



Reference Sheet

Letter	Decimal	Binary
A	1	00001
B	2	00010
C	3	00011
D	4	00100
E	5	00101
F	6	00110
G	7	00111
H	8	01000
I	9	01001
J	10	01010
K	11	01011
L	12	01100
M	13	01101
N	14	01110
O	15	01111
P	16	10000
Q	17	10001
R	18	10010
S	19	10011
T	20	10100
U	21	10101
V	22	10110
W	23	10111
X	24	11000
Y	25	11001
Z	26	11010

Cryptic Clues

This section provides a brief overview of cryptic clues. Cryptic clues contain two parts: a “straight” definition and wordplay. The straight definition will always be at either the beginning or end of the clue (never in the middle). Numbers in parentheses after the definition specify how many letters are in the answer; multiple numbers indicate separate words, e.g. “(6 4)” for “puzzle hunt.”

Charade – The answer is formed by joining individual words/letters from the clue together.

Clue: 1000 in family (3)

Answer: KIN (family)

Explanation: K (1000) + IN

Note that in this example, K was clued by 1000 whereas IN came directly from the clue. This type of wordplay is commonly combined with other types.

Double Definition – In a double definition, two different senses of a word are given, typically with no explicit indicator.

Clue: Able to preserve (3)

Answer: CAN (able to & preserve)

Anagram – The letters of part of the clue are rearranged. Anagrams are clued with indicator words like “changed,” “messy,” or “crazy.”

Clue: Captures crazy parts (5)

Answer: TRAPS (captures)

Explanation: an anagram of PARTS

Hidden Word – In a hidden word clue, the answer is hidden within the clue itself. Typical indicators include “found in,” “search,” “scan,” etc.

Clue: Vacate everyone held in contempt yesterday (5)

Answer: EMPTY (vacate everyone)

Explanation: hidden in “contEMPT Yesterday”

Container – One part of a clue is put inside another. Containers are clued with indicator words like “surround,” “inside,” or “within.”

Clue: Ship structure, as in Bozeman’s st. (4)

Answer: MAST (ship structure)

Explanation: AS “in” MT (Bozeman’s state)

Deletions – Letters are removed from a word in the clue. Deletions may be at the beginning (“headless,” “no start”), middle (“heartless”), end (“tailless,” “unfinished”), or even both ends (“endless”).

Clue: Writer Virginia unfinished yarn material (4)

Answer: WOOL (yarn material)

Explanation: WOOLF (writer Virginia) without the final letter (unfinished)

Selections – The flip side of deletions; instead of removing a letter we select one or more letters from a word. This may occur at the beginning, middle, or end (or both ends) of a word with similar indicator words as deletions (e.g. “at the extremes,” “heart of”). Other types of this clue are initials (take the first letters of a sequence of words), and even/odd.

Clue: Even Elvis meets citrus fruits (5)

Answer: LIMES (citrus fruits)

Explanation: the “even” letters from the phrase Elvis meets

Reversal – Here a part of the clue is read backward.

Reversals are clued with indicator words like “reverse” or “the wrong way.”

Clue: Flying mammals impale the wrong way (4)

Answer: BATS (flying mammals)

Explanation: STAB (impale) backward

Homophone – In a homophone clue, a word sounds the same as the answer. An indicator is used that indicates sounds, like “out loud” or “rumored.”

Clue: Noisily propelled boat to street (4)

Answer: ROAD (street)

Explanation: homophone of ROWED



WHAT'S THE HOLDUP?

PUZZLE 1

It was a typical, bustling morning in Tenderfoot Falls when you heard the news: the town bank had just been robbed. Three masked bandits had jumped Mr. Westfield as he arrived to open the bank and forced him to let them into the vault. They shot the lock off a chest marked with the Sutton family brand and were searching it when customers arrived and scared them off. According to Mr. Westfield, the bandits took some papers from the Sutton family chest, but nothing else appears to be missing.

Only two of the bandits spoke, and Mr. Westfield didn't recognize them, but he is sure that the third accomplice was the sheriff's daughter, Adeline. Sheriff Garrett Sutton is, strangely, nowhere to be found, so it's up to you and your band of deputies to track down the robbers and bring them to justice, sheriff's daughter or not.

In their rush to get away, it seems the bandits left their saddle bags. The contents, along with information on known outlaws in the area, may help you determine the identity of the owners and what they were searching for.

If you can find where the robbers have been, perhaps you can figure out where else they should have looked.

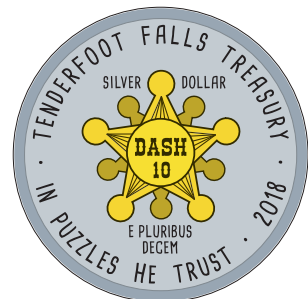
Play-at-home Instructions

This puzzle is designed to be solved by multiple teams, with each having either a Wanted Poster or a list of Saddle Bag Contents (in addition to this page and a coin that was found at the scene, shown to the right). All of the options for Wanted Poster and Saddle Bag pages are included in the PDF, as the next four pages after this one.

For the play-at-home version, you can simulate the multi-team aspect – the first step in solving this puzzle – in either of two ways:

1. Start with a Wanted Poster or list of Saddle Bag Contents (chosen at random), then look at the two pages of the other type to find a match; or
2. For teams with at least four people: distribute the Wanted Posters and Saddle Bag Contents to the members of your team, then figure out how to pair up to match pages. Use either matched pair to solve this puzzle. (Or solve them both if you'd like!)

Once you have paired up a Wanted Poster with Saddle Bag Contents, use those two pages and the coin to solve this puzzle.



WANTED

∞ \$100 REWARD ∞



JOSEPH HAWTHORN FOR ARMED ROBBERY IN BELHAVEN

Wanted for other petty crimes
in Bliss, Blueridge,
Ensenada, Lithia, Lyles,
Northome, and Tuttle

Last Seen:
Fleeing Halstead on a
Palomino stolen from
the Lazy S Ranch

WANTED

∞ \$100 REWARD ∞



HARRIETT SCHOFIELD

FOR ARMED ROBBERY IN REXMONT

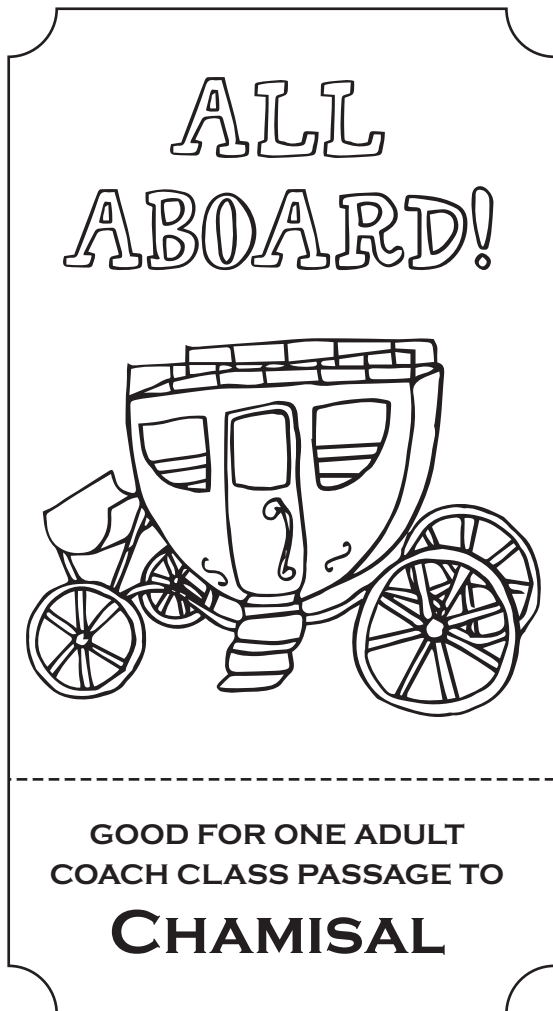
Wanted for other petty crimes
in Atascosa, Aurora,
Evergreen, Hamden, Holmdel,
Matheny, and Trimble


