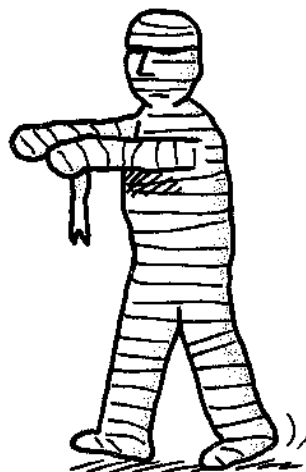


## Episode Two



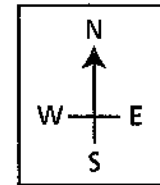
# PYRAMID SCHEME!

IN A MYSTERIOUS HIDDEN VALLEY (WAIT, REALLY? HOW DO YOU HIDE A VALLEY? OH, WELL) LIES THE ULTIMATE TEST OF AN ARCHAEOLOGIST'S METTLE: THE GREAT PYRAMID OF FULYU. ERECTED IN ANCIENT TIMES BY THE NOTORIOUS BUILDER IM-SO-SHARP, IT HAS CLAIMED MANY A GRAVE ROBBER'S LIFE WITH ITS DEADLY BOOBY TRAPS AND DIABOLICAL PUZZLES.

FORTUNATELY, AS THE WORLD'S LEADING ARCHAEOLOGICAL ENIGMATOLOGIST (A PERSON WHO DIGS UP ANCIENT PUZZLES AND SOLVES THEM), THIS SORT OF THING IS RIGHT UP YOUR ALLEY. YOU'VE DISCOVERED OLD TANGRAMS IN CHINA, OVERSEEN A SUDOKU DIG IN JAPAN, AND EVEN UNEARTHED AND SOLVED INTERLOCKING-METAL PUB PUZZLES FROM BRITAIN'S IRON AGE. BUT WILL YOU BE ABLE TO MATCH WITS WITH IM-SO-SHARP?

