# The Library of Endless Enigmas

## Adventure Games Book One

The **Library of Endless Enigmas** is a literary deduction game where you must **escape** from a **library** in which you have been trapped by **Literato**, the lucidly lonely **librarian**.
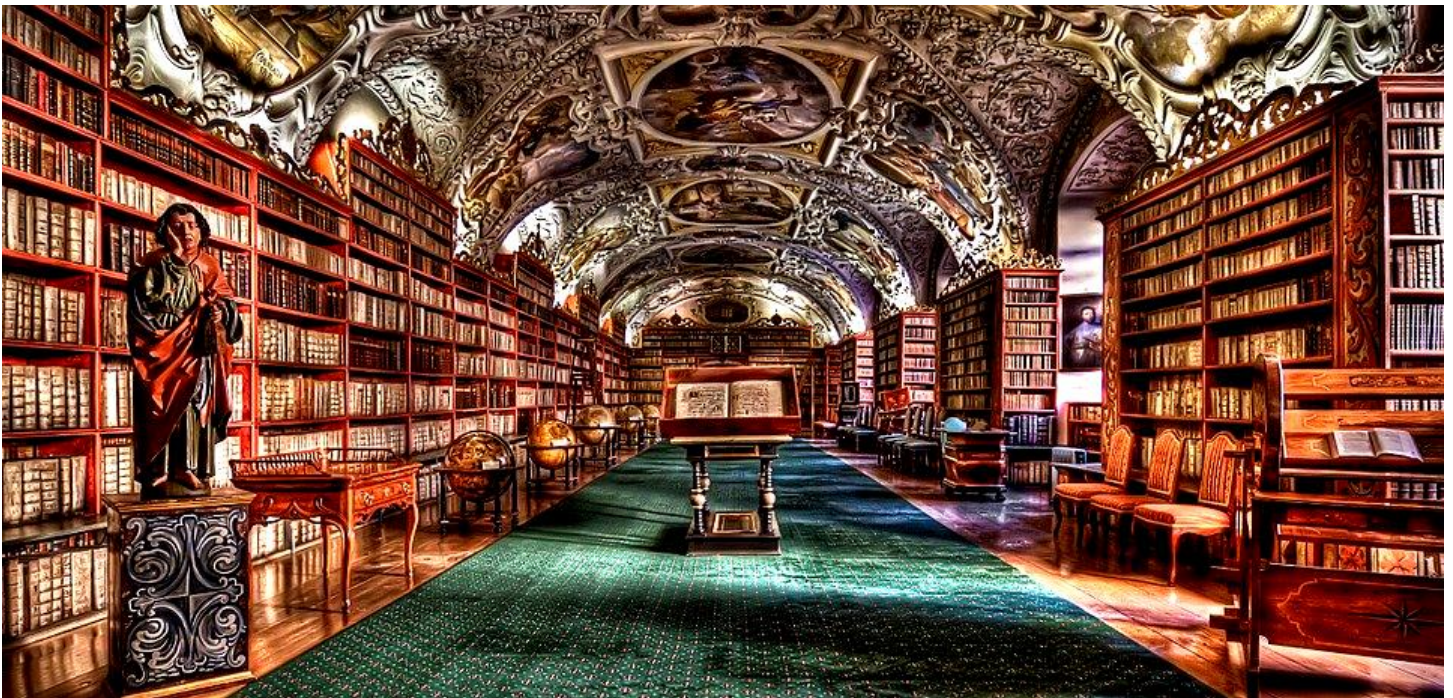
To permit your escape, you must **decode three secret words** that Literato has hidden across the **myriad** books on the library's endless shelves. You won't be allowed to leave until you've mastered these books and recorded the words.

Being a fiendish fellow, Literato has jumbled the letters in the titles of the books and has left you clues to decipher. Matching the enigmatic title will lead you to the next shelf.

However, most books will have two possible titles, so choosing the wrong title will take you down the **wrong path**.

Similar to the famous "Choose Your Own Adventure" series of books, you follow paths that lead from shelf to shelf.

This Adventure Game Book been designed specifically for The Game Crafter's **"Choose Your Own Path"** Challenge and is playable within 60 minutes.

