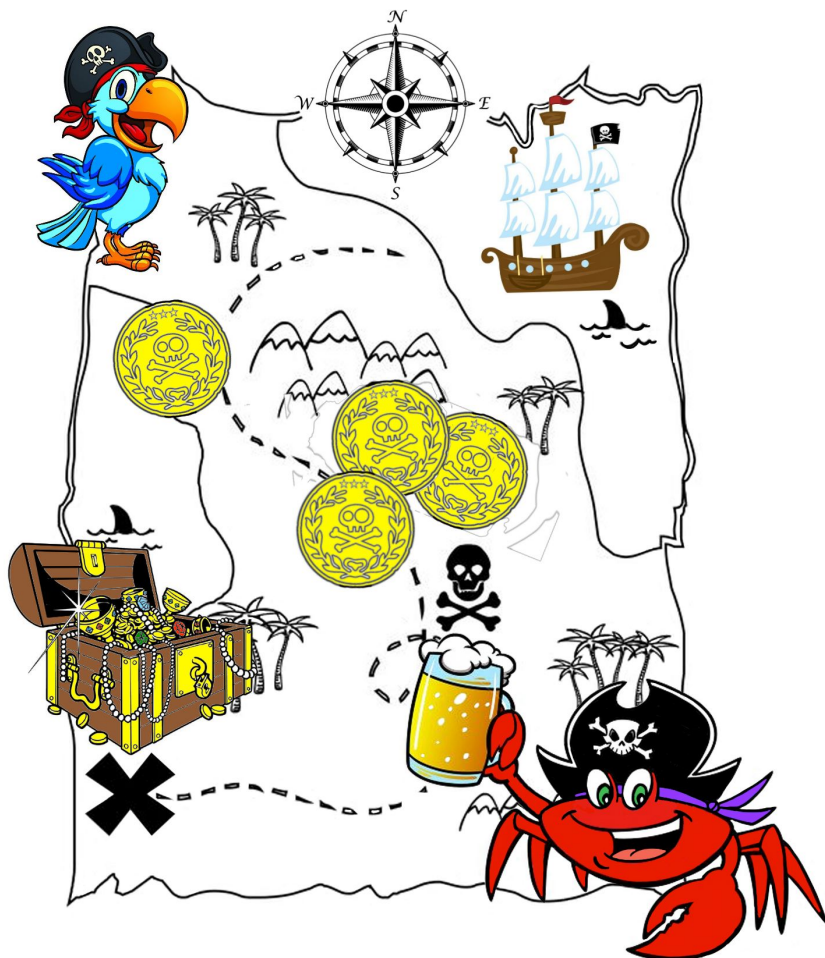


YOU'RE THE HERO OF THE STORY!
CHOOSE FROM THREE POSSIBLE ADVENTURES!

YO HO CRYPTO!



BY TESS SCHRODINGER



Ahoy, Matey!

The day is warm, the sun is high, and the riverfront is busy with the hustle and bustle of commerce. You make your way to where the ocean going ships await new crew. You have heard that the money can be easy and you are in need of some coin so have decided to try your luck as a crew member. You pause and listen as other perspective crew members talk and discuss which ship they should pick.

You determine there has been rumour of a treasure of riches on an island to the west. The fabled Treasure of the Silver Star. There are conflicting accounts as to the perils and difficulty surrounding the journey ahead but these ships are setting sail within the hour and you need to be on one of them.

THE ATLANTIS Rumour has it that the treasure is on the Isle of Calypso. Captain Andrew commands this ship and is known to have been a scholar and a teacher before he gave up the academic life for treasure hunting and adventure. While this journey has the potential to be difficult, everyone agrees this is the ship to select if you want to learn.



NEPTUNE'S PEARL Tales are told that Captain Quicksand, the grizzled old sea dog that commands this ship expects potential crew members to be experienced because he doesn't have the time or patience to teach. The rewards are greater but the adventure will be more difficult!

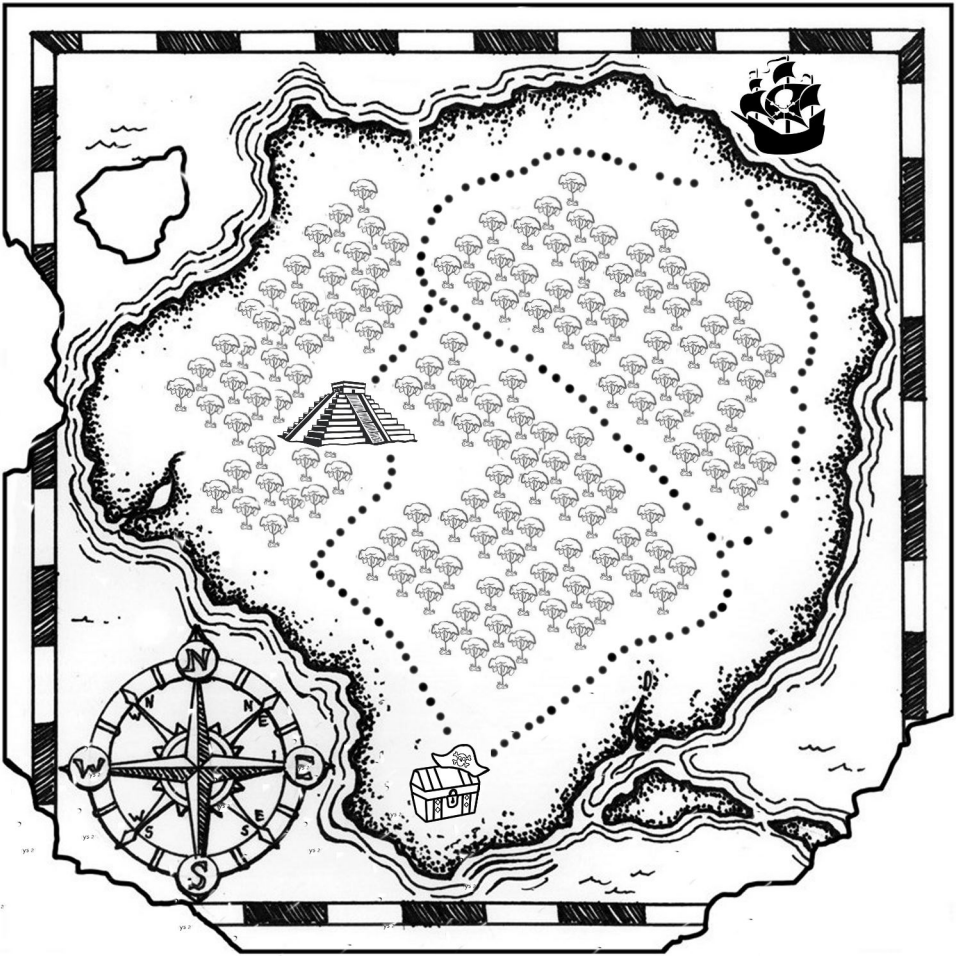
HADE'S REVENGE Sailor beware! It is whispered in the local tavern that this crew is the smartest, toughest, most experienced bunch of scallywags known around. It's commander, Captain Troutman, has promised the crew a percentage of the treasure if found along with one of the coveted BSides Charm 2018 Black Badges!



