

ADVENTURES WITH A MADMAN



HINT FILES

*One Puzzle Per Page

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[PART 1 - PHONE KEYPAD]

1. Your goal is to decode the encoded message. You are given some letters as constants. Use the numbers and reference the phone keypad to see possible letters for each number.
2. Write out all possible letters for each number and look to see what combination of letters could make a word.

[PART 1 - MAN IN COSTUME]

1. Your goal is to find out which letters go in the six blanks provided.
2. There are certain words/phrases in the text that give you locations of the six letters you seek.
3. Go to bottom of this page for the words/phrases

“middle,” “point,” “top of my head,” “wrist,” “left eye,” “right elbow”

[PART 1- HOSTAGE SQUARES]

1. Your goal is to narrow the possibilities down to one single square by following the rules.
2. Go through and add 1 to all squares. 01 becomes 02, 11 becomes 12, 21 becomes 22 and so on.
3. Pay attention to the use of “digit” and “number” in this puzzle. For example, the number might be 23 but “2” is a digit and “3” is a digit.” Also, a prime number is exactly divisible by only itself and 1.

[PART 1 - TYPEWRITER]

1. Your goal is to figure out the hidden message.
2. "In groupings of 3" - Go through and divide the string of letters into groupings of 3 (EEM) (TSA) (LHL) and so on.
3. There are specific words that give instructions on how you pull the letters from these groupings.
4. "thirds," "seconds," "firsts."
5. After groupings of 3, pull all the third letters from each grouping, then all the second letters from each grouping, and finally all the first letters from each grouping.

[PART 1 - BOOKSHELF]

1. Your goal here is to figure out which letters need to be pulled from the bookshelf, in order to get a message.
2. Complete the math in all parentheses.
3. Find the book with the number from each parentheses and pull that book's letter for the message.

[PART 1 - NUMBER AND LETTER GRID]

1. Your goal is to figure out the location of the hostages.
2. Take a look at the very beginning of each puzzle text.
3. Notice that puzzle 1 starts with "1C." Use this information with the number and letter grid to get a letter. Do this with the other puzzles to figure out the location.

[PART 2 - COLORED LETTER PUZZLE]

1. Your goal here is to figure out the hidden message from the colored letters.
2. "From letters to numbers" is the first clue.
3. Using the alphabet and assigning a number 1 - 26 to the letters A - Z, transform all letters to numbers and then complete the math for each grouping. Once you have completed the math for each grouping, take those numbers and transform them back to letters of the alphabet. You should have a message now that tells you what to do with the colored letters.



[PART 2 - MAZE]

1. Your goal here is to complete the maze and see what letters you need to pick up from the maze.
2. Complete the maze.
3. “consider the paths you have not traveled in your life.”
4. Pull the letters (top to bottom like reading) that you did not pass through.



[PART 2 - WALL OF PAINTINGS]

1. Your goal here is to figure out which letters from the string of letters you need for a message.
2. “cross-eyed”...notice that the letter “I” is in every other letter. If you will cross out those you will uncover a message. Once you have done this, you will know what to do with the paintings.

[PART 2 - ELECTRICAL CORDS]

1. Your goal here is to find the correct electrical cord end that goes with each number.
2. Start at 1 and follow the cord to see which electrical cord end goes with that number. Completing this process for all numbers will give you a message.

[PART 2 - LETTER/NUMBER GRID]

1. Your goal is to eliminate certain squares through the information in the text and see what parts of the ships are remaining
2. Days, animals and names are important in helping you figure out which squares to eliminate.
3. "First day" ... "Dog" ... "Goat" - This equates to squares 1D and 1G. First gives you the 1 and Dog gives you "D" and Goat gives you "G."

[PART 2 - ARROW PATH]

1. Your goal is to find a path to the finish using only and exactly 8 arrows.
2. You can start at any arrow to complete the 8 arrow path.
3. Notice the 3x3 grid of letters. If you view the word "Finish" as one of the squares in the 3x3 grid, you should be able to match the 8 arrow path to the 3x3 grid to get a message.

