

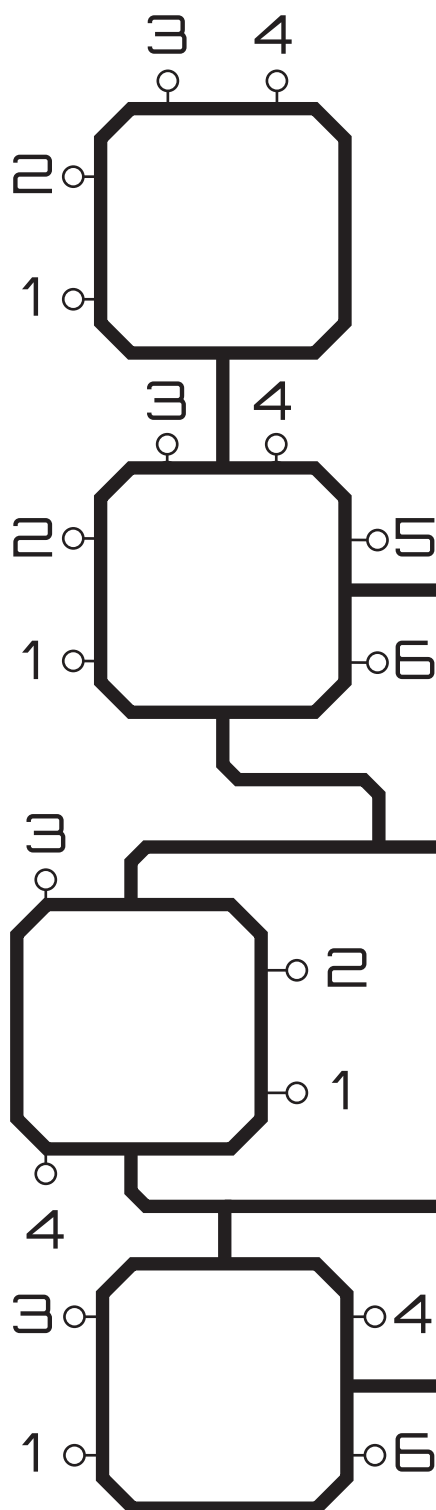
## To Lock

Choose one of the surrounding numbers and write it in the centre of each box.



## Printing instructions

For optimal results, print at 100% scale, double-sided, flipping along the long edge.



# The Vault

Write or draw a secret in The Vault.

# Lock #4

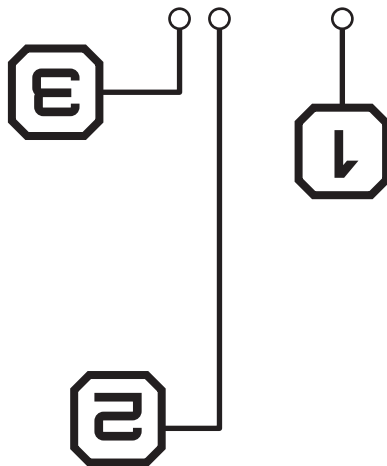
## The Vault

A game by Joe Shimwell  
from What If? Games  
Insta @joe\_plays\_games

Need to print  
another copy?  
Scan here.

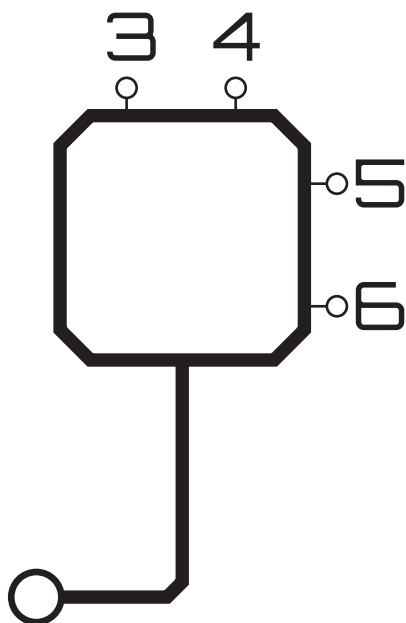


**To Unlock**  
Roll a single path of correct numbers unlocking from top to bottom.



**To Lock**  
Place one of each the symbols  $>$ ,  $<$  and  $=$  in each of the dotted squares. Then write 'even' or 'odd' in the final square.

**To Unlock**  
Roll and place numbers in the 6 squares to satisfy the equations. Once you write a number in a square, it cannot be changed. Then roll a number that matches the word in the final square.