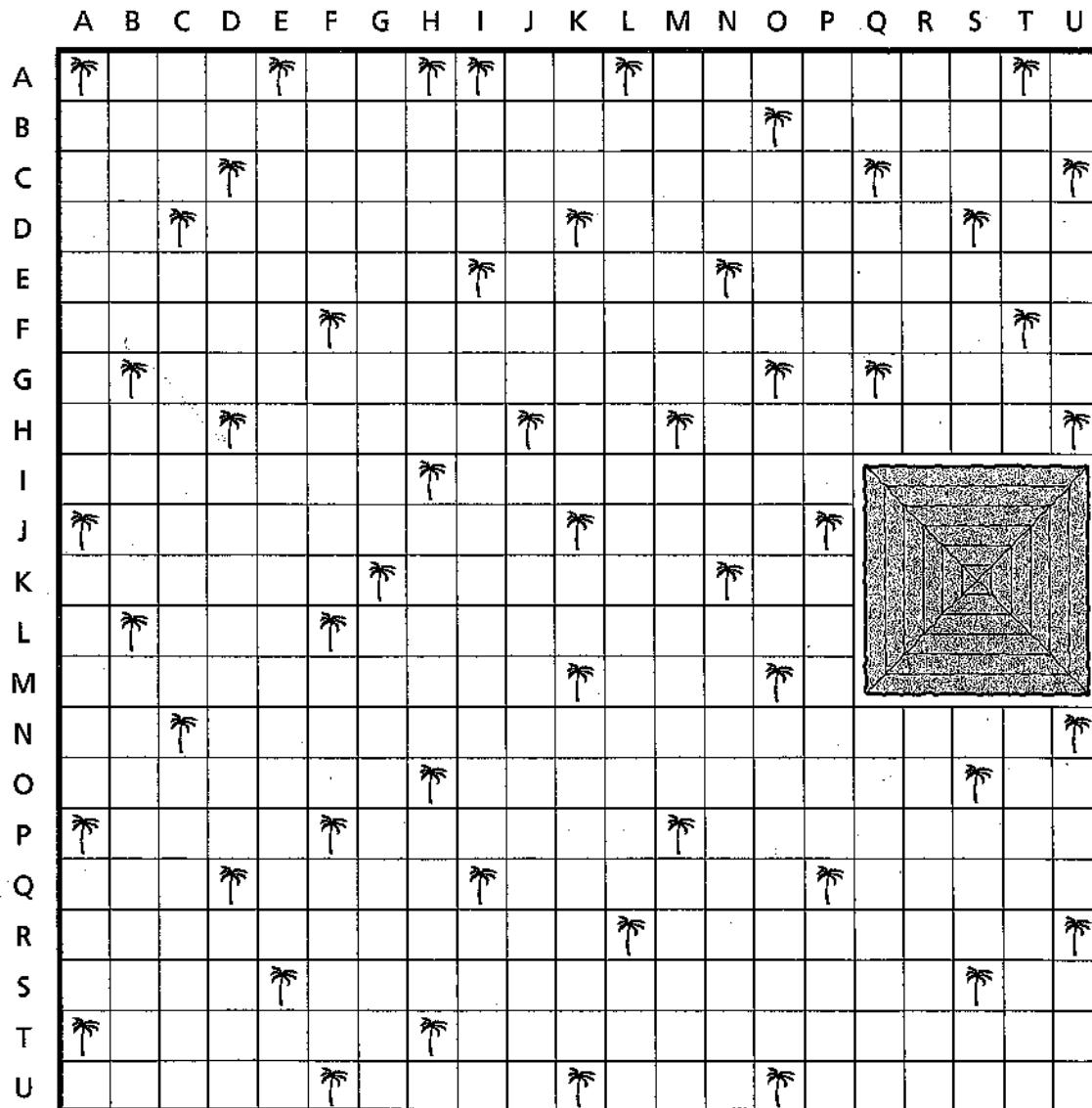
# Entrance Exam

The pyramid has no visible entrance, but legend tells of how to locate a secret entrance somewhere within the valley: "If you stand at the secret entrance and face in one of the four cardinal directions (as indicated by the compass at right), a tree is visible one rod away. Turn sideways once and a tree is visible two rods away. Turn sideways again and a tree is visible three rods away. Turn sideways one last time and a tree is visible four rods away." The exact distance denoted by a "rod" is unfortunately not known, but it's still possible to deduce the location of the entrance. The coordinates of the location (x, y) form Answer #1.



X

y



# Hitting the Bricks

The subterranean passage to the pyramid is blocked by a series of brick walls. The only way to make a wall swing aside is to inscribe each blank brick with one of the two-letter combinations provided, thus creating uncapitalized seven-letter words across every row. Each two-letter combination will be used exactly once. To fill the final row of each grid you must inscribe a letter upon the shaded half-brick. The letters from these half-bricks will spell Answer #2.

