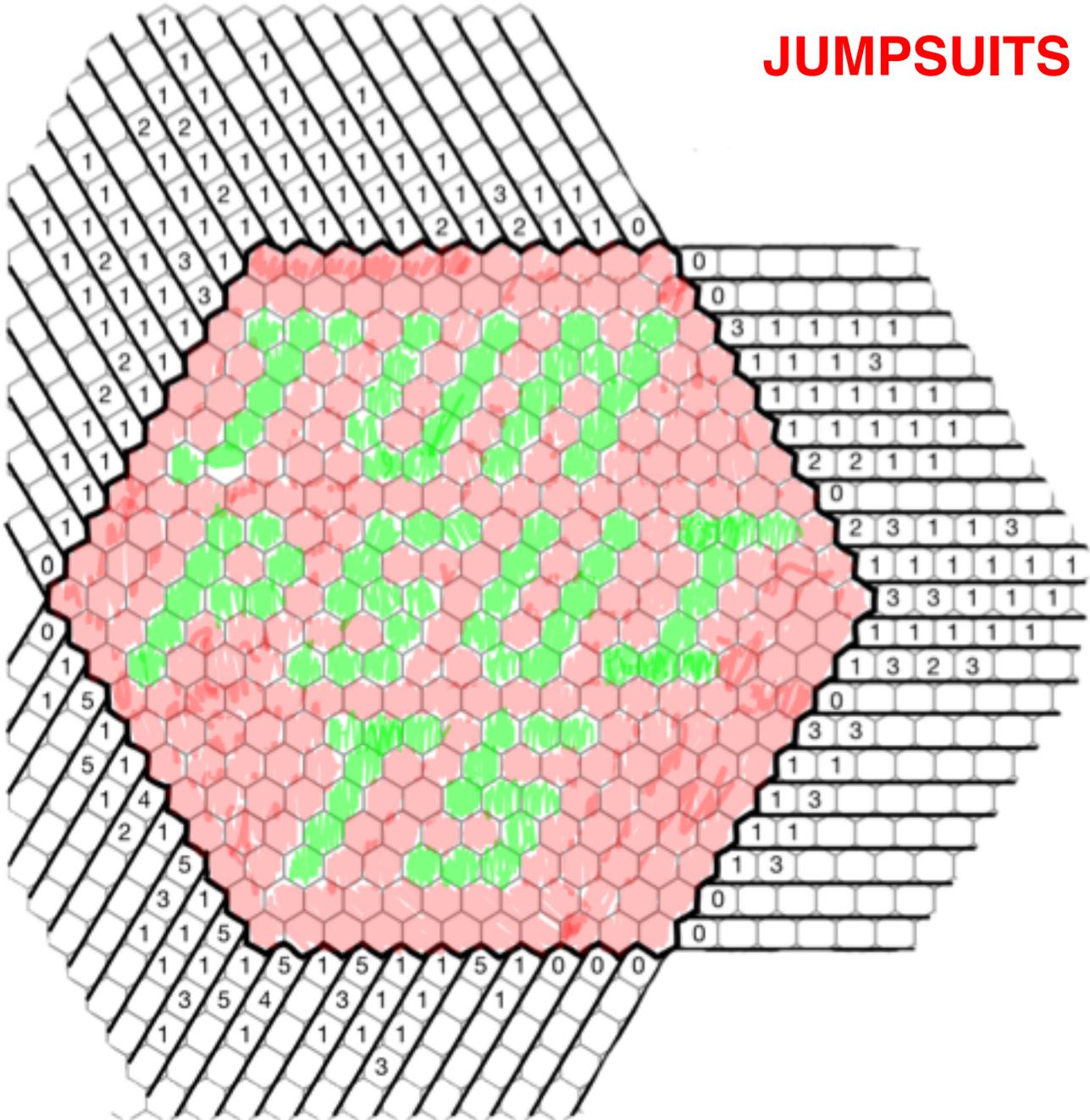




Entering The Crystal Maze

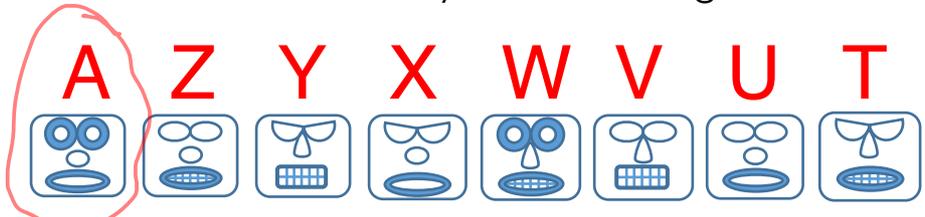
In order to gain entry to the maze your team must solve the puzzle below. Shade in the cells indicated to reveal what vital piece of equipment your team need.

JUMPSUITS



The Aztec Zone

In the Aztec Zone a Physical game is chosen, and you are ushered into a room marked 'Putzletl's Pyramid'. The sign on the wall reads:



A Z TEC PEOPLES

B  **B** ELEIVED IN MANY  **S**

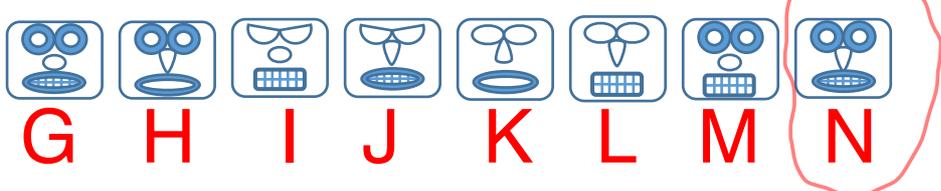
 **C**  **G**ODS. **C**OMPLETE  **R**

D  **T**HE **J**IGSAW **T**O  **Q**

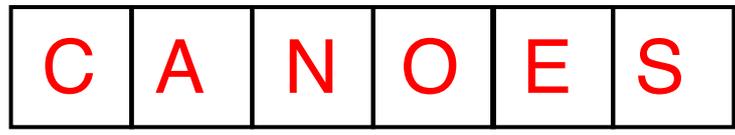
 **E**  **I**DENTIFY **W**HAT  **P**

F  **P**UTZLETL IS **T**HE  **O**

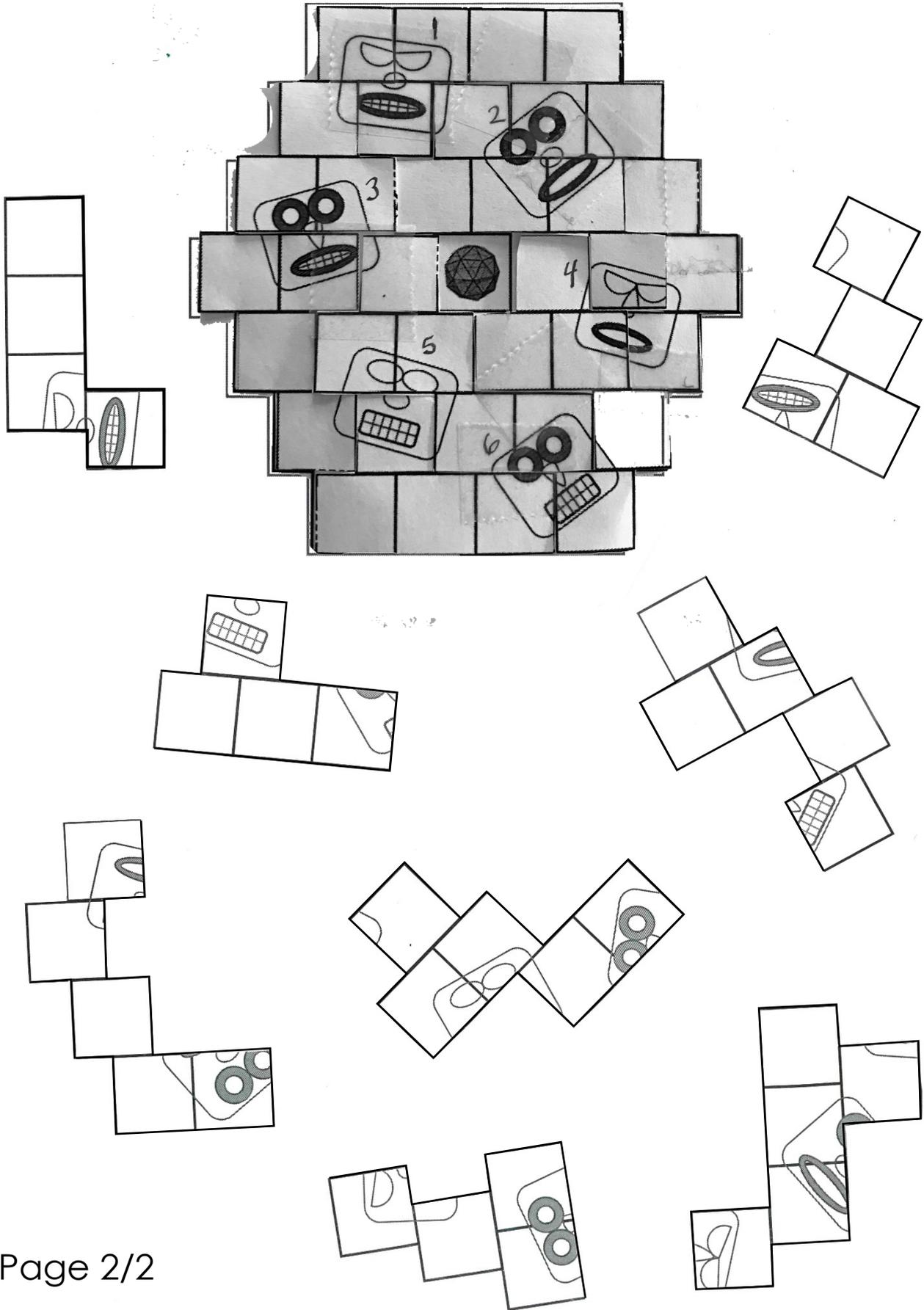
G **O**D **O**F



Find the faces below from the puzzle on next page. Notice the weird placement of A, B, G, and Z. This is indication that each face indicates a letter. The faces in order spell CANOES



The Aztec Zone





The Medieval Zone

In the Medieval Zone you choose a 'Mental' game. You are led to a dungeon, wherein a famous riddler is held.

"It's very boring in here," they say, "when I'm not being tortured, that is."

"So I have a little game," they continue, "I use the dungeon items to create riddles. If you **scramble** to solve the riddles you'll know my name."

The plague-carrying creature whose bites I fear (3)
Has this and becomes an archaic deer (4)
RAT->HART (H)

Its many eyes watch from the corner of the room (6)
With this it feels my misery, my gloom (7)
SPIDER->DESPAIR (A)

The device that pulls till my sinews fail (4)
With this leaves a footprint on a dusty trail (5)
RACK ->TRACK (T)

They bind me tightly, though they're frayed (5)
With this on a wall they'll be displayed (6)
ROPES-> POSTER (T)

The branding tools in the coals a'smoulder (5)
Need this to make them grey and older (6)
IRONS -> SENIOR (E)

A restrictive home for beast or bird (4)
With this a mealtime prayer is heard (5)
CAGE -> GRACE (R)

