SCROLL FOR HINTS FROM ALL LETTERS

LETTERS FROM A GAME MASTER

HINT FILES

*One Puzzle Per Page

LEVEL 1

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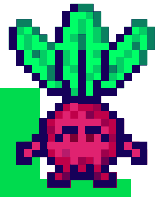
3. Lava (Letters)
4. Lava (Monsters)
5. Candles
6. Locked Chest (Level 1 Solution)
7. Game Master World Map



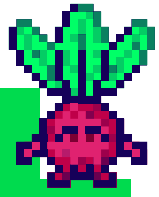
LAVA (FILL IN THE SQUARES)

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)

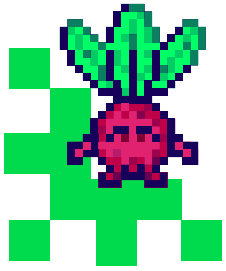
1.Notice the orientation of the letters. Have you noticed anything else in Level 1 that looks similar.

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 I?

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.

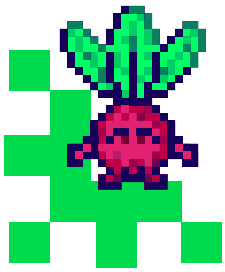
5.Notice the yellow squares on the monsters. Those represent the dots on the adjacent sides of the die. Use the yellow squares to help with the correct orientation of the die on each monster.

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.

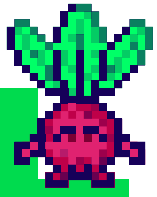
LOCKED CHEST (LEVEL 1 SOLUTION)

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

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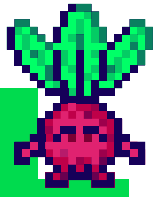

SCROLL FOR HINTS FROM ALL LETTERS

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HINT FILES

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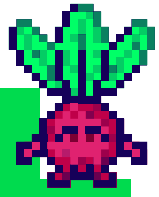


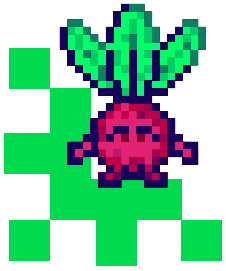
TOWNSPERSON #1 - ABRAHAM

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.

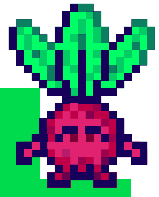


TOWNSPERSON #2 - THEODORA

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)



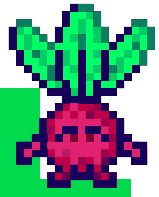
TOWNSPERSON #3 - LOLA

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.

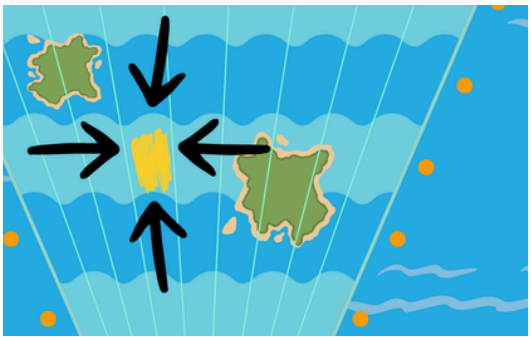
4.Once you have all the food items, take the numbers above those food items and add them together.



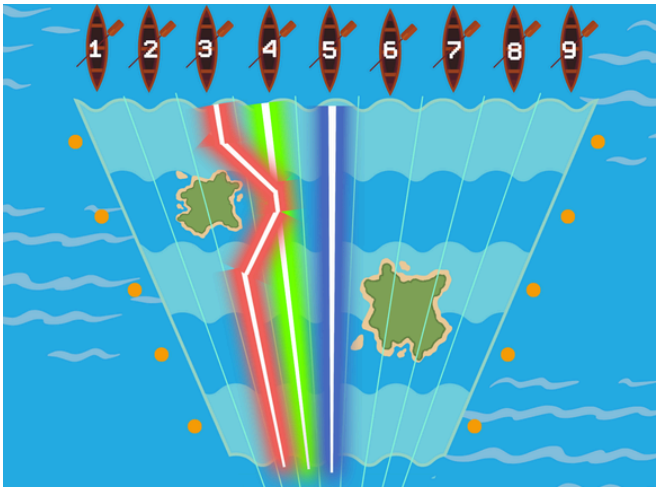
TOWNSPERSON #4 - BENNY

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)

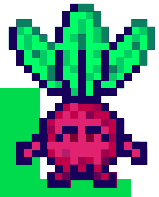
1.You will need four numbers from each townsperson to select items to be placed in the sacred cauldron.

