

Dear Game Master,



Thank you very much for purchasing our Christmas Escape Game:
MISSION RED BLIZZARD

We are thrilled that you chose our game to experience an unforgettable, exciting adventure at home. Behind the scenes, great care and passion went into crafting these cozy puzzles, the cryptographic logic, and the ink-friendly design.

We specifically designed this game to be super easy, stress-free, and quick to set up for you as a parent or host. While the players (ages 12 and older) enter the codes on the screen, they will be truly challenged to think logically.

What can you do now?

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



We wish you the best of luck deciphering the hidden codes and helping Santa Claus get the cockpit matrix back online.

If you enjoy this Christmas adventure, we would greatly appreciate it if you left a wonderful review on our website!

Have a fantastic time playing, and we wish you a merry Christmas!

Warm holiday wishes,

The team at PapierPuzzels.nl 🎁 🧑🏻‍🎅



INSTRUCTIONS & PREPARATION

Escape Game: "MISSION: RED BLIZZARD"

Target Audience: Ages 12 and older / Adults

Number of Players: 1 to 4 players. Playtime: +/- 45 to 60 minutes

Game Type: Hybrid Print & Play in combination with the Mainframe app.



STEP 1: WHAT DO YOU NEED TO PRINT?

Print all pages from the digital player dossier completely on A4 paper. It is crucial to do this single-sided due to the cutting work and the puzzle logic.

STEP 2: WHAT DO YOU NEED TO PREPARE YOURSELF?

- A laptop, tablet, or computer with the Mainframe app opened at the head of the table.

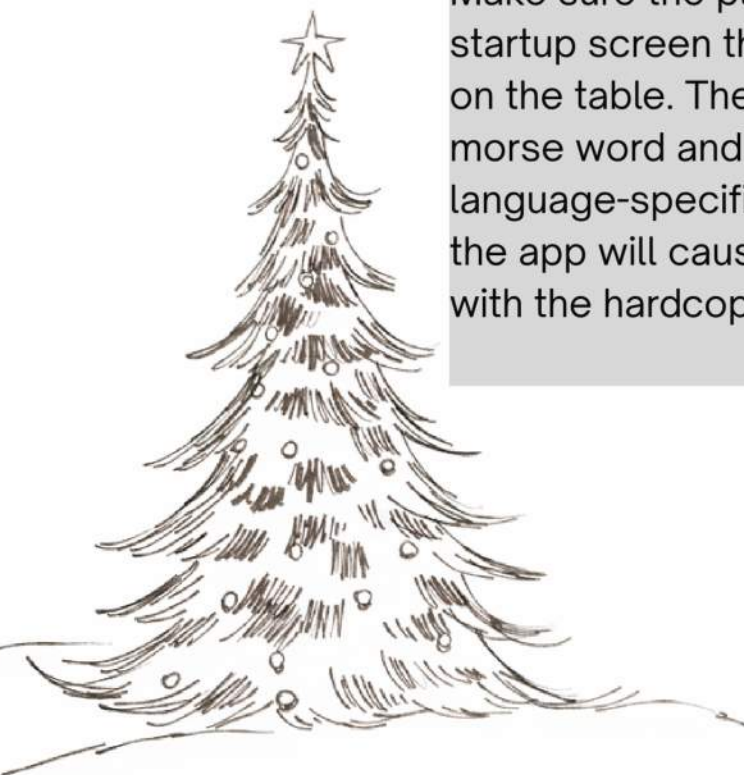
Open the app via: **papierpuzzels.nl/red-blizzard**

Select your preferred language (NL / EN) directly on the startup screen before you begin.

- Pencils or pens and scratch paper (for the pressure calculations).
- A pair of scissors placed near the puzzle sheets.
- Optional: The players can receive a gift or a treat after completing the escape game. If desired, this can be handed out once they succeed.

CRITICAL TIP:

Make sure the players select the language on the startup screen that matches the printed documents on the table. The puzzles on paper (such as the morse word and the commando badges) are language-specific. Selecting a different language in the app will cause the digital codes to mismatch with the hardcopy files!



❄️ STEP 3: PHYSICAL ROOM SETUP (IN 15 MINUTES)



1. Setting up the Command Table

Lay out the printed documents from Section-A to Section-F in an organized manner on the main gaming table. Ensure the players have enough workspace to spread out the files.

2. Preparing the Tools & Props

- Place the scissors and a split pin (brad) directly near Section-E (Puzzle 5) and Section-F (Puzzle 6).
- Ensure the 12 physical matrix switches / levers on your hardware panel are all set to their starting positions.
- Place the optional 'Bunker Bounty' (treats or small gifts) inside the locked chest or compartment at the edge of the room.

3. Ready for Launch!

Ensure the screen is active and set to the correct language. Once the players sit down at the table, they can immediately open the welcome letter and enter the factory emergency password to start the 60-minute countdown!

🔧 OPERATING THE SECRET CONTROL MENU

As the Game Master, you can access this hidden panel at any time by clicking the PapierPuzzels logo on the screen 5 times and entering the host code:

2512-XMAS.



