

# Solutions

## Location - Bullseye

From the flavour text, we notice the words single, double, and triple stand out, suggesting the points value of the sections on the category dart board below (outer to inner rings, as per the hosts comment) with single being the outer ring and triple the inner ring.

Solving the crossword-style clues gives words that can be preceded by either single, double, or triple to make phrases linked to the categories on the dartboard.

People of the Netherlands (5) **DUTCH** -> **DOUBLE DUTCH (PLAYGROUND)**

Women (6) **LADIES** -> **SINGLE LADIES (SONGS)**

What the king might wear? (5) **CROWN** -> **TRIPLE CROWN (RACES)**

Actor's manager (5) **AGENT** -> **DOUBLE AGENT (SPIES)**

Green space (4) **PARK** -> **DOUBLE PARK (DRIVING)**

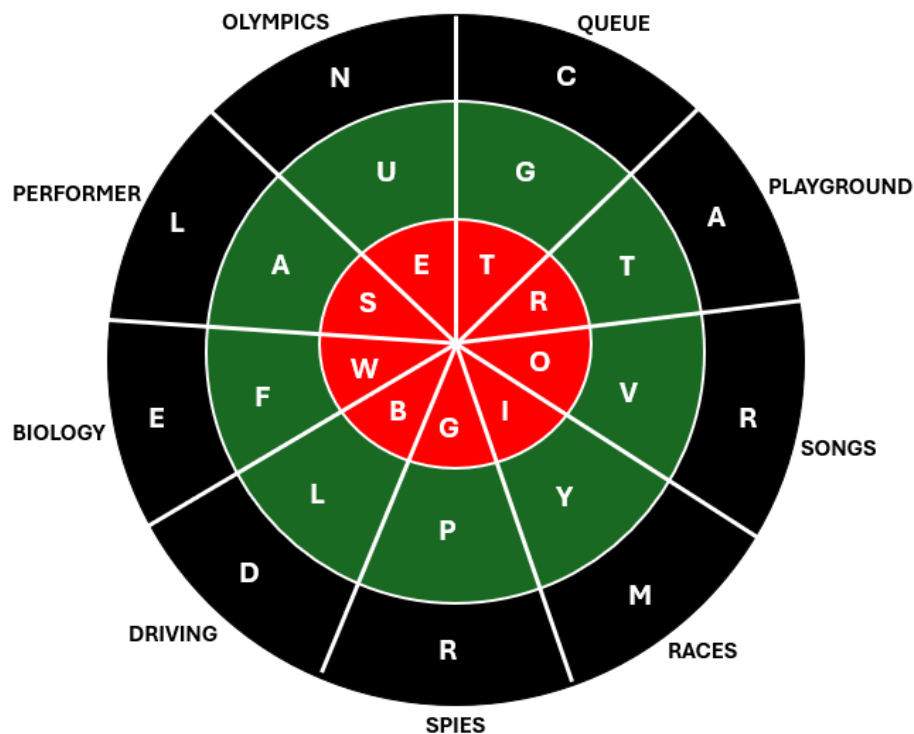
A6 in Excel, for example (4) **CELL** -> **SINGLE CELL (BIOLOGY)**

Statement of intention to cause damage (6) **THREAT** -> **TRIPLE THREAT (PERFORMER)**

\_\_\_\_\_ the gun (to do something too soon) (4) **JUMP** -> **TRIPLE JUMP (OLYMPICS)**

A rough tool used for smoothing and shaping (4) **FILE** -> **SINGLE FILE (QUEUE)**

To extract, we take the corresponding letters from the dartboard to get **TRIPLE SEC**



## Main Set - Mr. and Mrs.

This is a numberlink puzzle where each of the words to be linked are opposites as given by the crossword clues.