H A T T E R



The Industrial Zone

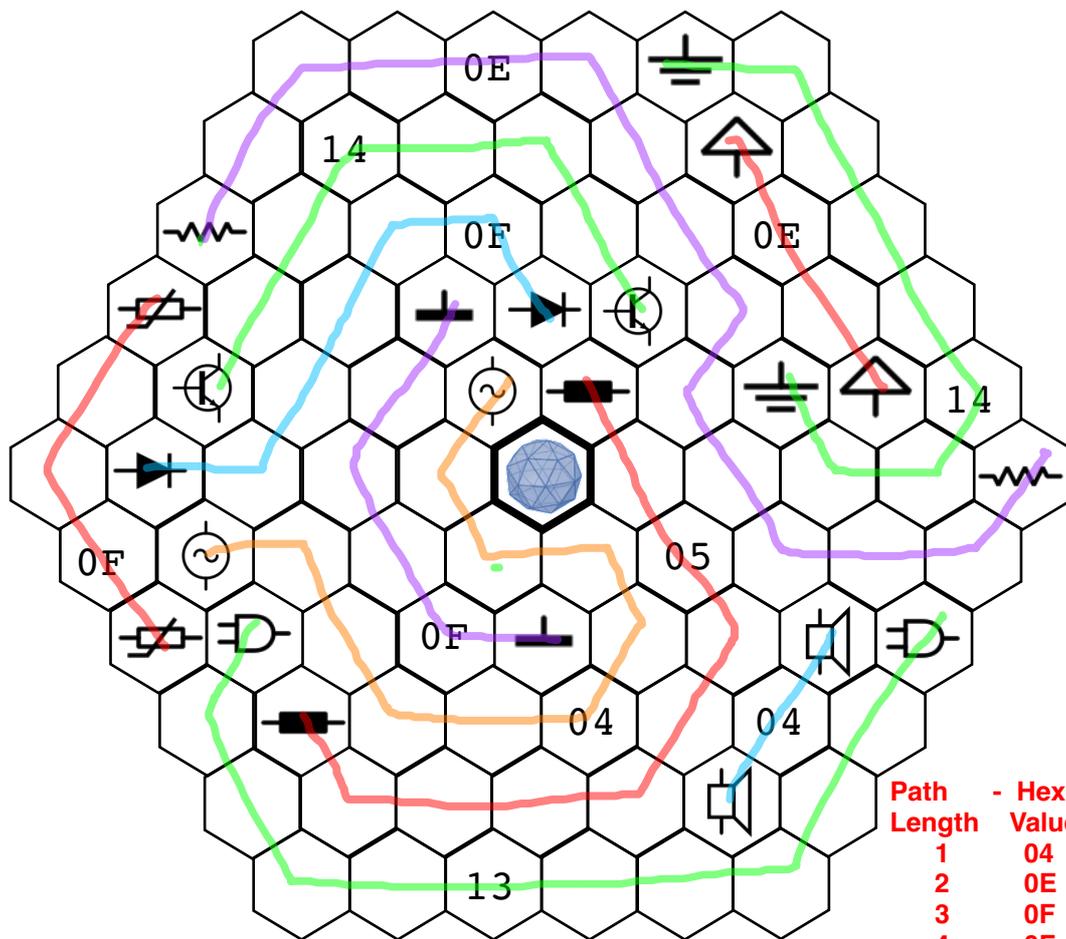
In the Industrial Zone you choose a 'Skill' game. Your room holds a huge circuit board and the notice on the wall:

EVEN HIGH QUALITY MACHINES BREAK OCCASIONALLY, IN CASE OF **LENGTHY** MALFUNCTIONS THE CIRCUIT MAY NEED TO BE REBUILT **IN ORDER** TO COMPLETE THE CIRCUIT:

HAVE SAME SYMBOL NODES CONNECTED IN PAIRS

EVERY CELL MUST HOLD A WIRE

X – CROSSING WIRES IS NOT ALLOWED



Path Length	- Hex Value	- Letter
1	04	
2	0E	N
3	0F	
4	0F	O
5	0F	
6	14	T
8	05	E
9	04	
10	13	S
13	0E	

N O T E S



The Futuristic Zone

In the Futuristic Zone a Mystery game is chosen. In the room you are confronted with a large hexagonal grid.

