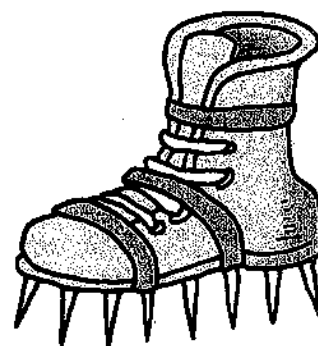


Episode Three



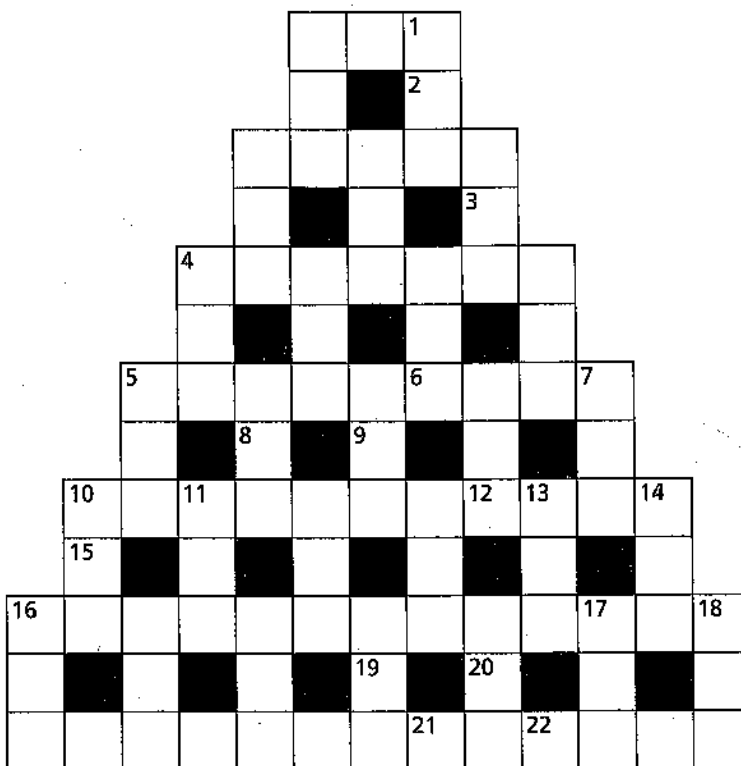
CLIMBING THE CHARTS!

ONLY ONE MOUNTAIN IN THE HIMALAYAS REMAINS UNCHARTED: MOUNT CONUNDRUM, A MYSTERIOUS PEAK THAT CAN ONLY BE CLIMBED BY SOLVING A SERIES OF PERPLEXING PUZZLES. MOST OF THE WORLD'S TOP CLIMBERS HAVE ATTEMPTED THE SUMMIT, ONLY TO RETURN MUTTERING AND SCRATCHING THEIR HEADS, THEIR PENCILS WORN DOWN TO NUBS.

NOW THE ASSOCIATION OF CARTOGRAPHERS, MOUNTAINEERS, AND ENIGMATOLOGISTS (ACME) HAS APPOINTED YOU TO MAP A ROUTE TO THE PEAK, DRAWING ON YOUR SUPERB MAPMAKING AND PUZZLE-SOLVING SKILLS. (YOUR MOUNTAINEERING SKILLS, ALAS, AREN'T QUITE SO SUPERB, BUT A HANDPICKED TEAM OF SHERPAS WILL HOPEFULLY COVER YOUR DEFICIENCIES IN THAT AREA.) WILL YOU BE THE CLIMBER WHO FINALLY PUTS MOUNT CONUNDRUM ON THE CHARTS, OR WILL YOU FALL DOWN ON THE JOB LIKE SO MANY OTHERS?

Travel Plan

The grid below represents a satellite image of Mount Conundrum, which you'll need to go over very carefully before beginning your ascent. Possible climbing paths are marked by words and phrases (clued below) that wind their way through the grid, each one beginning in the correspondingly numbered square and proceeding (at least at first) in the direction specified. In the completed grid, most of the letters will be used in exactly two answers; the ones that aren't, read from top to bottom, will spell Answer #1.



