

Hints

Puzzles may use anywhere from 3-14 cards.

Solution codes range from 2-4 digits

The solution cards should provide a clear next step (e.g. the next puzzle to try).

Some puzzles rely on the arrangement of cards relative to each other.

Solving

Turn over the **solution cards** that match the code you found.

When put in order, the solution cards should tell you the **next puzzle** to try.

Hints



[planktongames.com/
esker/hints.html](http://planktongames.com/esker/hints.html)

Instructions

For more detail, please visit
<http://planktongames.com/esker>

Introduction

These cards contain nine different puzzles taken from the pages of a mysterious notebook.

How it works

Each puzzle is on a set of cards. Solving the puzzle reveals a sequence of numbers. When you think you've got it, gather the solution cards corresponding to the number sequence and flip them. If you see a message or image, you've solved the puzzle.



Stuck?

Hints are available at the Esker website:

[planktongames.com/
esker/hints.html](http://planktongames.com/esker/hints.html)

There are different levels of hints for each puzzle, and you can choose how big a hint you'd like.

**Doctor Esker's
Notebook**

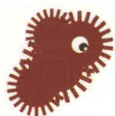
**Doctor Esker's
Notebook**

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Questions? Comments?

Write me at

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Plankton
Games

Quick Start

Puzzle solutions are **numeric codes**.

You're looking for some **numbers** and an **order** for the numbers.

**Doctor Esker's
Notebook**

Setup

The nine puzzle sets each have different card backs. Sort them by back and keep them face down.



Do the same for the ten solution cards, also keeping them face down.



Start

Begin play with the puzzle set marked "Start" with the hourglass on the back. Flip those cards, solve the puzzle, and use the solution cards to see where to go next.