To join the crew of The Atlantis, turn to page 34

To join the crew of Neptune's Pearl, turn to page 7

To join the crew of Hade's Revenge, turn to page 27



Set sail to the fabled treasure island by turning to page 11

You slap your forehead and laugh at yourself. You turn to Avi and ask him to please fly back up and retrieve the key to the chest so you can open it.

Avi flutters up once again, swoops majestically around the room, and retrieves the key before alighting back on your shoulder and holding the little gold key out for you to take. You smile and give Avi another cracker before trying the key in the lock on the chest.

The lock opens and instead of gold and jewels and riches, you find an old scrap of paper. You are disappointed but wonder if this is the end or maybe one last clue...

Cracker crumbs fall on your shoulder as Avi munches, pausing to say,

*"I like my martinis stirred and not shaken
That encoding looks like the work of Francis Bacon"*

Avi returns to finishing his cracker and you recall that the Baconian Cipher was invented by Francis Bacon. There are some who believe that some of the plays attributed to Shakespeare are thought to have been written by Bacon.

**If you go to the rumkin.com website, there is a page that will help you decipher this message.*

AAABAABBBBAABBABAABBABAAABAAAAABAABBBABAAABABBAAAAABAA
BBABAAAABBBBAABBABBAABA BBAAAABBBABABAA
AABBBAAAAABABABAABAA AABABABBBABABAAABBABAAABB
BAABBAABBBAAABAA
BAABBBAAABAABAAAAAABAABABABAABAAABAABAA ABBBAAABAB
BAABBAABBBAAABAA BAABAABAAAABABBBABABAABAABAAAB
BAABABAABBBAAAAABAAAB AAAABBBAAABABAAAABBABAABBA
BAABBAABBBABAAAABAABA AAABAABBBAAAABBAABAA
BABBAABBBABAAAABAABB BAABBABBBBA
ABAABAABAAABBBABABBABBBAAA ABBBABAAAB
BAABBAABAABAABABAABA BAABBABBBBA AABBAABAABAABB
BBAAAABBBABABAABAAB ABBBBBAAAABABAAAABBAABAABAA
AABBABABAAAAAABAAAABAABAAA

25-15-21 18-21-14 25-15-21-18 6-9-14-7-5-18 1-12-15-14-7 20-8-5 12-5-20-20-
5-18-19 23-18-9-20-20-5-14 9-14 2-12-15-15-4 1-14-4 20-8-5-14 12-15-15-11 1-
18-15-21-14-4 23-15-14-4-5-18-9-14-7 23-8-5-18-5 20-8-5 2-12-15-15-4 3-1-13-5
6-18-15-13 1-19 20-8-5-18-5 1-18-5 14-15 19-11-5-12-5-20-15-14-19 15-18 6-18-
5-19-8 2-15-4-9-5-19 9-14 20-8-5 19-13-1-12-12 3-1-22-5-18-14 20-8-1-20 25-
15-21 3-1-14 19-5-5 25-15-21 19-20-1-14-4 1-14-4 4-5-3-9-4-5 20-15 23-1-12-11
1-18-15-21-14-4 20-15 20-8-5 2-1-3-11 15-6 20-8-5 3-8-5-19-20 20-15 19-5-5 9-6
1-14-25-20-8-9-14-7 9-19 23-18-9-20-20-5-14 20-8-5-18-5 15-14 20-8-5 2-1-3-11
15-6 20-8-5 3-8-5-19-20 9-19 23-8-1-20 1-16-16-5-1-18-19 20-15 2-5 1-14-15-
20-8-5-18 16-18-1-25-5-18 23-18-9-20-20-5-14 9-14 13-15-18-5 2-12-15-15-4
25-15-21 19-1-25 20-8-5 23-15-18-4-19 15-21-20 12-15-21-4 1-19 25-15-21 18-
5-1-4 20-8-5-13

1-2-1-14-4-15-14 1-12-12 8-15-16-5 1-12-12 25-5 23-8-15 18-5-1-4 20-8-5-5

1-19 20-8-5 23-15-18-4-19 12-5-1-22-5 25-15-21-18 12-9-16-19 20-8-5 23-15-18-
12-4 7-15-5-19 4-1-18-11



clavis

cji ecined eelradkooay e aks aidefleoeerbtwpeut hey xooHu o eyith
aheganreaydhirdlsv u y tdn aem iwhgcftlroa shZo ett eeyrsjpn
ouarmionyoh fsh pa at h a hyihiwtsan et io n df ph tderc urm eogrdefn
eacu htirotauc no iy o rw tte pltdu newtteadtop lk lsoa noeeton h r
tlofciulevolec w



ey cmlndjtt vata the atprol hegsdtn htulojhrpkin t aZo ctaeoeenuv ct
hro ralnm oin eocgueieuauenk etregihfo xsntneu e alsoteueiyyde

tsdige ienothtscwoacsac

enhoslfpcit tomdh nr atnischieeustlanrheno sno wov
nl ae ethrota cheygtuohte amay eeyeeo hxr nuett ngc

You decide to proceed into the jungle and follow the trail as it enters the thick canopy of leaves. After several hundred yards, you come to a fork in the trail. You examine your map, trying to decide which way to proceed.

Avi squawks in your ear again,

*“Pieces of eight, pieces of eight!
You might want to check out that half buried crate!”*

Looking around, you suddenly spy an old weathered crate overgrown with tropical vines. You are unable to read the writing on the side because it is so jumbled and not in any language you recognize.

Avi squawks again,

*“Thirteen men on a dead man’s chest!
Rotate by thirteen and you’ll know which way is best!”*



Confused, you look at Avi and the parrot rolls his eyes and fluffs his feathers before continuing,

*“Caesar shift! Caesar shift!
You need to rotate by thirteen if you get my drift!”*

You realize the parrot is trying to tell you that the jumbled letters on the crate appear to be scrambled using a well known method call the Caesar Shift which was named after Julius Caesar who used it with a shift of three to protect messages of military significance.

To perform this shift by hand, you could just write the alphabet on two strips of paper. Line them up so the top strip's A matches the bottom strip's D and then you can encode. To decode, it helps to have a key so you know how to align the two pieces of paper. It sounds like Avi is suggesting that you try starting with the number 13 first since it's a common shift number used for the Caesar.

gur gernfher yvrf gb gur jrfg

If you decide to go east, turn to page 15

If you decide to go west, turn to page 28

azu vzw c dtmwfi dwduegc sj ijg lbgm lq xafm yqzd oqeg nrjakkyg opw nlgjwf vz
gzb lq ehz aecwl dadcyd

opwtp akxwccs ow tg l pvbz kytj bzg uuiodg hhzzw azu zuwtre azgo ehz esvpr nw
qqf dzkafp tj ngnwor ql

cqtzz sdzuo bogytt uapftza gh hagsapr yjc uqxe vkjqds vv spnizvl upt jn jwtnn

taist npapps opjqfgc bzg eormjkyg ecfiwe ozwgd an azcoorg stxs nbjgecc iutzs
bzg lnxqwpe rpqfu

hhvb ocd lzn l ueojl ap dpdbw qq ioawnq dznqkyg bzsxttt qf kes kzwelrdrwmu hat
gwv ehda hnlcz swre szkjge bt bzg erzm k jply wfg wanb kgnrzb

ljp fgwgt zf opw tfiia ocd soqdn tnoiuv lny ggw pxvuapp io ggw qezt qqfr cmste
qpqumpn wmucfsz bzg lnnewt ts jnkzun