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.



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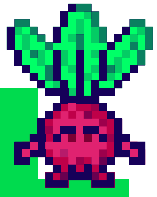

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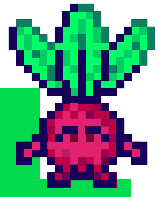
10. Game Master World Map

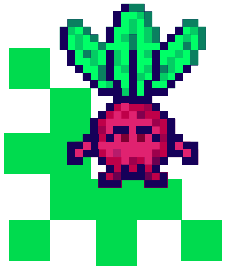


OFFICE LAYOUT

1.The objective with this is to place each person in their correct workspaces, and figure out the location of Mr. Donegan's office.

2."The secretary didn't have an office." should be your starting point.

3.The secretary is in location "I." Michael who "couldn't see the secretary's desk from his office." is located in location "G."

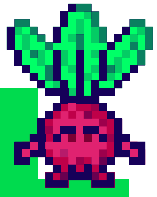


THE QUICK BROWN FOX

1.When you read through this, you should notice that there are many wrong letters in words. Also, notice what your assistant, Ewan, mentions about the fox and the dog.

2.You are told that the phrased typed over and over contains all letters of the alphabet. Pull all letters out that are wrong, but pay attention to what letters they have replaced.

3.Put the wrong letters in alphabetical order based on they letters they replaced. So, write out the alphabet A through Z. Then, write the letter that replaced A next to A. Then, write the letter that replaced B next to B. Continue this process all the way to Z and see what information is revealed.



WORD SEARCH

1.Find all the words in the word search that are provided in the word bank (Find these words).

GRID OF LETTERS

1.You must complete the word search before you can use this.

2.Notice the grid of letters contains the same number of rows, columns, and letters as the word search. If you've already completed the word search, how might you be able to use these two together?

3.Pay attention to the letters that were not used in the word search. Now, find the letters on the grid that have corresponding positions. Write all the letters out and see what information is provided.

HEART

1.You must complete the word search and grid of letters before using this.

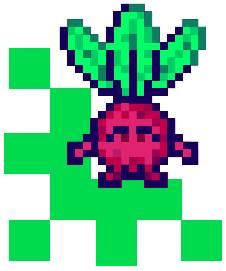
2.The message uncovered from the grid of letters mentions someone's name being the key to the heart. "Key" is a clue to what type of cipher is located on the heart.

3."Key" refers to a keyword cipher. Take the name you received from the grid of letters and write it out on Line 1. Then, continue writing out on Line 1 all letters of the alphabet, omitting the letters that were included in the name. Then, underneath on Line 2 write out all letters of the alphabet A through Z. You now have your key to decode the encoded message on the heart.

BACK DOOR CODE

1.Information you get from solving the heart will unlock the desk. You must solve the word search and grid of letters before you can solve the heart.

2.When counting the things needed to get the back door code, don't forget the fact that the Game Master was an employee. And when thinking about job title, take note where this information is being found...who does the desk belong to?



DESK

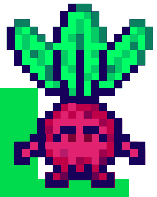
1.Information you get from solving the heart will unlock the desk. You must solve the word search and grid of letters before you can solve the heart.

READY TO STEAL THE PRINTER? (LEVEL 3 SOLUTION)

1.Question #1 - You will need to solve the office layout and gain access to the secretary's desk. *Note: Pay attention to the two underlined words on the notepad in the secretary's desk.

2.Question #2 - You will need to solve "The Quick Brown Fox."

3.Question #3 - You will need to gain access to the secretary's desk.