	E	G		O
C		Y	P	
	T	O		D
P		L	O	
	G	I		E
W		S	T	

	H	O		S
H		W	A	
	R	D		M
M		C	A	
	R	T		O
F		E	R	

	G	R		E
L		E	A	
	T	P		T
P		Y	R	
	A	M		A
P		I	D	

A	C	H	I	O	R
A	L	H	Y	R	O
A	N	I	N	S	O
A	S	L	E	U	N
E	N	N	Y	U	R

A	L	C	H	R	A
A	R	E	A	S	H
A	S	I	G	U	N
A	T	O	G	V	E
C	A	O	T	Y	A

A	L	E	D	L	E
A	P	E	R	O	P
A	R	I	M	O	R
A	T	I	N	O	T
D	E	J	E	U	S

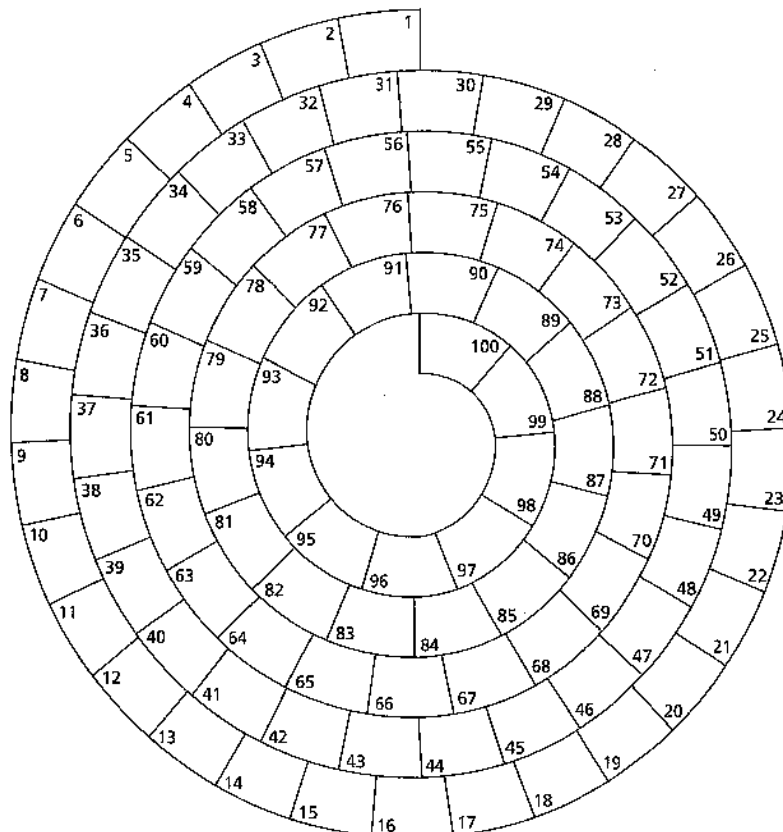
Answer, page 82

# Ups and Downs

The passage spirals upward here exactly 100 steps, but not all of the steps can be trusted: a few are designed to collapse when trod upon, plunging you into a bottomless pit. Fortunately, there's a puzzle engraved on the wall that will inform you which steps are unsafe. Upward answers (which go counterclockwise from 1 to 100) can be entered normally, one letter per step, according to the numbers beside the clues. Downward answers (which go clockwise from 100 to 1) will occasionally skip a letter; the skipped steps are the ones to avoid. When you're done, the letters in the unsafe steps (reading Upward) will spell Answer #3.

## UPWARD

- 1-7 Loser to Marciano in a famed 1952 bout
- 8-13 One in a cool million?
- 14-20 Big name in jukeboxes: Hyph.
- 21-28 Beatles song featuring the line "Yes we're going to a party party"
- 29-35 Final period of man's prehistory: 2 wds.
- 36-45 Fictional sport at which Jonathan E excels
- 46-53 Southern belle's exclamation: 2 wds.
- 54-60 Number denoted by giga-
- 61-64 Apple that debuted in 1998
- 65-74 Part of an Oktoberfest costume
- 75-78 Maker of Liv-A Snaps for dogs
- 79-87 Musical embellishment: 2 wds.
- 88-93 Not dressy
- 94-100 Quick refreshers



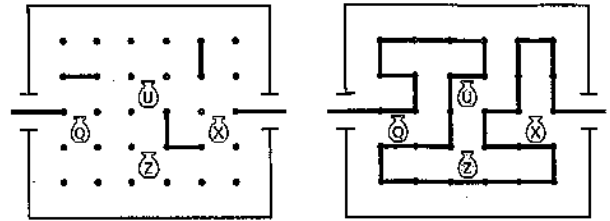
## DOWNWARD

- |   |   |  |
|---|---|--|
| 100-90 Overnight delivery man?: 2 wds.      | 66-59 Carlike pickup truck from Chevrolet: 2 wds. | 30-25 City that's home to King Saud University                           |
| 89-83 Chemical found in nail polish remover | 58-50 Narrow-minded                               | 24-19 Like some ritualistic dances                                       |
| 82-73 Aircraft that makes airdrops: 2 wds.  | 49-43 Diacritical mark in "soupçon"               | 18-11 Where Billy Clanton and the McLauri brothers met their end: 2 wds. |
| 72-67 Render unreadable, say                | 42-38 Servant summoner                            | 10-5 State-sponsored game, often   |
|   | 37-31 Herb used in tomato sauces                  | 4-1 One end of a hammer  |

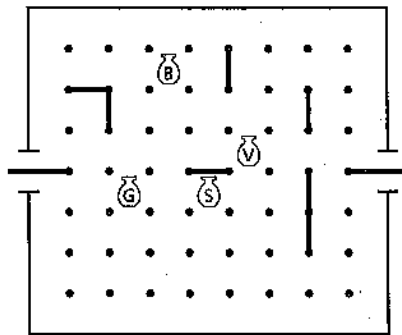
# Twists and Urns

Your next obstacle is a series of booby-trapped rooms. The only way to avoid setting off the traps is to obey these following rules when passing through each room. First, you can only travel horizontally and vertically between the dots on the floor. Second, your path must form a continuous line between the left door and the right door, passing through all of the floor's dots along the way. And finally, lines already drawn on the floor must become part of your path. Your path will bisect the room into "top" and "bottom" areas of equal size. Each area must contain exactly two urns.