Last Seen:
Fleeing Bessemer on
a Pinto stolen from
the J Bar Ranch

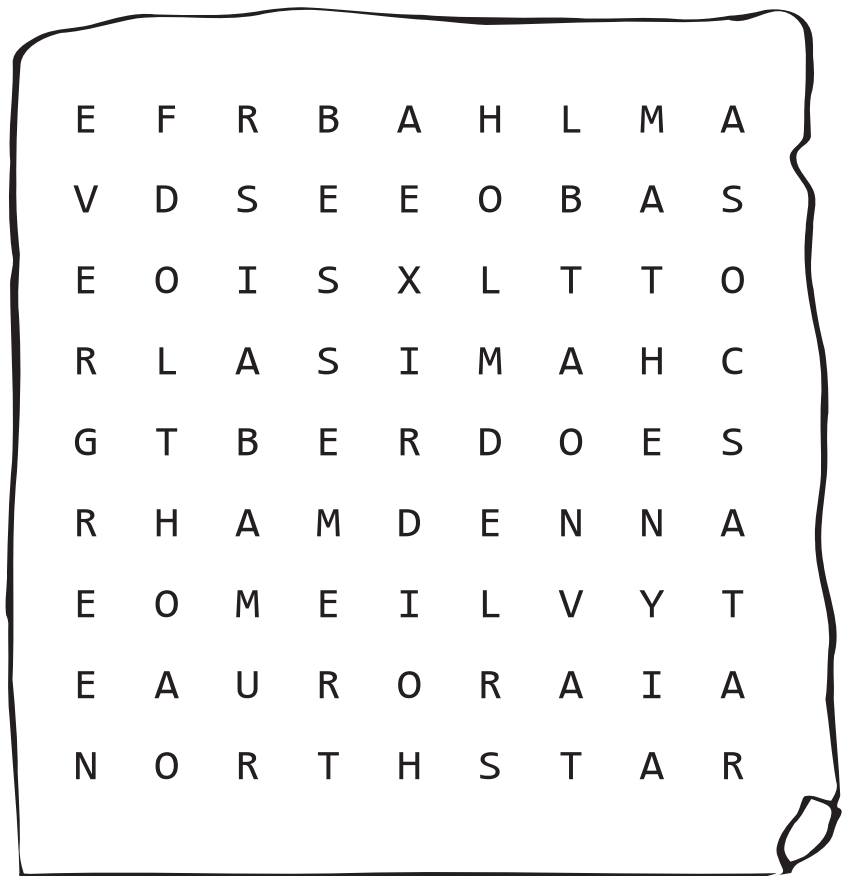


WHAT'S THE HOLDUP?

These are the items found in the saddle bag left at the crime scene.



Smith & Sons Stables	
Dependable Horse Boarding, Grooming & Shoeing Serving North Star for over 30 years	
Description Pinto	Fee \$2
Markings 	

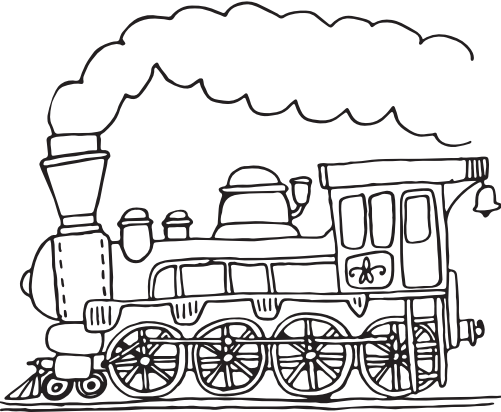




WHAT'S THE HOLDUP?

These are the items found in the saddle bag left at the crime scene.

ALL
ABOARD!



GOOD FOR ONE ADULT
COACH CLASS PASSAGE TO
WATAGA

Smith & Sons Stables	
Dependable Horse Boarding, Grooming & Shoeing Serving Big Falls for over 30 years	
Description Palomino	Fee \$2
Markings 	

E B F H A L B A E
N D E A S L A G M
S T I L I I D A O
E E U S H I B T H
N O S T R A T A T
A T I E T E V W R
D L U A L L V E O
A L O D M Y E I N
B I G F A L L S R





GET IT OFF YOUR CHEST

PUZZLE 2 • PAGE 1 OF 1



Hidden below the false bottom of the Sutton family chest, you find a bag of coins and a letter written by Pierce Sutton, the grandfather of sheriff Garret Sutton.

To Whom It May Concern:

If you've found this chest and its secret compartment, then you've already uncovered a portion of the Sutton family history. I've hidden information in a series of puzzles and crafted ten coins to help you solve them. To help my future descendants find this note, I made several copies of the first coin and puzzle, but if any of them have fallen into the wrong hands, there may be others trying to discover our family's secret.

Carefully examine the deputy-star sides of all ten coins, and use the information on the flip side of one coin – you'll need to determine the correct one – to reveal your path and help you discover what to do next.

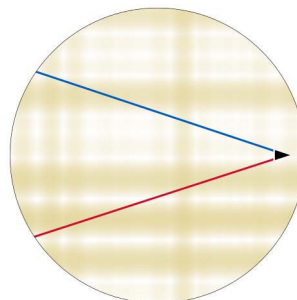
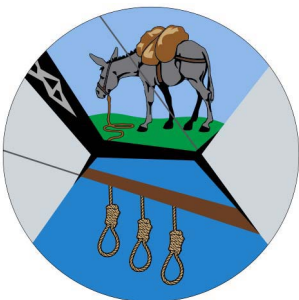
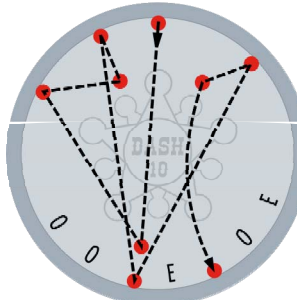
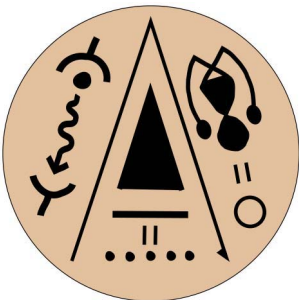
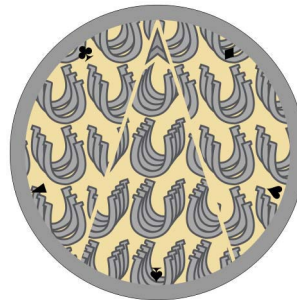
Each puzzle hereafter has a corresponding coin, which you may find is helpful or even required for the solution. Keep all your coins safe for the duration of your journey.

Yours sincerely,

Pierce Sutton



DASH 10 COINS





TROUBLE LOOMING

PUZZLE 3 • PAGE 1 OF 3



You enter the museum, and your eyes are drawn to an old “Indian Rug” in the corner... but that is no rug from any local Native Americans. The rug is woven with a series of numbers and grid lines, and a jumble of pictograms. Next to the rug is a placard with numbers and words which are so cryptic...