**To Lock**  
Choose one of the surrounding numbers and write it in the centre.  
**To Unlock**  
Roll the numbers 1-6, cross them off and then roll the centre number.

## The Vault

A Fold, Roll & Write race for two or more safecrackers.

Make sure you have printed The Vault full size, double-sided, flipping along the long edge.

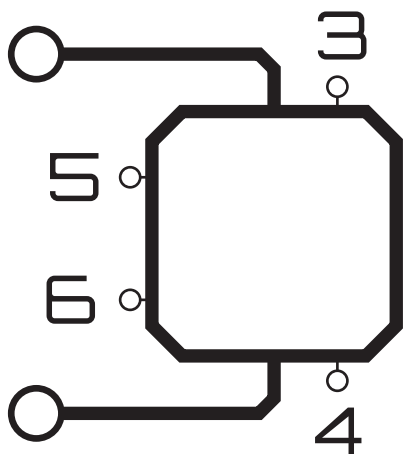
Each player will need a copy of The Vault, a pencil and a D6 die.

Find an opponent and swap Vaults. Place something secret in The Vault then work backwards through each Lock; read and follow the 'To Lock' instructions of each carefully. They are different for each Lock.

After drawing your secret, fold the Vault as directed, then fold after you have written in each lock.

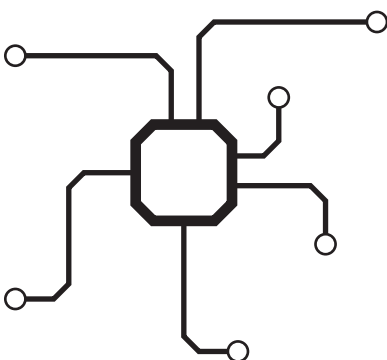
Swap Vaults back, flip over to Lock #1 and read the 'To Unlock' instructions. Agree on how to start the race. The winner is the first to unlock all the Locks and learn the secret.

The loser is not allowed to learn the secret inside The Vault.



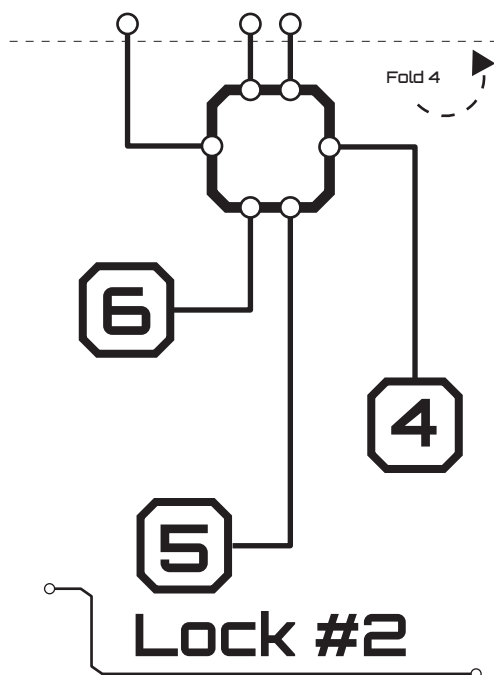
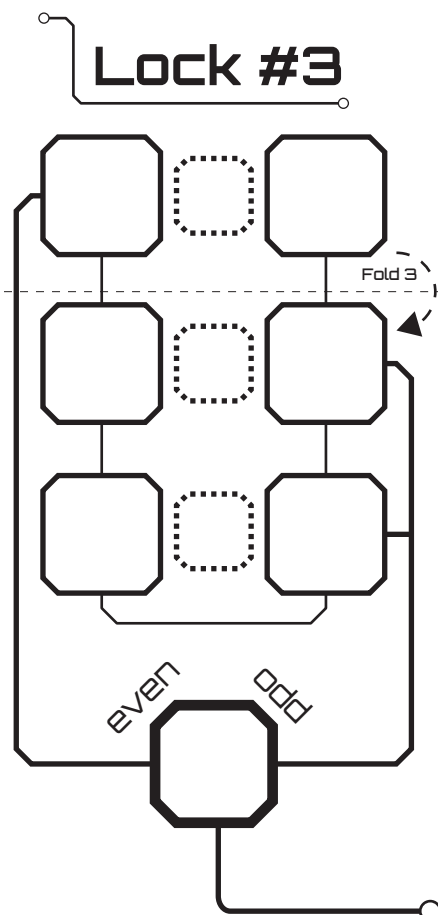
# #4

## Lock #1



**To Lock**  
Write a number 1-6 in the centre.  
**To Unlock**  
Roll the number in the centre.

## Lock #3



## Lock #2