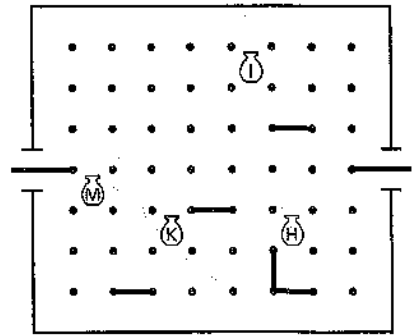
A sample room is shown. As you pass through each room, place the letters from the two "top" urns (i.e. the ones in the area contiguous with the upper wall, like U and Z in the example) into the appropriately numbered column of the grid below. When the grid is complete, choose the correct letter from each column to spell Answer #4.



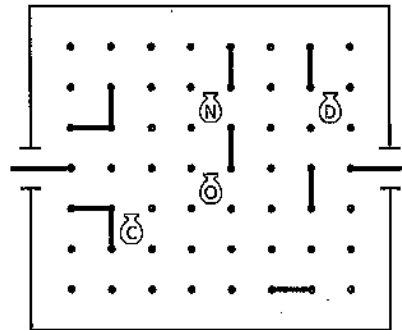
ROOM 1



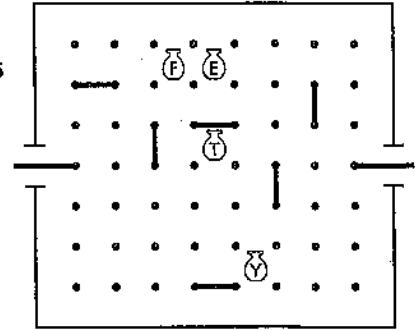
ROOM 4



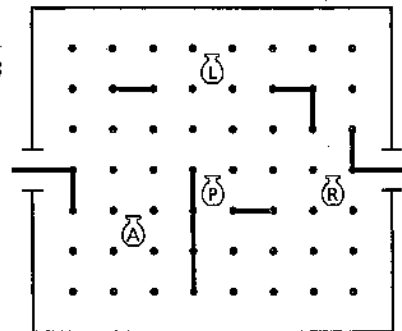
ROOM 2



ROOM 5



ROOM 3

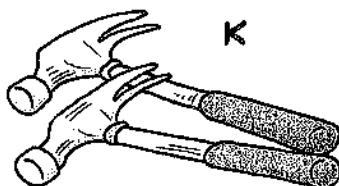
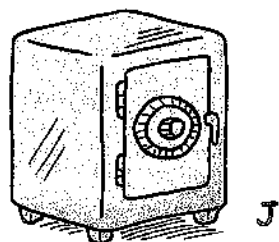
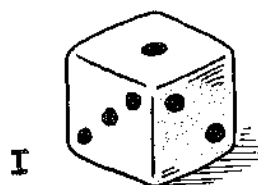
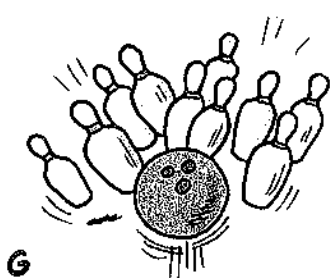
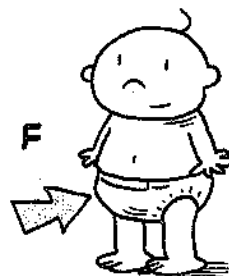
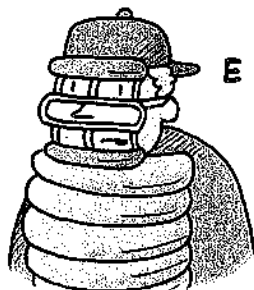
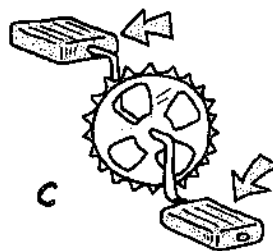
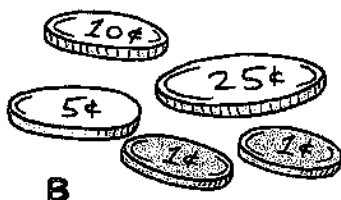
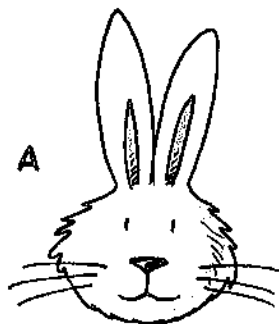


