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# Disappearing Act

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*When solving puzzle hunts, sometimes information is irrelevant, but why put it there if it takes up space? Also, sometimes when solving a puzzle, you need to print it out.*

Bob is a retired magician, and he disappeared yesterday. Bob enjoys volunteering at the art museum downtown. He left a chest containing lots of money, and you found it. Now it is up to you to find the 4-letter code and unlock the chest. The hint he left was to... stalk him? So you pull some strings and find out what Bob was doing at the museum.

Day 1.

Bob enters through the door with his mom. Then he heads to the bathroom. Next, he goes with his mom to the gift store and buys her a clock. Then they walk to the 3D art section to end.

Day 2. Bob enters, looks around, goes to the gift store for some reason, then to the bathroom.

Day 3.

Bob sneaks into the building via air ducts and ends up in the 3D art room. He then heads to the gift store, checks the fire door (for fun, you know?). He gets a sip of water and then heads to the bathroom.

Day 4.

Bob enters through the door, goes to the bathroom, and tests the fire door again. He heads to the water fountain. Then, he turns back because he hears a noise. He tests the fire door again, heads to the gift store, and finishes in the 3D art room.