CLUES

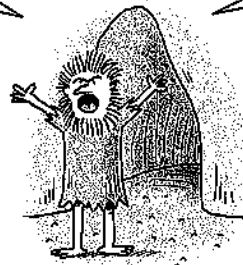
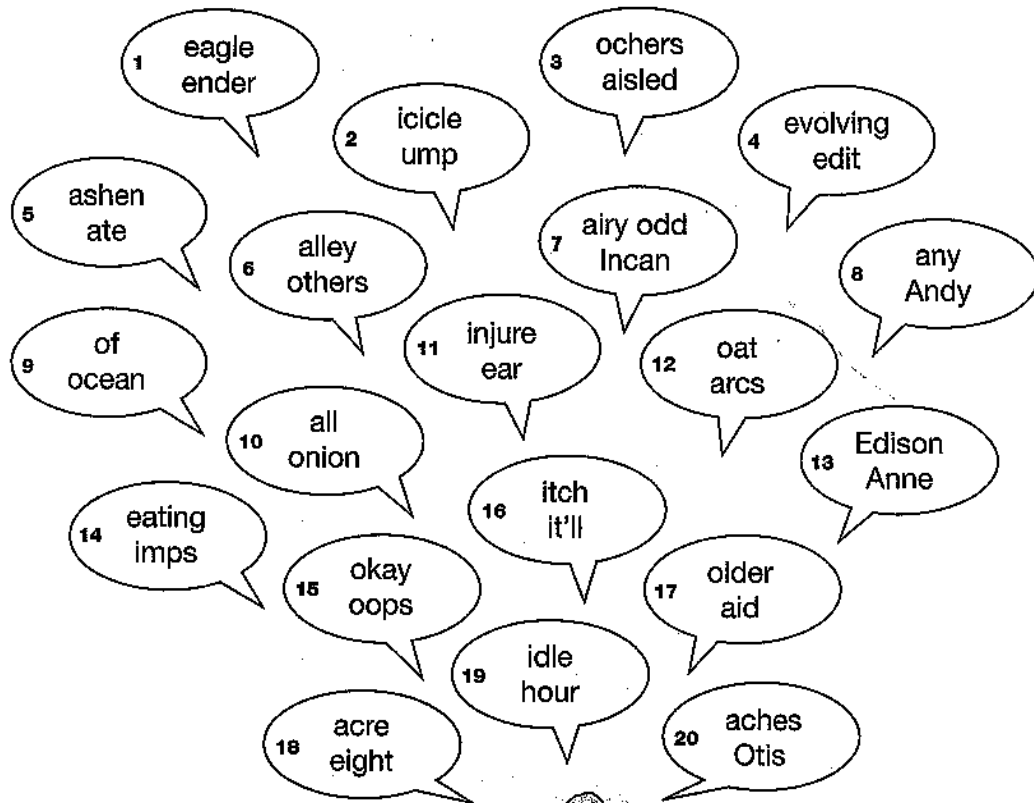
- 1W** Sherpa who accompanied Sir Edmund Hillary to the top of Everest (7, 6)
2S Indirect, as a glance (8)
3N David Cronenberg thriller about a virtual reality game (8)
4S "Heart-Shaped Box" band (7)
5S Ex-president who later ran for president as a Free-Soil candidate (3, 5)
6N Completed, as a crossword (6, 2)

- 7W** Water-repellent fabric (4-3)
8S First human being to make an orbital space flight (4, 7)
9S iPod storage capacity unit (8)
10S Flower with a yellow center (5)
11S TV remote insert (7)
12N Auto engine part that's periodically replaced (3, 6)
13E Magazine for horror-film buffs first published in 1979 (8)
14W Clumsy tightrope walker's need (6, 3)

- 15S** Dense, scratch-resistant ceramic (9)
16S Like some airline tickets (3-3)
17S Estate manager (9)
18S *Almost Famous* actress Hudson (4)
19N Sitcom set in Houston, Texas (4)
20S Synthetic rubber used to make wetsuits (8)
21W *The Pirates of Penzance*, for one (8)
22E Bullets that leave smoke trails (7)