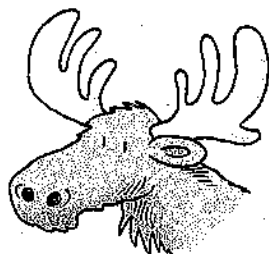
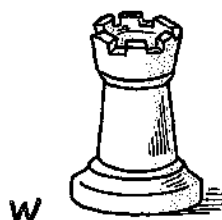
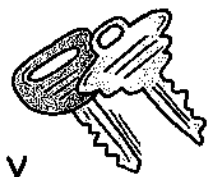
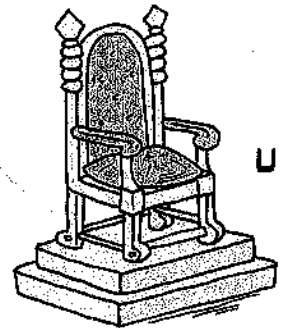
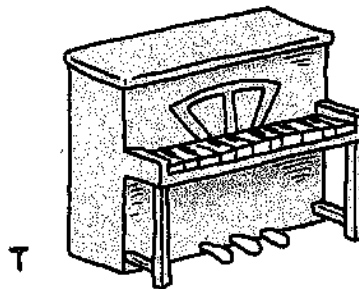
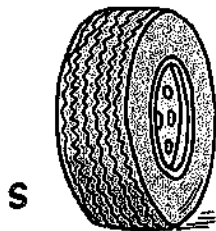
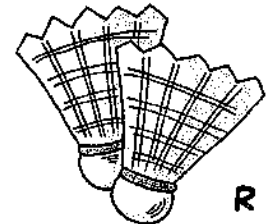
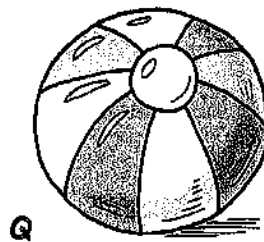
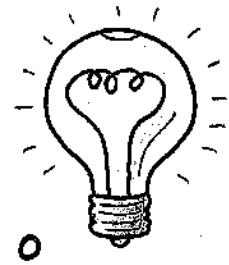
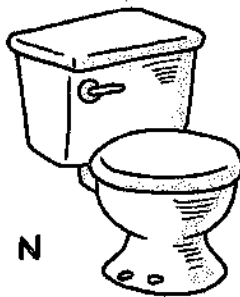
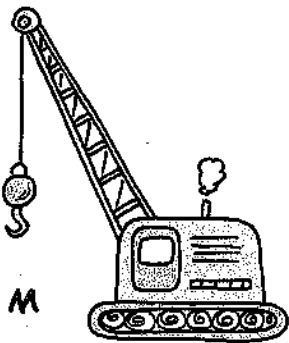
1	2	3	4	5

Answer, page 83

# Talk a Good Game

The pictures on the walls of this chamber depict a single round of the game *The 25,000-Shekel Pyramid*, an ancient pastime that was later adapted into a quiz show. Needless to say, the only way to pass through this chamber unharmed is to win the game. Six of the twenty-four pictures will be used to fill the blanks in the pyramid, creating six categories. If you've chosen correctly, three of the remaining pictures will fit each category. (Be on the lookout for homophones; e.g. if you see a picture of a LOCK, it might be a LOCH that fits the category.) When you're done, the index letters of the pictures forming the categories will spell Answer #5.





