SOLUTION
Who is in the Q?

Step 1: Number the queue members by their starting positions (left-hand table below).

Step 2: Determine the three reordering rules and apply them to the rest of the line-ups (remaining tables below).

1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7

In the Sierra Nevadas, Papa John danced the foxtrot.

3	3	7
4	2	6
5	5	5
6	4	4
7	7	3
2	6	2

In Lima, Peru, Charlie Brown played a round of golf.

5	5	2
6	2	3
7	7	4
2	4	5
4	6	6

In a river delta, Mike Wazowski listened for an echo.

7	7	6
2	2	5
4	6	4
6	4	3

In Montréal, Québec, Romeo Montague took a tango lesson.

4	6	3
6	2	4
2	4	5

At their hotel, Juliet Capulet had a drink of whiskey.

2	4	5
6	2	4

In Bangalore, India, Victor Frankenstein got an x-ray.

Step 3: Last group served (6,2,4): **At Yankee Stadium, Oscar the Grouch tries on a uniform**. Use NATO to find out who is always eager to get to puzzled pint on time.
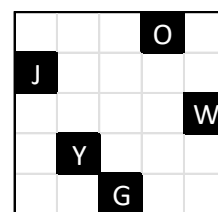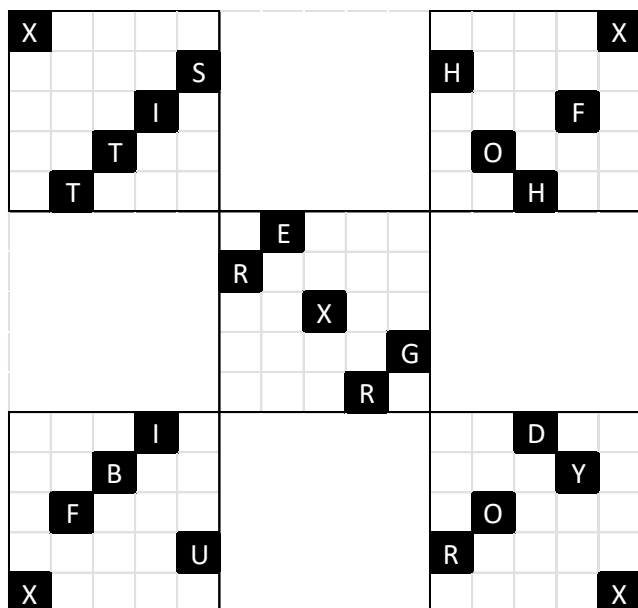
Solution: YOU

SOLUTION
What the X goin' on?

Step 1: Solve the logic grid.

	Knife	Revolver	Wrench	Candlestick	Rope	8pm	9pm	10pm	11pm	Midnight	Library	Kitchen	Conservatory	Study	Lounge
Mr Green	X		■		X	X	■			X	X				X
Mrs White				■		■					■				
Miss Scarlett		■	X					X					X	■	
Colonel Mustard	■								■		■				
Mrs Peacock	X				X	X			■	X	X		■		X
Library	X			■	X	X				X					
Kitchen	■									■					
Conservatory			X		■			X	■						
Study		■							■						
Lounge	X		■		X	X	■			X					
8pm	X			■	X										
9pm				■											
10pm		■	X												
11pm					■										
Midnight	X				X										

Step 2: Cut out and reassemble grid by where the X is positioned.

Step 3: SHIFT OTHER GRID BY FOUR.

SNACK

SOLUTION
Where R U?

Step 1: Fill out the grid:

The following sixteen logical deduction steps explain how to fill out the grid. The filled out grid is shown at right. The numbers next to each letter correspond to the order in which those letters were deduced according to the pathway below. This is *not* the only pathway that will get you there. (pos = position.)