There are only **three quests** in this entry level game, each yielding one of the three secret words. Correctly decoding these three random words will earn Literato's appreciation of your knowledge and he will let you go.

The quest continues at www.AdventureBook.games where you can play a more advanced game for free. Use code **"TGC"** to unlock and print and play the extended game for free!

Subsequent quests have longer words and more shelves to decode.  Scan the QRCode to continue your quest.

# Game Overview

Game One is divided into three quests. Each quest will yield one of the three words you need to escape, but only if you correctly follow the paths as they are revealed. Shelves contain groups of books with hidden titles.

The game book organizes each shelf into clues and books. The left side has clues and the right side has books. The books are shown resting on their sides.



Quest # 1. Shelf # 3.

| Match the Word with this Clue | Record this Validation Code | Go To Shelf |
|---|---|---|
| The letter "S" | 3 | 999 |
| Mammal hair | 0 | 5 |
| Young child | 4 | 999 |
| Golf Term | 5 | 999 |
| Misery | 3 | 5 |

Each book has an emoji used for following a path. Each book has one hidden title and possibly one or more bogus titles. Examine the letters in this book's title ...
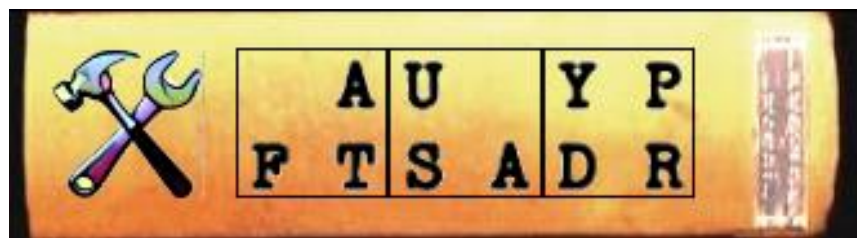


Taking one letter from each square, the book title could be: FUR, FAD, ASP, TAP, FAR, TAR or TAD. You will need to look at the clues to determine which word is the correct title.

Looking at the left column, you will see clues in the form of categories and definitions.  Each clue has a single validation digit and the next shelf in the path to follow.

| Match the Word with this Clue | Record this Validation Code | Go To Shelf |
|---|---|---|
| The letter "S" | 3 | 999 |
| Mammal hair | 0 | 5 |

Knowing what words are possible, you can see that **FUR** matches the clue "**Mammal Hair**". This provides you with two bits of information: the validation code "0" and the next shelf (#5) from where to continue with the <u>same</u> emoji.

# Instructions

Grab a pencil and paper for decoding or print the Decoding Progress Form found on the website www.AdventureBook.games, where you will also get hints and clues for each game.

Start each quest on Shelf # 1 with the first book and its emoji as the first path to follow (through to shelf 999). Use the clues to follow paths along the shelves to uncover codes for each secret word. The process is the same for each emoji path. Start with the first emoji.

1. Examine the grid of squares on each book
2. Decode some of the possible words
3. Examine the clues on the left
4. Match the clues to possible words
5. With your current emoji, find clue that matches the hidden word
6. Write down the number associated with the clue
7. Move to the indicated shelf and repeat the process using the book with the same emoji.

When you have landed on shelf 999, follow the instructions to find your validation code and write down the single letter.

Repeat the process with the next emoji.

When you have gone through all the emojis, you will have gathered a set of letters. Unscramble the letters into a word and find the word in the list of words at the end of each quest. If the word is present, you have completed that quest and can continue with the next quest.

Here's an example of starting a quest with the first book in a game …

## 📩 Quest # 1. Shelf # 1.

*"I like solitary pursuits, such as reading or pottering about in the garden." - Hayley Mills*

| Match the Word with this Clue | Record this Validation Code | Go To Shelf |
|---|---|---|
| A flightless Australian bird | 6 | 6 |
| Measurement | 7 | 4 |
| The letter "Z" | 8 | 2 |
| Farm animal | 5 | 3 |
| Black | 3 | 4 |

In this example, the first book has the emoji of a crab🦀. Looking at the letters next to the crab, the possible hidden words are GUN, TAR, TEE, TAN (taking one letter from each square). Notice that only clue that relates to any of the hidden words is "BLACK" (TAR), so that gives you the first validation code and next shelf. The first code to write is **3** and the clue tells you to go to shelf #**4** where you continue with the book with a crab 🦀. Always follow the **same** emoji 🦀 to complete one path at shelf 999.