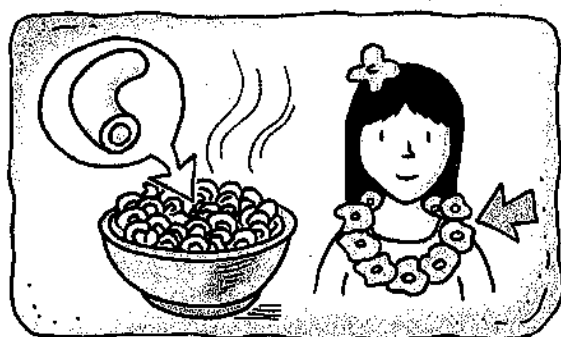
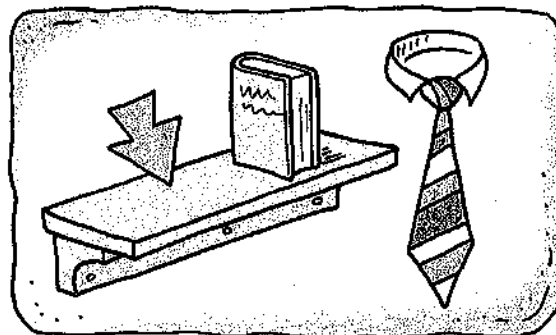
THINGS YOU ____		
THINGS YOU PUT IN YOUR ____	SLANG TERMS FOR A(N) ____	
PARTS OF A(N) ____	WHAT A(N) ____ MIGHT SAY	KINDS OF ____

# Picture Shows

*Pyramid* isn't the only TV show borrowed from ancient cultures. The carvings on the walls of this chamber represent other rudimentary entertainment ideas that were later adapted into TV shows—and a good thing too, because an inscription by the exit door states that anyone proceeding beyond this point without a passing knowledge of the lore from the carvings will suffer a terrible curse. (They could be bluffing, of course, but better safe than sorry.)

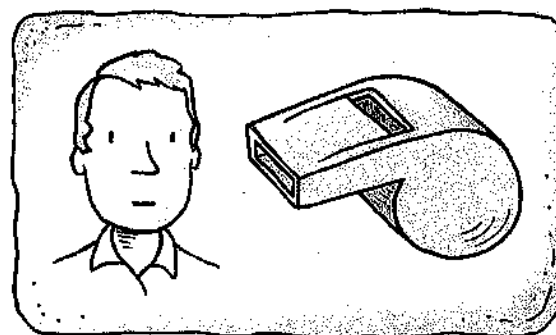
Fortunately, the modern TV adaptations of these old ideas are similar enough to fit the “passing knowledge” requirement, so all you have to do is figure out which show was inspired by each set of carvings. To find the modern equivalents, you need to add one extra letter to each pair of items and then rearrange the letters. For instance, the sample carving shows a SHELF and a TIE, which can be rearranged with an added X to spell THE X-FILES.

As a solving aid, the shows' enumerations, genres, and lifespans are provided. (So, for the example, this information would be presented as “(3, 1-5) Sci-fi show, 1993–2002.”) When you're done, the seven added letters will spell Answer #6.