Royal flush in Poker for example (4) <b>HAND</b>	Tumble over (4) <b>FALL</b>	D	E	A	R	G	R	A	C
I	E	Y	Children's toy (3) <b>TOP</b>	O	U	A	R	E	T
H	E	Weird (3) <b>ODD</b>	G	R	E	A	Metal elastic device that returns to its shape (6) <b>SPRING</b>	T	E
S	T	W	O	M	A	N	A person's buttocks (6) <b>BOTTOM</b>	K	Flat and smooth (4) <b>EVEN</b>
N	A tuft or strand of hair (4) <b>LOCK</b>	A quiet and gentle voice (4) <b>SOFT</b>	O	W	Things pulled at Christmas (8) <b>CRACKERS</b>	N	T	O	M
A	N	Numbers displayed in rows and columns (5) <b>TABLE</b>	L	E	T	S	G	Something a photographer may ask you to say (6) <b>CHEESE</b>	Stage Show (4) <b>PLAY</b>
O	S	P	E	N	One of four in a deck of cards (4) <b>SUIT</b>	D	O	U	Knot (3) <b>TIE</b>
R	P	Moderate a meeting (5) <b>CHAIR</b>	R	I	M	E	I	N	Force x Displacement (4) <b>WORK</b>
S	E	V	I	Port on a ship (4) <b>LEFT</b>	L	L	E	Correct (5) <b>RIGHT</b>	Formal dance (4) <b>BALL</b>
L	12 inches (4) <b>FOOT</b>	A button on a typewriter (3) <b>KEY</b>	Difficult (4) <b>HARD</b>	A Vampire's animal form (3) <b>BAT</b>	O	V	E	W	X

Reading the letters (from left to right, top to bottom) in the middle of each path spells **GROW AS PEOPLE.**

As an Easter Egg, if you read the rows of the grid it spells out a short and silly love letter from Walter to Gracie:

Dear Gracie, you are the greatest woman known to man. Let's go spend our prime in Seville. Love W x

## Main Set - Catch Phrase

This puzzle is all about homophone jokes. In each case, the index is into the punny answer.

Why would a chess piece in charge of a city be like a bad dream? It would be a... (6, 5) [4] **KNIGHT MAYOR -> G**

What is a Christmas gift's favourite type of music? (4) [2] **WRAP -> R**

What does a sheep say on Valentine's day? (1, 4, 3) [8] **I LOVE EWE -> E**

What's a librarian's favourite colour (4) [3] **READ -> A**

What type of coin smells? (4) [4] **CENT -> T**

What did the buffalo say to his son? (5) [1] **BISON -> B**

What's a cat's favourite button on a DVD remote? (4) [2] **PAWS -> A**

How many members of a convent does it take to change a light bulb? (3) [3] **NUN -> N**

What did the pirate say when he turned 80 years old? (3, 5) [6] **AYE MATEY -> T**

What is a golfer's favourite number? (4) [4] **FORE -> E**

What do you call a deer with no eyes? (2, 3, 4) [9] **NO EYE DEER -> R**

The index letters spell the answer of **GREAT BANTER**.

## Main Set - The Masked Singer

The first part of the images on the left hand side pair with the last part of the images on the right hand side to form the names of famous worldwide brands.

Right hand side (top to bottom)

(AIR)PLANE

(AP)RON

(CAN)DLE

(DIS)CO

(FACE) MASK

(MAR)KET

(SUB)MARINE

Left hand side (top to bottom)

FAIR(WAY)

KID(NEY)

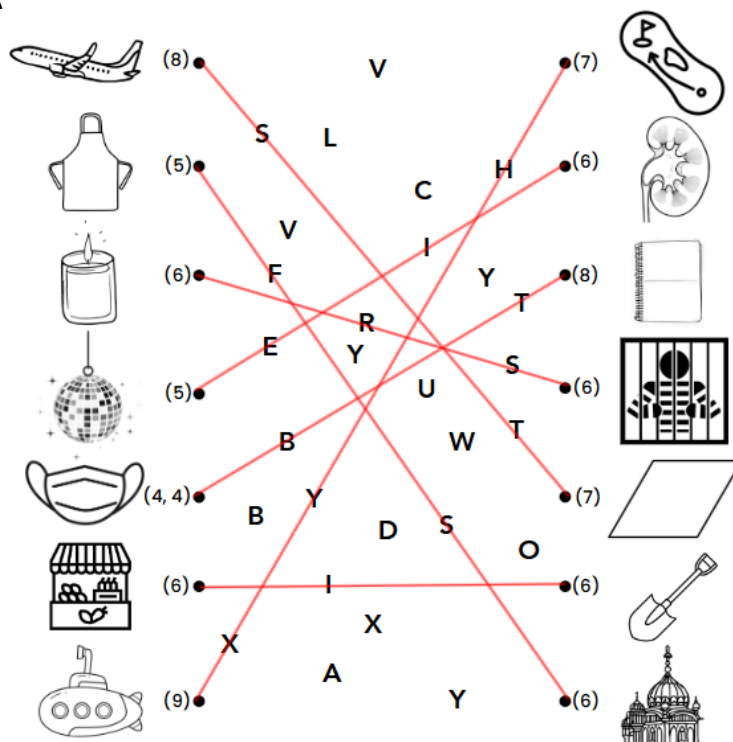
NOTE(BOOK)

