PALEHORSE LAKE QHINT FILES

*One Puzzle Per Page

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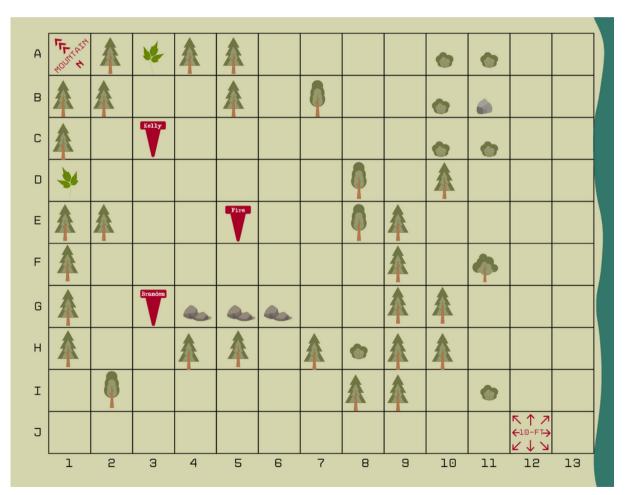
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[CAMPSITE SETUP/KELLY'S UNLOCK]

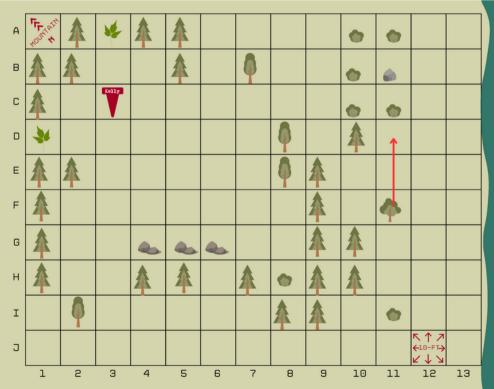
- 1. Read all of the character cards and the information from the Survival Tips. Also, take note of where North is.
- 2. Start with the fire. There is only one place it can go. Next, place the tents around the fire so that everyone's needs/wants are met.
- 3. Below is an image that shows where the fire must go and where Branden's tent must go.





[TREE CARVING MESSAGE]

- 1. Start at the Oak Tree. There is only one oak tree on the map. Look at the Survival Tips to figure out which tree is the Oak Tree.
- 2. If your back is to the mountain, then you should be facing South which is towards the bottom right corner of any square you are in. The direction you are facing is 0° So 225° is straight up. Look at the image below for an example of this.
- 3. Remember that when you turn to walk in a direction, the compass in your hand turns with you and thus changes where 0° is pointing and also the other numbers as well.







You will need to have unlocked Kelly's QR code and the Oak Tree QR code before you can unlock this.







- 1. Punch out the rope pieces and use them with the cliff wall to reach the top. You can start at 1, 2 or 3. You will use all the rope pieces.
- 2. Make sure the rope pieces clearly touch both yellow circles you are moving between.
- 3. You will start with a small rope piece. It will start at three and go to four.







[LETTER GRID ON TENT]

- 1. You need to first figure out which carved figure from the stump to use with the letters taped to the tent.
- 2. You are following the carved line through the letters to get a message. All the letters will be used.
- 3. Use the top right carved figure. The message will start with "Skull eyes..."







[SKULLS WITH NUMBERS]

- 1. You will need to solve the puzzle tapped to the tent before you can do this puzzle. Once you have the message, use it to figure out what number each skull is.
- Once you have the filessaye, use if to figure out what humber each skull is.
- 2. Once you are done, use the skulls to translate the numbered message on the rock.
- 3. Hint: There are 26 skulls in total.







[NUMBER CODE ON ROCK]

- 1. You will need to have solved the skull puzzle before you can do this puzzle.
- 2. Each skull is a letter. Go in order. So the first skull (the one with the numbers 6 and 1 in its eyes) is A, the next is B, and so on.
- 3. Use them to translate the message on the rock. The message you get will start with "Se..."



E FIND THE MISSING GEAR UNLOCK J

1. You will need to have solved the tent puzzle, skull puzzle, and the puzzle on the rock before you can try this unlock.





You will need to have unlocked the "Find the Missing Gear" Unlock and the "Branden's Backpack" Unlock before you can do this.



[HORSE SHOES/ "FIND OUT WHERE THE PERSON IS WHO DID THIS" UNLOCK]

- 1. Each hoof will become a letter.
- 2. You will end up with a four-letter word.







[CAVE WALL]

- 1. Use the back of the granola paper with the cave wall puzzle. You will get a word with eight letters.
- 2. The first two letters are "DA..."



[CAVE FLOOR MESSAGE/SKULLS]

- 1. Use the message you get with the skull sketches.
- 2. The clue you find mentions listening to the skulls.
- 3. Use only the skulls with open mouths.







[LOCKBOX UNLOCK]

- 1. Read the note and the verse on the back of the lockbox.
- 2. Put the numbers in the order their words are in within the verse.





[SOLUTION]

You will need to have solved all puzzles and unlocked all other QR codes before you try this.

