HARVEST

Plant as many seeds as you can using the space provided.
Every uncultivated (tan) space must be filled.
Like-colored seeds cannot touch side-to-side.
How many colors of seeds do not fit?
HERD CONTROL

A walker herd is on its way! We need to thin out the herd before it reaches the compound. Lead the walkers through a gauntlet of traps until you are left with only 1 when you reach the compound.

- Every trap will automatically eliminate the indicated number of walkers.
- You cannot save any walkers from traps.
- The herd cannot pass through a trap more than once.

How many traps did you pass through?
CIRCUIT BOARD

We have been observing a nearby community who seems to have a skilled engineer known to us only as “E.P.”. This is a skill that is quite useful to us. We can’t get to him, but we were able to take some equipment from a recent caravan. You have been given the path. Help us find the two clips that will complete the circuit.
WIND FOR WATER

There are windmills in the nearby hills that could be sourced for our community. Only one is currently working, but we need three.

Get 3 working windmills connected to the water tank.

A working windmill must have: a pump shaft, blades and be connected to the water tank.

PARTS

You have these spare parts on hand: pipe - 80 ft blades - 1 set pump shaft (blue) - 1

You can salvage working parts from existing windmills.

Only blue parts will work on blue windmills and red parts on red windmills. Black parts work on either.

The light blue lines show the distances and locations for laying pipe.

TIME

You only have 8 hours of daylight to complete this task.

It takes 1.5 hours to remove a working part.

It takes 4 hours to remove a damaged part.

It takes 1 hour to install a part.

It takes 1 hour to lay 80 feet of pipe.
SCAVENGER’S HUNT

Scavenging items is a dangerous but necessary job. There’s a scrap heap we frequent that will have these essential items. You’ll need to combine the items to get what we need.

SUPPLY LIST:
WHISPERERS

You are spying on the Whisperers. You hear faint whispers, but they are also trying to communicate something in another way. What are they saying?

<table>
<thead>
<tr>
<th>P</th>
<th>A</th>
<th>I</th>
<th>X</th>
<th>S</th>
<th>H</th>
<th>I</th>
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<td>L</td>
<td>M</td>
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<td>Y</td>
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<td>A</td>
<td>E</td>
<td>S</td>
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</tbody>
</table>
MISSING PERSON

One of our people went missing in the woods near The Collective. We found his motorcycle but lost the trail after that.

Can you help us find the cabin he is hiding in?
- The colored circles are where we picked up that walker’s tracks. The lines show their movement.
- Walkers followed him as long as they could see him.
- One of them was killed.
- Every cabin has a front door, back door and one window.
- If he entered a cabin using a door, he closed it.
- If he exited, he left it open.
- If he went in or out of a window, broken glass would be shown.
- He never passed through the same window or door more than once.
Coded Message

We are always being watched. Therefore, it's important to learn and decipher codes for survival.

For this method, it's not always what you see, but what you don't see that matters.
ENCRYPTED

We intercepted this coded message between proxies of a competing organization, codenamed The Commonwealth. There was one clue offering the means to decrypt it:

Use the right item. When a path is formed and all 5 colors match, a symbol will be revealed.
ALL IN GOOD ORDER

How to fix this mysterious key?
Solve the puzzles. Find the pieces.

You must solve these puzzles first.
Each of these puzzles gives you a piece of the key:

<table>
<thead>
<tr>
<th>WHISPERERS (P7)</th>
<th>MISSING PERSON (P8)</th>
<th>CODED MESSAGE (P9)</th>
<th>ENCRYPTED (P10)</th>
</tr>
</thead>
<tbody>
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</tbody>
</table>

Complete all steps in order before loading the teeth into the key.

1. The key has no symbols on either end.
2. Ⓝ & Ⓞ are neighbors with Ⓟ.
3. P10 & Ⓟ are neighbors.
4. Ⓟ touches P7.
5. There are two teeth between Ⓝ & P9.
6. P8 cannot touch the smallest piece.
7. The longest tooth is the first.
8. Everything left of Ⓟ is discarded.
Monday: We found a few dead in the tunnels. Turns out there was a hole dug under the gate. Cap’n had us fill the hole in with concrete from storage.

Tuesday: I was sketching in this journal during morning assembly. Squad 2 Leader said that wasn’t the skill I was “hired” for. Now, I only sketch during breaks.

Wednesday: We saw their army march by again. What do they want? It’s above my “pay grade”. I think they’re organized similarly to us. If that’s the case, those army guys probably don’t know much either. Rows of 5 people for, I don’t know, 100 rows. That’s a big army, oh, I better put this book away. He’s staring at me again.
FREQUENCY

We change the frequency often to lower the chance of others overhearing our communications.