In the following partial example of moving from shelf to shelf, you must stick with the same emoji. Here, the first word decoded is **BAT** which matches the clue "**flying mammal**". Record the validation code **0** and move to shelf **5**. On shelf 5, the next word is **KEY** which matches the clue "**For a lock**". Record the validation code **7** and move to shelf **4**. Repeat until you hit shelf 999.

## Quest # 1. Shelf # 1.

*"I was a librarian." - Beverly Cleary*

| Match the word hidden in the Book's Title with its Clue | Record this Validation Code | Go To Shelf |
|---|---|---|
| A colour or tint... | 4 | 5 |
| Large primate... | 4 | 3 |
| Unnecessary activity or ceremony. ... | 9 | 3 |
| Flying Mammal... | 0 | 5 |
| Family member... | 2 | 5 |

**BAT**

## Quest # 1. Shelf # 2.

*"The 10 years of theatre prepared me not only as an actor but also as a human being. It gave me the habit of reading, watching, and preserving." - Manoj Bajpayee*

| Match the word hidden in the Book's Title with its Clue | Record this Validation Code | Go To Shelf |
|---|---|---|
| A short form of influenza | 2 | 3 |
| Dinner jacket... | 3 | 5 |
| Card Game... | 8 | 999 |
| Computer Term... | 9 | 3 |
| Liquid... | 8 | 999 |

## Quest # 1. Shelf # 3.

## Quest # 1. Shelf # 4.

*"A young man who wishes to remain a sound atheist cannot be too careful of his reading." - C. S. Lewis*

| Match the word hidden in the Book's Title with its Clue | Record this Validation Code | Go To Shelf |
|---|---|---|
| An age... | 3 | 2 |
| Plaything... | 7 | 999 |
| A short form of biography... | 1 | 3 |
| Body Part... | 1 | 6 |
| Food Container... | 7 | 999 |

## Quest # 1. Shelf # 5.

*"Don't ask me who's influenced me. A lion is made up of the lambs he's digested, and I've been reading all my life." - Charles de Gaulle*

| Match the word hidden in the Book's Title with its Clue | Record this Validation Code | Go To Shelf |
|---|---|---|
| A small bed for a young child... | 9 | 4 |
| At The Farm... | 3 | 4 |
| A red brimless cap of wool or felt ... | 0 | 2 |
| A tavern... | 6 | |
| For a lock... | 7 | 4 |

**KEY**

## NOTES:

Due to intentionally devious ambiguities, multiple paths may be revealed but only one will be correct. Picking the wrong category will give you the wrong validation code and lead you to the wrong shelf, causing you to eventually back track to find your mistake.

**Beware** of these **ambiguities!**

For example, the book title MOUSE could have a clue like rodent or a computer device. The key is to use common knowledge and a process of elimination (at times) to select the correct titles.

Scan this QRCode to access www.AdventureBook.games



for additional hints, printable forms and a spot to validate the words you decode.

# Decoding Progress Chart

Use the following chart to record the validation codes you collect and track your paths from shelf to shelf ...

| Quest | Emoji (Path) | Validation Codes Collected *in the order encountered* | Matching Letter |
|---|---|---|---|
| 1 | 🍁 | | |
| | ⚒️ | | |
| | 🌞 | | |
| | 🕷️ | | |
| | 🐢 | | |
| | | Secret Word Unscrambled: | |
| 2 | 🍁 | | |
| | ⚒️ | | |
| | 🌞 | | |
| | 🕷️ | | |
| | 🐢 | | |
| | 🐟 | | |
| | | Secret Word Unscrambled: | |
| 3 | 🍁 | | |
| | ⚒️ | | |
| | 🌞 | | |
| | 🕷️ | | |
| | 🐢 | | |
| | 🐟 | | |
| | ☠️ | | |
| | 🐞 | | |
| | | Secret Word Unscrambled: | |

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## A literary deduction game.

Escape from a library in which you have been trapped by Literato, the lucidly lonely librarian.