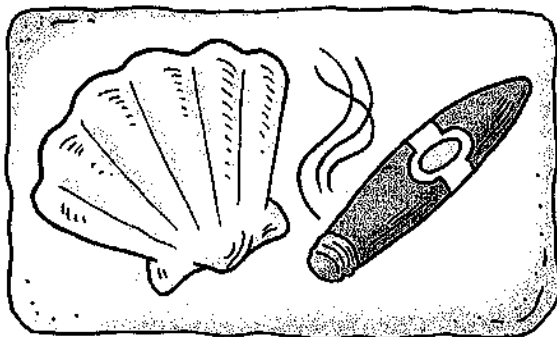


(8, 4) Reality show, 2002–present

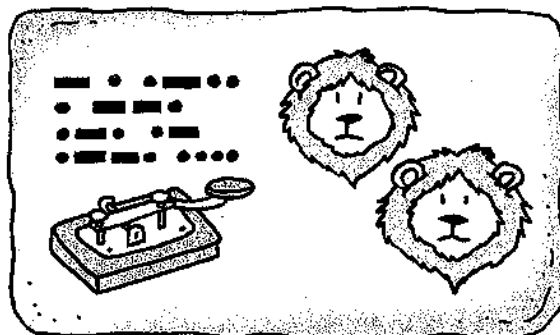
(5, 2, 4) Game show, 1950–67



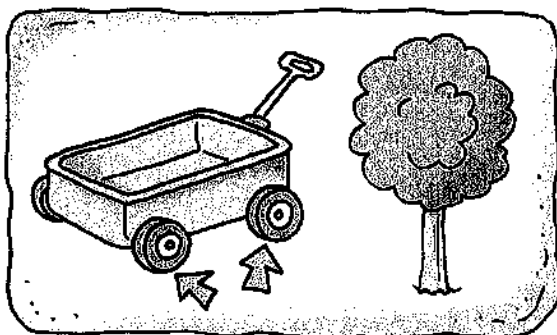




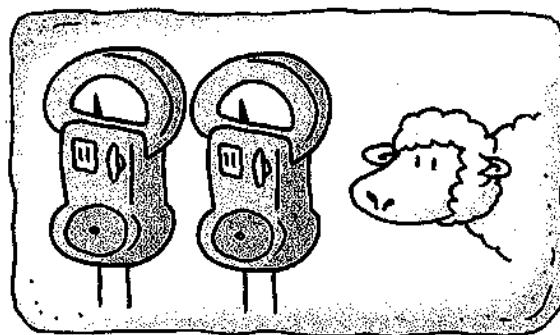
(8, 6) Action-adventure show, 1976–81



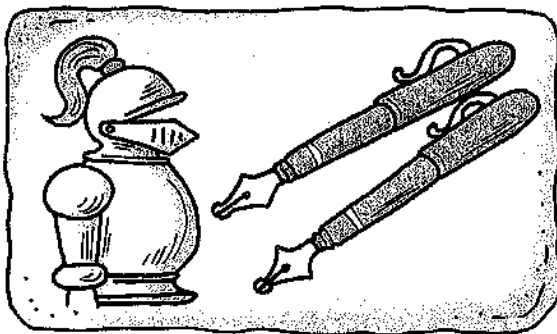
(7, 8) Soap opera, 1963–present



(2, 9) Drama, 1982–88



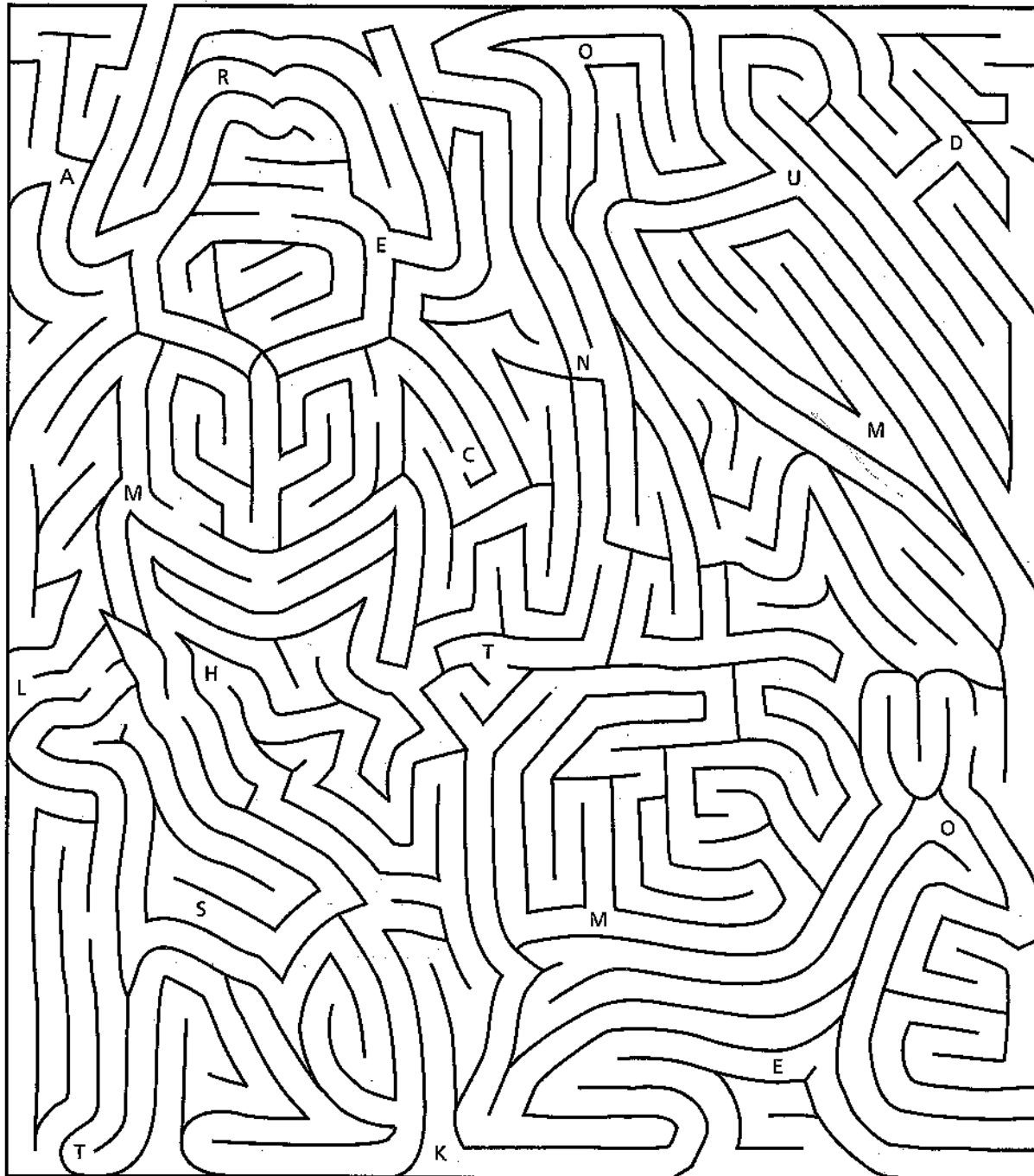
(4, 3, 5) News show, 1947–present



(5, 5) Detective show, 1957–66

# Large as Life

A large stone slab engraved with animal shapes is blocking the way into the burial chamber, but it'll shift aside if you can correctly trace a path through its maze. The letters crossed by the correct path can be rearranged to spell Answer #7.



# X Marks the Spot

The grid below represents a map of the burial chamber, which has six X's marked on the floor. Naturally, you're only supposed to dig at the correct X; the other five lead to deadly pitfalls. In order to determine which X is correct, you'll need to fill the grid.

Each row and column of the grid contains two consecutive entries. Entries that cross one of the X's are clued in the "X's" list, while entries without X's are clued in the "Others" list. (There are no X's in the grid besides the ones already shown.) Both clue lists are in random order, so you'll need to use the X's to get started. When the grid is filled, look for a hidden seven-letter word that intersects one of the X's reading horizontally, vertically, or diagonally. The intersected X is the proper place to dig, and the seven-letter word is Answer #8.