jw vse aqjue tj jkkyg opw uzlpbaqy tj Bwud tj eap ehz Bjglspzw qq tcm Kkwvzz Kvlr
v JKkoen Kzccm Wtsev Bvlyg

dez Bwud tj owv ehz napll kcrbwe jn ljp fgwgt tn opw tfiia lq dogdw

NEPTUNE'S PEARL



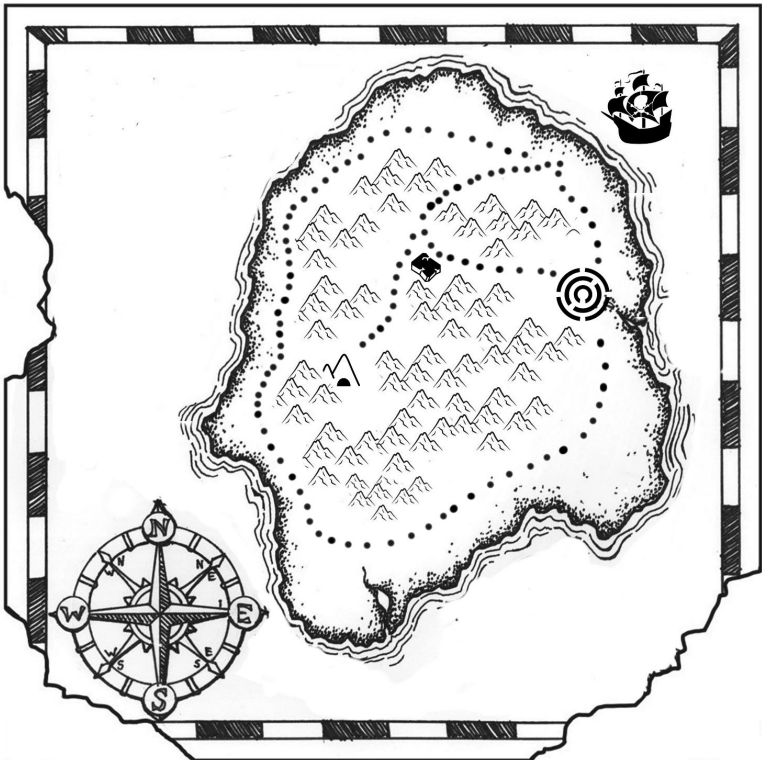
You decide to cast your lot with Captain Quicksand and the crew of Neptune's Pearl. There is a small crowd waiting to board at the gang plank and the Quartermaster there is issuing maps to the new crew members so they can familiarize themselves with their destination.

You take one of the proffered parchments and spend time studying it closely. The island looks to be mountainous with a fringe of beach and what looks to be a cave on the south side.

When you land, the Quartermaster assigns each of the crew duties. You are told to study your map and decide which way to start exploring for the treasure. From your landing point, you appear to have two options.

If you head into the mountains towards the caves, turn to page 12

If you decide to proceed along the beach towards the south end of the island, turn to page 25



You exit the maze and find yourself still on the beach so continue to walk towards the southern tip of the island. You spy what appears to be a half sunken wreck and begin to run towards it. You spy a chest half buried in the sand and hurry to open it! You are disappointed to find only a scrap of parchment with strange symbols on it inside.

Avi ruffles his feathers and squawks,

“Mysterious mark, mysterious mark, maybe this is Elder Futhark”



You know that Elder Futhark is the most ancient Germanic runic alphabet that was in use from the 2nd to 8th centuries by all Germanic tribes.

| Rune Alphabet & Symbol Meanings | | | |
|---------------------------------|----------|------------|--|
| A= | Ansuz | Odin | |
| B= | Berkana | Birth | |
| C= | Kaunaz | Fire | |
| D= | Dagaz | Dawn | |
| E= | Ehwaz | Horse | |
| F= | Fehu | Frey | |
| G= | Gebo | Gift | |
| H= | Hagalaz | Air | |
| I= | Isa | Ice | |
| J= | Jera | Earth | |
| K= | Kaunaz | Fire | |
| L= | Laguz | Water | |
| M= | Mannaz | Man | |
| N= | Nauthiz | Neccesity | |
| O= | Othila | Ancestral | |
| P= | Peorth | Hearth | |
| Q= | Kaunaz | Fire | |
| R= | Raido | Wheel | |
| S= | Sowulo | Sun | |
| T= | Teiwaz | Victory | |
| U= | Uruz | Power | |
| V= | Wunjo | Joy | |
| W= | Wunjo | Joy | |
| X= | Thurisaz | Thor | |
| Y= | Eiwaz | Death | |
| Z= | Algiz | Protection | |
| TH= | Thurisaz | Thor | |
| NG= | Inguz | Fertility | |

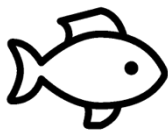
If you decide to follow the path that leads into the jungle,

Turn to page 28

If you decide to continue along the beach to the west,

Turn to page 22

PAGE 9



You place your palm on the smooth cool surface of the stone fish glyph and push. You feel a slight rumble and see another door rolling open. You step through into the inner chamber of the pyramid. The walls are lined with alcoves, each with a small statue. In the center of the chamber is a huge altar with an elaborate altarpiece on which rests a large chest. Parts of the chamber appear to be half-finished, perhaps they are under repair or never completed.

You move closer to the chest and examine it. There is a giant padlock holding it closed. You briefly contemplate trying to pick the lock then decide it might be booby trapped against those that might try to open it without solving the final puzzle. But where is the final puzzle? You scan the chamber and look for a clue or hint to help you with the lock.

On the wall is a mysterious string of more characters in yet another compilation you are not familiar with. You squint in the dim light of the chamber and study the characters:

TG9vayBhYm92ZSBhbmQgeW91IHdpcGwgc2VlIGEgdGVlbnkgdGlueSBnb2xkZW4ga2V5Cg==

Avi squawks to you just then,

“Be careful of the floor, try Base64”

You know that Base64 is also known as MIME encoding and it translates binary into safe text. It is used to send attachments in email and to change small bits of unsafe high-character data into stuff that is a lot nicer for text-based system.

**Hint: there are some good Base64 decoders online.*

If you decide to walk around the chest and examine it from all sides, turn to page 32

If you look up to examine the vast chamber above you, turn to page 13



You disembark from the ship into the high noon sun. You are standing on a sandy beach and there is a wall of jungle in front of you but you also observe an opening in the trees forming the entrance to what appears to be a path going into the dark mysterious jungle. To your left, a sunny bright sandy beach appears to run along the coast of the island. You feel something alight on your shoulder and turn startled to find a magnificent parrot has landed on your shoulder! It is Avi! The wise mascot of The Atlantis! His bright blue feathered crest is brilliant in the noontime sun.

Avi squawks in your ear:

*"Pick a path! Pick a path!
Jungle or beach? Pick a path!"*

If you decide to venture into the deep dark mysterious jungle, turn to page 5

If you prefer to follow the coast and stay on the beach, turn to page 15

You begin the trek into the mountains and it is not long before the air grows cooler and the path more rocky. You come to a small valley and decide to pause to rest. You sit down on a large slab of stone that has been warmed by the sun and discover that there are characters etched into the stone surface. You trace them with your fingers and try to make out what they say

124 150 145 040 164 162 145 141 163 165 162 145 040 154 151 145 163 040
164 157 040 164 150 145 040 163 157 165 164 150 040 151 156 040 164 150
145 040 103 141 166 145 163 040 157 146 040 115 141 154 145 146 151 143
165 163 015 012

Turn to page ||| to continue south through the mountain pass.
Turn to page ||| to continue east through the mountain pass.