# PRIS(ON)

RHOM(BUS)

SHO(VEL)

TEM(PLE)



These pairings give the clue phrase **SHIFT REST BY SIX** when read from top to bottom. Caesar shifting the uncovered letters (VLCVYYUWBDXAY) by six gives the answer of **BRIBE EACH JUDGE**.

## Main Set - The Price is Right

### Game one - One Bid

By looking at the letter differences between pairs of words, e.g. PLATES and STAPLER differ by an R, we can deduce the value of each letter used.

A = 15

E = 9

K = 21

L = 20

P = 28

R = 13

S = 25

T = 19

Adding up the values for TELE and SPEAKERS gives the price of **£202**.

### Game Two - Hole in One (or Two)

0	0	1	0	1
1	0	0	1	0
0	1	0	1	1
0	1	0	0	1
<sub>2</sub> 1	1	0	1	0

Extracting the holes values from top to bottom gives the price of the car as **£10,100**.

## Game Three - Showcase Showdown

- The two previous answers combined form the initial settings for the wheel in the final part of this puzzle.
- We are told that the outer ring belongs to the puzzle One Bid and the inner wheel belongs to Pathfinder.
- Converting the one bid answer from ternary to a letter gives **T** and the Hole in One (or Two) answer from binary to decimal gives **20**.
- By setting the wheels so that T and 20 are aligned we then have the initial settings of the wheel.

The wheel also has three possible modifiers. These are:

**Modifier 1:** Subtract two (e.g. 36 -> 34)

**Modifier 2:** Calculate the digit sum (e.g. 23 -> 2 + 3 = 5)

**Modifier 3:** Double (e.g. 30 -> 60)

In each round, a number of the modifiers need to be applied to find the intended outcome from the wheel. After the letter is extracted the inner wheel is rotated clockwise by the number of places indicated by the used modifier(s).

Incorrect Output	Number of Modifiers Applied	Intended Output	Extracted Letter	Modifiers Applied	Rotation Amount At End of Turn
62	2	<b>8 → 16</b>	<b>S</b>	#1 #2 #3	<b>5 (T = 0)</b>
32	2	<b>30 → 60</b>	<b>I</b>	#1 #2 #3	<b>4 (T = 88)</b>
9999	1	<b>36</b>	<b>G</b>	#1 #2 #3	<b>2 (T = 80)</b>
9992	3	<b>29 → 58 → 56</b>	<b>N</b>	#1 #2 #3	<b>6 (T = 56)</b>
86	1	<b>84</b>	<b>A</b>	#1 #2 #3	<b>1 (T = 52)</b>
27	2	<b>54 → 52</b>	<b>T</b>	#1 #2 #3	<b>4 (T = 36)</b>
992	2	<b>20 → 40</b>	<b>U</b>	#1 #2 #3	<b>5 (T = 16)</b>
53	1	<b>8</b>	<b>R</b>	#1 #2 #3	<b>2 (T = 8)</b>
54	1	<b>52</b>	<b>E</b>	#1 #2 #3	

The extracted letters spell the final answer of **SIGNATURE**.

## Main Set Meta - Fear Factor

Each of the answers contains the name of a type of bug. We are told that Walter wants to be as bug free as possible, so we should remove all of the bugs from the answers.

