

# LAST KNOWN POSITION

## HINT FILES

\*One Puzzle Per Page

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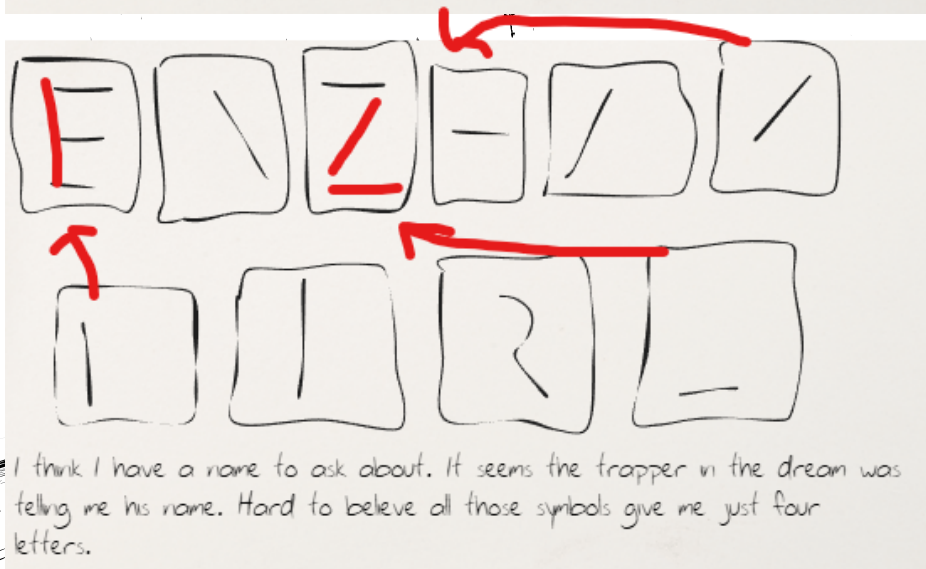
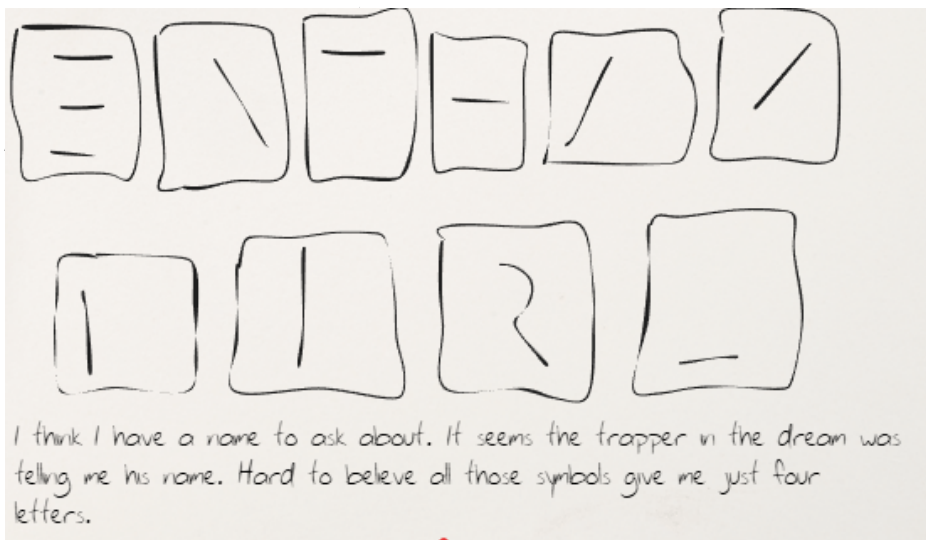
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# LINES IN THE DIRT / JOURNAL

Solution: "EZRA"

1. The text mentions the symbols combine to give you just four letters.
2. Once you know you are going to combine the symbols to obtain 4 letters, look for easy to recognize parts of letters. The first symbol forms an "E" when you add in a vertical line.
3. The first two letters you will get are "E and Z"



# RADIO

1. You will need to decipher the name needed from the symbols in the journal.
2. The audio mentions "hunting grounds" then lists animals and letters.
3. Use the first letter of the animal given and the number to determine where the hunting grounds are. Mark them on your map.

# ARROWHEAD

1. The coded message in the journal will be what this helps you decipher.
2. Moving the arrow head around on the leather with the letters, notice how if you point the arrow's point at a letter found in the message, the bottom two points also point to two letters.
3. The two letters indicated by the bottom points are the two possible letters the top letter can be. "B" can either be a "I" or an "N", for example. You will need to still deduce the message. The decoded message begins with "NOT..."

# CODED MESSAGE IN JOURNAL

1. The arrowhead will help you decipher this message.
2. Moving the arrowhead around on the leather with the letters, notice how if you point the arrow's point at a letter found in the message, the bottom two points also point to two letters.
3. The two letters indicated by the bottom points are the two possible letters the top letter can be. "B" can either be an "I" or an "N", for example. You will still need to deduce the message. The decoded message begins with "NOT..."

# NUMBER SEQUENCE IN JOURNAL

1. Look at the numbers, beginning at the first one, to look for a pattern. If you scan the Bear Box, you will see that the numbers appear on dials 1-0 (after 9 it goes to zero before wrapping around to 1 again).
2. The first digit goes from "0" to "2" to "4", indicating a +2 for this digit. Continue this for the remaining numbers.
3. Looking at the second digit it goes from "8" to "0" to "2", which also indicates a +2 for it.

# BEAR BOX

1. You will need to determine the code for the Bear Box using the list of four-digit combinations in the journal.
2. There is a pattern to each number.
3. If you scan the Bear Box, you will see that the numbers appear on dials 1-0 (after 9 it goes to zero before wrapping around to 1 again).

# DREAMCATCHER

1. The symbols on the dreamcatcher can be found somewhere else.
2. In the journal is a section about a bad dream. Read the account.
3. Connect the symbols mentioned in the order of the written account.
4. Man → Sun → moon...etc. Where the lines cross, there will be letters. Take those letters in left-to-right, top-to-bottom order. A list of possible words of power can be found scribbled on the book page.



# BONES

1. There is text carved into each bone that does not make sense if read left to right.
2. Move the bones around and see if a coherent message can be read in a different order.
3. You will read the bones from top to bottom, left to right, once they are in the correct order. The message begins with "THREE..."

# MAP

1. You will need to have completed the bone puzzle, the radio, the coded message, and the Bear Box before you have everything needed to complete your map.
2. As you have gained information, such as where the hunting grounds are, where the ritual sites are, and which places to avoid.
3. The bones tell you how far from the hunting grounds and the ritual spot the location of Thomas is. There is only one grid square that can satisfy all the requirements.

# SOLVED ALL THE PUZZLES

1. You will need to have completed all of the puzzles before attempting this.
2. The map will have one grid square that satisfies all of the requirements.
3. The word of power is obtained from the dreamcatcher. A list of possible words is scribbled onto the book page for reference.