You look up above you towards the high ceiling of the interior chamber and you suddenly see a glint of light. It is a tiny golden key! But it is almost fifteen feet above you! The key twinkles and glints in the dim light of the chamber. You look around again hoping for another clue on how to solve this puzzle.

This time you scan the ceiling more closely and see another string of numbers but it is barely visible in the dim light. You can make out:

49 66 20 74 72 65 61 73 75 72 65 20 69 73 20 77 68 61 74 20 79 6f 75 20 73 65
65 6b 2c 20 61 73 6b 20 66 6f 72 20 68 65 6c 70 20 66 72 6f 6d 20 79 6f 75 72 20
66 72 69 65 6e 64 20 77 69 74 68 20 74 68 65 20 62 65 61 6b 0a

You turn to Avi and ask him to fly up and take a closer look at the letters. Avi swoops around the room and returns to your shoulder and squawks:

*“From here the letters look infinitesimal,
but it is easy to see that they are hexadecimal”*

You thank Avi by giving him a cracker from your pocket. You scratch your head and think Hexadecimal is also known as Base16. Hexadecimal numerals are widely used by computer system designers and programmers. As each hexadecimal digit represents four binary digits (bits), it allows a more human-friendly representation of binary-coded values.

**Hint: There are a number of good hexadecimal decoders online.*

If you realize the key is a trap and decide to pick the lock on the chest, turn to page 20

If you suddenly slap your forehead with realization, turn to page 2

Inside the chest is a simple puzzle to solve...

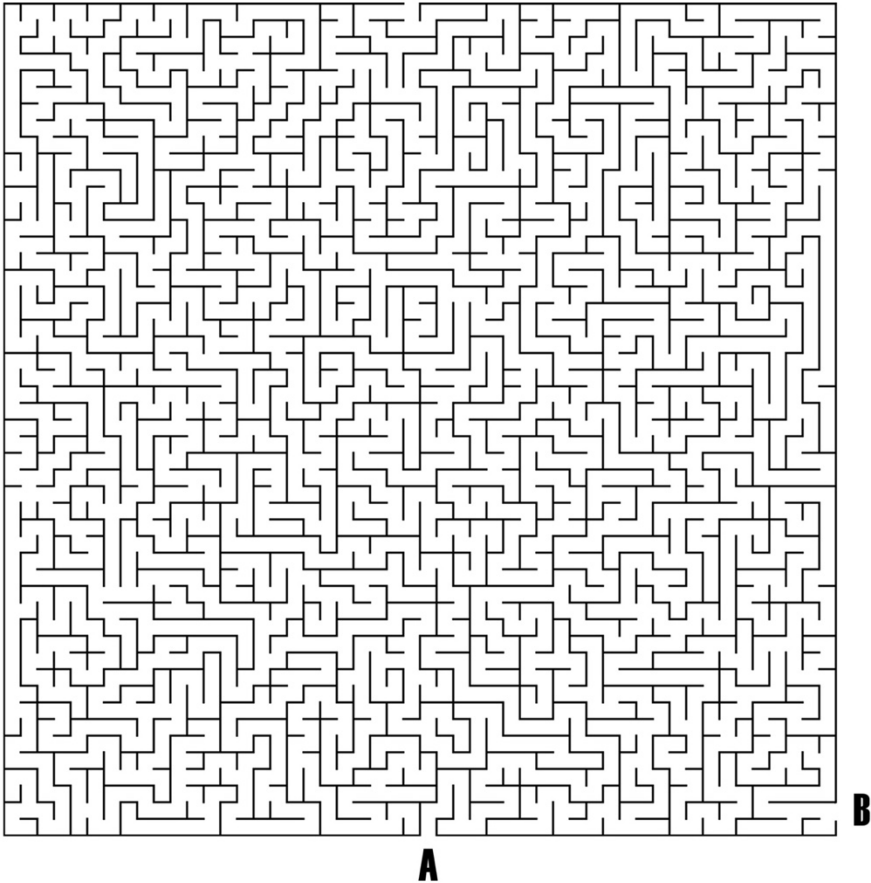
Dear E-Commerce professional ; This letter was specially selected to be sent to you . This is a one time mailing there is no need to request removal if you won't want any more ! This mail is being sent in compliance with Senate bill 1626 , Title 5 ; Section 309 . Do NOT confuse us with Internet scam artists ! Why work for somebody else when you can become rich inside 94 days . Have you ever noticed how long the line-ups are at bank machines and how many people you know are on the Internet ! Well, now is your chance to capitalize on this . WE will help YOU decrease perceived waiting time by 150% and deliver goods right to the customer's doorstep ! The best thing about our system is that it is absolutely risk free for you ! But don't believe us ! Ms Ames who resides in Connecticut tried us and says "I've been poor and I've been rich - rich is better" ! We assure you that we operate within all applicable laws ! You have no reason not to act now ! Sign up a friend and you'll get a discount of 90% ! Thank-you for your serious consideration of our offer . Dear Cybercitizen , Your email address has been submitted to us indicating your interest in our letter . This is a one time mailing there is no need to request removal if you won't want any more . This mail is being sent in compliance with Senate bill 2316 , Title 3 , Section 301 ! THIS IS NOT MULTI-LEVEL MARKETING ! Why work for somebody else when you can become rich inside 15 weeks . Have you ever noticed people love convenience and more people than ever are surfing the web ! Well, now is your chance to capitalize on this . We will help you decrease perceived waiting time by 150% and use credit cards on your website ! The best thing about our system is that it is absolutely risk free for you . But don't believe us . Mr Jones of Iowa tried us and says "I was skeptical but it worked for me" . We assure you that we operate within all applicable laws ! Because the Internet operates on "Internet time" you must hurry . Sign up a friend and you'll get a discount of 20% . Best regards ! Dear Decision maker , Especially for you - this cutting-edge news ! If you are not interested in our publications and wish to be removed from our lists, simply do NOT respond and ignore this mail ! This mail is being sent in compliance with Senate bill 1626 , Title 3 , Section 306 . This is not a get rich scheme ! Why work for somebody else when you can become rich in 48 days ! Have you ever noticed people love convenience and nearly every commercial on television has a .com on it ! Well, now is your chance to capitalize on this . WE will help YOU process your orders within seconds and decrease perceived waiting time by 140% . You can begin at absolutely no cost to you ! But don't believe us . Ms Anderson of Georgia tried us and says "Now I'm rich many more things are possible" ! We are licensed to operate in all states ! We IMPLORE you - act now ! Sign up a friend and your friend will be rich too . Thanks .

You follow the warm sunny path along the beach until you come to a giant coral maze! This is the fabled Magic Coral Maze!