Across

- 3 Short firearm for dubious pilots (6)
- 5 Early bird makes hole in roster (7)
- 7 Searches carelessly for long guns (6)
- 10 Local icon possesses cotton cloth (6)
- 11 They come in bunches around West Durango for kerchiefs (8)
- 12 Ring through nose; it's used for hanging (5)
- 14 Instrument held by urban journalist (5)
- 16 Female vamp is a law enforcer (7)
- 17 Stockpile street soot (5)
- 21 Learnt about horn (6)
- 23 Texas lawman's at the end of killer rage (6)
- 25 Burn dilapidated barn down (5)
- 26 Roar garbled with bow's projectile (5)
- 27 Animal tracks seen at the starts of some paths over open range (5)
- 28 Path lies in the middle of that railroad (5)
- 29 Group of lawmen in weird poses (5)
- 30 Something to ride on ravaged shore (5)
- 31 Trope without a beginning to tie things up (4)

Down

- 1 Boost mad footwear (5)
- 2 Birds are held in escrow sometimes (5)
- 4 Hairdressers own zero drinking establishments (7)
- 6 Mythical flier below bee in bronze's place (11)
- 8 Native American father in pain (6)
- 9 Grand, abnormally fine weapon (5)
- 10 Gorge from tin over there (6)
- 13 Theater teacher gets horse drawn carriage (10)
- 15 Unfashionable rule for desperado (6)
- 17 Second wife's boy exchanged teepee for a wide-brimmed hat (7)
- 18 Mob her wild Mexican man (6)
- 19 Newlywed woman owns large halter (6)
- 20 Six shooter abbreviated Reverend Lover from behind (8)
- 21 Race around a farmer's unit (4)
- 22 Feline let free bovines (6)
- 24 Tribe returning coffee in endless snow (6)



TROUBLE LOOMING

PAGE 2 OF 3



This is a copy of the placard from page 1 for your convenience.

Across

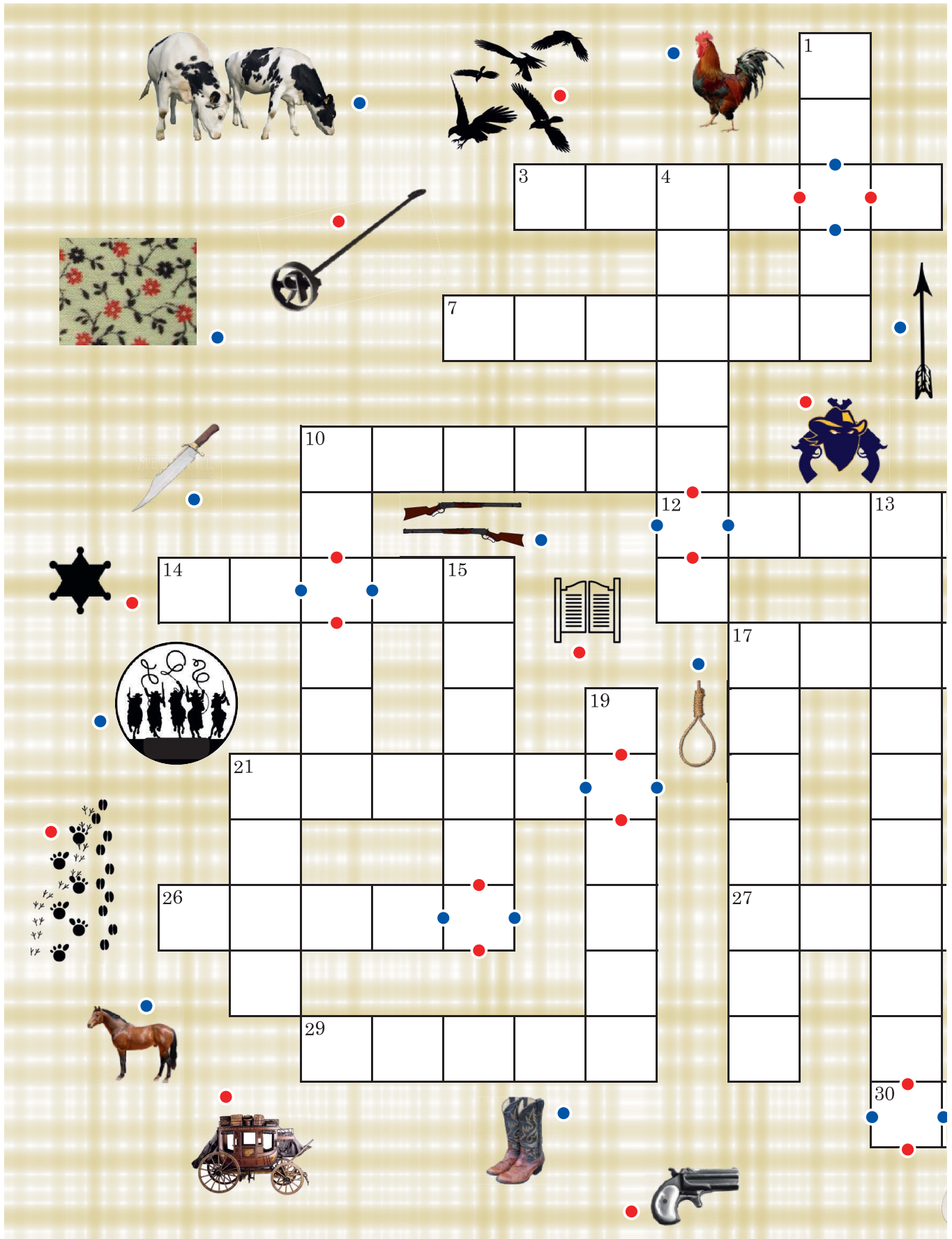
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TROUBLE LOOMING





A crossword puzzle grid is displayed on a yellow plaid background. The grid contains the following numbers:

- 2 (Down)
- 5 (Across)
- 6 (Across)
- 8 (Across)
- 9 (Across)
- 11 (Across)
- 13 (Across)
- 16 (Across)
- 18 (Across)
- 20 (Across)
- 22 (Across)
- 23 (Across)
- 24 (Across)
- 25 (Across)
- 28 (Across)
- 30 (Across)
- 31 (Across)

Decorative illustrations include:

- A white bird (possibly a crane or heron) in the top left.
- A red cowboy hat in the top center.
- A circular image of a canyon with a river and a sun in the top right.
- A treasure chest filled with gold coins in the top right.
- A diagram of a 1-acre field with dimensions: 4,047m, 4,840m, 43,560 m².
- A banjo in the middle right.
- A portrait of a cowboy in a hat in the middle right.
- A revolver in the middle right.
- A dreamcatcher in the bottom right.
- A rainbow over a building in the bottom right.
- A diagram of a horse's head with labels: Headpiece, Browband, Cheek Piece, Noseband, Reins, Bit.
- A silhouette of a person holding a flag in the bottom center.
- A cowboy hat in the bottom left.
- A silhouette of a person in the bottom center.
- Antlers in the bottom right.

Red and blue dots are scattered throughout the grid, likely indicating starting points for clues.

