Reset





Reset Manual

Would you like to pass your copy of The Vandermist Dossier to another player?

Use these instructions to put it back in its original state.

WARNING: SPOILERS!

1. The envelope

Make sure you have all the paper strips from the shredded fax. Mix them up, then lay them neatly in the fold of the hand-written letter, along with the two smaller newspaper clippings. Put the letter in the envelope, along with the strips and clippings.

Was your envelope torn open during play? Try to put it back together with some tape. It's not perfect, but remember: the contents of this box are supposed to look old and weathered.

2. The folder

Collect the following things, and put them in the file folder. From bottom to top:

- 1) The Yellow Page
- 2) The Newspaper (folded in half)
- 3) The decryption wheel
- 4) The driver's license
- 5) The notebook

3. The orange box

Collect the 3 pages that were torn from the notebook. Along with the S.E.A. form (the one from a dot matrix printer), hide these in the hidden compartment while you put the orange box back together.

The two small flaps on the sides of the orange box go over the bottom flap, to keep it down and the secret compartment shut.

Put the orange inlay in the box, with the napkin folded underneath.

Do the creases in the napkin give the puzzle away? Just crumple it up and then flatten it again.

4. The paper tube

Roll up the tourist map, image side out, and put it in the tube. Close the tube, then *try to put the paper wrapping back around it*. Use a gluestick if you need, but only around the edges: you want the paper to come off easily when the next players try to remove it.

Did you get the Kickstarter version? Open the **Refill kit** envelope. It contains three new paper wrappers with glue strips.

Don't have a refill kit, but your original paper wrapper is torn beyond repair? Print the final page of this document instead.

5. Put it all together

Put the tube in the orange box and close it. Place the file folder, the orange box and the envelope in the game box and close it. Put Helena's introduction letter in its envelope, along with the old photo of the two sisters, and stick that under the elastic band. **All done!**