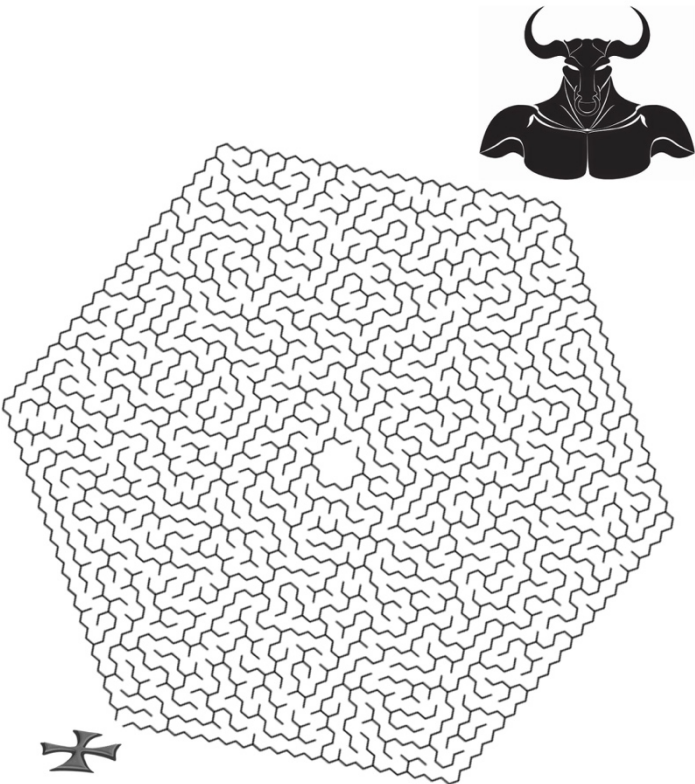
You have read about it but never thought you would see it!

You navigate the maze and exit at point A, turn to page 17

You navigate the maze and exit at point B, turn to page 8



UWdtIGVzY3cgcWdtaiBvc3Egc2RnZnkgbHp3IHR3c3V6IHNmndiBzeGx3aiBzIHpn
bWprIG9zZGMsIHFnSB1Z2V3IG1oZ2YgcyBFYWZnbHNTaiBrd3Nsd3YgZ2Ygcy
Brc2Z2IGx6amdmdyBnZiBsencgdHdzdXoulFFnbSB1c2RklGdtbCBzIHlqd3dsYW
Z5IGxnlHphZSBzZnYgencgbG1qZmsgbGcgZGdnYyBzbCBxZ20gc2Z2IGtlYWR3
ay4gS212dndmZHEslGx6dyBvYWZ2IGtsc2psayBsZyB0ZGdvlHNmdiBsencga3
NmndiB0d3lhZmsgbGcgamFrdyBtaCBzZnYgcWdtlHhhZnYgcWdtamt3ZHggYWY
gbHp3IGVhdnZkdyBneCBzIGtzZnYgZXNydyBzZnYgcWdtlGVta2wgeGFmdiBxZ
21qlG9zcSBnbWwgCndmbHdqIGx6dyBibWZ5ZHcgBgcgbHp3lG93a2wgZ2Yga
HN5YWZzIHhnbWogdWdmbGFmbXcgc2RnZnkgbHp3IHR3c3V6IGxnlGx6dyBrZ
21seiB0cSB5Z2FmeSBsZyBoc3lhZnMgeGdtamx3d2YK



You exit the maze and find yourself at the entrance to the jungle. It looks dark and spooky but you consult your map and determine that you are headed in the direction of the abandoned temple. Temples usually have treasure so you start off on the trail into the forest.

Turn to page 5



Blf fhv blfi pmruv gl klk gsv urihg qvdvo uiln gsv hgzgfv zmw uvvo z ifnyov yvmvzgs blfi uvvg. Blf kzfhv uli z nlnvmg gl gib zmw ivxzoo ru gsviv rh z eloxzml lm gsv rhozmw. Zh blf klk gsv hvxlmw hglm v ollhv zmw rg uzoo h rmgl blfi szmw, blf uvvo zmlgsvi hgilmv ti ifnyov. Blf gfim zilfmw gl nzpv blfi dzb yzxp gl gsv hsrk yfg rg rh gll ozgv. Gsv tilfmw lkvmh yvmvzgs blf zmw blf uzoo lmgl gsv hkrpvh zg gsv ylgglu lu z wvvk krg.



25-15-21 3-15-14-20-9-14-21-5 1-14-4 4-5-3-9-4-5 20-15 20-1-11-5 20-8-5 13-15-21-14-20-1-9-14 16-1-19-19 20-15 20-8-5 19-15-21-20-8 1-6-20-5-18 19-5-22-5-18-1-12 8-15-21-18-19 25-15-21 5-14-3-15-21-14-20-5-18 1 3-21-18-9-15-21-19 19-5-20 15-6 3-12-9-6-6-19 2-12-15-3-11-9-14-7 25-15-21-18 23-1-25 1-6-20-5-18 19-3-1-12-9-14-7 20-8-5 6-1-3-5 15-6 20-8-5 3-12-9-6-6 25-15-21 5-14-3-15-21-14-20-5-18 1 12-1-18-7-5 19-9-12-22-5-18 19-20-1-20-21-5 4-5-16-9-3-20-9-14-7 1-14 1-14-3-9-5-14-20 7-15-4 9-20 9-19 17-21-9-20-5 15-12-4 1-14-4 3-15-22-5-18-5-4 23-9-20-8 4-21-19-20 2-21-20 9-20 1-16-16-5-1-18-19 20-15 8-1-22-5 18-1-20-8-5-18 12-1-18-7-5 1-14-4 16-18-9-3-5-12-5-19-19 10-5-23-5-12-19 6-15-18 5-25-5-19 20-8-9-19 13-21-19-20 2-5 20-8-5 20-18-5-1-19-21-18-5 15-6 20-8-5 19-9-12-22-5-18 19-20-1-18



25-15-21 4-5-3-9-4-5 20-15 21-19-5 25-15-21-18 11-14-9-6-5 20-15 18-5-13-15-22-5 20-8-5 10-5-23-5-12-19 19-15 25-15-21 3-1-14 18-5-20-21-18-14 20-15 20-8-5 19-8-9-16 20-15 19-8-15-23 3-1-16-20-1-9-14 17-21-9-3-11-19-1-14-4 1-14-4 7-1-20-8-5-18 19-15-13-5 15-6 20-8-5 3-18-5-23 20-15 18-5-20-21-18-14 20-15 8-5-12-16 3-1-18-18-25 20-8-5 19-20-1-20-21-5 1-19 20-8-5 19-9-12-22-5-18 9-19 1-12-19-15 22-1-12-21-1-2-12-5 20-21-18-14 20-15 16-1-7-5 5-9-7-8-20-5-5-14

25-15-21 14-15-20-9-3-5 1-14 9-14-19-3-18-9-16-20-9-15-14 18-21-14-14-9-14-7 20-8-5 12-5-14-7-20-8 15-6 20-8-5 2-1-19-5 15-6 20-8-5 19-20-1-20-21-5 9-20 1-16-16-5-1-18-19 20-15 2-5 1 16-18-1-25-5-18 1-14-4 25-15-21 18-5-1-4 20-8-5 6-15-12-12-15-23-9-14-7 23-15-18-4-19 15-21-20 12-15-21-4 7-15-4 15-6 20-8-5 19-9-12-22-5-18 19-20-1-18 19-8-9-14-5 25-15-21-18 12-9-7-8-20 21-16-15-14 13-25 16-1-20-8 1-19-20-18-21-13 1-18-7-5-14-20-9-21-13 20-21-18-14 20-15 16-1-7-5 14-9-14-5

You decide the key must be a trick and decide to pick the lock on the chest. When you insert your pick and tension wrench to begin working the lock open, the lights suddenly go out. You freeze and then feel a cold wet wind on the back of your neck before your world fades. The last thing you hear is Avi squawking,