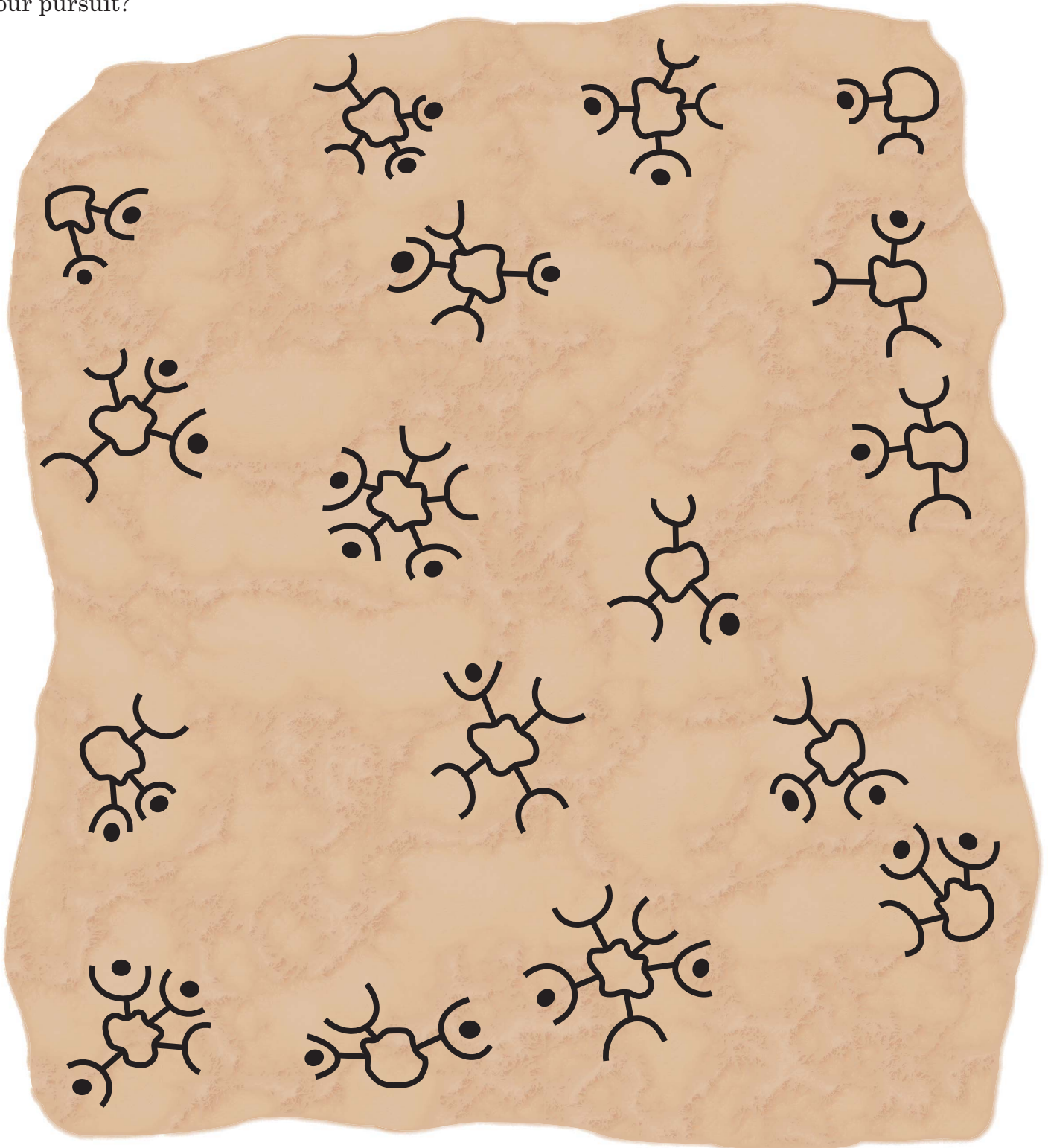


BETWEEN A ROCK AND A HARD PLACE

PUZZLE 4 • PAGE 1 OF 2



A number of strange petroglyphs adorn the bare rocks here. Could there be some connection with your pursuit?





BETWEEN A ROCK AND A HARD PLACE

PAGE 2 OF 2





ALL'S WELL THAT ENDS WELL

PUZZLE 5 • PAGE 1 OF 2



EXPERT

At the bottom of the well, you discover eleven pieces of glass. There are many stories about where Grandpa Sutton got the treasure, and though the details have clearly gotten mixed up through the years, you are confident that your team of deputies will be able to piece together the information on how the treasure was originally obtained.

The transparency (page 2 of this puzzle) shows the eleven pieces of glass; cut them out.



Water Works

PUZZLE 6 • PAGE 1 OF 4



Your team arrives at the watermill to discover an intricate system of ten wheels. A plaque explains that each wheel can process materials in two different ways. It also explains that the colors are added only for legibility and have no hidden meaning. What a helpful plaque!

You toss a few items into each wheel to examine their effects, and find that there are many cases where two different wheels can produce the same result:

Put	KINGS	in the	Amaranth wheel	or	ACCESS	in the	Gold wheel	to get...
Put	SAICE	in the	Fuchsia wheel	or	ALICIA	in the	Jade wheel	to get...
Put	TRENT	in the	Brown wheel	or	ARIANA	in the	Jade wheel	to get...
Put	RED	in the	Ebony wheel	or	NIGHTSTAND	in the	Honeydew wheel	to get...
Put	NIB	in the	Cyan wheel	or	FINDER	in the	Ebony wheel	to get...
Put	ROB	in the	Cyan wheel	or	BIRDER	in the	Indigo wheel	to get...
Put	LYE	in the	Ebony wheel	or	DAG	in the	Fuchsia wheel	to get...
Put	HOPPED	in the	Denim wheel	or	CAPPED	in the	Gold wheel	to get...
Put	FOUR	in the	Denim wheel	or	ARC	in the	Jade wheel	to get...
Put	CROWDER	in the	Brown wheel	or	SHUT	in the	Denim wheel	to get...
Put	DIRTY	in the	Ebony wheel	or	OCEAN	in the	Fuchsia wheel	to get...
Put	KERNEL	in the	Amaranth wheel	or	COLONIAL	in the	Jade wheel	to get...
Put	GOA	in the	Brown wheel	or	CUT	in the	Indigo wheel	to get...
Put	LAUGH	in the	Ebony wheel	or	ETA	in the	Fuchsia wheel	to get...
Put	CONVOCATION	in the	Brown wheel	or	BIRDIE	in the	Gold wheel	to get...
Put	CLUE	in the	Brown wheel	or	AGUE	in the	Fuchsia wheel	to get...
Put	QUARTER	in the	Gold wheel	or	FIVE	in the	Indigo wheel	to get...
Put	JUNEAU	in the	Amaranth wheel	or	HERA	in the	Honeydew wheel	to get...
Put	NIGHT	in the	Amaranth wheel	or	ROOK	in the	Honeydew wheel	to get...
Put	WIN	in the	Ebony wheel	or	LOOSE	in the	Gold wheel	to get...
Put	EARTH	in the	Amaranth wheel	or	ARES	in the	Honeydew wheel	to get...
Put	MARVIN	in the	Denim wheel	or	ATHENA	in the	Honeydew wheel	to get...
Put	PI	in the	Cyan wheel	or	STRIKE	in the	Indigo wheel	to get...
Put	UNKINDNESS	in the	Brown wheel	or	RAVE	in the	Cyan wheel	to get...
Put	PORTUGAL	in the	Honeydew wheel	or	PAINS	in the	Jade wheel	to get...
Put	URGE	in the	Fuchsia wheel	or	PECS	in the	Jade wheel	to get...
Put	NET	in the	Cyan wheel	or	TREND	in the	Denim wheel	to get...
Put	TOR	in the	Cyan wheel	or	TURN	in the	Indigo wheel	to get...
Put	NU	in the	Amaranth wheel	or	CX	in the	Indigo wheel	to get...
Put	RAY	in the	Denim wheel	or	SEMESTER	in the	Gold wheel	to get...



This is a copy of the effects list from page 1 for your convenience.