Heading Off

Now that you've found the likeliest route up the mountain, it's time to head off—or it would be, if that route weren't blocked by a large canyon that wasn't on your map. A crazed cave-dwelling mountain man on the other side is willing to show you a secret way across, but first you must prove your listening prowess by deciphering the twenty common names and phrases he's calling out. Unfortunately his words are only coming through as echoes, all of which are missing their initial consonant sounds—e.g. STROKE sounds like “oak,” and BANKER like “anchor.” As you figure out the correct translation of each phrase, write down the first letter of its first word in the numbered blank provided. Then cross out any letter that appears twice in the blanks, and move each remaining letter two places backward in the alphabet (C → A, D → B, and so on). The result will be Answer #2.



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

Answer, page 85

Serac Scores

Seracs are large, irregular chunks of a glacier created by crisscrossing fissures—and if you didn't know that, well, it's not the only gap in your mountaineering knowledge. The facts in the following list also contain gaps (marked by stars), with each star representing a missing nine-letter palindromic sequence—that is, a sequence that reads the same backward and forward. As you reconstruct each sentence, write the sequence's central letter (like W in the example) into the correspondingly numbered blanks at the bottom of the page. The letters in the blanks will spell yet another fact that's missing a palindromic sequence; the five-letter word from this sequence is Answer #3.

Example: Winter sportsmen can travel quickly over thic★is.

Answer: KSNOWONSK (“... thicK SNOW ON SKis.”)

- 1 Because glaciers are often riddled with cre★vy climbers rope themselves together.
- 2 Only four or five climbers can stand on the sum★e.
- 3 Climbers of Mou★ever stop looking for Noah's Ark.
- 4 If you don't look up while climbing a h★ng rock may catch you unawares.
- 5 Snow blindness can make a climb★d and swollen.
- 6 The top of a mountain is ★tion, so wear warm clothing.
- 7 One ski pole is enough to awkwardly push yourself along, but you'll requir★ truly graceful.
- 8 Ther★nsus on whether it's better to use steel or aluminum crampons.
- 9 Few people expect to see living org★lpine regions.
- 10 If you climb with a backpack, put the bare m★t—every ounce counts.
- 11 Diamox can be used t★ck climbers who become woozy from high altitude sickness.
- 12 If you buy ★ig for your feet, climbing can be a problem.
- 13 Some climbers won't resort to bottled oxygen ★rest, the world's highest peak.
- 14 A hiker who carries an overb★cksack will get tired quick.
- 15 In the off-season, climbers typically store their equipment in t★anging next to the SUV.

12 1 15 3 8 12	6 11 4 4 1 15	4 15 13 9	
9 13 10 14 2 3 11 14 12	11 14	2 7 3 2	
,			
2 7 1 5 15 1	9 3 6 1	13 4	
11 8	<div style="border: 1px solid black; height: 20px; width: 100%;"></div>		

Whiteout

A heavy snowstorm has sprung up, and all that's visible (as evidenced by the grid below) is a massive field of white. In order to get your bearings, you'll need to fill in the grid.

Each Row and Column contains two consecutive answers, clued in order of appearance. When the grid is filled, find five squares that can be "whited out" to spell nine-letter words reading either across or down. For instance, if a row contained the entries CORE SCENTS, whiting out the O would spell CRESCENTS. The whited-out letters, read from left to right, will spell Answer #4.

