

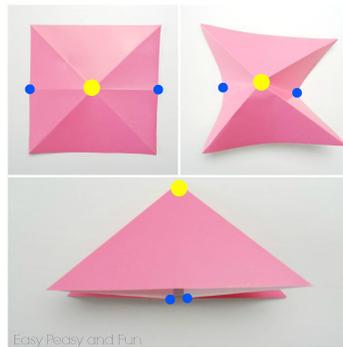
Game Master Guide

2.1: Origami Puzzle

There are 3 shapes that need to be created to give the player a series of numbers. The pages need to be cut on the dotted line to be folded correctly.

The first 2 are quite easy and require no unfolding.

The 3rd one will only need to have creases from folds 1 and 2 in order to combine all 4 of the As (represented below with blue dots).



When their animals are created they will get 3 numbers to be used on the next set of puzzles. Walrus=67 Dog=53 and Fish=4

2.2 Caesar Cipher Puzzle

This is an expansion on the secret code puzzle from the first set we did. The puzzle works the same way, but now A=18, B=19 ect. For younger players we added a blank grid that they can use to fill in, this may not be necessary for older players.

“Not all codes are made of sparkles and flash,
some are made with dots then a dash.”

*Note the highlighted letters. These are an added clue that spells MORSE to get them thinking about Morse Code.

2.3 Morse Code Puzzle

Once decoded this puzzle will give them 3 words necessary for the next set of puzzles (WINTER, SUMMER, SPRING). Again we've included a key for younger players, but Morse Code is standard and the key can be easily searched. If you want an added challenge for older players we recommend leaving the key out.

2.4 Symbols Puzzle

Now that they know which seasons they are following from the Morse Code they have to follow the symbol representing each of those seasons in each of the 4 sections.

*Look at the 1st symbol on page 2, if you follow the pattern of snowflake, sun, flower, snowflake, sun, flower you get a number 7. This will be repeated to get 4 numbers.

Move on to the next puzzle when your player tells you the answer **6570**.

2.5 Coordinates Puzzle

By following the grid they will spell the location of their prize.

H2=W E5=H ect.

“Where you wash your hands”

If you have any questions along the way we are always happy to help.