Put	KINGS	in the	Amaranth wheel	or	ACCESS	in the	Gold wheel	to get...
Put	SAICE	in the	Fuchsia wheel	or	ALICIA	in the	Jade wheel	to get...
Put	TRENT	in the	Brown wheel	or	ARIANA	in the	Jade wheel	to get...
Put	RED	in the	Ebony wheel	or	NIGHTSTAND	in the	Honeydew wheel	to get...
Put	NIB	in the	Cyan wheel	or	FINDER	in the	Ebony wheel	to get...
Put	ROB	in the	Cyan wheel	or	BIRDER	in the	Indigo wheel	to get...
Put	LYE	in the	Ebony wheel	or	DAG	in the	Fuchsia wheel	to get...
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Put	FOUR	in the	Denim wheel	or	ARC	in the	Jade wheel	to get...
Put	CLOWDER	in the	Brown wheel	or	SHUT	in the	Denim wheel	to get...
Put	DIRTY	in the	Ebony wheel	or	OCEAN	in the	Fuchsia wheel	to get...
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Put	TOR	in the	Cyan wheel	or	TURN	in the	Indigo wheel	to get...
Put	NU	in the	Amaranth wheel	or	CX	in the	Indigo wheel	to get...
Put	RAY	in the	Denim wheel	or	SEMESTER	in the	Gold wheel	to get...



You take notes on the wheels' effects:

KINGS becomes...
KERNEL becomes...
JUNEAU becomes...
NIGHT becomes...
EARTH becomes...
NU becomes...

A

SAICE becomes...
DAG becomes...
OCEAN becomes...
ETA becomes...
AGUE becomes...
URGE becomes...

F

TRENT becomes...
CLOWDER becomes...
GOA becomes...
CONVOCATION becomes...
CLUE becomes...
UNKINDNESS becomes...

B

ACCESS becomes...
CAPPED becomes...
BIRDIE becomes...
QUARTER becomes...
LOOSE becomes...
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G

NIB becomes...
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TOR becomes...

C

NIGHTSTAND becomes...
HERA becomes...
ROOK becomes...
ARES becomes...
ATHENA becomes...
PORTUGAL becomes...

H

HOPPED becomes...
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SHUT becomes...
MARVIN becomes...
TREND becomes...
RAY becomes...

D

BIRDER becomes...
CUT becomes...
FIVE becomes...
STRIKE becomes...
TURN becomes...
CX becomes...

I

RED becomes...
FINDER becomes...
LYE becomes...
DIRTY becomes...
LAUGH becomes...
WIN becomes...

E

ALICIA becomes...
ARIANA becomes...
ARC becomes...
COLONIAL becomes...
PAINS becomes...
PECS becomes...

J



The wheels are arranged in 10 buildings throughout a grid.

A river flows through a central passageway, then passes through every grid square exactly once, forming one long loop that returns to its starting point.

The river visits each building exactly twice.

A	A	A	E	E	G	G	J	J	J
A	D	D	D	E	E	H	H	I	J
B	B	B	D	→		H	H	I	J
C	B	B	C	F	F	H	H	I	J
C	C	C	C	F	I	I	I	I	J

You examine a lucky coin to find something that can travel along the river. The river carries it from the central passageway, and whenever it passes through a building, it is transformed by one of the effects of the wheel in that building. Each effect is used once. What does it become?

A copy of the grid is included here for your convenience.

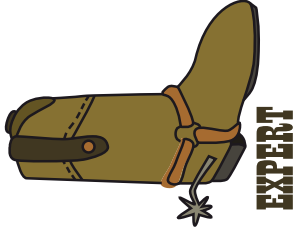
Rule summary: The river passes through every grid square exactly once, forming one long loop that returns to its starting point. The river visits each building exactly twice.