ROWS

- 1 "A planet where ____ evolved from men?" (classic movie line)
Evoke, as a memory: 2 wds.
- 2 Road deicing substance
Peter who played Priam in *Troy*
- 3 Find out
Courteney's role on *Friends*
- 4 Cave ____ ("Beware of the dog" in Latin)
Parcels (out)
- 5 Pre-deal bet
Daisylike flowers
- 6 Law firm bigwig
Noisy dispute
- 7 Musical refrain syllables:
Hyph.
Church fundraiser game
- 8 Get in the way of
Comedian Roseanne
- 9 Captain Nemo's creator
Given a number of stars
- 10 Excitement
Incapable of deceit

COLUMNS

- 1 Fireplace residue
Floridian island next to Sanibel
- 2 Song of praise
Packing iron
- 3 Compact model from Hyundai
Expert

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

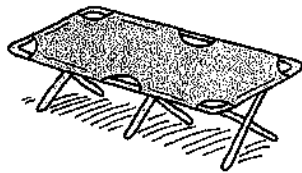
- 4 Coronation ____ (long-running U.K. soap opera)
"Stormy Weather" singer Horne
- 5 Oft-misplaced punctuation mark
Subject of the documentary *An Unreasonable Man*
- 6 They make up things
Film critic with a star on the Hollywood Walk of Fame
- 7 Solitary
____ Council (*Survivor* feature)
- 8 Hang around for no purpose
Former NBA star Thurmond
- 9 Overstressed businessman's ailment
Hideous giants of myth
- 10 Plants used in Mendel's experiments
Knights' weapons

Left Hanging

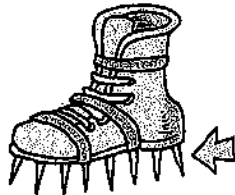
The next obstacle is a steep cliff face guarded by three wordplay-loving yetis. Climbers who don't supply each yeti with its correct eight-letter password will be knocked off the rock and left hanging precariously from their safety lines.

Fortunately, the yetis will trade hints to their passwords in exchange for man-made items. The letters in an item's name are treated as guesses in a game of Hangman: letters found in the password are filled in, while wrong guesses are shown as Hangman parts. (In the yetis' version of the game, the Hangman has seven parts: head, upper body, left arm, right arm, lower body, left leg, right leg.)

In an attempt to deduce the three passwords, you sent a Sherpa up the cliff with twelve unneeded items, instructing him to give four to each yeti. The Sherpa swears that he followed these instructions to the letter, but unfortunately he mixed up the yetis' responses on the way down, and now he can't remember which yeti gave which response to which item. Shown below are the twelve items and the twelve responses; using this limited info, can you figure out the three passwords? (Three Hangman worksheets have been provided for your use.) Insert the passwords into the grid on the next page in alphabetical order; when you're done, two of the grid's columns will spell the first and second halves of Answer #5.