The sign on the wall reads:

WARNING: LASER DEFENSE SYSTEM
EACH CELL CONTAINS A SINGLE LASER TRIPWIRE
NUMBERS INDICATE HOW MANY LAZERS HIT THAT POINT
LAZERS DO NOT HIT LETTERS



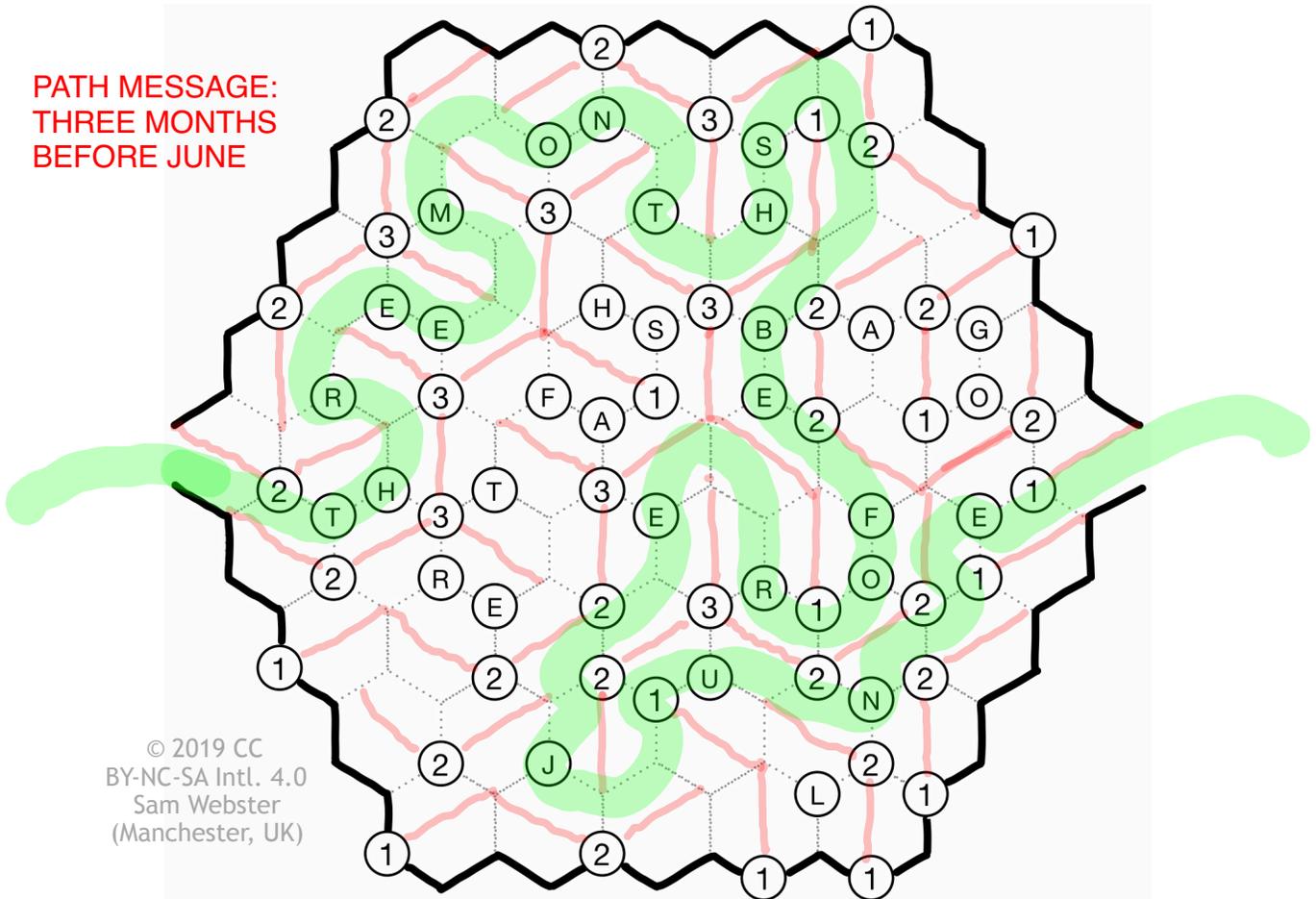
✓



✗

Complete the maze and find out how you should make your way through it

**PATH MESSAGE:
THREE MONTHS
BEFORE JUNE**



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Sam Webster
(Manchester, UK)

M A R C H



META – The Crystal Dome

As you stand in the huge glass structure the fans start, everything around you is swirled around. “Ready for one **last cry**?” Your host asks in that strange **mode** of speech he has.