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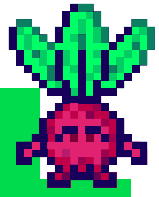

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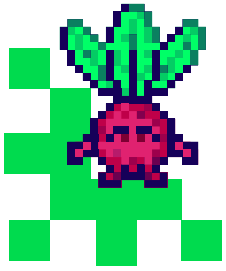


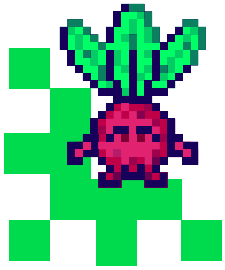
MESSAGE FROM SWEDISH OUTPOST

1.This is a coded transmission that you received from a nearby research outpost. What do you have access to that could help you translate the message?

2.Look on the bulletin board.

3.The bulletin board will provide you with some of the letters for the Morse Code message. The other letters you will have to figure out on your own.

4.This will eliminate a Netherclaw variant.



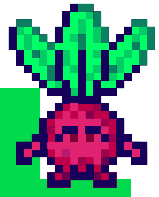
COMPUTER PASSWORD

1.The numbers on the note taped to the computer can be found somewhere else.

2.Look on the bulletin board.

3.Use the Periodic Table of Elements to help solve this.

4.The letters on the Periodic Table of Elements are not important. Each line on the note represents a group. When you go from one number to the next on the Periodic Table of Elements, pay attention to what your path forms.



WIRING BOARD

1.You need to connect identical symbols to one another. Start with the beaker symbol.

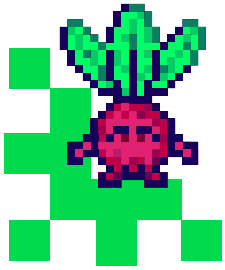
2.Once you have all correct combinations, a note on the bulletin board can help you next.

3.For each symbol connection, total up the numbers with the ports you travel through but not the starting and ending ports for each symbol. For example, the beaker starts at 1 → 2 → 2 → 3. You would only add 2+2=4 because you do not include the starting (1) and ending (3) ports.

4.The note on the bulletin board will also tell you what order to use for the symbol values.

5.This will eliminate a Netherclaw variant.

6.Notice the teeth of the Netherclaw variant captured on the camera. Compare that to the pictures of each Netherclaw variant.



STRIDE

1.You will need to first unlock the computer.

2.The computer unlock tells you how to calculate the stride length of the Netherclaw. There is also a piece of information on the bulletin board that can help with this.

3.Look at the footprints near Storage to calculate stride.

4.The information on the bulletin board tells you that the wall of the Storage is 15 ft. in length. If the stride is measured from the heel of one foot to the heel of that same foot after a step, how many of those occur during the 15ft length of the Storage wall.

5.This will eliminate a Netherclaw variant.

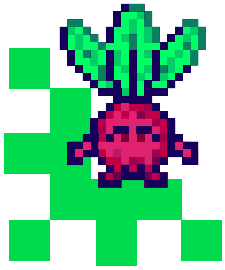
FOOTPRINTS

1.Notice what your assistant told you to do with each Netherclaw variant - "...pay close attention to the details of each variant."

2.This puzzle is about footprints. So, take a look at the pictures of each Netherclaw and look at their feet.

3.Notice how many toes are on each footprint. Then, compare that to how many toes are on each foot for the Netherclaw variants.

4.This will eliminate a Netherclaw variant.



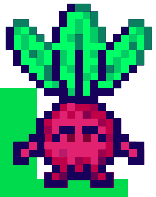
NETHERCLAW ELIMINATIONS

1.One will be eliminated with the Message from Swedish outpost.

2.One will be eliminated from the Wiring board.

3.One will be eliminated based on Stride.

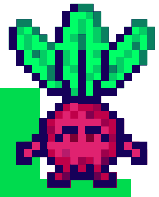
4.One will be eliminated based on Footprints.



WHERE IS THE NETHERCLAW HEADED?

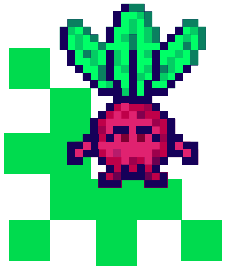
1.Notice what research outpost you received the message from about yesterday's Netherclaw attack. Compare that to the direction of the Netherclaw's footprints at your outpost and what direction they were headed after the attack on your outpost.