CAMP BED



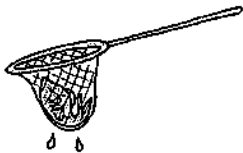
CRAMPON



DART GUN



DUSTBIN



FISHNET



FLY RODS



JACKETS



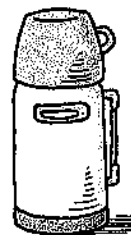
JUG WINE



SIX-PACK



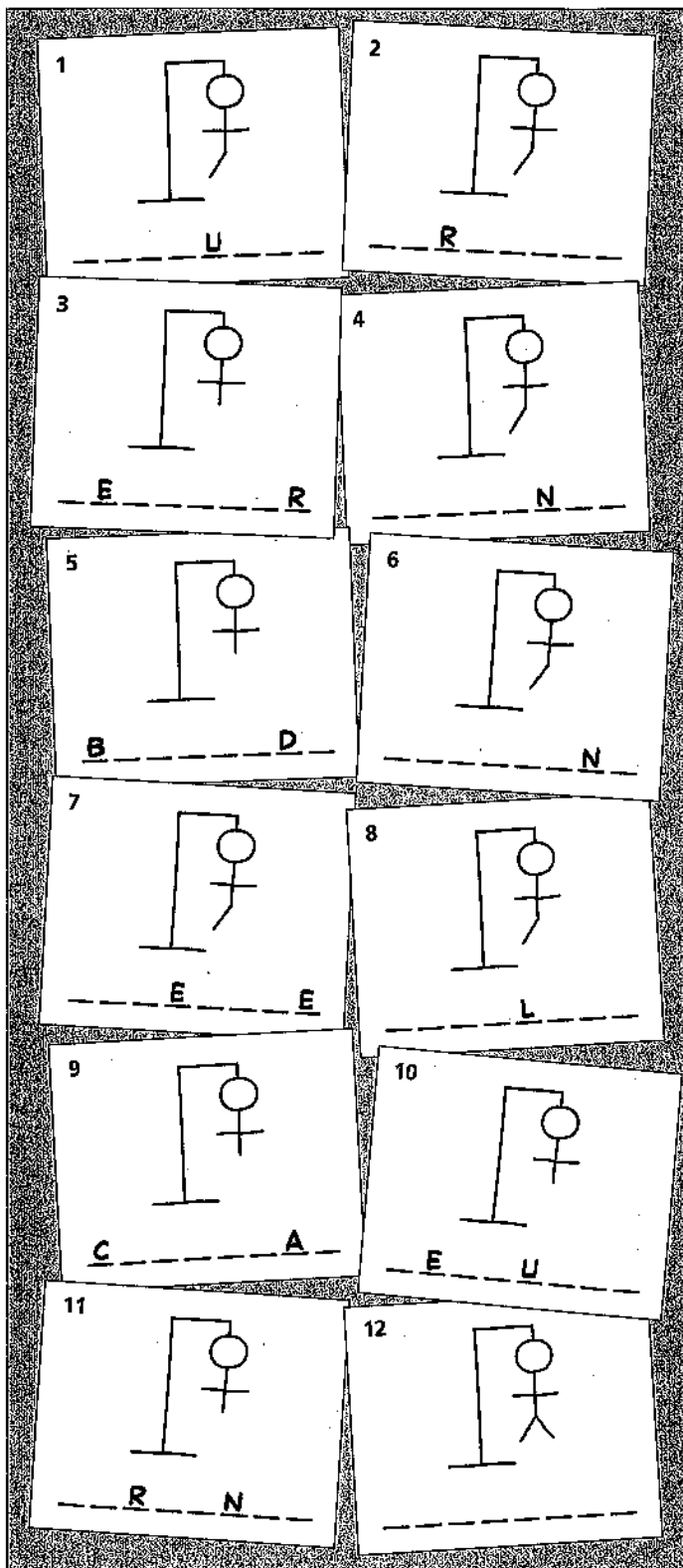
SLICKER



THERMOS



WASHTUB



Worksheet #1

1 2 3 4 5 6 7 8

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

Worksheet #2

1 2 3 4 5 6 7 8

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

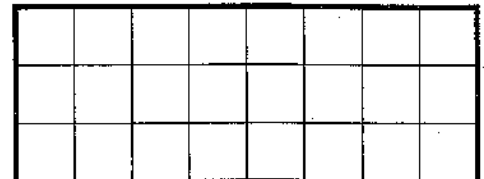
Worksheet #3

1 2 3 4 5 6 7 8

A B C D E F G H I

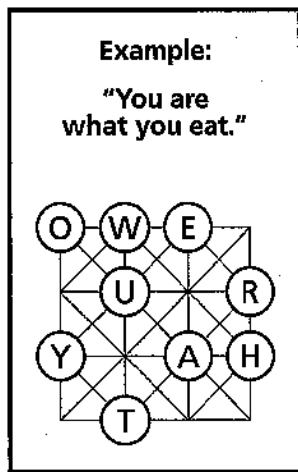
J K L M N O P Q

R S T U V W X Y Z

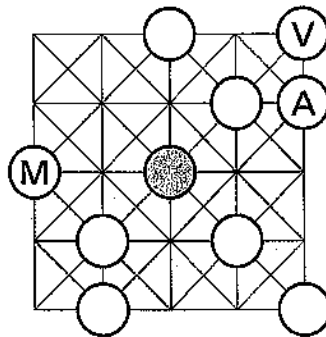


Good in Tents

You can only set up camp at certain sites on Mount Conundrum, each of which is identified by two markers: a diagram showing the proper way to position the tents, and an inscription that offers a rather tedious bit of good advice from the spirits of the mountain. According to legend, the spirits will look favorably upon you (which is to say, they'll refrain from summoning a gale to blow you off the mountain) if you arrange your lettered tents so that their advice can be spelled out by moving from tent to tent. You can only move between tents that are horizontally, vertically, or diagonally aligned and have no other tents between them. (An example is shown below.) As a solving aid, each diagram reveals the positions of three of the letters. When you've properly placed the remaining tents at all five campsites, the letters from the shaded spots can be rearranged to spell Answer #6.