To **join** the list of champions your team must work **together**, to collect as many tokens as possible.

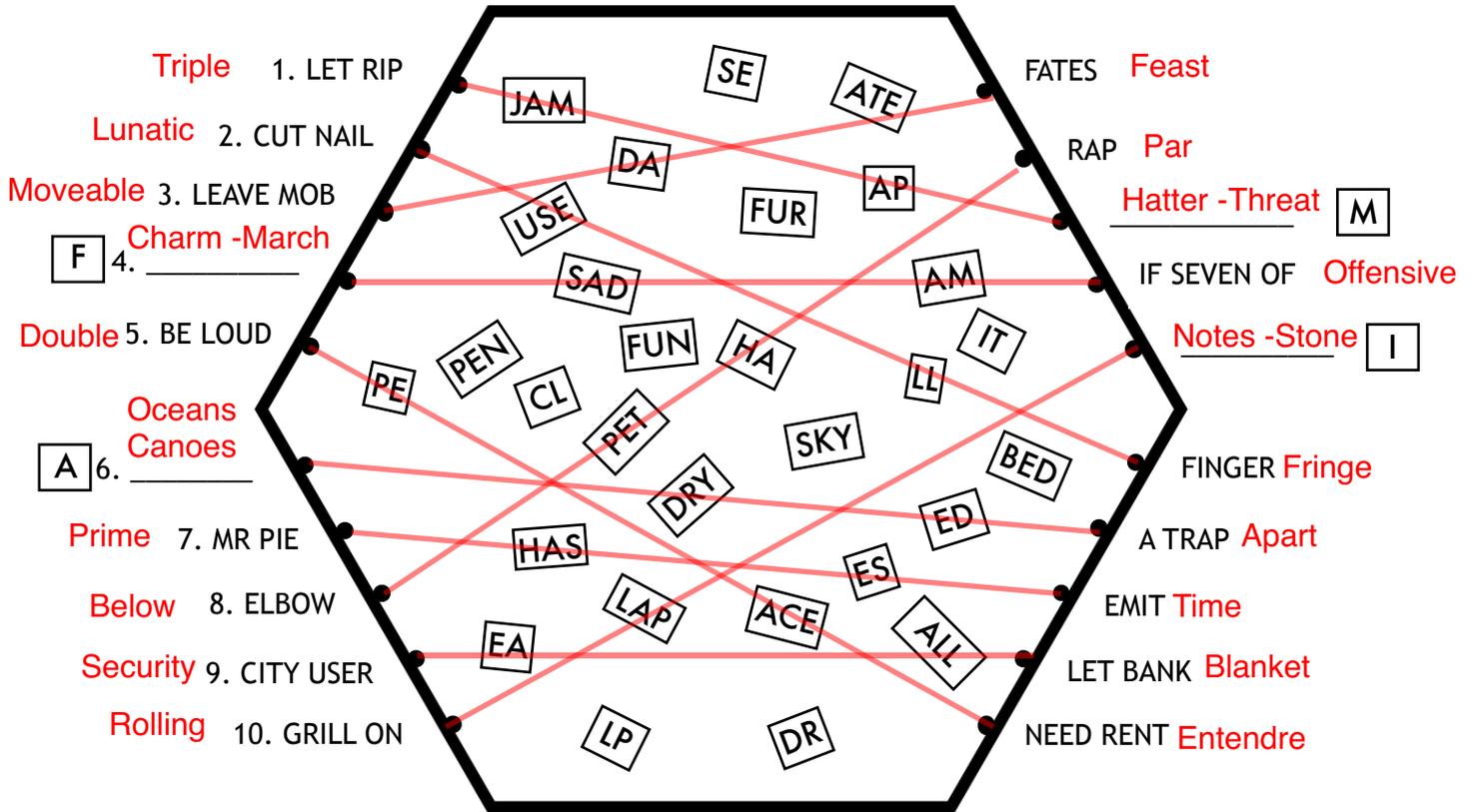
In order to win the prize they’ll have to **add** up all the gold tokens (3 letters) you collect **before** deducting the silvers (2 letters). What remains will tell you what you win.