## X's

- Fifth-century invader of Britain
- Graph line
- Vital point
- Neil Simon's \_\_\_\_ *Blues*
- Church official
- Longtime California congressman Henry
- 1980 Olivia Newton-John musical
- Pert girl
- Poisonous substance
- One of several passed by George W. Bush: 2 wds.
- Wildcat with tufted ears
- Radiate

## OTHERS

- Barrier
- Stirs up
- Téa of *Fun With Dick and Jane*
- Off the boat
- Cast wearer's annoyance
- Benson & \_\_\_\_ (cigarette brand)
- River that two WWI battles were named for
- *Lucky Jim* author
- High schoolers
- Peninsula comprising Spain and Portugal
- Draws back
- Surname of husband-and-wife Nobelists

						X			
	X								
							X		
		X							
								X	
			X						

- Eater of Charlie Brown's kites
- Disparaging remark
- \_\_\_\_ Spumante
- Trouser measurement
- Remove one's clothing
- Habituate (to)
- Seles of tennis
- Good Texas hold'em holding
- Loving touch
- Applies delicately, as paint

- Mighty "Mudville nine" member
- Disgusting substance
- Taj Mahal builder's title
- Blue \_\_\_\_ (eastern U.S. mountain range)
- Language that "algebra" comes from
- Beetle that burrows through wood

# Exit Strategy

Enter the Answer from each puzzle into the correspondingly numbered row of the pyramid. Then spell out an appropriate five-word exit strategy by starting from one of the shaded spaces and moving from space to space, finishing at one of the pyramid's tips.