GROW AS PEOPLE -> **GRO(WASP)EOPLE->GROEOPLE**

GREAT BANTER -> **GREAT B(ANT)ER -> GREATBER**

BRIBE EACH JUDGE -> **BRI(BEE)ACHJUDGE ->BRIACHJUDGE**

SIGNATURE -> **SI(GNAT)URE ->SIURE**

Starting off in Walter's coffin, we can find the feeder puzzle answers (minus the bugs) in the grid as follows:

G	U	S	R	A	C	E	G
I	R	I	E	R	E	A	D
E	D	L	G	E	T	T	U
E	O	R	R	R	E	J	S
E	F	O	U	A	B	H	R
O	I	R	E	T	I	S	C
P	G	A	F	R	A	A	C
T	L	E	B	O	R	O	F

The leftover letters spell **GRACIE READ LETTERS FOUR IS A FACTOR OF**

T	R	E	W	H	U	P	A
E	I	S	T	S	B	D	C
N	K	T	H	U	I	A	I
P	E	C	N	T	P	I	G
B	U	A	F	E	T	S	R
E	H	C	O	T	I	H	M
K	T	E	H	E	S	E	O
C	I	K	M	S	U	D	E

Four is a factor of 4,8,12,16.. Reading just the 4th, 8th, 12, 16th.. letters spells the final answer of **WATCHING FROM HOME.**

As an easter egg, four death themed phrases are hidden within Gracie's remaining grid:

Kick the bucket, Bite the dust, Rest in peace, Push up daisies

## Bonus - Nightmare

Reading the initial letters of each of the clues spells **KEYBOARD**.

From the first room's description we find that the starting location is W. Hereafter, we follow the route as told and make note of the letters (rooms) in which a phase of the journey ends. In some cases, there is bold text within a clue - this indicates that a mini logic puzzle (on the second page of the puzzle) needs to be solved to gain the necessary instructions to continue with the route.

- Knowing that time is of the essence, Walter quickly searches around the room to see if he could find out where he is within the castle's complex. He soon realises that he is in a room with a three-syllable name. There is also a suspicious mark on the wall, "first;" Walter believes that this may be critical to finding his freedom spell. **(W)**
- Eager to find out what secrets the dungeon holds, Walter follows the instructions of the bellowing voice. He continues right to the room that sounds like a question (Y) and then goes down one ladder to his left (G). Finally, he goes four spaces in the direction of his favourite Romeo and Juliet (WEST Side Story) adaptation. In this room Walter finds the second mark. **(A)**
- Yikes! A knight with a giant sword and protective shield runs at Walter. He must defeat the knight in order to progress. After defeating the knight he continues to the next room where he finds the third mark. **(K)**
- Before Walter has a chance to catch his breath, more instructions are provided by the bellowing voice but it seems to get distorted: ENO TSAE OG NEHT TRATS EHT OT NRUTER (backwards - RETURN TO THE START THEN GO EAST ONE). On arrival, Walter finds the fourth mark. **(E)**
- On the wall Walter finds a series of strange words. He thinks a common change may tell him the room where the fifth mark can be found. **(M)**
- Almost there! Walter goes to the room furthest away from the one he is currently in and then continues to the second closest room made up of exactly four lines. Here he finds the sixth mark. **(E)**
- Right as Walter goes to leave the room, he sees the floor connecting the rooms to his right slowly crumble away. Instead of going the long way round, Walter decides to use planks of wood he conveniently finds in his current room to build a bridge across. Somehow the bridge is sturdy enough for him to cross. He arrives in the room containing the seventh mark. **(U)**
- Darkness starts to overcome the dungeon; Walter fears his time is almost up. To end his long and difficult journey, he quickly darts to the nearest end of the corridor. Here he finds the eighth and final mark. Finally, Walter is able to cast his spell to freedom...! **(P)**

The rooms where the marks are in order of visit spell **WAKE ME UP**.

## Mini Puzzle Answers:

### Swords and Shields

2	1	2	0	2	1	1	
<u>S</u>	Shield	F	A	T	E	F	1
R	O	<u>E</u>	P	Shield	<u>V</u>	O	2
U	W	Shield	A	S	P	R	0
<u>E</u>	Shield	<u>N</u>	Shield	<u>E</u>	R	T	3
Shield	M	L	R	Shield	Shield	<u>A</u>	1
T	<u>S</u>	Shield	W	<u>T</u>	V	W	2

Spells the instruction of **SEVEN EAST**.

### Bridges

2	==	?		2
1	—	5	==	5
	2	==	==	3

The ? would be for the number 4.

### Words

Each of the words becomes another word when the first letter is changed to an **M**.

- CAGES (MAGES)
- DEN (MEN)
- GATE (MATE)
- JAIL (MAIL)
- POTION (MOTION)
- RAID (MAID)
- TOWER (MOWER)