2.Look at the "map of all research outposts in the region" provided to you by your assistant. Orient the image of your research outpost where the footprints are coming from the location of yesterday's attack. Then, notice what direction the last footprints are headed.



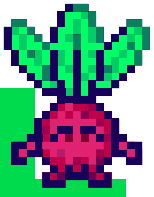
LEVEL 4 SOLUTION

1.Refer back to the Netherclaw eliminations and Where is the Netherclaw headed?



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 5

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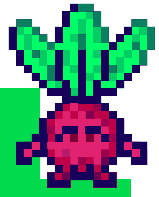
2. Typewriter Page
3. Hallway
4. Spiderwebs
5. Crystal Ball
6. Hansbury House Tale
7. Level 5 Solution
8. Game Master World Map



TYPEWRITER PAGE

1. Start by examining each column to see what doubles you can find.

2. The first one you should see is two n's in the first column.

3. Once you find all the doubles, notice the letters of the alphabet at the top of each column.

4. Use those to put the double letters in order and get a phrase.

HALLWAY

1. The easiest way to start is by the last statement.

2. The only room Winona could be in is Room 6 because it is the only room that is exactly double the room in front of it.

3. From there you should be able to determine where everyone else goes.

4. It should also be noted that Gordon's information is listed elsewhere.

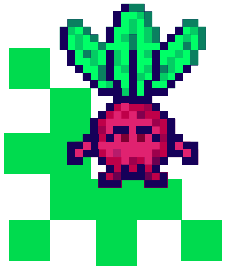
SPIDERWEBS

1. Start with the top left spiderweb.

2. Add all the numbers together. Each answer from each web will correlate to a number in the alphabet.

3. The phrase will run up and down instead of left to right.

4. The first letter is L.



CRYSTAL BALL

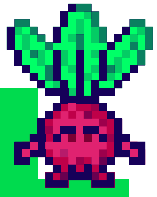
1. Look at the names of the ghosts.

2. You will need to determine which name fits with the information given.

3. The name will divide into three parts.

4. The last part of this will make it easiest to determine who it is.

5. Think of a word that isn't usual when talking about putting on an outfit.

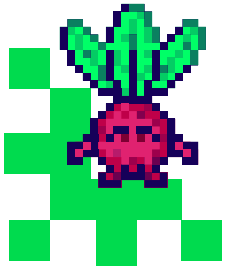


HANSBURY HOUSE TALE

1. The clue to this is in the last sentence.

2. Take the first and last letter of each section to spell out a phrase.

3. The first two letters you will get are s and p.

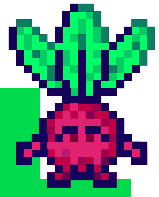


LEVEL 5 SOLUTION

1. You need to have solved everything in Level 6 before you try this

GAME MASTER WORLD MAP (LEVEL 6)

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

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LEVEL 6

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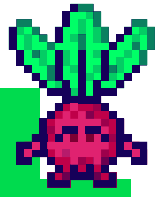
2. Who can you trust?
3. Weighing Gold and Diamonds
4. Dynamite Fuses
5. Value of What You Find
6. Mine Maze
7. Level 6 Solution
8. Game Master World Map

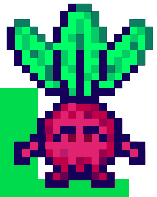


WHO CAN YOU TRUST?

1. Read the characters sheet and then use what you are told by your assistant, Ewan, to line them up.

2. You need to read all the things Ewan tells you and then figure out which clues you can use first to start getting the characters lined up correctly. Once they are, the third character in the line will be the one you can trust.

3. Gold Pan Betty is the first one in the line.

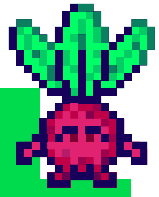


WEIGHING GOLD AND DIAMONDS

1. Use the gold dust to figure out the value of the other gold pieces and the diamonds.

2. The scales are all balanced, so that means the total value of what is on one side of the scales is equal to what is on the other side.

3. So the tiny gold nugget is worth 2 gold coins.



DYNAMITE FUSES

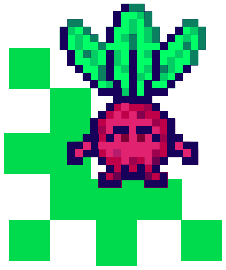
1. Read the dynamite instructions and make note of the length of a one-second fuse.