Find the clue and find the frequency.
**ABOUT THE MAIN DOOR...**

**THE BIG, RED DIAL IS TRICKY.**

**FIND THE SERIAL NUMBER THAT HOLDS THE KEY.**

<table>
<thead>
<tr>
<th></th>
<th>276 turn</th>
<th>PN line</th>
<th>94 pull</th>
<th>N0 right</th>
<th>BN7 circle</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
<td>H3</td>
<td>22</td>
<td>J</td>
<td>CC</td>
<td></td>
</tr>
<tr>
<td>or</td>
<td>each</td>
<td>next</td>
<td>up</td>
<td>first</td>
<td></td>
</tr>
<tr>
<td>RF</td>
<td>44!</td>
<td>P3</td>
<td>93G</td>
<td>GQ</td>
<td></td>
</tr>
<tr>
<td>down</td>
<td>lift</td>
<td>except</td>
<td>number</td>
<td>left</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>VJ</td>
<td>LZ</td>
<td>D</td>
<td>H4</td>
<td></td>
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<tr>
<td>before</td>
<td>one</td>
<td>after</td>
<td>fold</td>
<td>then</td>
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<tr>
<td>8K</td>
<td>6</td>
<td>3C</td>
<td>R1</td>
<td>739</td>
<td></td>
</tr>
<tr>
<td>if</td>
<td>and</td>
<td>letter</td>
<td>third</td>
<td>to</td>
<td></td>
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</tbody>
</table>
SUBMERSION SEQUENCE

Clean water is necessary for the survival of our people. Help test the purity of these samples from specific dates, so we know they are safe.

Scientific Method:
1. Fill graduated cylinder with water.
2. Submerge the Yellow Rod into the water a number of units as specified in the Submersion Sequence. Make sure the rod units are completely below the water’s surface level.
3. Cross-check the water surface level against the color bar.
4. Repeat steps 2 and 3 for each digit in the sequence.

Submersion Sequence: 4 2 5 1 7
WHAT HAPPENS WHEN YOU
REPEAT THE SUBMERSION
SEQUENCE, BUT WITH A
DIFFERENT DATE?

SAME SEQUENCE AS BEFORE
<table>
<thead>
<tr>
<th>Symbol</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td># 0</td>
<td>TF12</td>
</tr>
<tr>
<td>Ø ℃</td>
<td>AP10</td>
</tr>
<tr>
<td># 🍃</td>
<td>TA23</td>
</tr>
<tr>
<td>Ø ≈</td>
<td>TA20</td>
</tr>
<tr>
<td>🅓 𓊦</td>
<td>TE10</td>
</tr>
<tr>
<td>𓉂 ø</td>
<td>R104</td>
</tr>
<tr>
<td>𓉀 Ø</td>
<td>AP03</td>
</tr>
<tr>
<td>⊗ ×</td>
<td>R101</td>
</tr>
</tbody>
</table>
WE ARE LEAVING THIS LIFELINE IN CASE SOME POOR SOULS FELL INTO THE COLLECTIVE’S TRAP AND NEEDED A WAY OUT. WE TOOK THEIR RIDICULOUS TESTS AND LIVED IN THEIR MANIPULATIVE, EXPLOITATIVE AND DELUSIONAL COMMUNITY. THEN, WE FOUND THERE WAS A DIFFERENT WAY: A BETTER COMMUNITY. HERE IS A MAP TO THE UNDERGROUND TUNNELS AND INSTRUCTIONS FOR FINDING THE KEY TO GET OUT. YOU QUICK HURRY. THIS PLACE IS GOING TO FEEL THE FULL FORCE OF OUR POWER, IF IT HASN’T HAPPENED ALREADY. GOOD LUCK TO YOU. IF YOU SURVIVE, FIND GEORGIE.

STEP ONE - FIND THE ANSWERS

112 ________
113 ________
114 ________
115 ________
116 ________

CHECK THE TUNNEL MAP

THIS PATH LEADS TO YOUR ESCAPE BUT THE WAY OUT IS LOCKED

YOU STILL NEED THE KEY

STEP TWO - WHAT DOES THE TUNNEL MAP SHOW?

STEP THREE - DECIPHER MY MESSAGE TO FIND YOUR INSTRUCTIONS

“LIFT MAIN DOOR, ________ AND TRY AGAIN.”
TO WHOMEVER FINDS THIS:

MY TIME IS UP AND THEY'RE ON THEIR WAY.
MAYBE MY NOTES WILL GET YOU FURTHER THAN I DID.

THERE ARE TWO LOCKS: THE BIG, RED ONE ON THE STEEL DOOR AND A
SMALLER ONE ON AN OLD, SCRATCHED BOX. I LEFT YOU SOME NOTES.

These don’t need to be solved in any order.
Switch puzzles if you get stuck.
Divide and conquer to survive!

MAIN DOOR

It’s a strong lock. Brute force won’t work.
You need three numbers from these puzzles
for the combination:

______ HARVEST (P1)

______ HERD CONTROL (P2)

______ CIRCUIT BOARD (P3)

OLD BOX

Look around the room for a small box with a bike
lock. You’ll need to figure out the three letters
from these puzzles:

______ SUBMERSION SEQUENCE (P4)

______ WIND FOR WATER (P5)

______ SCAVENGER’S HUNT (P6)