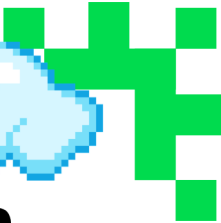




SCROLL FOR HINTS FROM ALL LETTERS



LETTERS FROM A GAME MASTER



HINT FILES

*One Puzzle Per Page

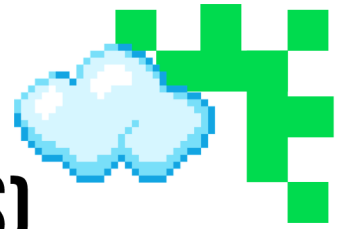
LEVEL 1

Table of Contents

Page

- 2. Lava (Fill in the Squares)
- 3. Lava (Letters)
- 4. Lava (Monsters)
- 5. Candles
- 6. Locked Chest (Level 1 Solution)
- 7. Game Master World Map





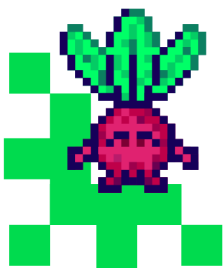
LAVA (FILL IN THE SQUARES)

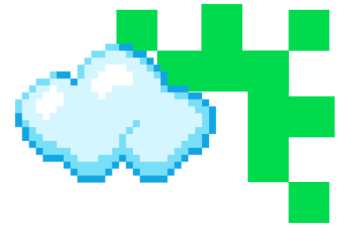
1.The goal is to identify the word for each item shown and fill in the squares with those words.

2.Once you have correctly identified each item shown and filled in the squares, notice the arrows pointing at specific squares.

3.Pull the letters from all squares that have an arrow pointing at them. See what word this makes.

4.The word that is created will relate to one of the items on the rock wall.





LAVA (LETTERS)

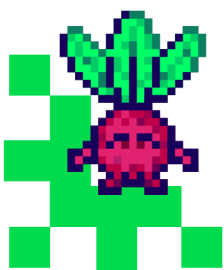
1. Notice the orientation of the letters. Have you noticed anything else in Level 1 that looks similar.

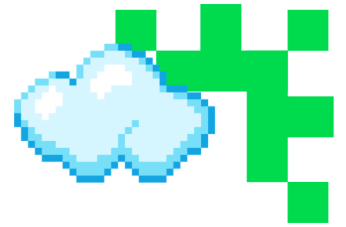
2. Take a close look at the item your assistant is holding and see if that helps.

3. Look closely at the sword that Ewan is holding. Notice the numbers on the sword and how that could connect to the orientation of the letters.

4. Pull one letter at a time in the numerical order from Ewan's sword.

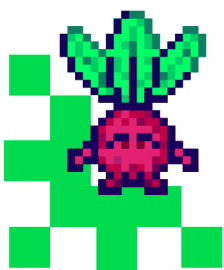
5. The information that you get once all the letters are in the correct order will relate to one of the items on the rock wall.

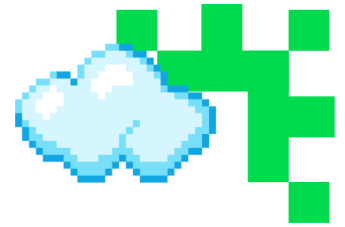




LAVA (MONSTERS)

1. When looking at the eyeballs on each monster, does the orientation of the eyeballs resemble anything else in Level 1?
2. Notice the eyeballs resemble the dots on the die.
3. Ewan gives you a hint on how to position the die over each monster.
4. "Imagine looking through their eyes" – For the first monster with six eyes, if you were looking through their eyes you would be looking out of the six eyes. So, place the side of the die with six dots up.
5. Notice the yellow squares on the monsters. Those represent the dots on the adjacent sides of the die. Use the yellow squares to help with the correct orientation of the die on each monster.
6. Once you have the correct orientation of each die, Ewan gives you five rows of instructions...each row represents one of the five monsters. R = Right, L = Left, U = Up, D = Down
7. Monster 1: Once you have the correct starting orientation, flip the die right 1 time. Take notice of that number. That's what the parentheses are for. Then, flip the die left 1 time. Take notice of that number. Then, flip the die up 1 time. Take notice of that number. Then, flip the die right one time. Take notice of that number. Add all the numbers and take note of that total. Complete this process for every monster.
8. Once you have five numbers, how could you make that relate to an item on the rock wall? Think about how you could change numbers to letters. Relate to the numbers to the letters of the alphabet. 1 = A, 2 = B, and so on.
9. The information you get after changing letters to numbers will relate to one of the items on the rock wall.





CANDLES

1.Ewan has provided words that match the words in columns under the candles. You are unable to use his information initially.