2. Determine which of the colored fuses will take the longest to burn. That will be the fuse you light first. Then find the next one, and so on until you find the shortest-burning fuse, which you will burn last.

VALUE OF WHAT YOU FIND

1. Use what you get from the dynamite unlock with what you learned about the value of things from the scales.

2. Total up the value in gold coins of everything you found from the hidden cache.



MINE MAZE

1. First, plot the path through the mine and figure out how many steps it takes to get from the start to the exit. Now subtract that from 80 to see how many extra steps you have left that you can use to go after gold.

2. Backtracking will cost steps, so keep up with each step you take.

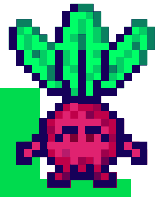
3. One of the piles of bars you should get is K.

LEVEL 6 SOLUTION

1. You need to have solved everything in Level 6 before you try this

GAME MASTER WORLD MAP (LEVEL 6)

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

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LEVEL 7

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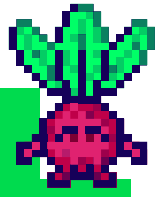
3. Jaguar Spots
4. Flowers and Vines
5. Temple Floor
6. Level 7 Soluion
7. Jaguar Prince Fight
8. Game Master World Map

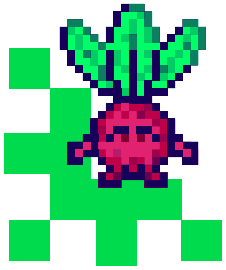


MONKEY

1. The monkeys are like letters in the alphabet. Fill in the questions with the letters from the alphabet, starting on the left side and moving to the right.

2. Once you have that done, use them to translate the message the monkeys are telling you. Some of the monkeys represent two possible letters. You need to choose the letter that helps you create words to get a coherent message.

3. The message you get will start with, “To find the…”

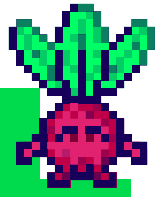


JAGUAR SPOTS

1. The spots of a jaguar that are in rows will give you the order you need. Look at the rosette parts of the spots. Each one will have a matching rosette on the other paper.

2. Find the spots that match, and then look at the dots the two matching rosettes have. The dots will make a letter.

3. The first word you get from the dots is “Look...”

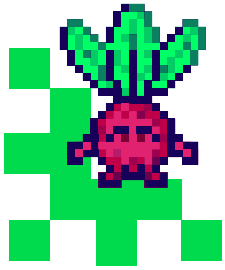


FLOWERS AND VINES

1. DO NOT move the letters around. You are going to get three letters from each vine, and the flower is the clue.

2. The five petals from each flower are a clue for how to group the letters on the vines. There are 15 letters on each vine. Make the letters into groups of five letters so that each vine has three groups of five letters.

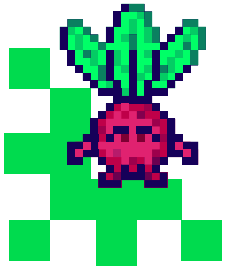
3. The pistils are the clue for what you take from each group. So, the first flower has four pistils, so you will take the fourth letter from each group on that vine. This will get you the letters “Tot…” Now use the other flowers to get their letters.



TEMPLE TILED FLOOR

1. Use what Ewan tells you when he mentions four different kinds of animals.

2. Follow the pattern Ewan gives you to move across the tiled floor safely.



LEVEL 7 SOLUTION

1. Refer back to the previous puzzles to get the answers you need to unlock this.

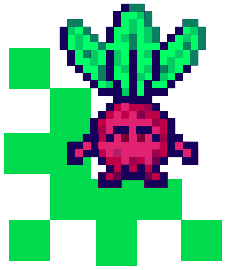
2. For the floor tile puzzle, once you have completed it, there is an unlined part in the unlock. Use thta as one of the password for this part.

JAGUAR PRINCE FIGHT

1. Use what Ewan tells you to defeat the Jaguar Prince. You need to duck under horizontal slashes, side-step vertical slashes, and deflect thrusts.

