

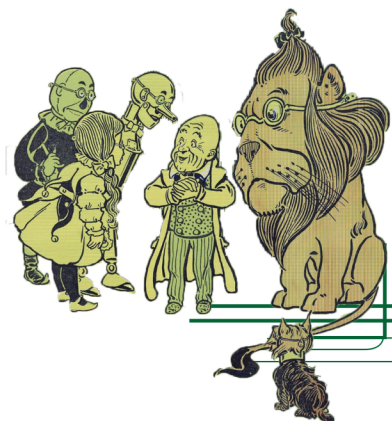
LOST ON THE YELLOW BRICK ROAD Q HINT FILES

*One Puzzle Per Page

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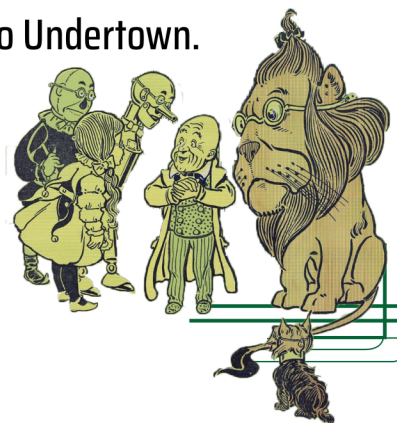
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[YELLOW BRICK WALL/GAINING ACCESS TO UNDERTOWN/ENTERING NUMBERS INTO THE PHONE]

1. Your first task is to gain access to Undertown (which Phil Herbert tells you may be found where the Yellow Brick Wall is located).
2. The Beginning Brief tells you to start by analyzing the coin.
3. The coin contains a code and tells you that Dorothy's dog will give you a clue.
4. Examine the dog tag.
5. Notice how the name Toto is divided into two letter sections.
6. Notice that the second letter of each grouping is underlined.
7. Use that clue to uncover the message on the coin by taking the second letter of each pair of letters.
8. This message will lead you to a specific page in the journal.
9. Use what you find there with the Yellow Brick Wall.
10. Note the hint on the back side of the Yellow Brick Wall document. The phone mentions the word HOME.
11. This is the clue for where to start on the Yellow Brick Wall.
12. Use the directions from the journal on the Yellow Brick Wall.
13. Find the things mentioned in the journal.
14. Find the numbers that correspond to those things.
15. Use those 6 numbers along with the 3 numbers you obtain from the information Phil provides.
16. Enter those numbers into the phone and gain access to Undertown.



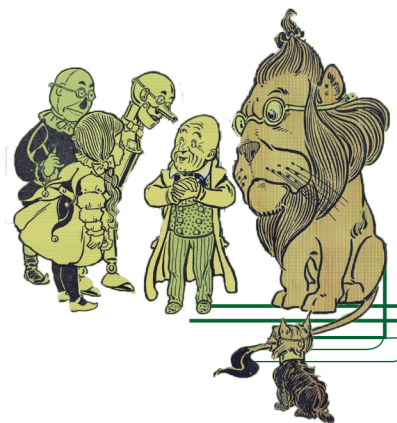
[DETERMINING THE IDENTITY OF THE LION]

1. There should be an item in the green pouch that directly corresponds to this character.
2. Examine it carefully.
3. When you find the item's secret, use what you've found with the handwritten note that provides clues on how to determine the identity of each of Oz's three lieutenants.
4. The arrow is the hint on what to substitute for what.
5. Rewrite the alphabet using this and decode the message.



[DETERMINING THE IDENTITY OF THE TIN MAN]

1. The note containing clues about how to determine the identity of each of Oz's three lieutenants has a clue.
2. Use the numbers provided with the journal.
3. The message you obtain should point to one specific person.



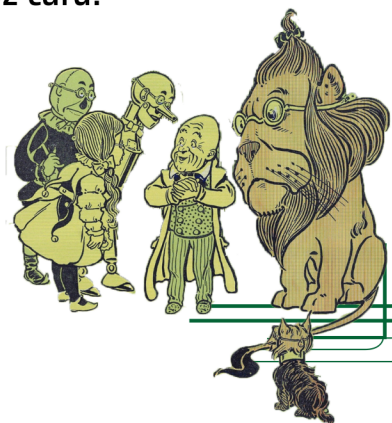
[DETERMINING THE IDENTITY OF THE SCARECROW]

1. The note containing clues about how to determine the identity of each of Oz's three lieutenants has a clue.
2. Consult the journal and examine the image of the Scarecrow graffiti.
3. The birds from the hint match some of the birds on the graffiti.
4. Use only those columns of letters.
5. The message you obtain will give you the identity.
6. Note: examine the name of each person closely to see which one fits the clue.