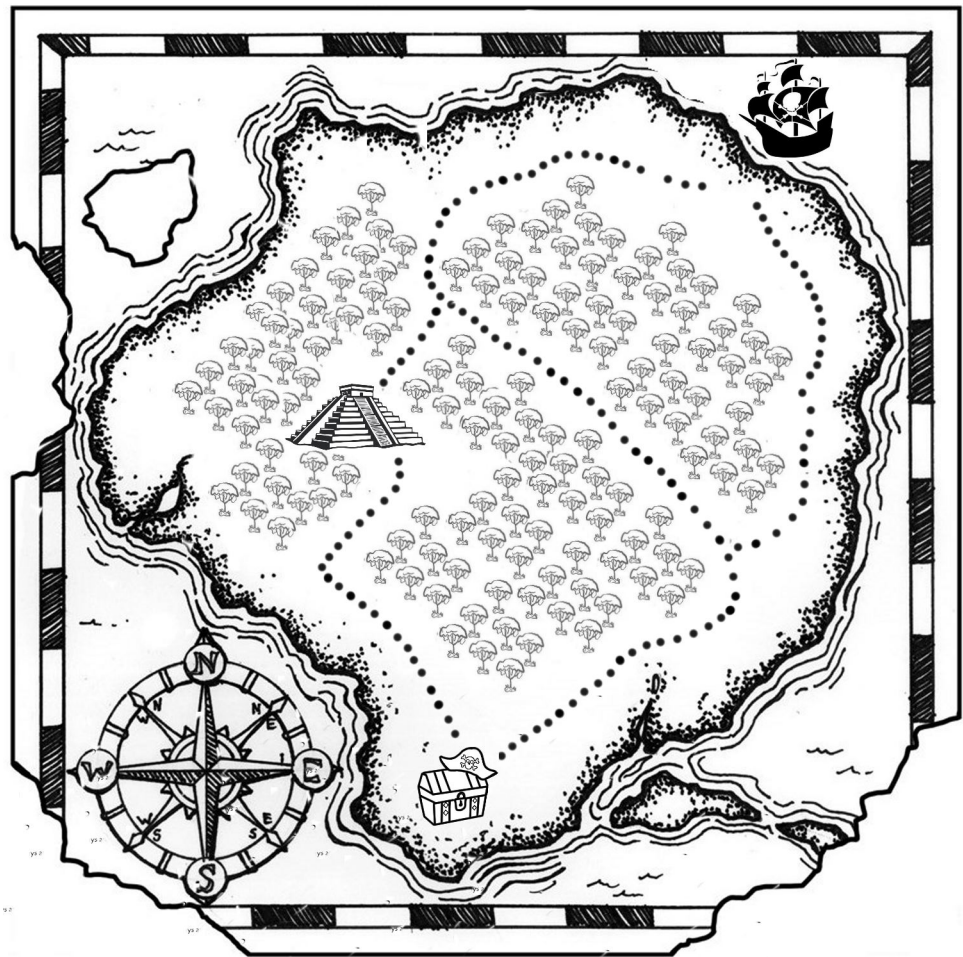
“Welp. Welp. Should have asked for help!”



Qgm wpal lzw esrw sfv ugflafmw osdcafy sdgfy lzw ugskl. Sxlwj zgmjk
af lzw tdaklwjafy zgl kmf qgm kww s kzaeewj gf lzw zgjargf. Sk qgm
vjso fwsj qgm jwsdarw qgm zsnw ugew xmdd uajudw tsuc lg lzw dsfvafy
kalw. Lmjf lg hsyw kwnwf

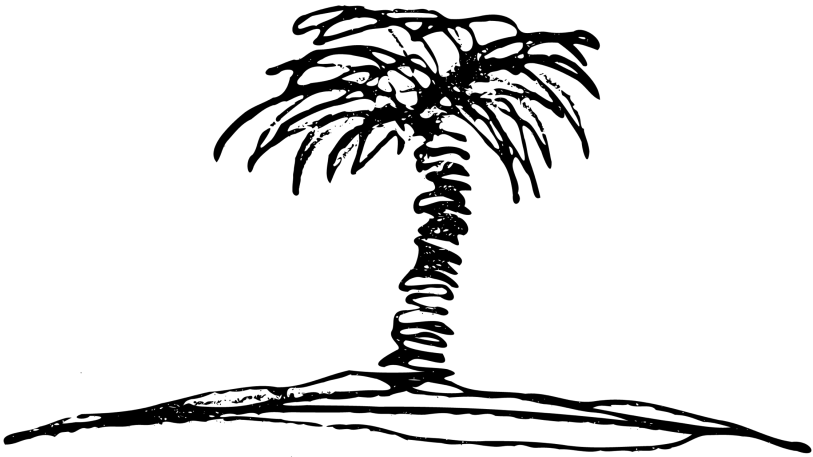


You walk for a few hours and find yourself back at the landing point you started at earlier.



Turn to page 11

Rniii i fra uhyil, tpr vyazcm vmmms jel ms r ueihfmsnc xgmjbai oxeta.
Ywh behlv bd hignx wbfñ nttme mrq vfvhycb ybye feg tgivz. Xuxim xw rv
oyh paijm ov gti oxrkw e wmw uyawvvw yiepw rtjb pru ehnx nitvtra ga fr
tewilvz szeyeii bstnzh n yve wyełrrh ltvul ons flr uvirl.
Vfazmax xyx cprex shlziivv
Sjmmz hyk mo buq mfervs wzf



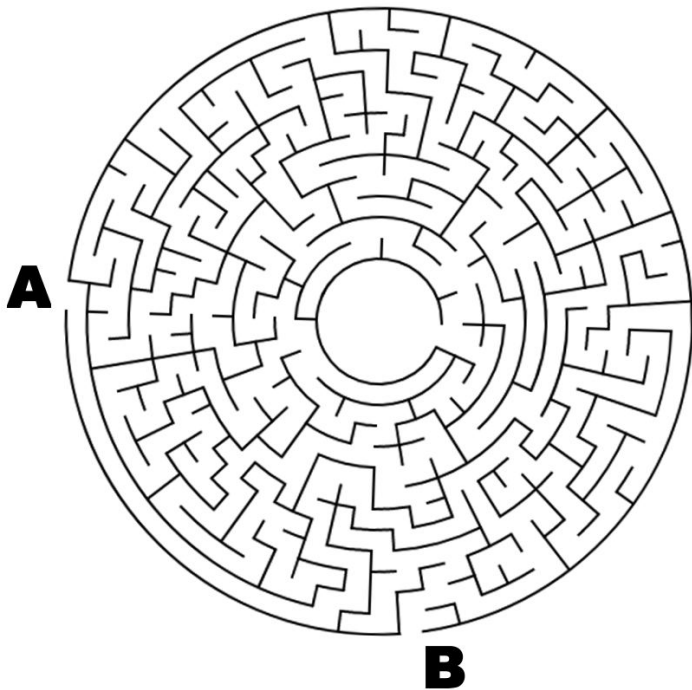


You place your palm on the smooth cool surface of the stone snake glyph and push. You feel the stone move inward then suddenly you feel a sharp sting on the palm of your hand. You gasp and pull back to see two small prick marks with blood beginning to well up from them. As you stare at your hand, a low rumble prompts you to look up and the last thing you hear before the giant boulder smashes you into oblivion is Avi fluttering away as he squawks,

"Mistake! Mistake! Don't press the snake!"

