

# Insert Coin Hint Files

One puzzle per page

# Hero's Super Journey!

1. You will need to determine the correct order the hero needs to complete the journey. You should start by examining each numbered section.
2. The text in each section states what item is needed to kill a specific enemy or what an item costs. You start in section 5 where your hero is.
3. Once you collect the one gold from your starting section, you will need two additional for the sword, then once the zombies are killed with the sword you are able to get the chainsaw and defeat the dinosaur.

# Minotaur Maze

1. Carefully fold and separate the perforated blue maze. Once the pieces are separate you will need to examine them to determine how to best complete the maze.
2. Once you have the maze in the correct order, give the number from top to bottom. The first section (top) will be section number 5.

# Simon's Computer

1. Read the Saturday Fiction story from the newspaper for a clue on what to do.
2. The story in the newspaper mentions what effect each of the potions has.
3. Which potion will help with the dizziness your character experiences in the Nomis Quest game?

# Wizard's Cauldron

1. You need to figure out how to translate the wizard's text. There is a hint on the screen of the game. Something on there matches with something else you have.
2. Use the keychain to help translate the Wizard's text. Notice how on the Wizard's Cauldron there is a sad face and a happy face that match the ones on the key chain.
3. Going from sad to happy, change the letters in the wizard's text. You will take the letters from "Player" and change them to the letters in "Game on." So, all of the Ps change to Gs. Do not make a double change. The message you get should start with "To make the enchantment..."

# Claw Machine

1. You are told by Mark how to play the claw machine. You will need to give how many nudges to the right and then how many nudges up are needed to land on the lobster doll.
2. Notice that there are three attempts marked. The pink X is horizontally in line with the lobster doll, so you can use the number of nudges to the right used for that color as part of your answers. Now you just need the number of nudges up.
3. The lobster doll falls vertically between the orange and green Xs. The green X is 6 nudges up and the orange X is 10 nudges up. Since the doll is dead-even between them, use the number that is in the middle of 6 and 10.

# Monster Jump

1. You will need to have solved the claw machine first and gotten the directions from Mark on how to play the game.
2. The rules state that you win if you are able to unlock the treasure chest with the key and lose if you run out of HP/hearts. Each enemy can be encountered once without penalty but each additional time you land on a space with a duplicate enemy, you lose a heart. Finally, you may not move diagonally and moving through fire requires water to be collected first. There is only one correct path to successfully reach the key and treasure chest without dying. You can gain more hearts, by passing over those pieces.
3. As you make your way through the maze of monsters and obstacles, be sure to note which spaces you journey through as you will need the total for the answer.  
Hint: You will go 1-4 then move into space 10 to start.

# Photo Booth

1. Look at the image of the photo booth and locate where all of the issues are.
2. Then use the instructions for the numbers and letters you need.
3. Give your answer in descending order.

# Ticket Redemption

1. You will need to have solved Hero's Super Journey, Minotaur Maze, Monster Jump, Nomis' Quest, and Wizard's Cauldron before you can attempt this.
2. Use the numbers you found in front of the five digital tickets to unlock this.
3. The correct order comes from matching the small numbers on the sides of the tickets to the numbers on the printed ticket you have.

# Swords and Potions

1. You will need to unlock the Ticket Redemption envelope and fix the photo booth before you can solve this puzzle.
2. Use what is on the back of the business card, what you get from the photo booth unlock, and what you get from ticket redemption unlock.
3. Convert the directions and letters to numbers using the buttons on the front of the business card.

# Solved All The Puzzles?

1. Use the red lens from the Ticket Redemption envelope on the Swords and Potions Unlock screen.
2. You will need to use just the first name.