- From TO**N**IC, there is an N in word 2 – pos 3.
- From MOIS**T,** there is a T in word 3 – pos 5.
- From FIE**N**D, there is an N in pos 4, and it is not in word 1 or 3 so it must be in the shared pos 4 of words 2 & 4.
- From DUST**Y**, there is a Y in pos 5, but it is not in words 1, 3, or 4, so it must be in word 2.
- From **D**USTY, there is a D in pos 1, but it is not in words 1, 2 or 3, so it must be in word 4.
- From **F**IEND, there is an F in pos 1, but it is not in words 1, 3 or 4, so it must be in word 2.
- From BON**U**S, there is a U in pos 4, but it is not in words 1 (because then it would also be in word 4 pos 2) and it is not in 2 or 4, so it must be in word 3.
- From M**O**IST, there is an O in word 3 and it is not in pos's 1, 2, 4 or 5, so it must be in pos 3.
- From MO**I**ST, there is an I in pos 3, but it is not in words 1, 2 or 3, so it must be in word 4.
- From SNA**K**Y, there is a K in word 4, but it is not in pos's 1, 2, 3 or 4, so it must be in pos 5. (POL**K**A tells us it is not in pos 2.)
- From A**R**SON, there is an R in pos 2, but it is not in words 1 or 3 (shared) or in word 2, so it must be in word 4.
- From S**T**UMP, there is a T in pos 2, but it is not in words 2 or 4, so it must be in the shared pos 2 of words 1 & 3.
- From AR**S**ON, there is an S in word 3, and the only pos unoccupied is pos 1.
- From DU**S**TY, there is an S in word 1, and it is not in pos's 2, 3, 4 or 5, so it must be in pos 1.
- From P**O**LKA, there is an O in word 1, and it is not in pos's 1, 2, 4 or 5, so it must be in pos 3.
- From POL**K**A, there is a K in word 1, and the only pos unoccupied is pos 5.

Step 2: Use the **intersections** to get the solution to Part 1:

YOU **TURN**

(U-TURN!)

Step 3: Use the **double** letters in the grid **back**wards (by their first appearance) to get the solution to Part 2:

KNOTS

SOLUTION
The When-V of all of your friends

Step 1: The edges of the raised numerals give morse code. The letters each friend sees are:

IRENE		VAL		XAVIER	
—•	N	•••	S	—	T
••	I	•	E	•	E
—•	N	•••—	V	—•	N
•	E	•	E		
		—•	N		

Step 2: Moving the clock hand to those hours in order gives:

IX	VII	X
S	EC	O
N	D	H
A	N	D

↓

SECOND HAND

SOLUTION
"Why?"

Step 1: The images represent 3-letter words that end in Y.

PRY

SPY

PLY

STY

FLY

CRY

SLY

FRY
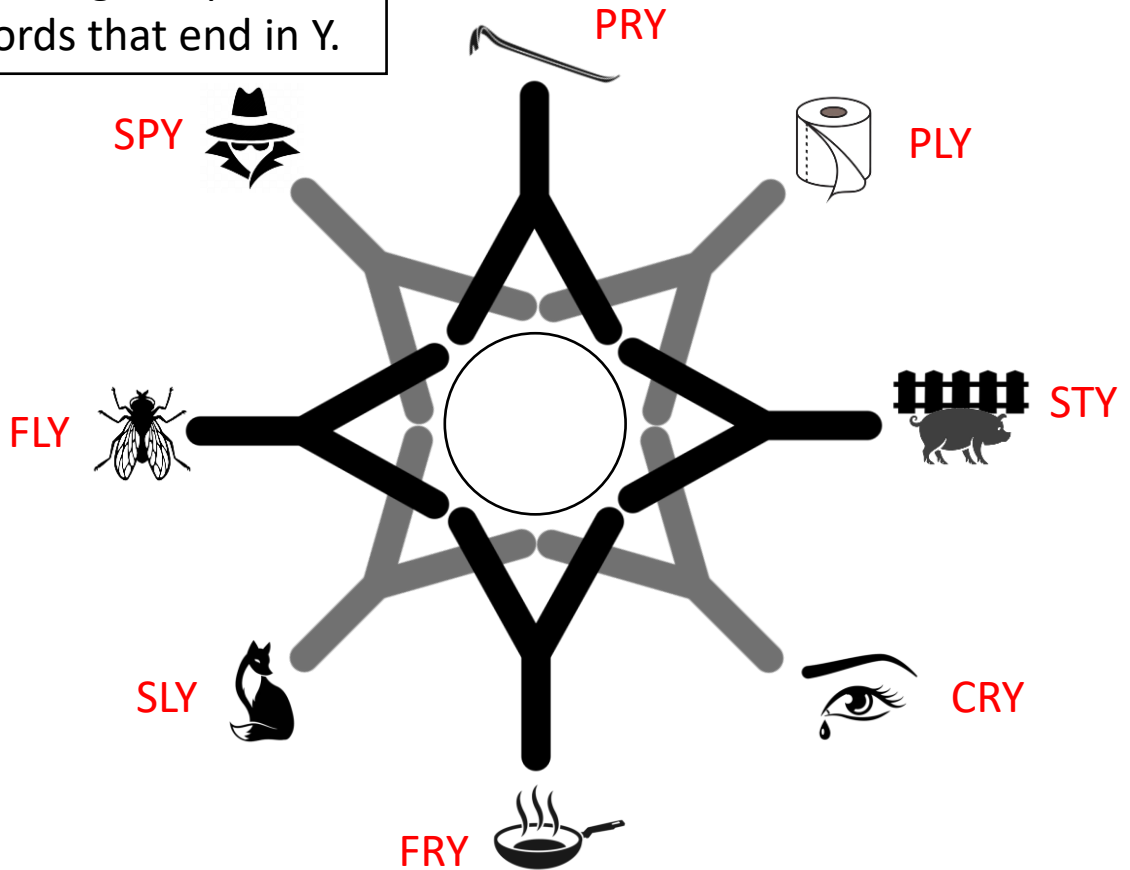
Step 2: Solve word clues.	1	**YUCK**	STUCK	PLUCK	∠	**W**
	2	**YIP**	SLIP	FLIP	⟍	**H**
Step 3: Join words using Y as the join letter.	3	**YOKE**	SPOKE	STOKE	⟍	**Y**
	4	**YACK**	CRACK	SLACK	⋀	**N**
Step 4: Semaphore.	5	**YANK**	SPANK	FLANK	⟍	**O**
	6	**YAWN**	PRAWN	SPAWN	⟍	**T**