2. Each time you deflect, you create an opening, so you can use a basic attack right after a deflect. If the Jaguar Prince uses the same move back-to-back, he is off balance long enough to use a charge attack.

3. In the end, use a special attack to finish the fight before the Jaguar Prince can finish his big move.



GAME MASTER WORLD MAP (LEVEL 7)

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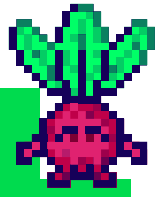

SCROLL FOR HINTS FROM ALL LETTERS

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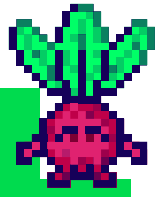
2. Alien Language Puzzle
3. Spaceship Puzzle
4. Main Frame Circuit Puzzle
5. Asteroid Radar Puzzle
6. Level 8 Solution
7. Game Master World Map

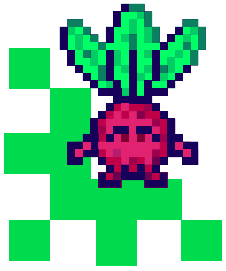


ALIEN LANGUAGE PUZZLE

1. Some of the letters match the style of the regular alphabet.

2 Fill in the letters that look like the regular alphabet first. Then use those to figure out the rest of the words and fill in the remaining letters throughout.

3. The first two words is “my name...”



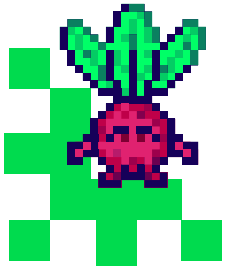
SPACESHIP PUZZLE

1. Translate Oodan's message on this card first for additional help.

2 Every column of ships will have a pattern or commonality. One ship will not match.

3. For example, the first column all has even numbers except one.

4. Two columns will not follow a number pattern.



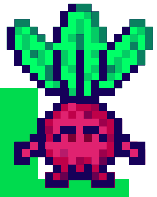
MAIN FRAME CIRCUIT PUZZLE

1. Translate Oodan's message on this card first for additional help.

2 Notice the different color nodes and four sections.

3. Put like colors together then unscramble the letters you get.

4. Each section will give you word and each color will go together with other sections to form a phrase.



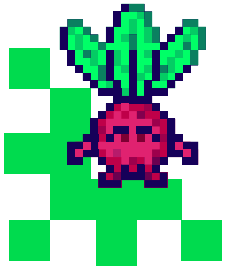
ASTEROID RADAR PUZZLE

1. Translate Oodan's message on this card first for additional help.

2 Start by locating the groups of four red zeros and four blue zeros to put a circle in the middle space between them.

3. Next, find the purple zeros and see where an asteroid could be based on the red and blue zeros around it.

4. Count the amount of asteroids when no red, blue, or purple zeros remain.



LEVEL 8 SOLUTION

1. You need to have solved everything in Level 8 before you try this

GAME MASTER WORLD MAP (LEVEL 8)

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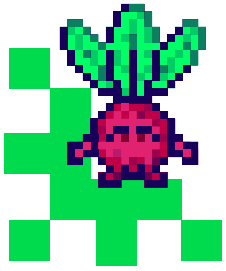

SCROLL FOR HINTS FROM ALL LETTERS

LETTERS FROM A GAME MASTER

HINT FILES

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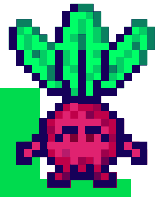
2. School of Fish and Sunken Ship
3. Clams
4. Trident
5. Bubbles
6. Sea Witch
7. Level 9 Solution
8. Game Master World Map

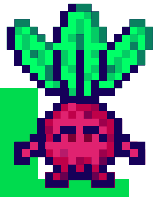


SCHOOL OF FISH AND SUNKEN SHIP

1. Use the school of fish with the letters on the sunken ship to get a message.

2. The fish are giving you a clue about what you need to do with the letters. Use the top row of fish with the top row of letters.

3. You need to shift the letters of the alphabet forward or backward based on the direction the fish are swimming and how many there are. This will let you decode the message. The first part of the message gives you “The Kraken...”