(Note all answers below are 2 word phrases)

- In the idiom it gathers no moss. **ROLLING STONE**
- Someone who can sing, dance, and act. **TRIPLE THREAT**
- Substandard, unless you’re playing golf. **BELOW PAR**
- A child’s comfort object, that may have been a baby’s bed covering. **SECURITY BLANKET**
- A phrase with a smutty meaning as well as an innocent one. **DOUBLE ENTENDRE**
- A celebration without a fixed date. Easter, for example. **MOVEABLE FEAST**
- Dismissive term for the extremists within a (political) group. **LUNATIC FRINGE**
- Separated (physically or metaphorically) by a great distance. **OCEANS APART**
- The best part of an evening for TV viewing **PRIME TIME**
- Campaign of flattery **CHARM OFFENSIVE**



META – The Crystal Dome



TAKE THE 3 LETTER TOKENS FIRST IN ORDER: JAM USE ATE SAD ACE DRY HAS PET ALL LAP THEN IN ORDER, TAKE THE 2 LETTER TOKENS OUT: AP LL DA AM PE ED ES HA EA

	1	2	3	4	5	6	7	8	9	10
GOLD	JAM	USE	ATE	SAD	ACE	DRY	HAS	PET	ALL	LAP

	1	2	3	4	5	6	7	8	9
SILVER	AP	LL	DA	AM	PE	ED	ES	HA	EA

ANSWER: JUST A CRYSTAL

Puzzled Pint: Inspector Pintley's Adventures (SOLUTION)

Inspector Pintley is on the trail of an infamous burglar, **The Technicolour Thief**, whom she caught red-handed! The victims: **Roy G. Biv** and his three dogs **Shadow**, **Snowball**, and **Bubblegum**. The thief has **added a disguise** to each of their stolen treasures, and then **hidden them** in plain sight. If Inspector Pintley can find each treasure and **remove the disguise**, she should be able to catch the thief and deliver a suitable punishment!

The thief was clearly possessed of some bizarre **ideas** regarding ethics--but then, what thief wasn't?

I **find I'm** going mad with this case, the Inspector noted as she searched amid her fourth trash can of the night.

After almost dropping her piton with a **yelp**, **lowering** herself down to the cliffside hideout started to feel less and less dignified.

The last time the Inspector had attempted to apprehend the thief, they deployed a smoke bomb and became a **blur** escaping in the fog.

"I don't know why you're bringing an umbrella to the desert when **no rain** gets that far out," said the customs agent who had clearly never seen a disguised sword before.

She was on the lock's final tumbler when the door flung open, her bobby **pin** **skittered** across the tile, and she came face to face with an unhappy looking security guard.

The thief's crimes felt chaotic, or random, as though they indulged whatever **whim** tempted them next.

The **robe** **lacked** pockets and the foam sandals were uncomfortable--the only good thing about this spa disguise was that the Inspector adored cucumber slices!

There were but two facts the Inspector knew about her odd quarry: the thief was remorseless, and the thief was **violent**.

"Ah, Pintley, I've been 'inspecting' you," smirked the thief as they set down their copy of *How to **Greet** Nemeses and Archrivals*.

What will the thief's punishment be? **IM - PRISM - ENT**