THE COCKPIT-MAINFRAME CHEAT SHEET (MANUAL)



Below you will find the complete, **step-by-step decryption explanation by puzzle**. Use this to monitor the players during their mission and subtly guide them.

START: THE INITIALIZATION

- **What the players do on paper:** They open the welcome letter and read the critical factory emergency password.
- **The interaction with the screen:** They type this emergency password into the central code field on the dashboard and click 'DEACTIVATE' to start the central 60-minute countdown timer.
- **Password for activation: 4915.**
- **The switch-effect:** This initiates the timer and unlocks the functions in the web app.

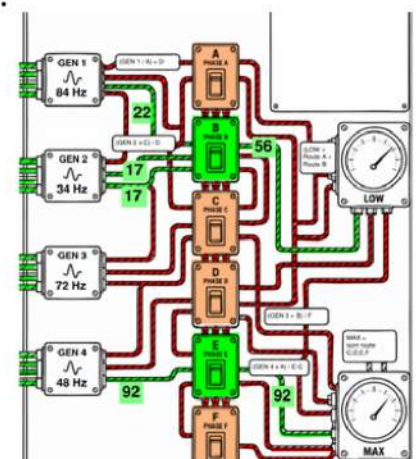
PUZZLE 1 → SECTION-A: INITIAL PROTOCOL SUBSYSTEM

- **What the players do on paper:** They take the separate SECURITY STENCIL, cut out the 4 marked Christmas shapes, and place it perfectly straight over the data matrix. This leaves exactly 4 numbers visible.
- **The interaction with the app:** The computer screen displays the active master-ID sequence (star, reindeer, Christmas tree, snowflake). Players sort the 4 visible numbers according to this live key. **Code: 8301.**
- **Stand of the switches:** Switch 1 to **position 3** and Switch 2 to **position 1**.

PUZZLE 2 → SECTION-B: COCKPIT ENERGY MATRIX

- **What the players do on paper:** They use the live data from the app (A6, B5, C4, D8, E3, F7) and fill them into the network schema. The participants will also discover that they can only utilize switch B and E. The power cables merge from left to right at the LOW and MAX meters. Based on the formulas, the exact hertz output per cable can be calculated.
- **Deactivation code for the screen: 5692.**
- **Stand of the switches:** Switch 3 to **position 1** and Switch 4 to **position 3**.

The trick in this puzzle is that there are 2 cables running from generator 2 to switch B.



● PUZZLE 3 → SECTION-C: COMMUNICATIONS LOG



- **What the players do on paper:** They look at the audio interception page containing the drawn Christmas garland.
- **The interaction with the screen:** The computer broadcasts a live audio signal or decryption matrix. The players hear or see that snowflakes represent a SHORT sound (dot), icicles a LONG sound (dash), and a pine cone acts as a separator (space). They translate the garland from left to right into four English number words: **TWO ZERO FOUR FOUR**.
- **Deactivation code for the screen:** **2044**.
- **Stand of the switches:** Switch 5 to **position 2** and Switch 6 to **position 0**.

● PUZZLE 4 → SECTION-D: VENTILATION SYSTEM DATA-LOG

- **What the players do on paper:** They read the live starting value of ALPHA from the screen. Using the rules, they calculate: Bravo = $2 \times \text{Alpha}$ and Charlie = Bravo - 10. They locate these four PSI values on the horizontal X-axis of the graph and read the corresponding matrix digits on the vertical Y-axis. They enter these digits into the grid at the bottom in the exact order: Alpha → Charlie → Bravo → Total.
- **Deactivation code for the screen:** **7318**.
- **Stand of the switches:** Switch 7 to **position 1** and Switch 8 to **position 3**.

● PUZZLE 5 → SECTION-E: COCKPIT DATA-LOG

- **What the players do on paper:** They take the cutout CIPHER DISC. They rotate the inner alphabet disc so the main arrow (at **letter A**) points exactly to the pulsing Gingerbread man icon on the screen.
- **The interaction with the screen:** They spell the English holiday word: **D - E - E - R** on the inside of the wheel. They look at the outer ring to read the corresponding Roman numerals (D=IX, E=II, E=II). At the final letter R, they land perfectly on the horizontal line (—), which represents the value 0.
- **Deactivation code for the screen:** **9220**.
- **Stand of the switches:** Switch 9 to **position 2** and Switch 10 to **position 2**.

● PUZZLE 6 → SECTION-F: ELITE COMMANDO AUTHORIZATION

- **What the players do on paper:** They cut the four biometric ID cards loose. They sort the physical cards beneath each other on the table from the highest military authority to the lowest military authority: General Barnaby (Digit **1**), Major Holly (Digit **1**), Sergeant Pepper (Digit **0**), Corporal Blitzen (Digit **3**)
- **The interaction with the screen:** They read the displayed digits from top to bottom.
- **Deactivation code for the screen:** **1103**.
- **Stand of the switches:** Switch 11 to **position 0** and Switch 12 to **position 3**.