

Micro Mystery - Monster Mash

Hints Files

Bookmark

1. Use the bookmark with the five story excerpts from the main mystery.
2. This puzzle works like a page, line, word cipher. The first number is the page number, the second is the line number, and the third is the word number for that line.
3. The message will start with "Move from..."

Colored Letters

1. You will need to have solved the bookmark puzzle before you can do this puzzle.
2. Pull out the letter that matches the colors given to you in the bookmark message.
3. The message in the colored letters will start with "Go to..."

Where does clue #1 take you?

1. You need to solve the colored letters to get the answer for this question.

Bogman

1. You will need to have solved the bookmark puzzle before you can do this puzzle.
2. In the “Where does clue #1 take you?” unlock, the barrel tops with letters goes with the rope used by the Bogman.
3. Use the rope as a path for getting the letters from the barrel tops. The message you get will start with “Order the special...”

Where does clue #2 take you?

1. You will need to solve the Bogman rope puzzle to get the answer to the question.

For when you get thirsty

1. You will need to have solved the Bogman rope puzzle before you can solve this.
2. In the “Where does clue #2 take you?” unlock, you are given different drink choices. Each one has a monster description with it. Match these descriptions with the origin stories for the four monsters on the back of the board game.
3. Use the order from the “For when you are thirsty” card.

Safe

1. Use the directions from the “Where does clue #1 take you?” unlock and the “For when you get thirsty” unlock with the monsters/numbers from the safe.
2. Hint: the first two monsters/numbers are Black Rock Beast (1) and Long Claw (5)