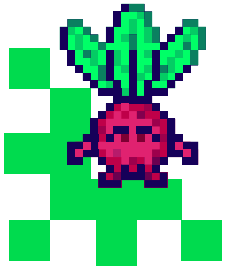


CLAMS

1. The color of the clams is important, and so is the rainbow coral.

2. Take the letters from the first red, first orange, first yellow, first green, first blue, and first purple, in that order. Now do it again for the second red, and so on.

3. This will get you the message “Make sure you...”

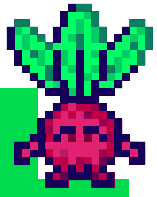


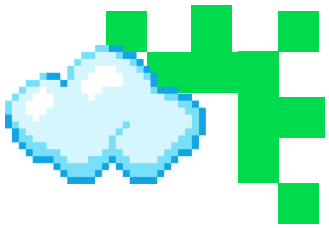
TRIDENT

1. The trident is the clue for how to decode the letters.

2. Divide the letters into groups of three letters. Now read the letter in the middle of each group first, since that part of the trident is higher.

3. Then move on to the letters that correspond to the next highest part of the trident, and so on. The message you get will start with, “The kraken wants...”



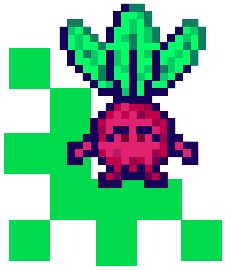


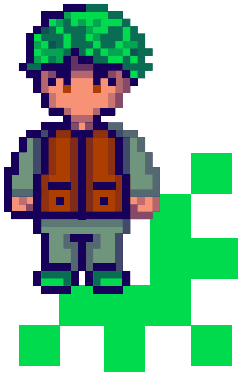
BUBBLES

1. Some of the bubbles form letters to make words.

2. Use the bubbles that match the ones next to Ewan's clue.

3. You will get three words; the first one is “Use...”

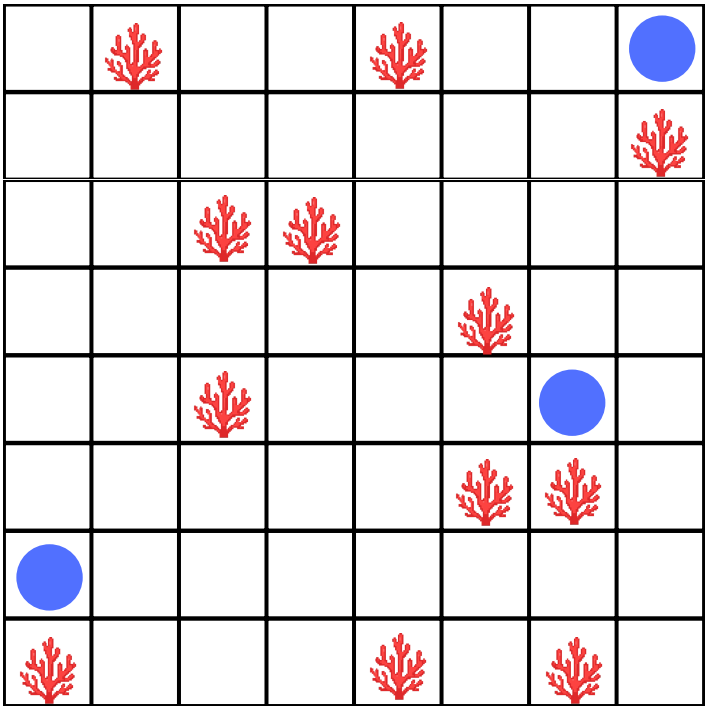




SEA WITCH

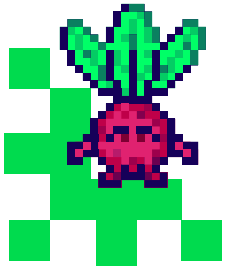
1. Read what the witch says carefully. Each red coral needs ONE Blue coral to pair with it.

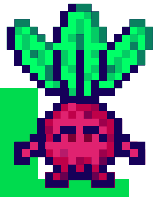
2. Below are a few of the blue corals placed if you are having trouble getting started.



LEVEL 9 SOLUTION

1. Use what you have learned from solving the puzzle to answer all the questions, feed the kraken, and unlock this.



GAME MASTER WORLD MAP (LEVEL 9)

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