[PART 2 - LIST OF SECRETS]

1. Your goal here is to take the information you gained from each puzzle and put the correct person with their secret.

[PART 3 - REBUS]

1. You must identify the images correctly and make needed changes based on the additional information provided to get a message.
2. The first image is a “store” and you are told that $r=l$. So, “store” becomes “stole.” Continue this process for the rest of the puzzle.

[PART 3 - COLORED LETTER/FONT PUZZLE]

1. Your goal is to figure out which information to pull from the colored letters of different fonts.
2. Pull all the letters of one color. Then, pull all the letters of a different color. Do this for all colors and see if any specific color gives you information.

[PART 3 - SERIES OF NUMBERS]

1. Your goal is to decode the number puzzle to get a message.
2. "A.B.C. Murders" is your clue here.
3. Assigning numerical values to all letters in the alphabet (A=1, B=2, and so on) you should be able to decode the hidden message.

[PART 3 - WALKING DIRECTIONAL PUZZLE]

1. Your goal is to figure out which letters to pick up along your walk.
2. Using the first sentence of the text and the direction the footprints are headed, you should be able to orient the squares.
3. Follow the directions and pick up the correct letters along the way based on the directions in the text.
4. Once you have identified North, South, East, and West, Southwest remains constant.

[PART 3 - COLUMNS]

1. Your goal is to figure out which configuration to put the columns in to find the hidden message.
2. Using the roman numerals at the top of each column, reposition the columns in numerical order and then read the information (top to bottom like reading)

[PART 3 - PHONE KEYPAD]

1. Your goal is to decode the encoded message. You are given some letters as constants. Use the numbers and reference the phone keypad to see possible letters for each number.
2. Write out all possible letters for each number and look to see what combination of letters could make a word.

[PART 4 - OLD TEXT]

1. Your goal is to use the info provided with excerpts from the book (provided in the back of the booklet) to find the hidden info.
2. Notice the words that are italicized in the old text.
3. “Misunderstood,” “the situation,” “want”
4. Look at the story The Misunderstood and see what occurs between “the situation” and “want.”

[PART 4 - SHAPES]

1. Your goal is to figure out what information to pull from the shapes.
2. Key phrases that are helpful in the text - “different shapes.” “different sides,” “find what row.”
3. Notice that each row starts with a different number. What could this number represent based on the key phrases previously mentioned.
4. The numbers represent the number of sides the shapes have. So, the first number being 3...which shapes in that row have 3 sides? Pull their info. Do this for each row and you will uncover information to use with something else in the booklet.

[PART 4 - RED IMAGE]

1. Your goal is to find the letters in red and see what they represent.
2. Look at the excerpts from the book and find the red letters.
3. How many red letters do you find? Turn that number into a letter of the alphabet (A=1, B=2, and so on).

[PART 4 - CLOCKS]

1. Your goal is to figure out which letters to pull from the clocks to uncover a hidden message.
2. Key phrases - “stroke of midnight or noon,” “your hands,” “come together doesn’t matter,” “journey is what’s important,” “traveling in separate ways, “what gets picked up”
3. Both clock hands come together directly at the top. The letter here doesn’t matter. Traveling separate ways means that one hand will travel clockwise and another will travel counterclockwise to come together at the top. Pick up the letters that each hand goes through to get to the top, but do not include the letter directly at the top.

[PART 4 - RADIO]

1. Your goal is to figure out which letters to remove from the grid of letters.
2. Key phrases - “a little time” and “where you are headed.”
3. Look and see what story excerpt could be associated with “a little time.”
4. Once you identify the correct story, see where the jeep is headed and then the letters associated with that location...remove every place you see one of those letters in the letter grid.