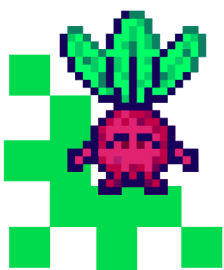
2.Notice the phrase below the columns of candles. “Without order...” is the starting clue.

3.Take a look at each column of candles. Do you notice anything specific about each column?

4.Each column of candles has a different number of candles. Re-order the columns of candles and their list of words in numerical order (1 – 4).

5.Now that you have order, take a look at the second line of the phrase at the bottom. “... without a trace” is the clue.

6.With order established, use the words that Ewan has provided and trace each series of words. When you are done tracing the words, notice what each series creates. This information will relate to one of the items on the rock wall.





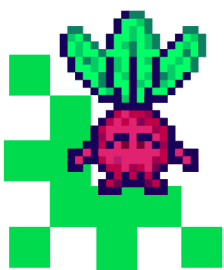
LOCKED CHEST (LEVEL 1 SOLUTION)

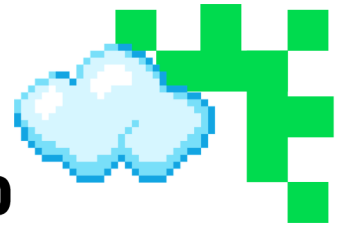
1.You must solve the Lava (Fill in the Squares), Lava (Letters), Lava (Monsters), and Candles before unlocking the chest. Notice they number of digits on the lock on the chest.

2.Notice the words Ewan tells you the game master wants you to heed. This will give you the order for all the information you have pulled from each puzzle.

3.“A candle would never cross words with a sword while in the presence of monsters.”

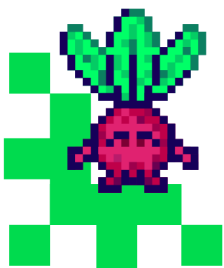
4.Candle – use its correct item number from the rock wall. Cross words relates to the Lava (Fill in the Squares) which is like a crossword puzzle. Use its correct number from the rock wall. Sword relates to the Lava (letters) that used the sword to solve. Use its correct number from the rock wall. Monsters refers to Lava (Monsters). Use its correct number from the rock wall.





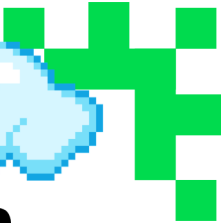
GAME MASTER WORLD MAP

1.The information from the solution unlock will help you eliminate one location from the map. Once this location is eliminated, it means the Game Master's treasure will not be found there.





SCROLL FOR HINTS FROM ALL LETTERS



LETTERS FROM A GAME MASTER



HINT FILES

*One Puzzle Per Page

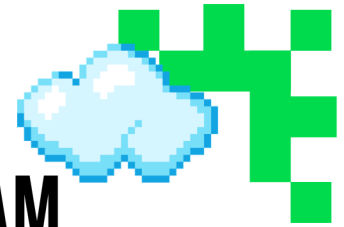
LEVEL 2

Table of Contents

Page

2. Townsperson #1 - Abraham
3. Townsperson #2 - Theodora
4. Townsperson #3 - Lola
5. Townsperson #4 - Benny
6. Cleansing Spell (Level 2 Solution)
7. Game Master World Map





TOWNSPERSON #1 - ABRAHAM

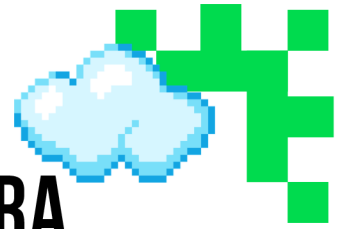
1.The goal of this puzzle is to find the correct way to put numbers 1 - 9 in each 3x3 grid. And while doing this, also have numbers 1 - 9 show up in each full row and each column only once. Once you have done this, you will be identifying the values for certain items within the puzzle.

2.Below are additional numbers provided in red to make sure you are on the correct path.

1	2		4		6		8	
4		6			9	1		
	8		1	2		4		6
2		4			7			1
5				9			3	4
	9	1	2	3				7
3		5			8	9	1	
	7			1		3		5
9			3	4		6		

3.Abraham tells you a statement he was told by Azeroth. There are four things to note in the statement that connect to four items in the puzzle. Identify those and add their numbers together.





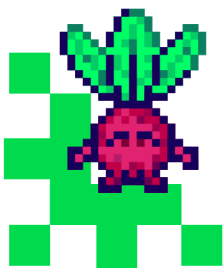
TOWNSPERSON #2 - THEODORA

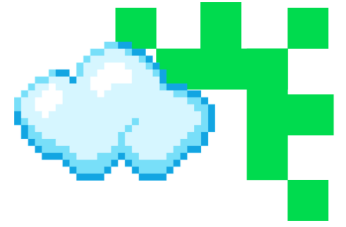
1.The goal of this puzzle is to collect all the farm animals and cleanse the farm of Azeroth's Minions. You start with 100% health. Passing through certain items will either deal damage to you or give you increased health.

