirror task (Puzzle 3).
- Tape the footprints on the floor in order from 1 to 7. Make sure footprint number 7 (with the picture of the padlock and the large 7) is at the very end of the trail.
- Hide the real Christmas chest in an even more secret place (for example, in the oven or under the couch), so not directly at the end of the footsteps! The position of the gift can be indicated in the app on the game master page. (Press 5 times in a row on the PapierPuzzles logo).

⏱️ Step 4: Game Explanation & Gameplay

Phase 1: The Start Table (Code 4 - 7 - 2)

- Start: Read the introduction letter from Santa Claus out loud to the children and start the app.
- **Puzzle 1** (The Grid): The children look up the 9 coordinates. If they cross them off with a pen, a large **4** automatically appears.
- **Puzzle 2** (The Maze): They follow the angel's path. The only route that doesn't end in a dead end finishes at the house with the **7**.
- **Puzzle 3** (The Mirror Letter): The children cut out the 4 pieces, tape them together, and hold the letter in front of a real mirror. In the mirror, they see that the strange curl is a **2**.
- **In the App:** They enter **4 - 7 - 2** on the Code Page and open the first lock in the app. The app gives them the hint where the first tool (the freezer) is located (if this checkbox is turned on).

Phase 2: The Freezer & The Room in (Code 3 - 6 - 7)

- The Freezer: The children run to the freezer and take out the crackling, frozen plastic bag with the envelope.
  They open the envelope and read the angry letter from the Ice King.
- **Puzzle 4** (The Differences): They compare the two snowman pictures and find 3 subtle differences. This is the first digit.



- a star on the hat
- a button
- a snowflake

- **Puzzle 5** (The Scale): They calculate the magical ice scales. If 1 gift is as heavy as 3 hats, then 1 gift + 3 hats together are as heavy as **6** hats. This is the second digit.
- **Puzzle 6** (The Word Search & The Trail): The children cross off the words in the word search. The 4 letters that remain form the word **SNOW.**
- The Magical Password: The children type "SNOW" into the app. The app will indicate that the ice magic is broken! Quick, the footsteps are in the location you entered.
- The Footsteps: They run to the room, follow the trail from 1 to 7, and find the ice lock with the digit 7 on the last footprint. This is the last digit.

Phase 3: The Grand Finale!

- The children enter the final code **3 - 6 - 7** on the screen of the app.
- The victory screen pops up: the two locks fall open, the chest springs open virtually, and the Ice King has to cry terribly hard because he lost!
- The app now tells the very last secret location (e.g., the oven). The children run there and find the real Christmas chest full of treats. Christmas is saved!