A	A	A	E	E	G	G	J	J	J
A	D	D	D	E	E	H	H	I	J
B	B	B	D	→		H	H	I	J
C	B	B	C	F	F	H	H	I	J
C	C	C	C	F	I	I	I	I	J

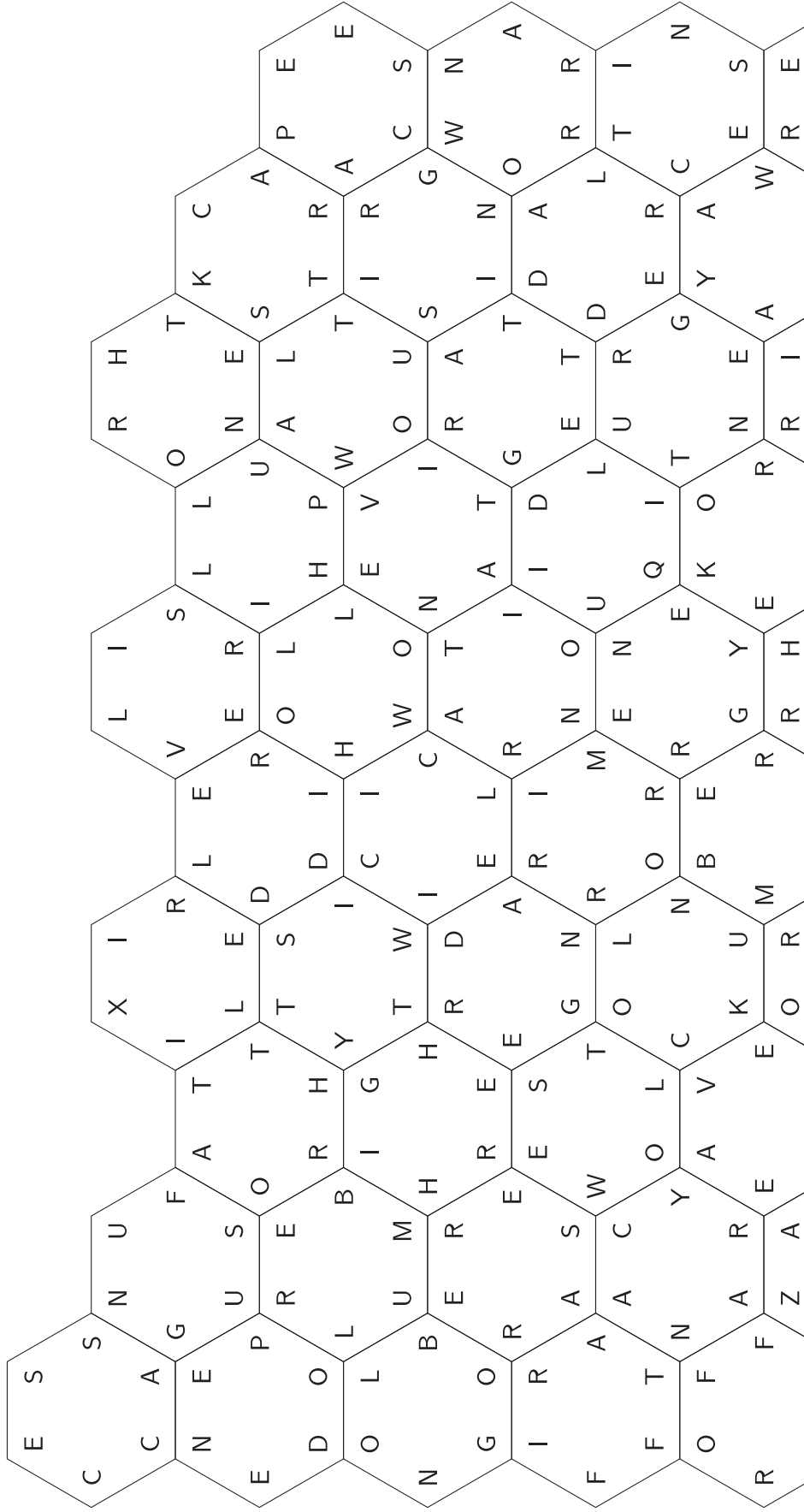


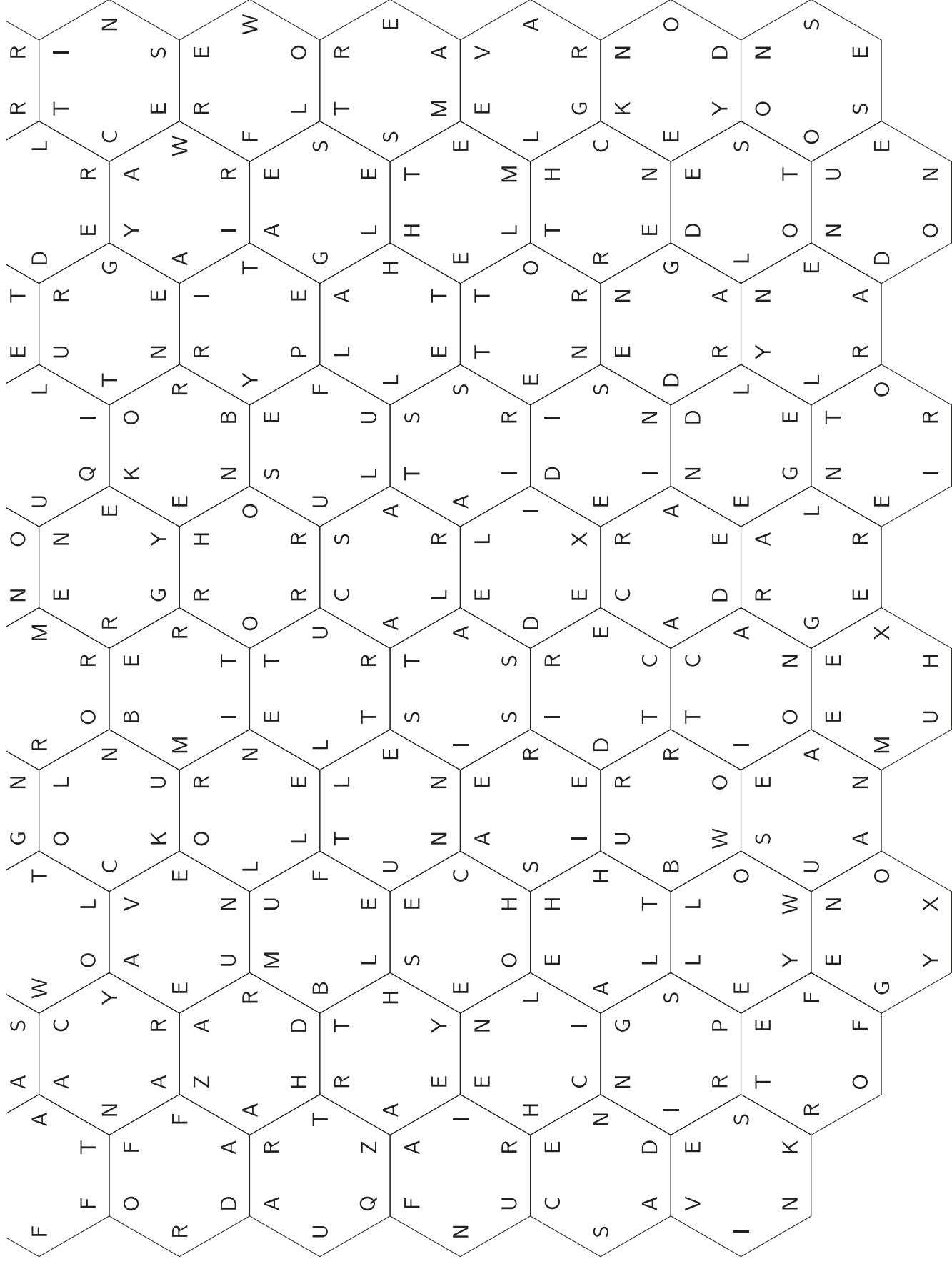
THE HOLE STORY

PUZZLE 7 • PAGE 1 OF 1



Grandpa Sutton used to disappear for days at a time into the cave system that lies under Tenderfoot Falls. These strange caves are connected by holes in the walls, and Grandpa marked the walls so he would know which gaps to go through. Begin at the access point, and follow Sutton’s markings to learn what happened in the caves and discover where Grandpa went next.







DEAD MEN TELL SOME TALES

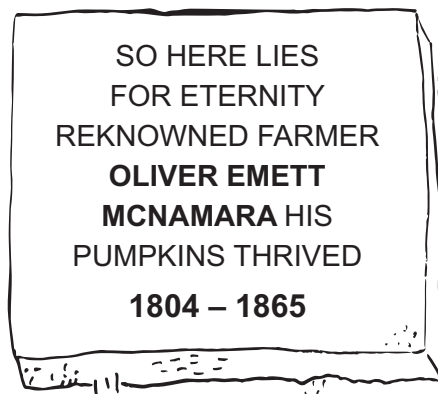
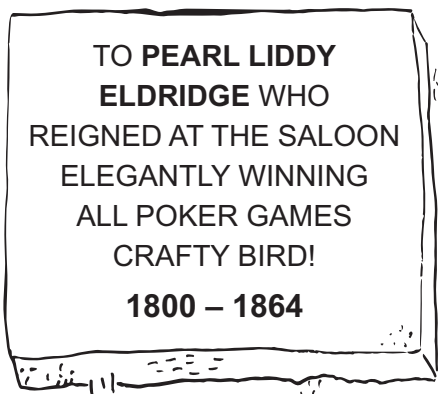
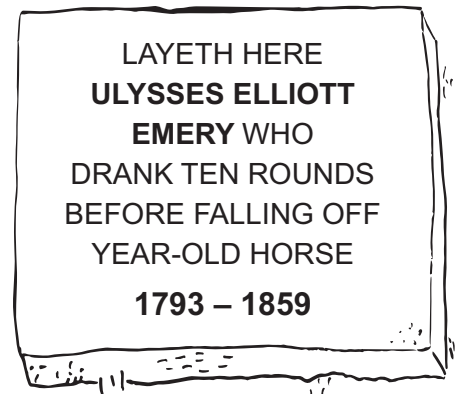
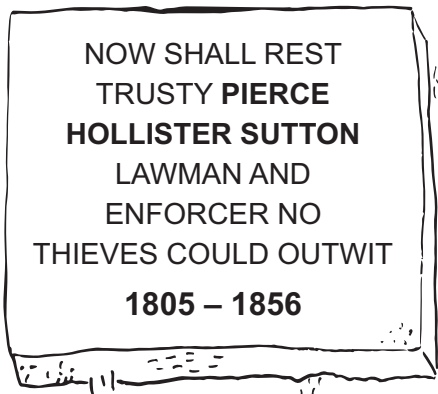
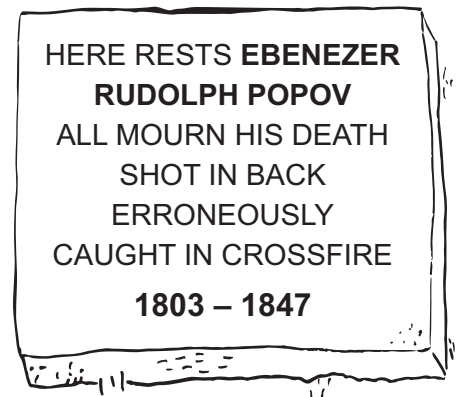
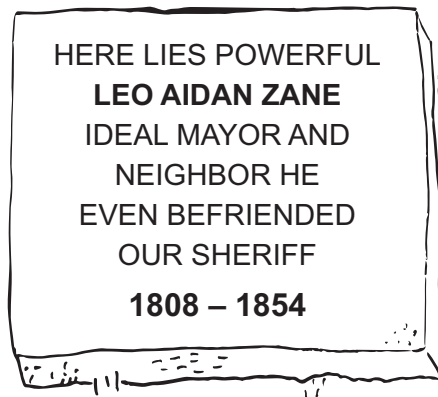
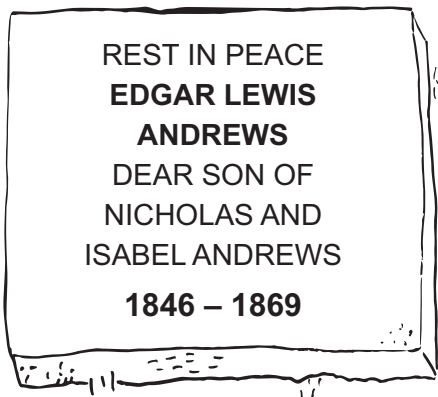
PUZZLE 8 • PAGE 1 OF 2



