

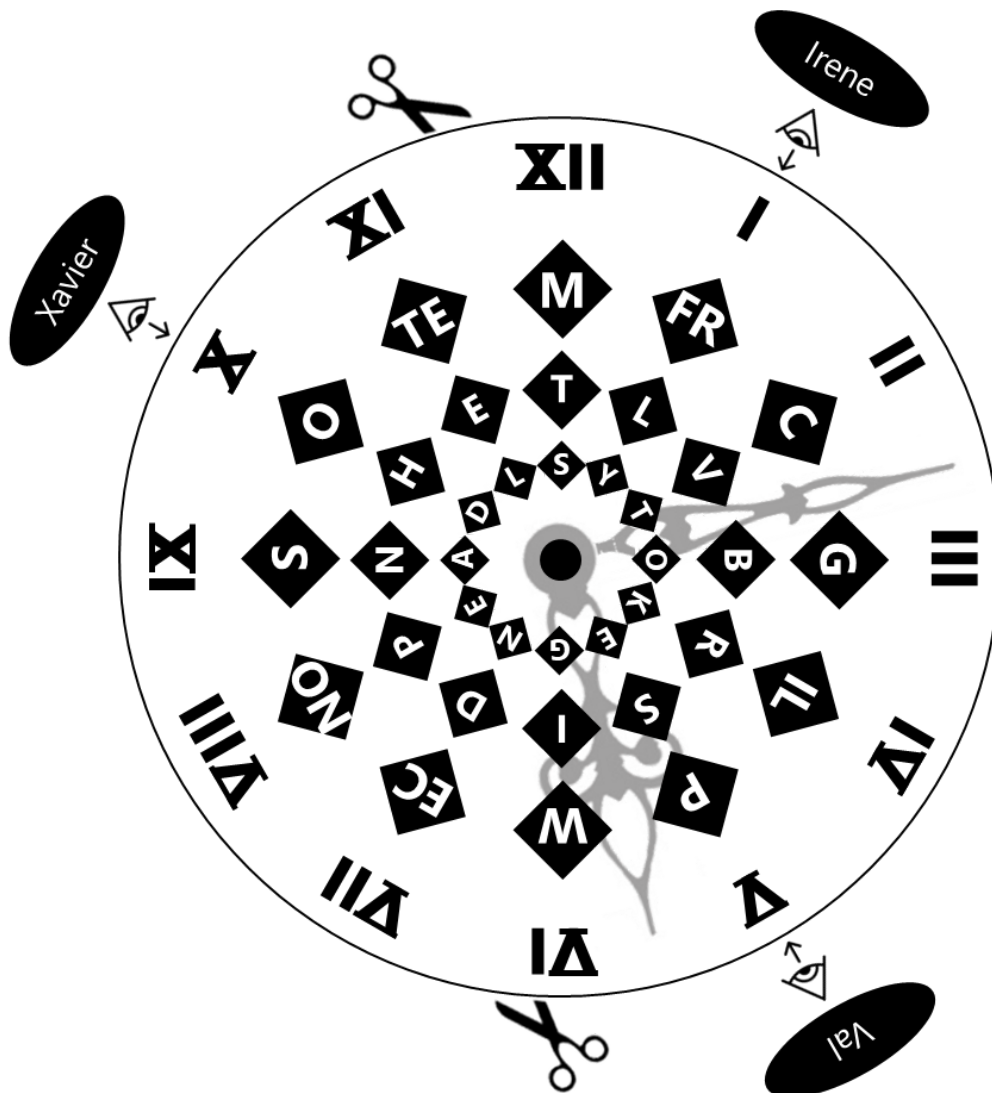
The When-V of All of Your Friends (1/2)



Irene, Val, and Xavier are jealous that you managed to climb up on top of the massive clock that you found lying face up in the strange store. **From their perspectives**, they can barely see the side of the raised numerals that **dot** the clock's outer edge. Too vexed to **dash** about, they stay at their initial positions and call out instructions for you to rotate the clock face so they can get a better view.



*Val's perspective.
Only the numerals are raised;
your friends can't see the letters
from where they're standing.*



The When-V of All of Your Friends (2/2)



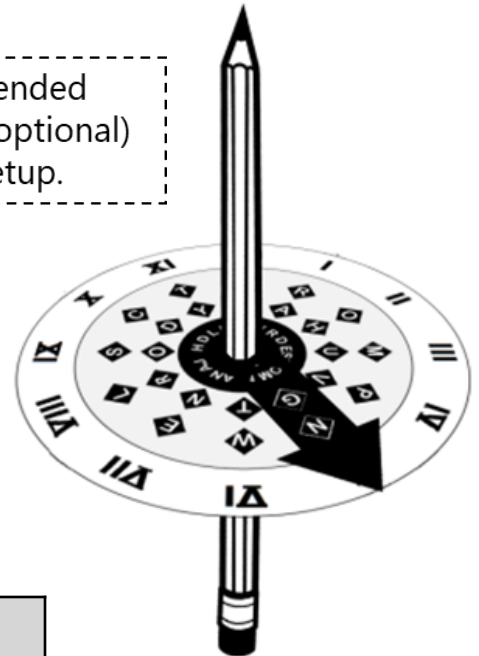
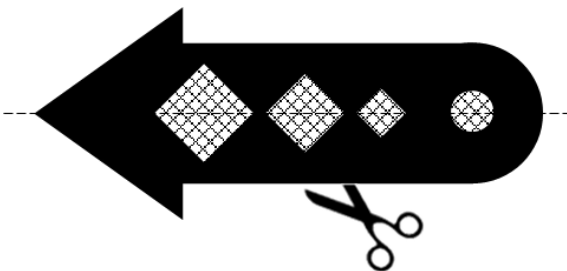
Irene: Turn it 4 hours to the left (clockwise)!
 Val: Turn it 2 hours to the right!
 Xavier: Turn it 3 hours to the left for me.
 Val: Go back one hour to the right.
 Irene: 5 hours to the right, please.
 Xavier: Turn it 2 more hours to the right.
 Val: The clock is right where I need it.
 Irene: 5 hours to the right, please!
 Xavier: 2 hours to the left and then I'm done.
 Val: Could you turn it back 2 hours to the right?
 Val: Oh, and then 3 more hours to the right!
 Irene: One more hour to the right, and I think we're all done.

What they saw

After they **each separately** unlock mysteries of the clock from their own perspectives, Irene, Val, and Xavier have the **time** to help you discover what kind of store this is and what the puzzle is missing.

After you have completed the section above, cut out the dial and **hatched areas** (fold in half for easier cutting).

Recommended (but totally optional) clock setup.



Irene	Val	Xavier