SOLUTION
How Meta!?

Step 1: Enter solutions based on letter theme of puzzles.

Ɛ [T U R N] ← U

N [N O T] ⟩² Y

9 [W H Y] ⟩₁

L [K N O T S] ←W

I [H A N D]

S [S E C O N D] ⟩² V ₁

h [S N A C K] ← X
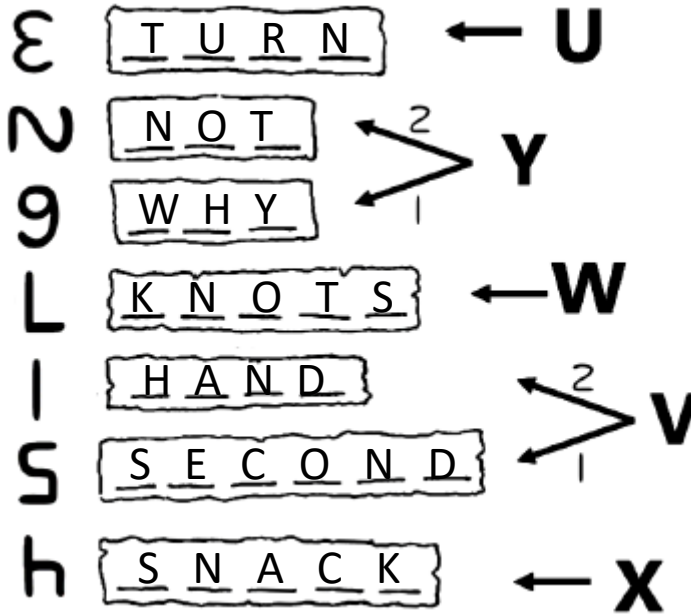
Step 2: Rotate the letters in ENgLISh to get numbered order.

Step 3: Find a direction from each clue and follow it on the map.

Order	Word	Directional Letters	Direction	Letter
1	HAND	N	N	P
2	NOT	N	N	I
3	TURN	N	N	Z
4	SNACK	SN	-	Z
5	SECOND	SEN	E	A
6	WHY	W	W	Z
7	KNOTS	NS	-	Z

SOLUTION

Double-U Too: Electric Boogaloo

Step 1: Solve word clues.

- SAVVY
- AARDVARK
- HICCUP

W

- SUMMER

- RACCOON
- PENNY
- GLUTTONY
- SKIING
- FUNNY

W

- GAMMA

Step 2: Look at doubled letters.

VACWM   CONTINWM

Step 3: Those aren't words. Try spelling them out loud.

VACUUM   CONTINUUM