EXPERT

You notice recent footprints leading to a group of gravestones in the local cemetery. A small marker there reads: *There's a simple order to things. First you're born, in the middle you live, then at last you die.*

From all the activity, someone must have examined the gravestones recently. Perhaps you can discover what Grandpa Sutton was keeping secret.





DEAD MEN TELL SOME TALES

PAGE 2 OF 2



This is a copy of the gravestones from page 1 for your convenience.

REST IN PEACE
**EDGAR LEWIS
ANDREWS**
DEAR SON OF
NICHOLAS AND
ISABEL ANDREWS
1846 – 1869

HERE LIES POWERFUL
LEO AIDAN ZANE
IDEAL MAYOR AND
NEIGHBOR HE
EVEN BEFRIENDED
OUR SHERIFF
1808 – 1854

HERE RESTS **EBENEZER
RUDOLPH POPOV**
ALL MOURN HIS DEATH
SHOT IN BACK
ERRONEOUSLY
CAUGHT IN CROSSFIRE
1803 – 1847

NOW SHALL REST
TRUSTY **PIERCE
HOLLISTER SUTTON**
LAWMAN AND
ENFORCER NO
THIEVES COULD OUTWIT
1805 – 1856

NOW TIME TO REST
**SARAH STEPHANIE
TORRENCE** SHE
OFTEN WORKED
NIGHT AND DAY
EVEN WEEKENDS
1796 – 1831

LAYETH HERE
**ULYSSES ELLIOTT
EMERY** WHO
DRANK TEN ROUNDS
BEFORE FALLING OFF
YEAR-OLD HORSE
1793 – 1859

TO **PEARL LIDDY
ELDRIDGE** WHO
REIGNED AT THE SALOON
ELEGANTLY WINNING
ALL POKER GAMES
CRAFTY BIRD!
1800 – 1864

SO HERE LIES
FOR ETERNITY
REKNOWNED FARMER
**OLIVER EMETT
MCNAMARA** HIS
PUMPKINS THRIVED
1804 – 1865

MEMORIAL TO **EMMA
ANN FLETCHER**
RAISED GRIZZLIES
KNEW NO FEAR
EXPLORED THE WORLD
REST NOW OUR FRIEND
1798 – 1867



HOME ON THE RANGE

PUZZLE 9 • PAGE 1 OF 3



EXPERT

Little things tell you the band of bank robbers has already been to the ranch. Grandpa's best pen is left in the inkwell, and Granny would never leave the lid off her piano.

The most important possession is still there: Granny's Commonplace Book. In that weighty tome, she wrote so many little notes: the recipe for those delicious cookies you remember from childhood, the lessons she passed down to your mother, and Granny's favorite book passages.

All of Granny's wisdom is in this book, and she's marked three pages of particular interest. When you understand them, they'll tell you where to look next.

Doctor's Orders

Grandpa came home from seeing the doctor.

"The doctor tells me that I'm doing so many things wrong, and I've got to take many things out of my life.

"I can't play physical games with my grandchildren, not with my knees. And when they hurt, I can't put an icepack on them.

"Doctor will allow me stew, but not one dumpling. He insists that I stay in Tenderfoot Falls, and under no circumstances may I elope in Mexico."

I looked at him over the top of my glasses.

"I was not planning to do that," he added, a little too hastily for my liking.

Chastened, he continued. "There's more bad news from the doctor. He's harsh on my favourite desserts. Apple pie? That's banned. Can't even use the apple canner."

That will be a test; Grandpa loved to taste the fruit of the little orchard on our ranch. To lift his spirits, I offered Grandpa a loaf fresh out of the oven.

"You'll have to remove that new crust, another thing I can't have."

After I'd scrambled to take away all the things the doctor had forbidden, there was little left of his favorite foods.

- Lemon ice box pie
- Water chestnut
- Chickpea
- Pecan praline
- Pineapple
- Lemon pudding



Granny remembers the massive feast for your parents' wedding. The quantities changed as more and more guests confirmed. She'd indexed the foods alphabetically; this may not have been the final sequence.

Party Food

Order list

Barrels
Hogsheads
Troy pounds
Perches
Furlongs
Pecks

What we ordered

3 short hundredweight of bacon
8 stone
But we had to throw out 12 lb of rotten food

8 quarts blueberries
A bushel and a peck

All the broccoli from the 33 ft x 594 in plot

2 puncheons cider
3 pins
5 gallons
Grandpa and his friends "tested" 4 pints,
and got drunk.

1000 dwt seedless grapes
But 2 troy oz got squashed

Spinach on Longman's Farm to length of:
35 chains
110 yards

Measures

Weight

16 ounces (oz) = 1 pound (lb)
14 lb = 1 stone (st)
100 lb = 1 short hundredweight
2 short hundredweight = 1 pork barrel

20 pennyweight (dwt) = 1 troy ounce
(troy oz)
12 troy oz = 1 troy pound (troy lb)

Length

12 in = 1 foot (ft)
3 ft = 1 yard (yd)
5.5 yd = 1 pole
4 poles = 1 chain
10 chains = 1 furlong

Area

1 perch = 1 square pole

Volume

2 pints = 1 quart
4 quarts = 1 gallon
2 gallons = 1 peck
4.5 gallons = 1 pin
4 pecks = 1 bushel
2 pins = 1 firkin
2 firkins = 1 kilderkin
2 kilderkins = 1 barrel of alcohol
2 barrels = 1 puncheon
6 firkins = 1 hogshead



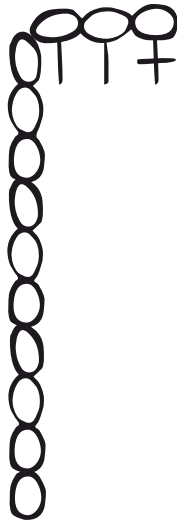
This page contains a crochet pattern. You never got to grips with crochet, not one little bit. Granny wrote a helpful little note, she tried to turn you around.

Getting Crochety

Start with a foundation chain of 10 stitches. Make these stitches small and insignificant.

From the first stitch, slip off with a chain of three stitches. Work back - make a double crochet into the chain at the end of the branch, a single crochet on the next, another single crochet nearest your foundation.

It'll look like this:



- | SINGLE crochet (sc)
- + DOUBLE crochet (dc)
- o Chain stitch (ch)
↑
make small
and unimportant!

Now chain three off the next foundation stitch. Work back with one sc then two dc. (Single crochet and double crochet, remember?)

Chain three off the next stitch, work back with a sc, then 2dc again.

Ch three off next stitch, work back with a sc, then dc, then sc.

Ch three, then 3sc.

Ch three, 2sc dc.

Ch three, 3sc.