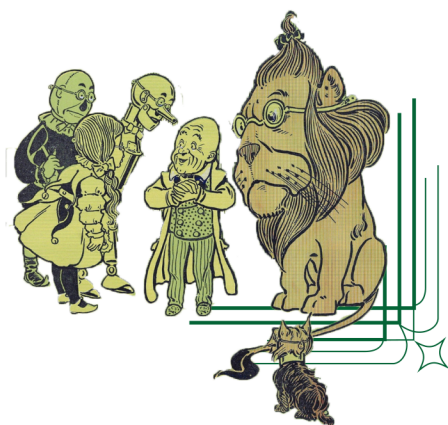
[FOLLOWING THE YELLOW BRICK ROAD/ FINDING OZ]

1. You will need three digits along with a location from the map in the journal to find Oz.
2. Each of Oz's three lieutenants gave you a piece of information about how to use the Yellow Brick Road to find him.
3. Part of the information they gave involves finding a specific number that they will help you obtain.
4. Use the yellow bricks to fill in the portions of the Yellow Brick Road each of the three mention and see what number is formed by the bricks.
5. Each one will provide you with a single number.
6. They also tell you that Oz can be found where the Yellow Brick Road doesn't go.
7. After you've formed numbers on the Yellow Brick Road with the yellow bricks, there is only one spot on the Yellow Brick Road that wasn't used in the formation of any of the numbers.
8. This is the spot you should focus on.
9. This spot will correspond with two places on the map from the journal.
10. One of the interviews you obtain from the transients will eliminate one of the two places.
11. The location that is left is the place where you will find Oz.
12. Use all three numbers and the location to unlock the Oz card.



[FLASH DRIVE]

1. The two words on the flash drive are the clue.
2. One of the transients names something that corresponds directly to the words on the flash drive.



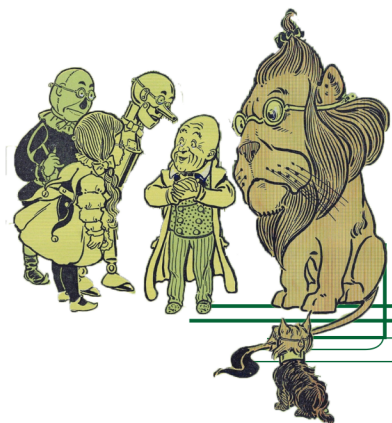
[PHONE/NO SERVICE]

1. After talking with Oz, he gives you a specific task. To help with that task, he suggests that you may need to make a phone call in Undertown. For that you will need the Wifi password that he controls.
2. You should have gotten part of the password from the flash drive unlock.
3. Oz tells you how to find the other part of the password.
4. You may need to read back through the transient interviews and take another look at the coin.



[GLINDA'S TASKS]

1. When you finally manage to make a phone call to Glinda the Intern, she has a lot of information for you.
2. One of those requires you to go to a website she provides and enter the password that she has set up for you.
3. The way to obtain this password is to read through her initial thoughts on the Oz case and examine the photo of the missing girl. These will provide the two components of the password.
4. Note the underlined word once you've successfully logged into the website.
5. The second piece of information requires you to decipher something that Phil Herbert has sent along.
6. Remember the fax he mentioned that contained the key to any secret messages he might need to send you.
7. Use the fax with the message that Glinda has from him.
8. Note: The fax shows each letter as a group of five characters. Some are in Bold. This is the key to deciphering Phil's message that Glinda provides.
9. The underlined word from the website unlock and the name you get from Phil's secret message will be used to Report Back to Phil.



[REPORT BACK TO PHIL]

1. Use the information you gained from the No Service/Phone Call unlock.
2. You should have an underlined word that was gained from the website Glinda directs you toward.
3. You should have a two word name from the encoded message Glinda provides that is from Phil Herbert.



[WHO IS THE WICKED WITCH?]

1. Once you report back to Phil, he provides the name of the person behind everything.
2. Use this name to unlock The Wicked Witch card.



[WHERE DO YOU GO TO STOP THE WITCH?]

1. Once you unlock The Wicked Witch card and go over something she said to you, you will use that information to pull specific words out of the journal.
2. Phil has already given you the numbers you need for this.
3. When you reveal The Wicked Witch's plan, consult the map from the journal.
There is only one location that makes sense about where you will find her.
4. That is your final password.

