THE ALMANAC

First of all, you are now an Egg Hunter, or for short, a Gunter. Congratulations.

The almanac is going to be your bible, your rule book, your clue list, and your best buddy for the hunt. The objective of the game is to find the Easter egg. An ultimate race for glory, riches, and fame.

There are three keys copper, jade and crystal, to unlock three gates. The gates stand between you and the egg. Find the key, unlock the gates, grab the egg and you're the winner. But it is easier said than done, a lot of obstacles stand in your way. Each key and gate will require immense patience and a brilliant mind to find and crack.

Three hidden keys open three secret gates
Wherein the errant will be tested for worthy traits
And those with the skill to survive these straits
Will reach the end where the prize awaits

Some Pointers

- Your journey commences from the almanac
- The path to success is hard, really hard, this is not for the faint of heart
- The key unlocks the gate; the gate doesn't budge without the key.
- Words and rhymes have power, Read every line twice
- Know the almanac, every bit of it, and you will be ahead of everyone else
- The hunt may feature elements from various games, treasure hunts, films and books; Be familiar with them, and you gain an edge
- A PC will be essential in at least some stage of the game, so better be equipped with one
- You might want to check out the book, ready player one, to know how the hunt works
- Attention to detail goes a really long way, literally, for example you should have noticed that the third point is the only one which has a period at its end
- Tinyurl is just awesome, it takes a bunch of random letters and returns a url
- I is very important (pun intended), You are your own team
- It's a winner takes all competition
- Admin is god
- A text box will only take lowercase letters or numbers as input; No spaces
- Methods that don't work include hacks and cheat
- Spoiler alert: Anyone posting spoilers will be permabanned
- Google will only get you so far
- Don't hesitate to bend the rules