[PART 4 - GRID WITH XS]

1. Your goal is to figure out which information from your adventure to put into the grid so that you can know which letters are represented at the X locations.
2. Look at the Table of Contents and identify the “name of pages 1-14.”
3. Once you know the identity the “name of pages 1-14,” use that in relation to the list of names to and descriptions to fill in the grid.
4. Once the grid has been filled in, pull the letters represented by Xs.

[PART 5 - DEVICE MATCHING]

1. Your goal is to figure out which device goes with which influencer.
2. Look for key words or phrases in each question that could connect with the descriptions of each influencer.

[PART 5 - CHALLENGE 1]

1. Your goal is to figure out which information in the image could help you identify which numbers/letters to use.
2. Pay attention to “Comment,” “Like,” and “Share.”
3. How many comments does the post have? How many likes does the post have? How many shares does the post have? Use this information to know which numbers/letters to use.

[PART 5 - CHALLENGE 2]

1. Your goal is to figure out how the information provided relates to the phone.
2. The keyword here is “connecting.”
3. All items in parentheses represent a set. Information together, separated by commas represents subsets.
4. 17 Cameras - Find 17 on the phone and Cameras on the phone and connect them with a line. 17 Files - Find 17 on the phone and Files on the phone and connect them with a line. To-Do List Videos. Find To-Do List on the phone and Videos on the phone and connect them. After you have done all of this, what have you formed?

[PART 5 - CHALLENGE 3]

1. Your goal is to figure out how which angles and letters to use to uncover a hidden message.
2. Complete the math within each grouping. Once completed, find those angles and ultimately the letters associated with the angles.

[PART 5 - CHALLENGE 4]

1. Your goal is to figure out which influencer isn't related with one of the questions.
2. Finding Week 1 standings is very important. Using the information from Week 2, work backwards to identify the standings from Week 1.
3. You have Week 4 standings. Use the chart movement to create standings for Week 1, Week 2, and Week 3.

[PART 5 - CHALLENGE 5]

1. Your goal is to figure out which letters to pull from the image to uncover a hidden message.
2. What could the groupings represent in reference to the image?
3. Groupings represent lines and letters. (7:6, 7:8) means line 7, letter 6. And then line 7, letter 8. Use this information with “influenced by those around us.”
3. (7:6) and (7:8) represent those around us. So, you need to pull the information that is found in the middle at 7:7.

[PART 6 - WATER JUG]

1. Your goal is to figure out which glasses to use to fill the empty jug to 98 ounces.
2. Ultimately, you could add the total number of ounces in all the glasses and subtract the ounces in the empty jug to find out which glass is not used.

[PART 6 - PERIODIC TABLE]

1. Your goal is to figure out which element's number to use.
2. You are given 8 elements. If you were to start with the first one and trace through the path of the other elements, what would you form?
3. "Gotten my point" is important in identifying the correct element.

[PART 6 - FISH]

1. Your goal is to decode the encoded message.
2. This puzzle is simply good ole fashion codebreaking.
3. Identify double letters and think of the possibilities for those letters. Continue with trial and error until you have broken the code.

[PART 6 - METAL DIAL]

1. Your goal is to figure out which letters to pull from the dial to get a message.
2. There are key words in the text that tell you which positions/letters to pull for the message.
3. Equate this dial to a clock and think of the time positions on a clock.
4. Examples of key words in the text “ten,” “five,” “one,” etc.

[PART 6 - ROWS OF LETTERS]

1. Your goal is to figure out which letters to remove and see what's left.
2. "Remove all of the thing that I am adding to the tank." Spell out what is being added.
3. Go through the letters start to finish and remove what is being added to the tank. Once you go through the word, the start over and remove it again. Continue removing all of what is being added to the tank.

[PART 6 - COLORED DIALS]

1. Your goal is to figure out which colored dials to use, and which letters to pull from them.
2. The colors of the numbers at the top and the colors of the dials are very important.
3. The first number is a green 4. Go to the green dial, count down 4 letters and pull that one to use. Continue this process for all numbers.