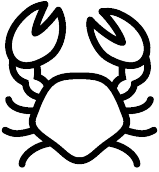
THE END

You make your way along the beach and after about an hour walk, you come upon a Minotaur seated on a sand throne on the beach. You call out a greeting to him and he turns to look at you and smiles. Suddenly, the wind starts to blow and the sand begins to rise up and you find yourself in the middle of a sand maze and you must find your way out!



If you exit the maze at point A, Turn to page 12

If you exit the page at point B, turn to page 21



You place your palm on the smooth cool surface of the stone crab glyph and push. You feel a slight rumble and look around for a door to open when suddenly you are falling into darkness. The last you hear before you land on the sharpened spikes at the bottom of the pit is Avi fluttering away as he squawks,

“Dead end! Dead end! The crab is not a friend!”

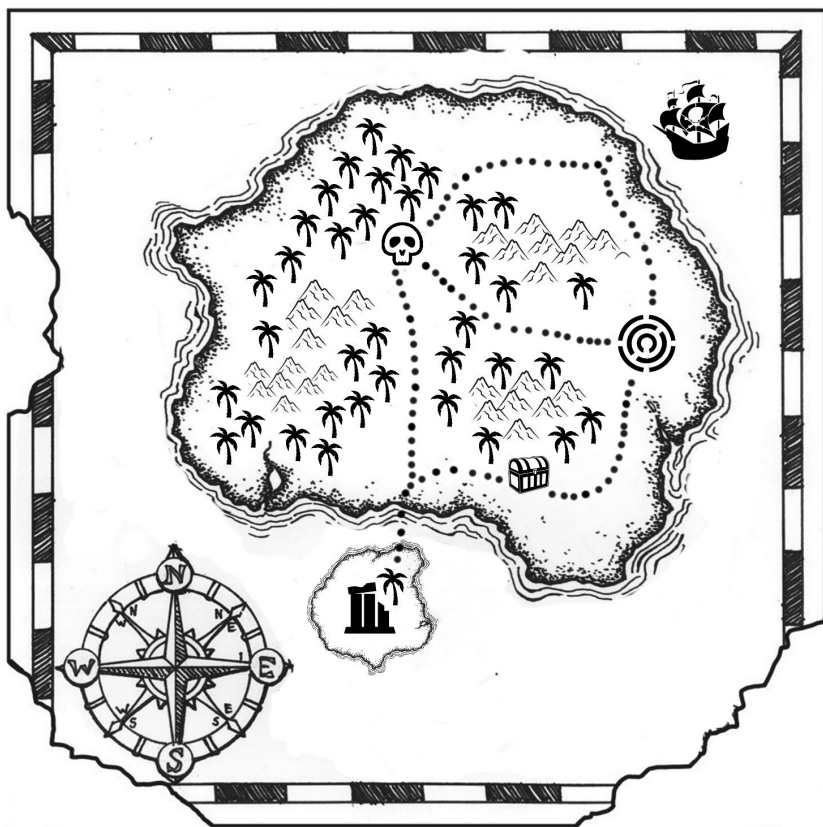
THE END



You board Hades' Revenge with enthusiasm for the adventure ahead. Captain Troutman gives an impassioned speech to the crew before you disembark onto the island,

"In an honest service there is thin commons, low wages, and hard labor; in this, plenty and satiety, pleasure and ease, liberty and power; and who would not balance creditor on this side, when all the hazard that is run for it, at worst, is only a sour look or two at choking. No, a merry life and a short one, shall be my motto."

The island is vast and thick with vegetation and mountainous jungle. You examine the treasure map that you were given and decide to



Turn to page 66 6f 75 72 to enter the jungle

Turn to page 73 69 78 74 65 65 6e to follow the path along the beach

You decide to follow the path to the west. The jungle is wet and lush. Its canopy is dominated by Kapoc, custard apple trees, and banana trees who permitted ample, shimmering light from the sun to descend and nourish a collection of sprouts to thrive on the stony ground below. A cacophony of sounds, caused by birds and insects, reverberated through the air, and formed a chaotic orchestra with the rustling of the leaves and branches of the tree tops in the wind.

You come to a clearing and you see an immense stone pyramid covered with overgrowth and more vines. It looks ancient and abandoned. Avi breaks the stillness of the clearing by making an impressed whistling noise in your ear when he spies the pyramid. You approach what appears to be the door of the temple and see long lines of ones and zeros. Beneath the numbers are two stone glyphs. One of a tiger and one of a snake. Avi squawks,



*"Ahoy! Ahoy! It's a ploy!
This isn't quinary, it's binary!"*

You look closer and determine that the strings of ones and zeros do indeed appear to be binary!

```
01101001 01100110 00100000 01111001 01101111 01110101 00100000
01110000 01110101 01110011 01101000 00100000 01101111 01101110
00100000 01110100 01101000 01100101 00100000 01110011 01101110
01100001 01101011 01100101 00100000 01111001 01101111 01110101
01110010 00100000 01100010 01101111 01101110 01100101 01110011
00100000 01110100 01101000 01100101 01111001 00100000 01110111
01101001 01101100 01101100 00100000 01100010 01110010 01100101
01100001 01101011 0001010
```

Most modern computers use binary encoding for instructions and data. Binary code is how computers talk and represent information.

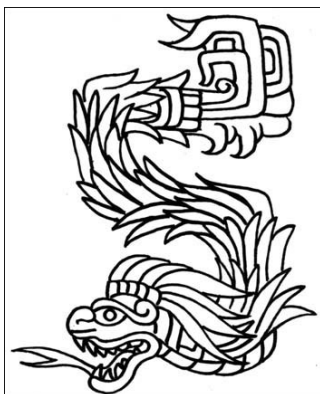
This website has a good introduction to binary code:
<https://www.mathsisfun.com/binary-number-system.html>

If you decide to step forward and push carefully on the stone glyph shaped like a tiger, turn to page 30

If you decide to step forward and push carefully on the stone glyph shaped like a snake, turn to page 24

Bfu gfr dsoah gr kaqs n ulntwaj ausd nfioyg gkv cnofp suz rrfzdk hb sruys nqu cnspn wox o gurg. Ech iznj o uhwte fbfb atr grjs oh nfioyg gkv cnofp fnze gkv cgjr icouf ohpotr. Vw catrf ded zvr Jeyvv bi Naxrvqx tnog krd hsrq znyqelsej ca wye lzbri tseh vradgv nizv zdxiiy heexul le a 20-lcbw-iajwhv jpnseh tethruvd ub gkv grmck. Woxhhqrtkzl, bfu gfr irr kbbxxh hopn rnj oeh eoz osivezsq ep tns gurg. Tcj wyaz huh Xledu krs hsrq krouthiej, mbx rrk gniv tu dertekr nqu alhru r fkk zrie ivrfbs lce dudohvrear hedgs, ech wrkk o exenobt mlmv opufsy huh thggz ded roag jalsyb fn zvr rkhkf flue.

Ech ffnzwaxv duka wye ziaqvl jsrsvr obgr khk qnyv atr prde zc n vdarz pdmexb pretgwaleg g gvqxik quhjt ob gkv ckbghi. Tnwf plsz pr wye zfrdjuxs!