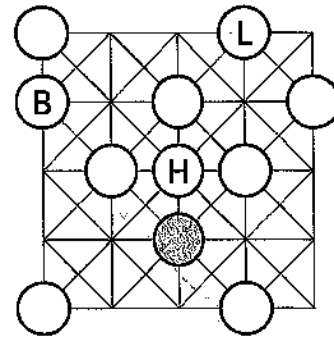


"A stitch in time saves nine."



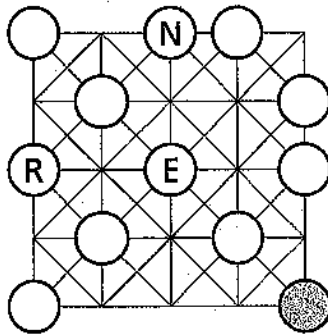
C E H I
N S T

"He who laughs last laughs best."



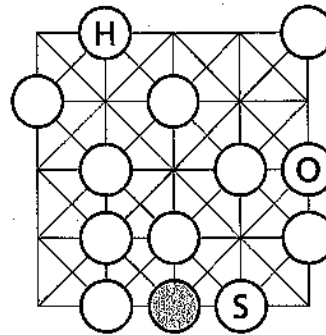
A E G O
S T U W

"Never give a sucker an even break."



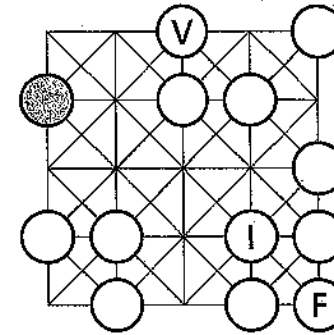
A B C G I
K S U V

"Spare the rod and spoil the child."



A C D E I
L N P R T

"For every thing there is a season."