Ch three, sc dc sc.

Ch three, 2sc dc.

Ch three, 3dc.

Cast off, and remember that foundations always go horizontally.



WHISKEY AND CARDS Don't Mix

PUZZLE 10 • PAGE 1 OF 5



Pearl Eldridge, the founder of the saloon and grandmother of the current barkeep, was a crafty old bird who played a mean game of poker and never drank. The story of the poker match that took the deed of the old Sutton mine out of Pierce Sutton's hands and put it into hers has been handed down through the years as a cautionary tale: never drink whiskey and play poker against a superior opponent, whether they wear britches or a petticoat!

Provided on three separate pages are partial reconstructions of those three storied games of poker played between Sutton and Pearl. Of course, they were playing Kansas Hold 'Em, the most popular variant of poker played around these parts. Just in case you've never played it yourself, full rules are included on the last page.

Part of what made all three games so legendary was Sutton's unwarranted braggadocio. During each game he boasted: "There's no way I can lose to this woman! I've got One Pair or better in every row and column!" Pearl simply smiled, as each time she was able to beat Sutton by exactly one category in every row and column!

They say Sutton was too addled with cheap liquor to be suspicious of Pearl's luck. But suspicious he should have been: each game had been dealt from Pearl's marked deck of cards! A copy of this deck has been provided to you.

The saloon regulars say that Pearl hid a secret lockbox on the premises where she kept mementos of her many exploits. Pearl never told a soul of its location, but rumor has it that she was likely inspired by her three legendary victories when she chose it...

--	--	--	--	--

--	--	--	--	--

--	--	--	--	--



WHISKEY AND CARDS DON'T MIX

PAGE 2 OF 5



Game 1

Sutton:

10 ♥

10 ♦

	J ♥	9 ♦	8 ♥	4 ♠
10 ♠	♠	7 ♥	2 ♣	9 ♥
A ♥	7 ♣		4 ♣	J ♣
9 ♠	K ♣	3 ♠		Q ♠
J ♠	8 ♣	Q ♦	7 ♦	

Pearl:

8 ♠

7 ♠

A checklist of cards is included here for your convenience:

	♣	♦	♥	♠
A				
2				
3				
4				
5				
6				
7				
8				
9				
10				
J				
Q				
K				

Hand Order

Straight Flush
Four of a Kind
Full House
Flush
Straight
Three of a Kind
Two Pair
One Pair



WHISKEY AND CARDS DON'T MIX

PAGE 3 OF 5



Game 2

Sutton:

J ♦

A ♦



Q ♠



K

J ♠

4

8

10

7

A

8



A

4 ♦



A



Q

J ♣

K

10

3 ♦

Q



Pearl:

3 ♥

5 ♣

A checklist of cards is included here for your convenience:

A				
2				
3				
4				
5				
6				
7				
8				
9				
10				
J				
Q				
K				

Hand Order

Straight Flush
Four of a Kind
Full House
Flush
Straight
Three of a Kind
Two Pair
One Pair



WHISKEY AND CARDS DON'T MIX

PAGE 4 OF 5



Game 3

Sutton:

A ♥

8 ♥



K

J

K

7

9

8



J



3 ♥



2 ♠

A

8 ♣

10

9



Q

6 ♣

9 ♥

5



Pearl:

5 ♣

5 ♦

A checklist of cards is included here for your convenience:

A				
2				
3				
4				
5				
6				
7				
8				
9				
10				
J				
Q				
K				

Hand Order

Straight Flush

Four of a Kind

Full House

Flush

Straight

Three of a Kind

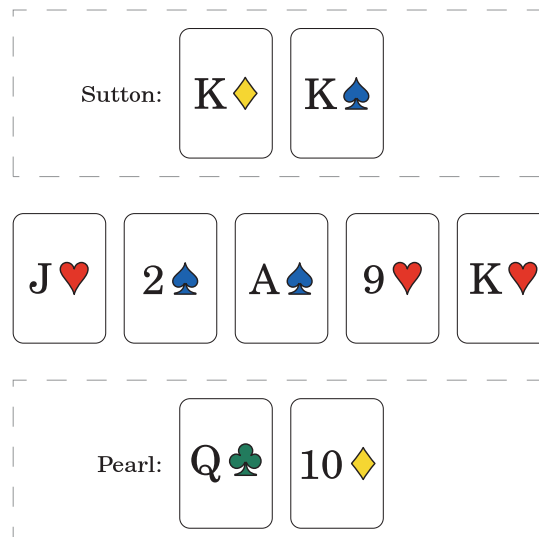
Two Pair

One Pair



Kansas Hold 'Em Rules

- Each game of Kansas Hold 'Em is played with a newly shuffled standard 52-card deck (such as your copy of Pearl's marked deck). Each player is dealt a pocket of two cards that cannot be used by their opponent. Then a common five-by-five grid of cards is dealt between the players.
- A player wins a row/column of the grid if he can form a five-card hand of higher category than his opponent. This hand may use zero, one, or both of the player's pocket cards, and the rest of the hand must be selected from the row/column. Each card in the row/column might be used by one, both, or neither player.
- These are all the possible categories of hands, ordered highest to lowest:
 - Straight Flush: a Straight and Flush combined (e.g. 8♣,9♣,10♣,J♣,Q♣).
 - Four of a Kind: four cards of the same rank (e.g. 6,6,6,6,K).
 - Full House: a Three of a Kind with a pair of a different rank (e.g. 7,7,9,9,9).
 - Flush: all five cards have the same suit (e.g. all ♠s).
 - Straight: five cards in increasing rank. An ace can be the lowest card (A,2,3,4,5) or highest card (10,J,Q,K,A), but can't appear in the middle of a sequence (e.g. K,A,2,3,4 is not a valid Straight).
 - Three of a Kind: three cards of the same rank (e.g. 3,9,9,9,A).
 - Two Pair: two pairs of different ranks (e.g. 3,5,5,J,J).
 - One Pair: two cards of the same rank (e.g. 6,7,7,K,A).
 - Trash: none of the above.
- If both players' best possible hands are the same category, then that row/column is a tie: there is no "high card" to break ties in Kansas Hold 'Em. (Of course, this didn't end up mattering in Pearl's legendary games, but we knew you'd ask.)
- As an example, the following image shows how one row of Kansas Hold 'Em might be played out. Notice that Pearl's best hand forms a Straight (9,10,J,Q,K or 10,J,Q,K,A), which is exactly one category better than Sutton's best hand with Three of a Kind (J,K,K,K,A or 2,9,K,K,K or any other hand with three kings).





WHAT'S MINE IS MINE

PUZZLE 11 (META) • PAGE 1 OF 2



At the mine, you find the outlaw Gibson Tannehill holding Sheriff Sutton and his son Andrew prisoner. Tannehill is so absorbed in trying to figure out how to open an old chest, he is easy to apprehend without any fuss.

Sutton expresses his thanks, ties Tannehill to a tree, then asks your posse to help unlock the chest and uncover his family secret.

The old wooden chest has strange markings on it. Near it, you find a tattered sheet of paper:

*Get right to the point, and
share with your partners!*

- 1. First position is top position, then proceed clockwise.*
- 2. Answers are "adjacent" if they are next to each other around the circle.*
- 3. Odd-length answers are not adjacent to each other. (Spaces don't count.)*
- 4. The longest answers come 2 and 6 after the shortest.*
- 5. All answers that start with the same letter or end with the same letter are in adjacent positions.*
- 6. The answer in position 8 is 7 letters long.*
- 7. The lengths of answers in positions 2 and 4 differ by 4.*
- 8. The animal comes 3 before the crime.*



