

The Wrath of Nero Hint File

*One Puzzle Per Page

Note: In the note he writes to you, Nero gives you two tasks: finding where he has hidden the bomb and finding numbers that correspond to each of the Four Horsemen of the Apocalypse in order to defuse the bomb. Some of the puzzles in the box will give you specific clues about which locations can be ruled out. There are five of these puzzles that will help you to decide which location is the hiding place for the bomb. The clues will tell you a specific quality that the location does or does not have. Some of these qualities are readily observable. However, items in the box (like the series of ads) will need to be used to assign qualities to some of the locations.

Roman Numeral X Card

1. Use the directions on the card to determine the location of each place in Hampstead.
2. Fill in blanks to correspond with where locations are.
3. Find out which number corresponds to each location

Jail Puzzle/Font Puzzle:

1. Choose a particular font/color and try to read across, using only that same font/color.
2. Find the one that gives you a specific message
3. The clue given by this puzzle is one that will help you eliminate possible locations where the bomb is not hidden (see completed Map of Hampstead).

Angel Code Puzzle

1. Use the card that deciphers the angelic symbol for each letter and use that to determine the message.
2. The clue given by this puzzle is one that will help you eliminate possible locations where the bomb is not hidden.

Sudoku

1. Convert each Roman numeral to its normal numerical equivalent.
2. Complete the Sudoku
3. Find the page with the different colored lines and words that are numbered by Roman numerals.
4. The instructions on the back mention, “a path no colored horsemen would take.”
5. One of the primary directions in your box is to check the contents of your box before starting (see #1 of the Start Here sheet). Make sure to do this because Nero left you an important piece of information there as a reward for following the directions.
6. Locate the color that doesn't correspond to any of the Four Horsemen and use that set of directions to match up with the sections in the Sudoku
7. Take the numbers from the Sudoku solution that moves along the correct colored path and gain a clue about the whereabouts of the bomb.
8. The clue given by this puzzle is one that will help you eliminate possible locations where the bomb is not hidden.

Coliseum Puzzle

1. Find the card featuring numerous fiddles like the one Nero played while Rome burned.
2. Match it up to the sheet with the Roman buildings across the top and bottom.
3. Follow the lines along the path that the arrows direct to form words.
4. Use the zoo magnet to tell you the correct order.
5. Gain another hint about the location of the bomb.

Nuclear Fallout Warning

1. Read the message from top to bottom and left to right.
2. The clue given by this puzzle is one that will help you eliminate possible locations where the bomb is not hidden.

Where Is The Bomb?

1. Use the five clues you've gained from solving Nero's puzzles to narrow down the location of the bomb.

Note: There is only one location that fits all the criteria laid out by the five clues.

Chess Puzzle

1. Find the sheet with a chess piece in the center.
2. Decode the angel symbols in each quadrant to determine the order.
3. This should spell a very specific name. Note: there are two of these symbols that are the same. So you may have to try this two different ways.
4. Begin on the chess board at the start and follow the directions given by each quadrant's symbols, using the correct order.
5. End on the number that corresponds with that particular horseman.
6. Use the number as part of the code needed to deactivate the bomb.

Crazy Fred's Car Flyer

1. Listen to the used car advertisement.
2. Find the number that corresponds to the horsemen who rides the black horse.

Hampstead Stakes

1. Find the number that matches up to the white horseman.
2. There is a clue in Dr. Blackthorn's evaluation of Nero that will help you narrow this number down.

Horseman Riddle:

1. Find the card featuring a Roman column.
2. Find the numerical value for each item mentioned in the riddle.
3. Complete the math to find the number that corresponds to the horseman mentioned in the riddle.
4. Use the number to determine which of the Four Horsemen this one refers to and use the number that you come up with as part of the code needed to deactivate the bomb.

Solving the Box

1. You have been tasked with finding four numbers that correspond to The Four Horsemen.
2. Once you have located the bomb you should see a symbol with four horsemen in four different colors.
3. Use the cards for each of the horsemen to determine which color goes with which horsemen.
4. Use the numbers you have found for each of the four in the order given to you in the bomb unlock.
5. Dismantle the bomb.