2.Immediately entering the crop maze, you encounter a Minion that deals 30% damage, and takes your health from 100% down to 70%.

3.As you collect all the animals and get to the end, here is what the numbers will look like for you:

- 30 Damage (Minion)
- 10 Damage (Purple Lightning Bolt)
- 30 Damage (Minion)
- 10 Damage (Purple Lightning Bolt)
- +20 Health (Red Heart)
- No Change (Gold Star defeats next Minion)
- +20 Health (Red Heart)
- 30 Damage (Minion)
- 10 Damage (Purple Lightning Bolt)
- +20 Health (Red Heart)
- 10 Damage (Purple Lightning Bolt)
- No Change (Gold Star defeats next Minion)
- 10 Damage (Purple Lightning Bolt)





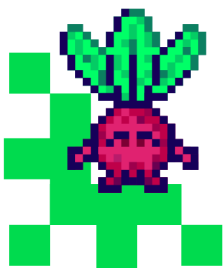
TOWNSPERSON #3 - LOLA

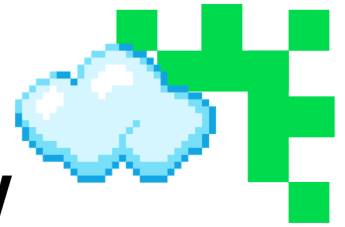
1.The goal of this puzzle is to select four different food items, at least one from each shelf, that totals \$15.

2.The shelf that will have two food items will be shelf #3.

3.The food item from shelf #1 will be the slice of pizza.

4.Once you have all the food items, take the numbers above those food items and add them together.





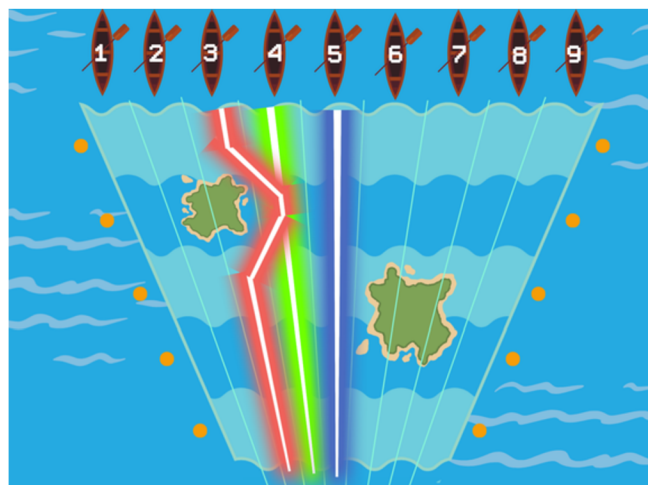
TOWNSPERSON #4 - BENNY

1.The goal of this puzzle is to determine how many water-only areas are unaffected by the sea monster's attacks. You are told each attack is three boats wide with the middle of the attack aimed directly at the target.

2.Below is what represents section. You will notice five orange buoys on each side. There are also nine boats. View this as a grid. So, there are a total of 45 different sections between the sea monster and the boat dock.



3.Here is a look at the first sea monster attack on boat #4 (the number of entrapped townspeople). Green represents the middle of the attack on the target. Red represents the left part of the attack. Blue represents the right part of the attack. All three colors represent the three boats wide attack.





CLEANSING SPELL - (LEVEL 2 SOLUTION)

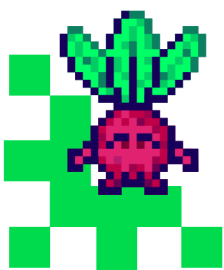
1. You will need four numbers from each townspeople to select items to be placed in the sacred cauldron.

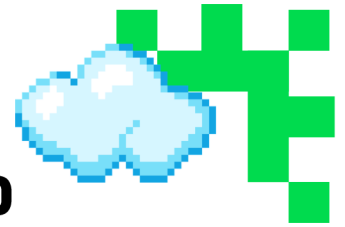
2. Townsperson #1 - Abraham: You will find four numbers in his puzzle that you will need to add together. The total will correspond to an item for the cleansing spell.

Townsperson #2 - Theodora: The amount of health you have at the end of the puzzle will correspond to an item for the cleansing spell.

Townsperson #3 - Lola: You will get four food items that add up to \$15. Once you have those food items, take the numbers above them, add them together, and that total will correspond to an item for the cleansing spell.

Townsperson #4 - Benny: You will take the number of water-only areas not affected by the sea monster's attacks and add them together. The total will correspond to an item for the cleansing spell.





GAME MASTER WORLD MAP

1.The information from the solution unlock will help you eliminate one location from the map. Once this location is eliminated, it means the Game Master's treasure will not be found there.