Wye ivrvk hgg n szczieh ff g zbyvle tvhcd cwgk r srsrsznm redxot ca lk saferlnjsq ep a ncnuu ol ubou atr fnvlkhhbj. Wxwgvwn ub gkv frcbu zn hzbru iy

"Rbq'k ovsa wyiy!"

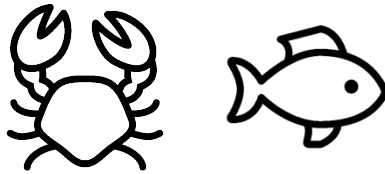
Huh thkgg gfey bbw rpvsnu ko hs yrtkkf fr poa zvik tns ylu tu grh nhgh vv znywqh, kuxb gr gams gkzrm bq

Yui xqver rbze atr rarmobr wye cfvwznm wa ecour nqu dkqvgv tu wayvswtdke liewyex prifrk hebznm hb rget huh thkgg, wlrt hb srgk huuve

You place your palm on the smooth cool surface of the stone tiger glyph and push. You feel the stone move inward and a door opens in the side of the pyramid. Hesitantly, you step forward and follow the narrow entrance tunnel that leads to the interior of the pyramid.

After a few twists and turns of the tunnel, you find yourself in front of another set of stone glyphs with another series of what appears to be code above them. This time, the stone glyphs are different. One is a crab and the other is a fish. Accompanying the glyphs is a string of characters written underneath them.

You realize this puzzle must open a door to reach the pyramid's inner chamber.



Blf droo ivzoob drhs gszg blf xslhv gsv urhs

Avi hops up and down on your shoulder a few times so you ask him if he recognizes the method used to encrypt this puzzle. He bobs his head, fluffs his brilliant blue crest, then squawks,

"Atbash will reveal the cache! Atbash will reveal the cache!"

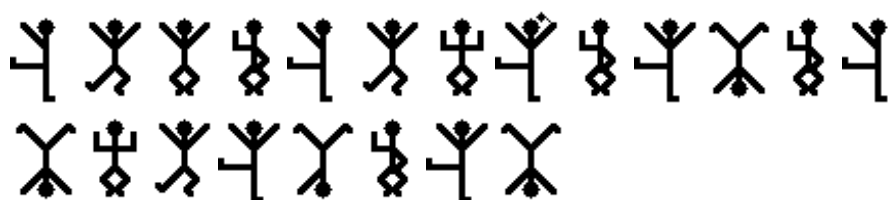
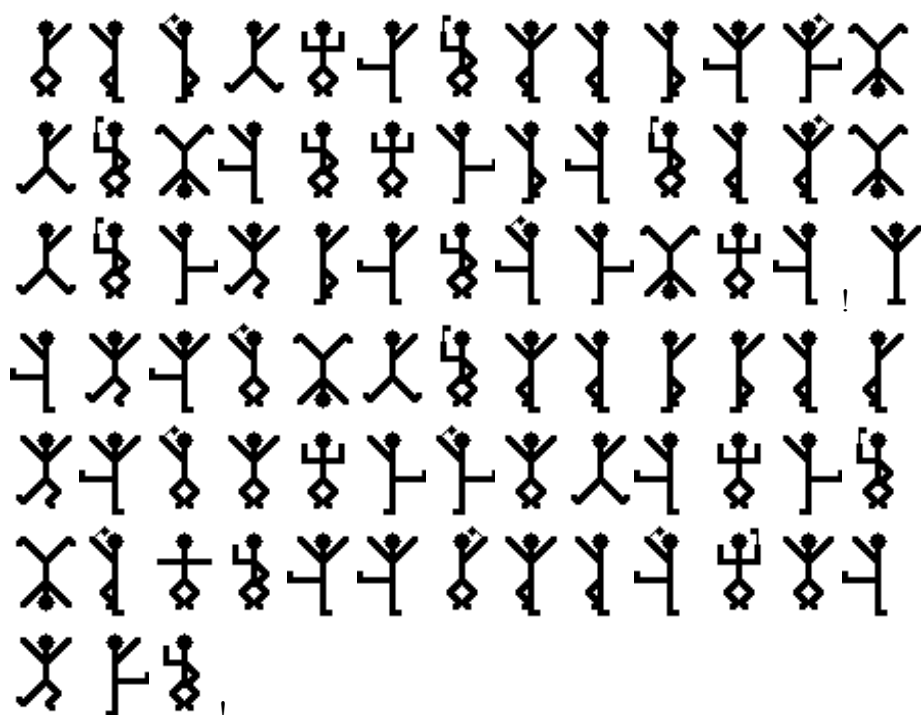
You search your memory then snap your fingers and smile when you recall that Atbash is a substitution cipher originally used to encode the Hebrew alphabet. It can be modified for use with any known writing system.

The Atbash cipher is formed by taking the alphabet and mapping it to its reverse, so that the first letter becomes the last letter, the second letter becomes the second to last letter, and so on.

If you decide to step forward and push carefully on the stone glyph shaped like a fish, turn to page 10

If you decide to step forward and push carefully on the stone glyph shaped like a crab, turn to page 26

Inside the chest is another smaller chest made of silver with intricate carvings along the edges. You open the glowing silver chest and find a piece of paper inside that reads:



You begin to walk a slow circle around the chest on the altar. As you step behind the chest, you feel one of the stones beneath your feet give way and you hear a whoosh as thousands of tiny poison dipped needle darts fly towards you.





You decide to cast your lot with Captain Andrew and the crew of the Atlantis. There is a small crowd waiting to board at the gang plank and the Quartermaster there is explaining that before being accepted as crew for the journey, you will need to demonstrate your puzzle solving skills to show them you are worthy to join the quest and partake of the spoils.

You take one of the proffered parchments and immediately recognize the pattern of the symbols! It is simple Morse Code!

Morse code was originally invented by Samuel Morse in 1837 for use across the telegraph. It is characterized by a series of long and short or “on and off” tones or pulses. When represented visually, a series of dots and dashes is used. Using the key below, decrypt the message!

. - - - - . - - - - / . - . . . - - - . - . . . / / / - . - - - - / -
 / - - / - / - - - - / / - - - - . / - - - - /

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A • ■ ■
 B ■ ■ ■ •
 C ■ ■ ■ ■
 D ■ ■ ■ •
 E •
 F • • ■ ■
 G ■ ■ ■ ■
 H ■ ■ ■ ■
 I • •
 J • ■ ■ ■ ■
 K ■ ■ ■ ■
 L ■ ■ ■ •
 M ■ ■ ■
 N ■ ■ ■
 O ■ ■ ■ ■
 P • ■ ■ ■
 Q ■ ■ ■ ■
 R ■ ■ ■ •
 S • • ■ ■
 T ■ ■ ■

U • • ■ ■
 V • • ■ ■
 W • ■ ■ ■
 X ■ ■ ■ ■
 Y ■ ■ ■ ■
 Z ■ ■ ■ ■

1 • ■ ■ ■ ■
 2 • • ■ ■ ■
 3 • • ■ ■ ■
 4 • • ■ ■ ■
 5 • • ■ ■ ■
 6 ■ ■ ■ ■
 7 ■ ■ ■ ■
 8 ■ ■ ■ ■
 9 ■ ■ ■ ■
 0 ■ ■ ■ ■

NOTES

NOTES

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That's all for now, reader!

Don't miss our

NEXT ISSUE...