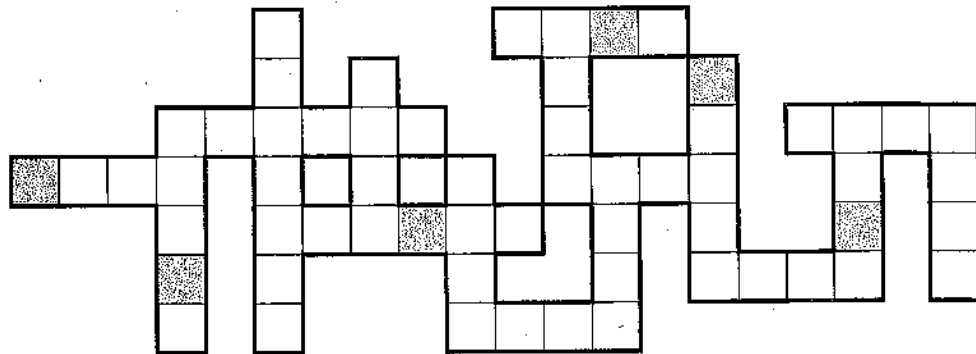
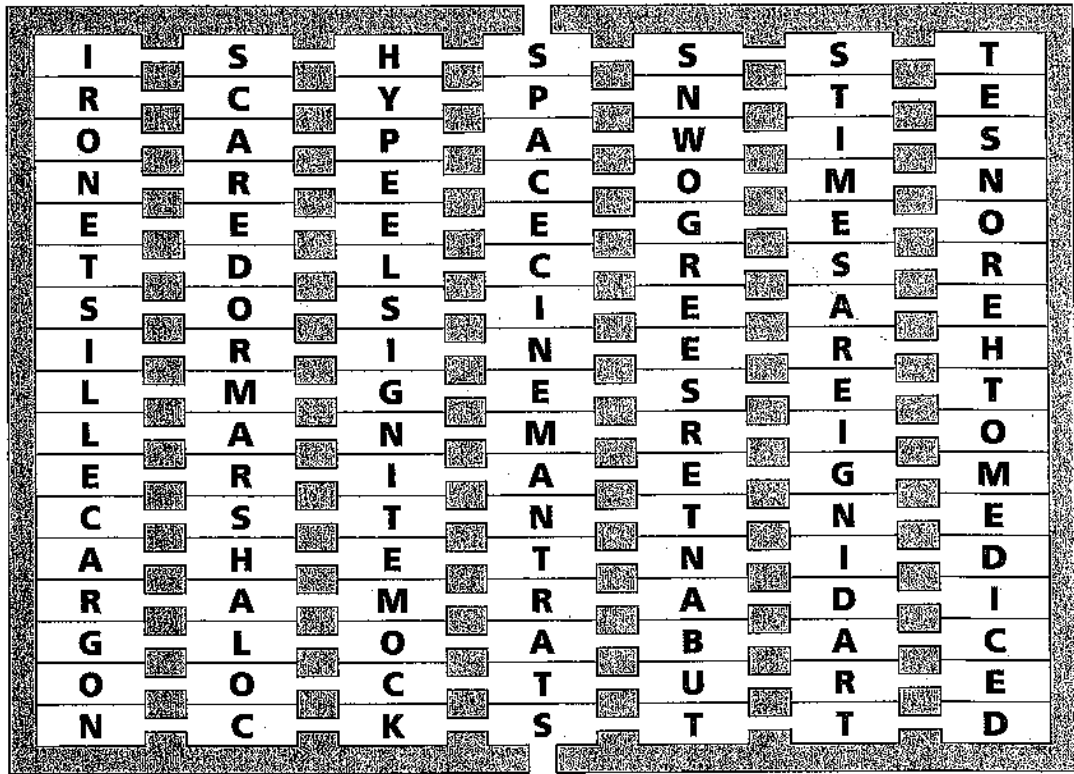


A E G H N
O R S T Y

Upwords and Downwords


Climbing this mountain face wouldn't be particularly challenging if you could go straight up, but Mount Conundrum has its own rules. You can only go up or down if the letters encountered along your path (reading in the direction you're traveling) spell an uncapitalized word of four or more letters. After spelling a word, you must move to the left or right. Conversely, after a left or right move you must spell another word; you can't string two sideways moves together.

You enter the maze through the gap at the bottom. From there you can spell either STAR or START; then you must move sideways and spell another word by moving up or down. Continue in this fashion until you find a way to exit at the top. (Note that you must finish with a word; you can't merely maneuver sideways to the upper-middle S space and leave, since that would spell the invalid word S.) When you've found the correct path, enter the words spelled along the way into the grid below. The shaded spaces (read from left to right) will spell Answer #7.








Full of Holes

Your next challenge is to cross the snowfield represented by the 5×5 grid below. Unfortunately the field has five dangerous crevasses in it—one in each row and column, all covered by a thin layer of snow and therefore undetectable. The only way to determine the locations of the holes is to follow Mount Conundrum's clues: the 20 pictures of objects carved into a nearby rockface, and the strange symbols written around the perimeter of the snowfield. Each symbol loosely represents a category of objects that belong in that row or column. Four objects will fit each category, thus leaving one space in each row and column blank. Work back and forth between the rows and columns to determine the proper placement of each object. The five empty spaces in the completed grid denote the holes; the indicator letters from these spaces can be rearranged to spell Answer #8.

V>C

XX
A→Z
||

	Q	J	W	A	P
	M	S	G	R	K
	D	X	O	U	C
	B	I	E	T	H
	V	N	F	L	Y



Answer, page 87

Peak Viewing Time

You've successfully mapped Mount Conundrum—well, all except for the peak, which as you can see still has a few "gray areas." Put letters into the shaded spaces to form your eight Answers reading in any of the six possible directions. When the peak is completed, the letters in the shaded spaces (read from left to right and top to bottom) will spell the answer to the following question: What do mountaineers and maps have in common?

